

AGE OF THE EMPEROR

A RULES EXPANSION FOR WARHAMMER 40,000



The
Tempus Fugitives

I II III IV V VI VII VIII IX X XII XIV XV XVI XVII XVIII XIX XX

A WARHAMMER 40,000 EXPANSION FOR
NARRATIVE CAMPAIGNS SET DURING THE
31ST MILLENNIUM.

AGE OF THE EMPEROR

WRITTEN BY STUART MACKANESS
LAYOUT AND DESIGN BY ANDREW FISH

IMPORTANT! This material is completely unofficial and in no way endorsed by Games Workshop Limited 2011. Games Workshop, the Games Workshop logo, Warhammer, Warhammer 40,000 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 2000-2011, variably registered in the UK and other countries around the world, used without permission. No challenge to their status intended. All Rights Reserved.

The Tempus Fugitives

GIVE FEEDBACK ON THE TEMPUS FUGITIVES FORUM
AND SEE YOUR NAME IMMORTALISED HERE !

CONTRIBUTIONS BY THE TEMPUS FUGITIVES

SCOTT ANDERSON
CHRIS BUXEY
ROSS COOPER
BEN DOUGLAS
LAURENS 'LAW' EDWARDS
JONO GRAHAM
ROSS HUBBARD
ALEX HULSE
LES LANGHORN
STEFFAN MENSIKOV
ALEX ORCHARD
DAVID PATERSON
EDD RALPH
DIEGO SANTIAGO GIL
NICK SMITH
MICHAEL TAMIOLO
JAMES WILLS

SPECIAL THANKS TO
ANDREW FISH

BECOMING A PATRON OF THE TEMPUS FUGITIVES

Tempus Fugitives Patrons are members who have made one or more charitable donations (minimum 15 Pounds UK Sterling) to the operational fund for the forum (found at www.tempusfugitives.co.uk). Your donation is gratefully received and there are a couple of nice "thank you for donating" perks associated with it.

The rapidly-growing Tempus Fugitives Forum costs a fair amount of money to develop and maintain (over £400 in two particular months alone). We have our web server to pay for (including the considerable traffic/bandwidth) as well as investing in new and exciting projects to enhance the gaming experience either at one of our weekends or in your own home through our expansions and supplements. If we had to continue to pay the operational costs of the Fugitives out of pocket as we did during the start-up months, we wouldn't be able to stay running very long! Staging our weekends provides us with some limited additional funding, but our principle has always been to put what ever available funds we have back into the weekends. Therefore, we ask our members to pitch in, strictly on a voluntary basis.

There is absolutely NO OBLIGATION to make a donation and you aren't stigmatised for not donating. If you want to use the forum for free, that's what it's here for and we're glad to have you. Many of you enjoy the forum enough to donate money to its operation, and we've got a way to say "thank you" for your generosity. Read on!

There are several benefits to supporting this forum by donating money and becoming a Patron. They are:

Patron Title: Instead of the basic set of fixed user titles you are given the prestigious Patron title. This will be attached to your user name for roughly a year from the date of your last donation.

This Age of the Emperor Expansion: For each donation of 15 Pounds UK Sterling or more we will post to you a high quality softcover edition of this, the 2011 Age of the Emperor Expansion. **This is not available to purchase and is not given away at our campaign weekends!**

There will be additional benefits over time, to be announced.

We can take donations for the Tempus Fugitives Patron plan through PayPal only. The payment process is completely automated through the 'Donate Now!' button found on our website. The minimum donation to receive the "thank you" perks for donating is only 15 Pounds UK Sterling (£15) per year but you can donate less if you wish (or more) and may make multiple donations either simultaneously or over time.

Be aware that PayPal "instant payments" will make your donation take effect immediately, but PayPal "electronic check/cheque payments" can take up to a week to clear (and your Patron membership will not begin until the payment has cleared PayPal). Consult PayPal's own help pages for more information on the different payment types.

Please try to make sure that when you subscribe through PayPal, you're doing so using the same email address as the one you signed up for! If you don't, and the transaction does not complete properly, contact Ignatius and include the following: your user ID/handle, and the email address you paid with using PayPal. Note that it may take a small amount of time to put the situation right.

At this time, PayPal is the only method of donation payment available. We will be exploring other donation payment methods. If you'd like to make a donation on behalf of another user, contact Ignatius or Ulfhedin and we can take care of it (it's easy, it just involves doing PayPal outside of the Forum itself).

Please note that every one of your donations goes directly to the Tempus Fugitives' operational fund. The hope is that this site will be entirely financed by your donations. This is why we are so very grateful for your help! Whether you choose to make a donation or not, remember: it's just an option, and you don't need to. But if you'd like to contribute, there are some nice perks that go along with it. Either way... we hope you enjoy the forum!

Please note: Donations are non-refundable.

Thank you!
Ulfhedin
August 2011

TABLE OF CONTENTS

PLAYING WITH THIS EXPANSION.....	1
Playing with the Expansion.....	2
Legendary Points.....	3
Allied Detachments.....	3
ABILITIES, REVISED RULES & CLARIFICATIONS.....	4
WARGEAR OF THE 31ST MILLENNIUM.....	8
Weapons.....	9
Equipment.....	15
Armour.....	17
UNITS OF THE LEGIONES ASTARTES.....	20
Astartes Primary Units.....	21
Astartes Support Units.....	24
Legendary units of the Legiones Astartes.....	36
INDEX LEGIONES ASTARTES.....	37
Legio I – Dark Angels.....	38
Legio III – Emperor’s Children.....	41
Legio IV – Iron Warriors.....	44
Legio V – White Scars.....	47
Legio VI – Space Wolves.....	50
Legio VII – Imperial Fists.....	55
Legio VIII – Night Lords.....	58
Legio IX – Blood Angels.....	61
Legio X – Iron Hands.....	64
Legio XII – World Eaters.....	67
Legio XIII – Ultramarines.....	70
Legio XIV – Death Guard.....	73
Legio XV – Thousand Sons.....	76
Legio XVI – Luna Wolves.....	80
Legio XVI – Sons of Horus.....	83
Legio XVII – Word Bearers.....	86
Legio XVIII – Salamanders.....	91
Legio XIX – Raven Guard.....	94
Legio XX – Alpha Legion.....	97



OATHS OF FEALTY	100
The Edict of Nikaea.....	100
The Covenant of Mars.....	100
AGENTS OF THE EMPEROR.....	101
Agents of the Emperor.....	101
Legio Custodes	103
Sisters of Silence	105
Knights of the Sigillite	106
Corax's Shame – The Weregeld	107
Clade Assassin Master.....	107
AGENTS OF THE WARMASTER.....	108
Agents of the Warmaster	109
Erebus of the Word Bearers.....	110
Nemesis Assassin.....	110
Cultist Mob	111
Possessed Legionnaires	111
The Red Angel.....	111
IMPERIAL ARMY ALLIED DETACHMENT	112
The Imperial Army.....	113
Imperial Army Auxiliaries	113
Imperial Army Landspeeder	113
Grav Attack Storm	113
MARTIAN MECHANICUM ALLIED DETACHMENT	114
The Martian Mechanicum	115
CHAOS DAEMONS ALLIED DETACHMENT.....	116
Chaos Daemons Allied Detachment.....	117
The Daemon Primarch Angron	118
The Daemon Primarch Fulgrim	118
The Daemon Primarch Magnus the Red	119
The Daemon Primarch Mortarion.....	119
Ka'Banha – Lord of the Bloodthirsters	120
Doombreed – Exalted of Khorne	120
ADDENDUM.....	121
Dramatis Personae	121



PLAYING WITH THIS EXPANSION



PLAYING WITH THE EXPANSION

In the Age of the Emperor, victory is never a certain thing. An apparent crushing defeat can in reality have been a stunning victory provided that a shrewd commander focuses on the victory conditions at hand and does not get distracted by small details such as a Legion of Astartes hammering their front lines.

In games of Warhammer 40,000 using the Age of the Emperor expansion, the result is determined by victory points, which are based on the player's achievements throughout the battle. At the conclusion of the battle, add up the number of victory points earned. The player with the most victory points is the winner. If the difference in victory points is 20% or less than the highest score, it is considered a draw.

Holding Objectives: Any scoring unit within 3" of an objective may hold that objective providing there are no enemy contesting units within 3" of that objective. Any unit may contest an objective unless stated otherwise.








VICTORY POINTS ARE AWARDED AT THE END OF THE BATTLE FOR:

- 1 VP For each Structure point lost by an enemy Super Heavy vehicle.
- 1 VP For each wound lost by an enemy Gargantuan Creature.
- 2 VPs For each Legendary Point a destroyed or broken unit costs.
- 3 VPs For each Enemy unit that has been immobilised (but not by its own rules such as deployment).
- 5 VPs For each Enemy unit that is broken when the game ends.
- 5 VPs For each Enemy Dedicated Transport unit or fortification destroyed.
- 7 VPs For each Enemy Troop, Fast Attack or Heavy Support unit destroyed.
- 10 VPs For each Enemy Elite or HQ unit destroyed.
- 50 VPs For each Objective held at the end of the game.

ERA AVAILABILITY

As the passage of history unfolds, events are put in motion which changes the galaxy forever. New and exotic units come into being while others are sacrificed on the altar of progress. Certain units are only available at certain times during the Age of the Emperor.

	The Great Crusade Era	Following the Unification of Terra, the Great Crusade is declared.
	The Great Betrayal Era	The battle for Prospero, Calth, Istvaan and the Drop Site Massacre.
	The Age of Darkness Era	The seven years of civil war as the galaxy burns.
	The Siege of Terra Era	The battle for Terra and the confrontation between Horus and the Emperor.
	The Great Scouring Era	The exodus to the Eye of Terror; rise of the chapters and the last of the Primarchs.

LEGENDARY POINTS

During the Age of the Emperor, the Legions of the Astartes are brotherhoods of legend. Your army earns a Legendary point (LP) for every full 1000 points the army contains. A 1000 to 1999 earns you 1 LP while a 2000 to 2999 point army earns 2 LP's

- ❖ Your army earns two Legendary points for each **Primary Unit** in your army of twenty models (ten in the case of Grey Hunters and fifteen for Blood Claws). Primary units are Legion Tactical Squads, Legion Assault Squads and Legion Devastator Squads. Grey Hunters and Blood Claws are the Primary Units for the Space Wolves Legion.
- ❖ Your army earns a Legendary point for each **Signature Unit** in your army. Signature units are different for each Legion and are identified in the appropriate section.
- ❖ Allied units do not provide Legendary points.

Example 1: A 1500 point White Scar army takes a 20 man Legion Tactical squad, a 5 man Legion bike squad, a 10 man Legion bike squad and an attack bike squad. This generates them 1 Legendary point for having 1500 points of units, 3 points for the Tactical squad (two as it is a full strength primary unit and a bonus one for being a signature unit) and a point for each of the bike units (with the full size bike unit providing an additional two point bonus). This army would generate 9 Legendary points.

Example 2: A 1000 point Imperial Fist army takes a 20 man Legion Tactical squad and two 5 man Legion veteran squad. This generates them a Legendary point for having 1000 points of units, 3 points for the Tactical squad (two as it is a full strength primary unit and a bonus one for being a signature unit) and a point for each of the veteran units. This army would generate 6 Legendary points.

Example 3 A 2500 point Space Wolves army takes three 5 man Grey Hunter squads, two Fenrisian Wolf packs and three 15 man Blood Claw squads with wolf standards. This generates 2 Legendary points for having 2500 points of units, a point for each of the Wolf Packs as they are signature units for space wolves and 6 Legendary points for the Blood Claws as they are full strength Primary units. This army would generate 10 Legendary points.

LEGENDARY UNITS

Certain units in the game are so steeped in mythology that they must be purchased with Legendary points. When spent, the Legendary points either make available an upgrade for a particular unit or may even allow you to take a unit that is not otherwise available. These named units are unique and as such you may only have one of each in your army. Legendary units and characters must be used exactly as presented in their entry, and may only select options present in their individual entry; unless stated otherwise. A Legendary unit counts as the unit it replaced for the purposes of deployment and any armylist changes it permits (such as Battle Company Captains allowing command squads or Recon Company Captains allowing two Legion Recon squads to be taken as troops). Only count the replaced unit when referencing the Force Organisation Chart.

ALLIED DETACHMENTS

In the 31st Millennium, the Astartes Legions were given dominion over the Imperial Army and had binding alliances with both the Mechanicum of Mars and other, more esoteric forces. In battles this is represented by choosing a single allied detachment to join your Astartes Legion. If you decide to take allies then at least 250 points and no more than 50% of the point limit of your army may be spent on allies. Allied units are still taken from the army's force organisation chart (so if you have already taken your limit of heavy support choices for your Legion, you cannot take any more for your allies). These units do not and cannot generate Legendary points (except for determining the overall points cost of the army). You may not take another Astartes Legion as an allied detachment. Instances of multiple Legions fighting together are better represented by two or more players with two or more separate armies fighting alongside each other (along with any allied detachments they choose). Allied Detachments cannot be taken to fill compulsory unit choices.



ABILITIES, REVISED RULES & CLARIFICATIONS



BATTLE-FORGED HEROES

Many warriors of legend are surrounded and supported by some of the finest battle brothers ever to don the armour of the Astartes.

One Command Squad, Legion Tactical squad, Legion Recon squad; Legion Terminator squad or Legion Veteran squad may be given one of the following special rules at no additional cost: Acute Senses; Counter-Attack; Deep Strike; Furious Charge; Outflank or Tank Hunters.

ETERNAL WARRIOR

If a model with this ability suffers an unsaved wound from an attack that causes instant death, roll a dice. On a roll of a 2 or more the effects of instant death are ignored and the model instead takes a single wound. On a roll of a 1 the model is removed as a casualty.

GETS HOT!

Certain experimental weapons in the 31st Millennium are prone to vent heated gasses, jam or excess electricity if they overload.

Roll to hit as normal, except that you must roll to hit even if the target is found to be out of range. For each result of a 1 rolled on it's to hit rolls, the firing model suffers a wound (normal saves apply). Weapons with this rule on vehicles that roll a 1 to hit instead suffer a glancing hit (treated as AP -) to the vehicle as they overload the systems. Unlike normal vehicle damage rolls, if the total is less than one the Gets Hot! Glancing hit has no effect. A weapon destroyed result from that glancing hit must always be applied to the weapon that caused the Gets Hot! roll.

Blast weapons do not roll to hit, so you must always roll a D6 before firing a Gets Hot! blast weapon to check if the weapon overheats. If you roll a 1, the weapon gets hot, it does not fire, and the firing model suffers the affects as listed above. Otherwise the shot is resolved as normal. If a model has the ability to re-roll its rolls to hit (including because of BS 6+), it may re-roll Gets Hot! results of 1 without suffering damage, unless the result of the re-roll is a 1 as well.

HEROIC INTERVENTION

In the maelstrom of battle a well timed strike by a rapidly deploying force can be all that stands between certain defeat and a heroic victory. Certain elite Astartes units are famed for making such a strike.

If a unit with Terminator armour or a Jump Pack with this rule arrives from Reserve by Deep Strike, the player can elect for the unit to perform a Heroic Intervention - declaring this before the deep strike scatter dice are rolled. If a Heroic Intervention is declared, the unit cannot shoot (or run) that turn but can attempt to assault (provided they are close enough). Units wishing to assault must roll 3d6 and pick the highest single die to see the distance the unit is actually able to assault. This is not a difficult terrain check. This ability cannot be used if an Independent Character has joined the unit unless they too have the Heroic Intervention special rule.

THEIR NUMBER IS LEGION

Any squad of three models or less with this rule may be removed from play at the start of the Movement phase. It counts as being destroyed by the opposing player and the first time it is removed it awards Victory Points to their opponent as normal. Once a squad with this rule is destroyed, roll a dice. On a roll of a 4+ it may be brought back into play as a new unit and is placed into reserve. When the reserve unit becomes available it can only be deployed by moving on from the owning player's table edge. Squads brought back into play in this manner award 10 Victory Points if destroyed again and gain the Supernumerary ability. They arrive with as many models and exactly the same armaments as its full strength predecessor.

MAXIMUM FIRE

A distinct advantage of the larger squad sizes found in the Astartes detachments during the 31st Millennium was the ability to pour an overwhelming torrent of fire into the enemy.

Any unit with the Maximum Fire rule gains the Relentless special rule for either the first turn of the battle or the turn in which they move on to the board from reserve. Units with Maximum Fire that use the Outflank or Deep Strike special rule to deploy do not gain the Relentless special rule.

PROVEN METTLE

During the 31st Millennium, the wargear of the Astartes evolved at a rate which had never been encountered before or since. Though the Astartes embraced new technology as it better armed them to carry out their purpose, not all such updates to their wargear necessarily made them more effective, especially when newer marks of battle plate were generally thought inferior to those crafted in a more prosperous age. Squads tended to remain faithful to proven armour marks or equip with the more modern armour and improvise around the design's shortcomings in the field.

Any squad of more than one model which consists of models in either all of the same Mark of armour (including Artificer and variant marks of Terminator armour) or a mix of Mark II, Mark III and/or Mark IV armour gain a 6+ invulnerable save against close combat attacks and AP 2 or AP 3 weapons.

PSYKER MASTERY LEVEL

Units with the Psyker special rule use Mastery Levels, to determine how many psychic powers a character can choose before the battle. For each Mastery Level a unit has, they may use one psychic power each turn. A unit cannot use the same psychic power twice in a turn.

SUPERNUMERARY

The unit can never contest an objective, nor does it count as scoring. To all intents and purposes, at the end of the battle if the unit is still present on the table, remove the unit from play before calculating victory conditions. It does not count as destroyed if removed in this manner. Because of this, a unit with this rule awards no Victory Points if broken at the end of the battle.

TANK COMMANDER

A model with this ability must start the game as commander of a single Astartes vehicle of the tank type (not super-heavy). Use a suitable marker such as a tank commander model to represent this. Any tank with a Tank Commander aboard ignores any Crew Shaken or Crew Stunned results and has a Ballistic Skill of 5. A Tank Commander may decide to leave his tank, if the tank has not moved more than 6" that round. Place the model within 2" of the tank. He may not move any further that round. If the tank suffers a Wrecked or Explodes! result, roll a D6. On a 4+, the Tank Commander suffers D3 wounds. If the result is 3 or less, the Tank Commander leaps clear at the last second and instead takes a single Strength 4 hit as normal for a passenger in an enclosed vehicle. When the damage has been resolved, place him within 2" of the vehicle's position. Once a Tank Commander has left his vehicle he may not take command of another and instead becomes an Independent Character.

TRANSPORTED VEHICLES & MONSTROUS CREATURES

Vehicles (such as Walkers) and Monstrous Creatures can be transported by certain vehicles in the Age of the Emperor. These vehicles in effect are transporting multiple units at the same time (unless the Monstrous Creatures or Walkers are in a squadron). Each unit or squadron embarked must disembark from a different facing of the vehicle and is subject to the normal rules for disembarking. If the transporting vehicle suffers a Wrecked or Explodes! result, the embarked vehicle or Monstrous Creature suffers a Strength 6 hit (resolve against the transported vehicle's front armour) and is then placed within 2" of the destroyed transport as normal.

UNIT TYPE: HEAVY INFANTRY

Heavy Infantry move, shoot and assault in the same way as Infantry do. Because of each individual model's large size, they count as two models for the purposes of being transported in a vehicle. Models of this type are modelled on 40mm bases.





WARGEAR OF THE 31ST MILLENNIUM



WEAPONS

CETO QUAD AUTOCANNON: *These four barrelled weapon systems exchange precision targeting systems for sheer weight of fire. Ideally suited for saturating an area containing fast moving units such as aircraft or skimmers the Ceto Quad Autocannon has also proven remarkably effective against high speed bike units and fast moving xenos beasts.*

Range	Strength	AP	Type
48"	7	4	Heavy 4, Twin-Linked Ignores Cover

CHAINAXE: *During the Age of the Emperor, the Chainaxe was commonly issued to Marine assault squads. A handful of assault oriented Legions such as the World Eaters have more widely employed them. It takes the form of an axe with motorized chainsaw teeth and is able to tear through both flesh and armour with relative ease.*

A Chainaxe is a special close combat weapon. Models equipped with Chainaxes gain the Rending special rule for all attacks made with the Chainaxe. If the majority of a unit is equipped with Chainswords, Chainaxes and/or Combat Blades the unit gains the Move through Cover special rule when moving through woods, jungles or similar terrain.



CHAINBLADES: *Many Astartes Legions attach Chainblades to their Boltguns as a form of bayonet to aid in close combat. Utilising a cutting chain mechanism (similar in principle to a chainsaw) along the length of the striking edge, Chainblades are generally used in wide sweeping attacks to take advantage of the additional reach the attachment provides for maximum impact and cutting strength.*

The Chainblade is a special close combat weapon which is used in the first round of an assault and can only be attached to a Boltgun, Foebaster Boltgun or combi-weapon. A model can always choose to use a different weapon (even a chainsword or combat knife) instead of his Chainblade in the first round of an assault but can only claim the benefit of the Chainblade if it is the only weapon used by the wielder in that assault. Models using Chainblades may re-roll failed to wound rolls in the first round of an assault.

CHAINSWORD: *A Chainsword is essentially a sword with powered teeth that run along the blade like that of a chainsaw. Most versions make use of monomolecular-edged or otherwise razor sharp teeth. The weapon makes an angry buzzing sound as the teeth spin around, intensifying into a high pitched scream as they grind into armour.*

A Chainsword is a close combat weapon. If the majority of a unit is equipped with Chainswords, Chainaxes and/or Combat Blades the unit gains the Move through Cover special rule when moving through woods, jungles or similar terrain.

CHEM CANNON: *Belching a toxic cloud of acidic poison, the Chem Cannon is favoured by the warriors of the Death Guard as well as certain brutal Imperial Army regiments.*

Range	Strength	AP	Type
Template	1	3	Heavy 1, Poisoned 2+

COMBAT BLADE: *This mono-filament edged blade is standard issue to the Astartes. Many will prefer to hold such a blade in their off hand while keeping a more potent close combat weapon, such as a Chainaxe, within easy reach.*

A Combat Blade is a close combat weapon. Any model equipped with a Chainsword can exchange it for a Combat Blade for no additional cost. If the majority of a unit is equipped with Chainswords, Chainaxes and/or Combat Blades the unit gains the Move through Cover special rule when moving through woods, jungles or similar terrain.

CONVERSION BEAMER: *Conversion beam projectors fire a beam that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in power.*

A shot from a Conversion Beamer has a different profile depending on how far the target is from the firer. When firing the Conversion Beamer, measure the distance to the target and place the blast template. Resolve the scatter distance as normal, then measure to the centre of the blast marker from the firing model and consult the chart below to determine the effect.

Range	Strength	AP	Type
Under 18"	6	-	Heavy 1, Blast
18 - 42"	8	4	Heavy 1, Blast
42 - 72"	10	1	Heavy 1, Blast
Over 72"	Miss!		



CROZIUS ARCANUM: *A gleaming staff topped with the Imperial eagle or a Legion specific icon, incorporated within is a powerful energy field capable of disrupting matter much in the same way as a Power Weapon. Also known as a Crozius Aquilum, the staff serves as both a staff of office and a weapon for Space Marine Chaplains. In the hands of a skilled Chaplain the power field within the staff can be discharged to explosive effect.*

The Crozius Arcanum is a Power Weapon. Once per battle, the Crozius may be fired as a Heavy Flamer with the Rending special rule.

CYCLONE MISSILE LAUNCHER: *The Cyclone is a specially designed Missile Launcher system, used by Space Marines in Terminator armour to provide mobile heavy fire support. Essentially a rack of missiles fitted onto the shoulders of a Terminator, the Cyclone Missile Launcher enables the Terminator to engage both heavily armoured vehicles and lightly armoured infantry with deadly efficiency.*

A Terminator can fire his Cyclone Missile Launcher in addition to a twin-linked Bolter or Foebaster Boltgun. Each time a Cyclone Missile Launcher fires, the controlling player can choose which type of missile is being used in the same manner as a conventional Missile Launcher.

Frag

Range	Strength	AP	Type
48"	4	5	Heavy 2, Blast

Krak

Range	Strength	AP	Type
48"	8	3	Heavy 2

DEATH-FOE LASCANNON: *Crafted on the Forgeworld of Godhammer, the Death-Foe pattern Lascannon are the most powerful in the Imperial arsenal. Large and bulky drum-like weapons, though the power generators required prevent them from being man-portable they have found battlefield deployment in the sponsons of the Land Raider Phobos and mounted on the Furibundus Battle Armour Dreadnoughts.*

Range	Strength	AP	Type
48"	9	1	Heavy 1

EXTERMINATOR: *Favoured by the Salamanders and Word Bearers, Exterminators attach underneath Boltguns and are single burst flamethrowers.*

An Exterminator can be attached to a Boltgun, Foebaster Boltgun or twin-linked boltgun. It may not be attached to any other type of weapon or combi-weapon.

Range	Strength	AP	Type
Template	3	6	Assault, one shot per battle

FIREARMS: *Crude rifle either purchased cheaply from the black-market or built from scavenged parts often find their way into the hands of those who would use them to fight against the grim dark future.*

Range	Strength	AP	Type
18"	3	6	Assault 1, Gets Hot!

FOEBLASTER BOLTGUN: *The Foebaster Boltgun is a heavy duty rendition of the standard umbra pattern Boltgun of the Astartes. Outfitted almost exclusively elite units such as the dreaded Cataphract, the Primarch Honour Guard and the Battle Armour class of Dreadnoughts, the Foebaster is a potent anti-infantry weapon. Launching its own classification of Bolter ammunition, the Foebaster is devastating when supplies are good, but such specific ammunition means that it is likely to run dry on prolonged campaigns.*

Any model armed with a second Foebaster Boltgun counts as twin-linked.

Range	Strength	AP	Type
24"	5	4	Rapid Fire

FRAG CANNON: *This weapon is most commonly seen on the Blood Angels Legions Dreadnoughts. Its payload is a pair of cylindrical adamantine shells, each the length of a Battle-Brother's arm. When fired, the hollow shell disintegrates into a hail of razor-sharp shards which gout forth from the cannon's mouth to shred armoured and unarmoured foes alike.*

Range	Strength	AP	Type
Template	6	-	Assault 2, Rending

GLADIUS: *This Power Weapon incorporates a Bolt pistol to enable a skilled warrior to not only hold off their foes at range but deliver a killing blow when needed. One of the signature weapons of the Adeptus Custodes it is occasionally found in the hands of veteran troops with close ties to Terra.*

The Gladius is a master crafted Power Weapon. The weapon incorporates a master crafted Bolt pistol and the weapon may be fired in the shooting phase and then used in the assault phase. The Bolt pistol incorporated into the Gladius does not count as an additional close combat weapon with the Gladius itself.



GRAVITON GUN: *The weapon fires a stream of particles which affects the local gravitational field of a target area, making the targeted object either far heavier or lighter depending on the weapon's setting. The gun also creates a bass rumble as the waves affect the local air pressure, causing the air to vibrate. The effect is generally non-lethal and can be used to incapacitate foes who need to be captured alive. Though some living targets will be affected more variably; a very large creature may be killed under excessive weight, but most targets will either be slowed or completely immobilised.*

Each model hit by the Graviton Gun must take a Strength test or suffer a wound. Vehicles hit take a glancing hit on a roll of a 5+. After the shot has been resolved, leave a marker in place the size of a small blast template. The area is counted as difficult and dangerous terrain until the start of the next friendly turn.

Range	Strength	AP	Type
18"	3	6	Assault, Gets Hot!

GUARDIAN SPEAR: *This long power blade comprises of a finely balanced halberd with an inbuilt Boltgun. The symbol of office for the Adeptus Custodes, these weapons are unique to each custodian and at their death the spear is said to be interred alongside their master in the guardian crypts beneath the Emperor's Palace.*

The Guardian Spear is a master crafted two handed Power Weapon that provides +2 Strength to the user. The weapon incorporates a master crafted Boltgun and the weapon may be fired in the shooting phase and then used in the assault phase. You cannot gain an extra attack for having an additional close combat weapon if you are using a Guardian Spear.



HAND FLAMER: *This compact flame weapon is especially common in the Salamander and Blood Angels Legions. It is small enough to allow the wielder to make use of a chain weapon or similar close combat blade in the other hand and still immolate their foes.*

Range	Strength	AP	Type
Template	3	6	Pistol

HAWKTALON MISSILE: *This solid core warhead is designed to tear through enemy armour at range, and makes a distinctive shriek as it races through the sky. This is followed by a discernable 'crump' as it punches deep into its target before its highly explosive payload detonates.*

Range	Strength	AP	Type
72"	8	1	Heavy 1, One Shot

HAVOC MISSILE LAUNCHER: *Havoc Missile Launchers were the precursors of both the Cyclone Missile Launcher and the immense Havoc Missile Rack sported by the Banelord Class Titans. Due to their size they were not man-portable, and restricted to use on vehicles.*

Any vehicle that does not have the option to purchase Havoc Missile Launchers may instead exchange a Hunter-Killer Missile with a Havoc Missile Launcher for +5 pts.

Range	Strength	AP	Type
48"	4	5	Heavy 2, Blast

HEAVY BOLTER: *The Heavy Bolter is generally used for anti-infantry or fire support roles, also known as the "Back Breaker" or the "Bruiser" by the crew who have to carry it because of its great weight - but also because of the heavy punishment it can deal out to the enemy. It fires a round considerably larger than that of the standard Bolter shell, with more propellant and longer range, making it capable of destroying light vehicles.*

The Heavy Bolter may be fired twice as a Rapid Fire weapon (giving it four shots at a target within 12") or three times as a Heavy weapon.

Range	Strength	AP	Type
12"	5	4	Rapid Fire 2
36"	5	4	Heavy 3

HEAVY CONVERSION BEAMER: *These larger Conversion beam projectors are usually vehicle mounted and emit a narrow stream of waves that induces a controlled subatomic reaction in the target, converting its mass into energy. The further away the target, the more deadly the blast, as the beam has time to grow in power.*

A shot from a Heavy Conversion Beamer has a different profile depending on how far the target is from the firer. When firing the Heavy Conversion Beamer, measure the distance to the target and place the blast template. Resolve the scatter distance as normal, then measure to the centre of the blast marker from the firing model and consult the chart below to determine the effect.

Range	Strength	AP	Type
Under 18"	6	-	Heavy 1, Blast
18 - 42"	8	4	Heavy 1, Blast
42 - 72"	10	1	Heavy 1, Blast
Over 72"	Miss!		

HEAVY STUBBER: *The heavy stubber is a primitive old-fashioned heavy machine gun that rattles off a hail of heavy-weight bullets sufficient to stop a man dead in his tracks. A heavy stubber is fairly reliable weapon; cheap and easy to mass produce, and is nearly as effective as a Bolter, though it is far less sophisticated a weapon.*

Range	Strength	AP	Type
36"	4	6	Heavy 3

HOT-SHOT LAS WEAPONS: *The hot-shot lasgun and hot-shot laspistol use a more powerful power supply from a backpack mounted energy cell. This allows the hot-shot weapon to project a much more powerful beam capable of penetrating even the mighty Power Armour of the Astartes. On worlds brought into compliance by the Night Lords, ownership of such a weapon is punishable by death.*

HOT SHOT LASGUN

Range	Strength	AP	Type
18"	3	3	Rapid Fire

HOT SHOT LASPISTOL

Range	Strength	AP	Type
12"	3	3	Pistol

IMMOLATOR LANCE: *Used almost exclusively by the Adeptus Custodes, the Immolator Lance is deadly at close range and cuts through armour and flesh like a hot knife through butter.*

The Immolator Lance is a Power Weapon that may also be used as a Melta pistol in the shooting phase. You cannot gain an extra attack for having an additional close combat weapon if you are using an Immolator Lance.

KHERES PATTERN ASSAULT CANNON: *It was with the Contemptor Pattern Dreadnoughts that the Kheres Assault Cannon was first deployed in large numbers. A forerunner to the Absinia pattern that was later deployed in Legion Terminator squads the Kheres Assault Cannon was the weapon which first earned the dread reputation enjoyed by all Assault Cannons which followed.*

Range	Strength	AP	Type
24"	6	4	Heavy 6, Rending

Lance.

MAGNA GRAPPLE: *This weapon comprises a grapple and several yards of tempered adamantium chain. When fired at a vehicle, the grapple's magnetic and gravitic field generators form an unyielding bond with the target's hull, allowing the wielder to 'drag' its prey closer.*

If the Magna-Grapple shot hits a vehicle and the target is not destroyed, roll a D6 and add 8 to the score. If the result is lower than the target's highest armour value, nothing happens - the wielder doesn't have the leverage to reel the vehicle in. If the result is equal to or higher than the target's highest armour value, the wielder hauls the grapple in, dragging the vehicle with it. Move the vehicle 2D6" directly towards the wielding model. The target does not change facing and will stop if it comes to within 1" of difficult terrain, impassable terrain, another vehicle (friendly or enemy) or a unit locked in close combat. Treat any non-vehicle unit the target moves over as having been tank-shocked. Once the drag has been completed, the wielder releases the grapple - if the target survives the ensuing assault phase, it will be able to move normally in its next turn.

Range	Strength	AP	Type
12"	8	2	Heavy 1

MELTA CANNON: *The Melta Cannon is a large vehicle-mounted Melta weapon, able to destroy several targets at once. The Imperial Army use the weapon on Hellhound variants while the Astartes have been known to deploy it on Contemptor Pattern Dreadnoughts.*

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta Blast

MELTA PISTOL: *These weapons date back to the Dark Age of Technology and only Magma City on Mars still produces them in any great number. Essentially this hand weapon contains much of the fury of the Meltagun but compressed into a potent armour vaporising pistol.*

Range	Strength	AP	Type
6"	8	1	Pistol, Melta



MULTI-MELTA: *The Multi-Melta is an experimental heavy version of the Meltagun that has multiple Melta barrels. It is intended to be the ultimate anti-tank weapon, especially at close range. It is a vicious and effective weapon, but lacks the range of other heavy weapons. Distinctively Multi-Meltas fire with a blinding flash and then project a nearly invisible beam of intense heat. Targets are just melted away - turning creatures into pools of steaming protoplasm and vehicles into twisted goo. No personal armour offers even scant protection from a Multi-Melta. The greatest issue with the Multi-Melta is making it safely man portable. So large are the power requirements that even an Astartes needs to be fully braced to fire it safely. In the right situation however, a warrior can move and fire the Multi-Melta, but at the risk of lethally exposing themselves to the vast power they attempt to command.*

The Multi-Melta can be fired in one of two ways in each Shooting Phase. Note that the fire mode that allows you to move and fire has a chance of overheating as well as a slightly less focussed beam which gives it AP2

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta
24"	8	2	Assault 1, Melta, Gets Hot!

NEEDLER: *The Needler (or more formally the needle pistol) is a silent and deadly weapon that uses both laser power and poisoned needles. The weapon fires a laser bolt like the lasgun, but, a millisecond after, it fires the needle. The bolt melts and cuts through armour, leaving the target vulnerable for the needle, which knocks out or kills the target. It is a valuable weapon which needs specialised ammo and care and therefore usually reserved for the Astartes or Silent Sisterhood.*

Range	Strength	AP	Type
12"	1	5	Pistol, Rending,

NEUTRON LASER PROJECTOR: *An example of the formidable technology that the Mechanicum can wield, the Neutron Laser Projector is seen in limited numbers outside of the Forgeworlds of the Omnissiah. The pulse of the neutron laser overwhelms vehicle systems and electronics.*

Any non super-heavy vehicle hit by a Neutron Laser suffers an automatic Crew Stunned result in addition to any damage caused normally by the weapon.

Range	Strength	AP	Type
60"	10	2	Ordnance 1, Blast

PUNISHER GATLING CANNON: *Lacking the penetrative power of the Kheres Assault Cannon, this contemporary was felt to be too ammunition hungry for extensive deployment amongst the Astartes Legions. Not all Primarchs agree...*

Range	Strength	AP	Type
24"	5	-	Heavy 20

PLASMA BLASTER: *Crafted exclusively by the machine-city known as the Triad on the Forgeworld of Ryza, the Plasma Blaster is a ferocious development in plasma technology that is barely understood by the other Magos on Ryza let alone their brethren on other Forgeworlds. An Astartes Legion that can equip its vehicles with such technology is favoured indeed by the Mechanicum.*

Range	Strength	AP	Type
18"	7	2	Assault 2, Gets Hot!

RELIC BLADE: *A Relic Blade is a large two handed Power Weapon often resembling a sword, axe or glaive that is surrounded by the same energy field as other Power Weapons. They are large and unwieldy in combat required to be wielded two-handed by all but the most skilled user.*

The Relic Blade is a two handed Power Weapon that provides a bonus of +2 to the wielder's strength. You cannot gain an extra attack for having an additional close combat weapon if you are using a Relic Blade.

ROTARY LASCANNON: *A design found originally on the shield world of Onassi Prime, the rotary Lascannon promises much in terms of firepower, but has never proved to be sufficiently reliable to see widespread deployment in the armies of the Imperium.*

Range	Strength	AP	Type
48"	9	2	Heavy d3



SONIC WEAPONRY *Devotion to Slaanesh has led to the creation of weapons that speak to the distorted souls of the Dark Prince's followers. All sonic weaponry ignores cover, causes pinning and has the Rending special rule.*

BLAST MASTER

Range	Strength	AP	Type
24"	6	5	Assault 3, Sonic

DOOM SIREN

Range	Strength	AP	Type
Template	4	5	Assault 1, Sonic

SONIC BLASTER

Range	Strength	AP	Type
18"	4	5	Assault 2, Sonic

SONIC PISTOL

Range	Strength	AP	Type
12"	4	5	Pistol, Sonic

SPITFURY MISSILE LAUNCHER: *Carrying a heavier payload than a conventional Missile Launcher, the Spitfury was another technological discovery from the Martian forges of Magma City. Originally developed for use on the Battle Armour Dreadnoughts and incorporating sophisticated guidance systems, the artificers in the Astartes Legions have managed to integrate it into several other platforms. The Spitfury warhead combines the penetrative power of a krak warhead with the larger area of effect that you would associate with a Fragmentation device.*

Range	Strength	AP	Type
36"	8	3	Heavy 1, Blast, Twin-linked

STORMFURY ROCKET POD: *This multiple rocket launcher contains dozens of short fused Fragmentation warheads which explode in a synchronised cacophony of incendiary death.*

Range	Strength	AP	Type
24"	4	5	Heavy 1, Large Blast,



VIPER QUAD LAUNCHER: *The viper pattern quad launcher shoots rapidly, its multiple barrels pumping in and out as each shell fires in succession with a distinctive "thud-thud-thud-thud" noise, leading to the common name of thudd gun. Each barrel is fed by a separate magazine of ammunition, giving the weapon a high rate of fire. Although extremely heavy weapons, they are easily moved due to being mounted on a small robotic tractor unit, articulated legs pistons or else mounted on the Land Raider Achilles.*

Range	Strength	AP	Type
48"	5	5	Heavy 4, Blast, Barrage,



EQUIPMENT

ATOMANTIC SHIELDING: *One of the marvels of the Imperium's armoury is the distinctive curved features of the defensive field generators powered by the potent Atomantic power reactor. This can repel incoming strikes at the molecular level, turning aside explosions, laser weapons and even melee attacks.*

Vehicles with Atomantic Shielding have an Invulnerable save of 5+ against shooting attacks and explosions, and an Invulnerable save of 6+ against attacks suffered in close combat. So potent is the Atomantic reactor that if the vehicle suffers a 'Vehicle Explodes' damage result, add +1" to the radius of the blast.

BACK BANNER: *Proudly displaying both the Legion heraldry alongside the heroic deeds and battle honours of the squad or individual, Back Banners are an important symbol for the Astartes. The banner itself is usually stored in a compartment within the Power Armour backpack. Via a neural link, the banner pole then telescopically extends from the compartment, the banner unfurling as it does so.*

If a unit contains a model with a Back Banner, it may attempt to regroup even if within 6" of an enemy unit. Units which would normally automatically regroup (such as Space Marines) still have to pass a morale check in order to regroup within 6" of the enemy.

BATTLEFIELD COMMAND UPLINK: *A complex package of logic engines, Auspex, surveyors and other auguries make for a wealth of data that can aid an experienced commander in developing strategy but can easily overwhelm others.*

For each Battlefield Command Uplink present in the army, the controlling player may re-roll a single reserve roll each turn. Additionally, a vehicle equipped with a Battlefield Command Uplink can provide targeting information to a nearby unit. A unit within 8" counts as having a Ballistic Skill of 5 for the remainder of the Shooting phase provided the target it shoots at is in line of sight for both the vehicle with the Battlefield Command Uplink and the shooting unit. Declare that the uplink is being used before any rolls to hit are made.

CERBERUS LAUNCHER: *Incorporating a range of short-fused flash and concussion grenades to stun enemy units prior to an assault, the Cerberus launcher is the favoured tool of those Legions who prefer close range and reconnaissance.*

A Cerberus launcher may target a single enemy unit within 12". This may be a separate target than the model equipped with the Cerberus Launcher shot any other weapons at. The targeted unit has their Leadership reduced by 2 for the duration of that assault phase.

CAMELEOLINE CLOAK: *Astartes Recon squads and other Reconnaissance forces are commonly equipped with loose garments interwoven with cameleoline, a light-absorbing material that imitate surrounding terrain. So garbed, units are almost impossible to see at long distance, and make for difficult targets when in cover of any kind.*

Models with a Cameleoline Cloak gain the Stealth universal special rule. Models that already have Stealth instead gain +1 to cover saves.

FERROMANTIC INVULNERABILITY: *The Martian Mechanicum uses many of their technological secrets as currency in securing favourable agreements with the Imperium. One of those is the secret of Ferromantic Invulnerability. With it the hull of a vehicle is specially constructed to resist even the most determined assault and is almost preternaturally resilient.*

A vehicle crafted with Ferromantic Invulnerability is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. Melta bombs only roll 1d6 +8 to attempt to penetrate the armour of vehicles with this rule. In addition it reduces by 1 the effects of all rolls on the damage chart caused by Penetrating hits (other than by Destroyer type weaponry)

FIREDRAKE MANTLE: *Potent symbol of the Salamanders Legion, this toughened reptilian hide not only protects the wearer from harm, but speaks volumes of their indomitable spirit.*

Models wearing the mantle of a Firedrake have the Feel No Pain (5+) special rule.

GALVANIC MOTORS: *Galvanic motors are small devices built within the grav generators, legs, wheels or tracks of a vehicle that allow them to operate even when primary power has been rendered non-functional.*

A unit with Galvanic Motors ignores an immobilised result on a 4+. Super-heavy units ignore 'Engine Damaged' on a 4+.

GRAV CHUTE: *A Grav-chute is a pack-sized suspensor allowing troops to float safely to the ground from any height. It operates via suspensor fields that counter gravity and two small jets on either side of the shoulders that offer further braking of descent. It is used to drop troops onto a battlefield, either from low-flying aircraft or from the upper atmosphere. Work on the grav chute would eventually lead to the development of the larger Jump Pack system.*

Units equipped with Grav Chutes can always be placed in reserve. Units equipped with grav chutes entering play as reserves may enter using the deep strike rules. Unless a 'hit' is rolled on the scatter dice, treat the unit as though landing in dangerous terrain. If the unit lands in actual difficult terrain, they fail the test on a roll of a 1 or 2. Using Locator Beacons to land is treated as though the squad had rolled a 'hit'.

LEGION BANNER: *Much prestige and distinction is bestowed upon those called to carry the Legion Banner but such duty is incredibly perilous. Nonetheless, it is unheard of for a member of the Primarch's Honour Guard to refuse. The Legion Banner encompasses the honour of the Legion and to all Astartes; the honour of the Legion outweighs the mortal existence of the Primarch Honour Guard.*

All friendly units within 12" of the banner bearer re-roll failed Morale and Pinning Tests. In addition, all models within 12" of the Legion Banner (including the bearer himself) have +1 Attack whilst the banner bearer is alive.

NEURAL FIBRE-BUNDLES: *Originally developed as part of the Battle Armour Dreadnought STC (itself an offshoot of the Knight Household's walker technology), this marvel closely attunes the pilot to his warmachine and provides the ability to redistribute connections to damaged systems and maintain their fighting ability.*

Whenever the vehicle with Neural Fibre Bundles suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

STORM SHIELD: *A power shield used by the Astartes, the Storm Shield is a more advanced and bulky version of the Combat Shield, providing better defence. However it is also much larger and requires use of one hand, preventing the use of two weapons. Different Legions style their shields in different ways; the Night Lords for example, prefer a plain shield mounted with the skin of their enemies, the flesh sizzling in the power field merely adding to the imagery. The shield itself is powered by a generator in the user's armour. When the generator is activated the shield shimmers with blue energy and when struck it emits crackling lightning, which gives it its name.*

Models equipped with Storm Shields gain a 3+ Invulnerable save against attacks in an assault. Because of the size of a Storm Shield, models still gain a benefit against ranged weapons, albeit reduced. Models with Storm Shields have a 4+ Invulnerable save against shooting attacks. You cannot gain an extra attack for having an additional close combat weapon if you are using a Storm Shield.



ARMOUR

POWER ARMOUR: *Power armour has been in use since before the Age of the Emperor, from the techno-barbarians of Terra to the original Space Marines created by the Emperor. Over the history of the Imperium, Power Armour has developed into many different forms. Need, circumstances and recovery of new materials and technology has shaped the armour's evolution.*

Power Armour is worn primarily by the Space Marines and the Adeptus Custodes. It is a completely enclosed suit of armour, made of thick ceramite plates. The armour would be heavy and cumbersome to wear but for the electrically motivated fibre bundles within the armour that replicates the wearer's movement and enhances his strength. The advanced systems of Space Marine Power Armour also monitor the Marine's biological functions, feeding the medical information to the Marine. The backpack contains the main power plant, environmental system and additional stabilizers. Power armour is fully sealed, isolating the wearer from the outside environment and protecting him from gas weapons and harsh atmospheres. It also commonly includes numerous auxiliary systems such as communicators and auto-senses.

- ◆ Power Armour of all Marks provides a 3+ Armour Save



Mark I Power Armour "Thunder Armour"

When the Emperor began the conquest of Terra, the proto-Space Marines which formed part of his retinue were armoured in the same way as the warriors of the other warlords. A thunderbolt and lightning symbol was displayed on the breastplate of warriors loyal to the Emperor - this was the personal badge of the Emperor in those days, predating the Imperial Aquila which only became the symbol of the Imperium much later. The emblem gives the suit its common name - Thunder Armour. Thunder Armour was not an enclosing suit and offered no life support functions, being unnecessary while the fighting was confined to Terra. The main part of the armour is the massive powered torso which encloses the chest and arms. Coiled energy cables beneath the armour plating transmit power from the power pack on the back to the arms, greatly increasing physical strength. Though the men that wore this armour were usually not full Astartes but their genetic forefathers, performance was instead enhanced by copious combat drugs and mental conditioning.

Because of the lack of quality communications equipment and an enclosed environment, models in Mark I Power Armour cannot gain benefit of the Proven Mettle or Rites of Battle special rules. Such is the honour of wearing Mark I armour however, that any Astartes unit all equipped as such gains the Feel No Pain (6+) special rule.



Mark II Power Armour "Crusade Armour"

After the conquest of the main planets of the Solar system, the factories on Mars were set to work constructing a new type of armour for the Emperor's elite Space Marines. This armoured suit is commonly referred to as Crusade Armour, since it was designed with the planned Great Crusade in mind. It was the first fully enclosed Power Armour, making it suitable for conquest of space. The Crusade Armour is fully plated, and the legs are also Power Armoured. The plates are arranged into articulated hoops, for increased manoeuvrability. The chest coils, which were kept on the outside of the armour plating on Mark I armour for cooling purposes, have now been placed on the inside of the chest plates, so that they are better protected, thanks to more efficient cooling mechanisms. The back pack is roughly the same size as that on the Mark I armour, but is much more efficient, and also includes extra life support, air recycling and fluid recovery equipment, as well as automated medical devices that have remained a part of Space Marine armour ever since.

The helmet in Mk II armour is the first to be fitted with automatic sensory devices developed on Mars, this allows the wearer to see and hear as though not wearing a helmet, and, since all information is transmitted to a computer in the helmet before being transmitted directly to the wearer's brain via neural link, blinding lights and deafening noises can be muted so that they don't harm the wearer. The wearer is also able to see in the infra-red and ultra-violet spectrum, and images can be zoomed in and magnified.





Mark III Power Armour "Iron Armour"

Mark III was never intended to replace the Mark II but to provide a specialized suit with heavier frontal protection reduced weight of the rear armour to compensate. The suit uses a heavy armoured helmet with sloping plates designed to deflect shots to the left and right. In Mark III and later versions the helmet is no longer fixed, but moves with the wearer's head. This represented the constructors' increasing experience with neural connector gear and the new materials which flooded into the Martian workshops as the Great Crusade progressed. The helmet inspired the Mark IV and VI helmet designs. While successful in the conditions it was designed for - particularly, tunnel fighting and boarding actions - the armour is too clumsy and uncomfortable for conventional fighting. As the most visually brutal of all Marine armour, it is sometimes worn by ceremonial guards. It is commonly called the Iron Suit or *Armorum Ferrum* in recognition of its great strength.



Mark IV Power Armour "Maximus Armour"

Towards the end of the Great Crusade the Space Marines found their armour wearing out. While some Legions chose to continue local production and maintenance, the Martian Mechanicum started design new variant, which was to be the Mark IV or Imperial Maximus suit. The most distinguishing change over the Mark II was the abandonment of the separate abutting plates in favour of larger inflexible armour casings incorporating flexible joints. This marginally reduced mobility but was far easier to produce and maintain. Technical secrets recovered from empires such as the Interex allowed Mars to develop the more efficient armour, improving the quality of protection and reducing the suit's weight at the same time. Improved armouring of the power cables allowed the main arm and chest supply to be safely relocated to the exterior of the armour, while the use of new material reduced the size and number of cables.



Mark V Power Armour "Heresy Armour"

Mark IV armour was envisioned at the time to be the ultimate and final type of Space Marine armour, able to offer the best protection in a variety of conditions. However, the equipping of the Legions was only partially complete when the Horus Heresy broke out. Many of the newly equipped Legions turned against the Imperium while many loyal Legions had old style armour. With war damage and mobile operations, resupply for damaged equipment was difficult or impossible. Marine artificers and Techmarines had to use old style equipment from older models to keep the Legions fighting. The Mark V is commonly called the Heresy Suit. The external design of the Mark V helmet would serve as the template for the Mark VII design, although internally the two are significantly different.



Mark VI Power Armour "Corvus Armour"

At the end of production of the Mark IV type a long term research project began to replace the existing Power Armour. This led to the production of the Mark VI Corvus Suit as a stopgap measure using a mixture of new and old features. Similar to the studs found on the Mark V, this pattern is distinguished by a studded left shoulder plate. These studs are the top of Bolts which attach each layer of the armour to one another.

Corvus armour has come to be associated with the Siege of Terra due to the extensive use of Mark VI armour by the Blood Angels, White Scars and Imperial Fists during that dark time. In particular Mark VI armour symbolises the sacrifice of the First Founding Astartes loyal to the Emperor in the face of Horus and his forces.

Mark VII Power Armour "Aquila (Eagle) Armour"

Mark VII armour was developed during the Horus Heresy, and represents the final major development of Mark VI armour. While the final battle for Mars was underway, the Imperium realised the planet would eventually be lost. Armour development teams were transferred to Terra to continue, incorporating their latest work into the armour type that would become Mark VII. Main improvements to this armour are the newly designed plastron which covers the chest and arm cabling. The chest bears the Imperial Eagle, giving the armour its common name of *Armorum Impetator*, or Eagle Armour. This mark abandons the studded shoulder armour plate, and replaces the helmet. As Mark VII is a development of Mark VI, both have a great deal in common, and parts from one mark are readily interchangeable with parts from the other.

Mark VIII Power Armour "Errant Armour"

A refined version of the Mark VII with adaptations to the torso and gorget, this armour did not come into use until long after the Age of the Emperor. Any examples of this type of armour during this period count as artificer armour and should be presented as such.

PRIMARCH ARMOUR: *The artifice incorporated into the armour of the Primarchs is designed by the Emperor himself and are such works of majesty and refinement that all but the most determined of attacks is turned aside.*

The armour provides a 1+ armour save (remembering that a roll of a 1 is always a failure), the Relentless special rule and a 4+ Invulnerable save. Any model wearing Primarch armour can be teleported onto the battlefield. They may always start the game in reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played. Models in Primarch Armour gain the Heavy Infantry unit type.

RECON ARMOUR: *Formed of thick plates of carapace armour, Recon armour is easily capable of stopping a bullet. Less cumbersome than Power Armour, Recon armour is ideal for infiltration work and allows a greater freedom of motion. The fatigues that form a woven underlay to the layered carapace armour are made of ballistic nylon which gives further protection without reducing the marine's movement.*

Recon Armour provides a 4+ armour save and provided the majority of the unit is wearing Recon armour the unit gains the Scout and the Move Through Cover special rules. If the model is mounted on a Space Marine Bike it instead gains the Scout and Skilled Rider special rules.

TERMINATOR ARMOUR: *Terminator armour is the best protection a Space Marine can be equipped with. It is even said that Terminator armour can withstand the titanic energies at a Plasma generator's core, and that this was in fact the armour's original purpose. Terminator armour was developed during the Great Crusade as a tactical blend of Dreadnought armour, standard Marine Power Armour and heavy suits used by engineers working in the most hostile environments (such as micro-debris-plagued orbits or the radioactive engine cores of stellar frigates). It was first intended to provide heavy armour and firepower to troops fighting in cramped battle zones, such as the claustrophobic tunnels of hive worlds and Space Hulks which are too confined for Dreadnoughts or vehicles.*

Several designs of Terminator armour evolved in parallel from the forge worlds of the Mechanicum and the armouries of the Marines. Often bearing little physical resemblance to each other, these different exo-armour suits in fact have much in common. Massively armoured, sealed against any external conditions and incorporating their own armament, Terminator armour designs proved their worth from the first. Like Power Armour, the suits were equipped with fibre-bundle muscles and imposed few movement restrictions upon the wearer, despite their immense weight.

- ◆ Due to the powerful exoskeleton and power sources built into their armour, models in Terminator armour have the Relentless universal special rule. However, this armour is somewhat cumbersome, so Terminators cannot perform a Sweeping Advance. A model wearing Terminator armour has a 2+ armour save and a 5+ invulnerable save thanks to a combination of refractor fields and slabs of plasteel and ceramite. Any model wearing Terminator armour can be teleported onto the battlefield. They may always start the game in reserve and arrive using the Deep Strike rules, even if it is not part of the mission being played. Models in Terminator Armour gain the Heavy Infantry unit type.



Cataphract Armour

A precursor to the more technologically advanced Tactical Dreadnought armour, Cataphract armour transforms a Space Marine into a walking tank. Designed for fire support and close quarter fighting Cataphract armour is capable of withstanding almost any attack.. The Cataphract armour does have several drawbacks that ultimately led to it being replaced with Tactical Dreadnought armour by most frontline units. Because of its large size and overtaxed servos it does not perform particularly well in confined spaces or against more recent developments in fusion weaponry such as the dreaded Meltagun.

Cataphract Armour is identical in game terms to Terminator armour. However, if the entire unit is modelled with Cataphract armour it gains the Proven Mettle bonus which increases its invulnerable save to 4+ (except against AP 1 weapons).



Prototype Tactical Dreadnought Armour

During the turmoil of the Horus Heresy, Artificers relied on refined designs of armour first used by the II and XI Legions but since only found in limited numbers amongst XIII. A cursory glance reveals that it is made for frontal protection. The huge shoulder pads and sunken helm afford maximum defence from enemy fire. Such was the bulk of the armour that all necessary cabling is very prominent. Each tube contains multiple cooling ducts and fibre bundle relays with those on the shoulders containing prototype refractor field generator coils. The disk on the left shoulder pad was where the Legion icon was displayed.

Prototype Tactical Dreadnought Armour is identical in game terms to Terminator armour and confers all the abilities as described above. However, if the entire unit is modelled with Prototype Tactical Dreadnought armour it gains the Proven Mettle bonus which increases its invulnerable save to 4+ (except against AP 1 weapons).

UNITS OF THE LEGIONES ASTARTES

The twenty **Space Marine Legions**, also known as the **Legiones Astartes**, were created by the Emperor to take part in the Great Crusade. All the Space Marines of a Legion were modified with help of the DNA samples of a single Primarch. As a Primarch was found, he would receive the command of his respective Legion. His homeworld would also become the new homeworld of the Legion itself. The Legions were massive armies, and the size of each could vary tremendously. A precise number was never truly achieved and maintained. Even during the Great Crusade, some Legions were very numerous, while others were not. The numbers would always vary with new recruits and inevitable battle-losses, and also important were the availability of potential recruits and the administrative skills of the Primarch and his officers. Despite these differences there were three blocks of infantry common to almost all of the Legions: the Tactical, Devastator and Assault Squads. They would evolve over the millennia but this triumvirate would survive in varying forms for over ten thousand years.



ASTARTES PRIMARY UNITS

LEGION TACTICAL SQUAD



TROOP CHOICE 160^{PTS}

	WS	BS	S	T	W	I	A	LD	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Designated Squad Leader	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	5	4	4	4	1	4	2	9	3+

Unit Composition:

- 9 Space Marines
- 1 Designated Squad Leader

Unit Type:

- Infantry

Wargear

- Power Armour
- Boltgun
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Proven Mettle

Veteran Sergeant: Provided the squad numbers twenty models, one Space Marine may be replaced with a Veteran Sergeant for no additional points cost. Additionally the squad gains the Maximum Fire special rule.

Dedicated Transport: Provided it numbers ten models, the squad can select a Rhino, Drop Pod or Land Raider Phobos as a dedicated transport. Alternatively, Provided it numbers twenty models, the squad can select Gemini Drop Pods or Land Raider Spartan as a dedicated transport

Their Number is Legion: Provided the squad numbers twenty models and does not receive any Legendary upgrades or take a transport, it may instead gain the Their Number is Legion special rule.

Options:

- Add up to ten Space Marines for +16pts per model
- The squad can be equipped with Chainblades for +20pts.
- The Designated Squad Leader and/or Veteran Sergeant can take a Back Banner for +15pts and can exchange his Boltgun for a Chainsword or Chainaxe for free.
- One Space Marine, or two if the squad numbers twenty models, can replace his Boltgun with one of the following:
 - Flamer.....free
 - Meltagun.....+10pts
 - Plasma Gun.....+15pts
- One Space Marine, or two if the squad numbers twenty models, can replace his Boltgun with one of the following:
 - Heavy Bolter or a Missile Launcher.....free
 - Autocannon+5pts
 - Plasma Cannon or Conversion Beamer.....+10pts
 - Lascannon.....+15pts
- The Veteran Sergeant can replace his Boltgun and/or Bolt pistol with one of the following:
 - Chainsword.....free
 - twin-linked Boltgun.....+3pts
 - combi-Melta, combi-Flamer or combi-Plasma.....+10pts
 - Plasma Pistol, Power Weapon or Lightning Claw.....+15pts
 - Power Fist.....+20pts
- Any model can take any of the following:
 - Melta bombs or a Combat Shield.....+5pts
 - Locator Beacon.....+10pts
 - Servo Arm+15pts



LEGION ASSAULT SQUAD



FAST ATTACK CHOICE 180 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Designated Squad Leader	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	5	4	4	4	1	4	2	9	3+

Unit Composition:

- 9 Space Marines
- 1 Designated Squad Leader

Unit Type:

- Infantry

Wargear

- Power Armour
- Chainsword
- Bolt Pistol
- Frag and Krak Grenades
- Grav Chute

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Proven Mettle

Veteran Sergeant: Provided the squad numbers twenty models, one Space Marine may be replaced with a Veteran Sergeant for no additional points cost. Additionally the squad gains the Maximum Fire special rules.

Dedicated Transport

- Provided the squad numbers ten models the squad can exchange their grav chutes for a Rhino or Drop Pod dedicated transport or be equipped with Jump Packs for no additional cost. Alternatively the squad can purchase a Land Raider Phobos as a dedicated transport for +150pts.
- Provided it numbers twenty models, the squad can exchange their grav chutes for Gemini Drop Pods as a dedicated transport for no additional cost. Alternatively the squad can purchase a Land Raider Spartan as a dedicated transport for +100 pts.

Options:

- Add up to ten Space Marines for +18pts per model
- The Designated Squad Leader and/or Veteran Sergeant can take a Back Banner for +15pts and can exchange his Chainsword for a Chainaxe for free.
- Any other model can replace their Chainsword for a Chainaxe for +3pts
- Two Space Marines, or four if the squad numbers twenty models, can replace his Bolt pistol with one of the following:
 - Flamer or Hand Flamer+5pts
 - Needler+10pts
 - Meltagun or Plasma Pistol+15pts
 - Melta Pistol+20pts
- The Veteran Sergeant and/or Designated Squad Leader can replace his Bolt pistol and/or Chainsword with one of the following:
 - Hand Flamer, Needler or Power Weapon+10pts
 - Melta Pistol, Lightning Claw or Plasma Pistol+15pts
 - Storm Shield.....+20pts
 - Power Fist.....+25pts
 - Thunder Hammer+30pts
- The Veteran Sergeant and/or Designated Squad Leader can replace both his Bolt pistol and Chainsword with a Relic Blade for +30pts.
- Any model can take any of the following:
 - Melta bombs or a Combat Shield.....+5pts
 - Locator Beacon.....+10pts
 - Servo Arm (not if equipped with a Jump Pack).....+15pts



LEGION DEVASTATOR SQUAD



HEAVY SUPPORT CHOICE 150 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Space Marine	4	4	4	4	1	4	1	8	3+
Designated Squad Leader	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	5	4	4	4	1	4	2	9	3+

Unit Composition:

- 9 Space Marines
- 1 Designated Squad Leader

Unit Type:

- Infantry

Wargear

- Power Armour
- Boltgun
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Proven Mettle

Veteran Sergeant: Provided the squad numbers twenty models, one Space Marine may be replaced with a Veteran Sergeant for no additional points cost. The Veteran Sergeant has a Signum. Additionally the squad gains the Maximum Fire special rules.

Dedicated Transport: Provided it numbers ten models, the squad can select a Rhino or Land Raider Phobos as a dedicated transport. Provided it numbers twenty models, the squad can select a Land Raider Spartan as a dedicated transport

Options:

- Add up to ten Space Marines for +15pts per model
- The squad can be equipped with Chainblades for +20pts.
- The Designated Squad Leader and/or Veteran Sergeant can take a Back Banner for +15pts and can exchange his Boltgun for a Chainsword or Chainaxe for free.
- Four Space Marines, or eight if the squad numbers twenty models, must replace their Boltgun with one of the following:
 - Flamer.....+5pts
 - Heavy Bolter, Autocannon or a Missile Launcher.....+10pts
 - Plasma Gun Conversion Bearer or Meltagun+15pts
 - Lascannon, Multi-Melta or Plasma Cannon.....+20pts
- The Veteran Sergeant can replace his Boltgun and/or Bolt pistol with one of the following:
 - Chainsword.....free
 - twin-linked Boltgun.....+3pts
 - combi-Melta, combi-Flamer or combi-Plasma.....+10pts
 - Plasma Pistol, Power Weapon or Lightning Claw.....+15pts
 - Power Fist.....+20pts
- Any model can take any of the following:
 - Melta bombs or a Combat Shield.....+5pts
 - Locator Beacon.....+10pts
 - Servo Arm+15pts



ASTARTES SUPPORT UNITS

LEGION CAPTAIN



HQ CHOICE 100 PTS

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

Unit Composition:

- 1 Legion Captain

Unit Type:

- Infantry

Wargear

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

Special Rules

- And They Shall Know No Fear
- Independent Character
- Combat Tactics
- Proven Mettle
- Honour of Responsibility

Retinues:

Battle Company Captains may take a Command Squad and Chapter Masters may take an Honour Guard squad. as per Codex Space Marines.



Honour of Responsibility

A Legion Captain commands a company with a particular speciality. You must take the command of one of the following:

Battle Company: The Captain may include a Legion Veteran squad as a Troop choice. He gains the Battle Forged Heroes rule and may take a Command Squad.

Terminator Company: The Captain exchanges all of his starting wargear for Terminator Armour and an Iron Halo. If one or more Captains of this speciality are included, up to two Terminator armoured squads of his Legion are Troop choices.

Recon Company: The Captain exchanges all of his starting wargear for Recon Armour (or Power Armour), Frag and Krak Grenades, Cameleoline Cloak and an Iron Halo. The Recon Captain may infiltrate if deployed in a unit that can also infiltrate. If one or more Captains of this speciality are included, up to two Legion Recon squads are Troop choices. May not take Terminator armour.

Bike Company: The Captain gains a Space Marine bike. If one or more Captains of this speciality are included, up to two Legion Bike squads are Troop choices. May not take Terminator armour.

Assault Company: The Captain gains a Jump Pack or Grav Chute. If one or more Captains of this speciality are included, up to two Legion Assault squads are Troop choices. May not take Terminator armour.

Devastator Company: The Captain gains a Signum. If one or more Captains of this speciality are included, up to two Legion Devastator squads are Troop choices.

Armoured Company: The Captain gains the Tank Commander special rule. Furthermore he gives a Battlefield Command Uplink to any vehicle he commands.

Chapter Master: Given command of several Companies (known as a Chapter), the Captain gains the Orbital Bombardment rule from Codex Space Marines. He may take a unit of Honour Guard.

Options:

- The Captain may exchange Power armour for Artificer armour.....+20pts
- The Captain may exchange Power armour for Terminator armour....+20pts
- The Captain in Recon, Power or Artificer armour may purchase up to four of the following:
 - Boltgun, Chainblade+2pts
 - Melta bombs, Chainsword, twin-linked Boltgun.....+5pts
 - combi-Melta, combi-Flamer, combi-Plasma or Foeblaster Boltgun...+7pts
 - Chainaxe, Hand Flamer; Storm Shield, Needler.....+10pts
 - Digital Weapons.....+12pts
 - Lightning Claw, Power Weapon, Plasma Pistol, Melta Pistol.....+15pts
 - Locator Beacon, Power Fist+20pts
 - Thunder Hammer+25pts
 - Relic Blade.....+35pts
- The Captain in Terminator armour may purchase any four of the following:
 - Chainblade.....+2pts
 - combi-Melta, combi-Flamer, combi-Plasma or Foeblaster Boltgun...+7pts
 - Storm Shield, Digital Weapons.....+10pts
 - Lightning Claw, Power Weapon, Locator Beacon.....+15pts
 - Power Fist.....+20pts
 - Thunder Hammer or Plasma Blaster.....+25pts
 - Relic Blade.....+35pts



BATTLE ARMOUR DREADNOUGHT

ELITES CHOICE 145^{PTS}

	Armour						
	WS	BS	S	F	S	R	I A
Battle Armour Dreadnought	5	5	5	11	11	11	4 2

Unit Composition:

- 1 Battle Armour Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear

- Dreadnought Close Combat Weapon
With inbuilt twin-linked Foebaster Boltgun
- One other weapon system (see variant)
- Extra Armour

Special Rules

- Atomantic Shielding
- Neural Fibre Bundles
- Move Through Cover

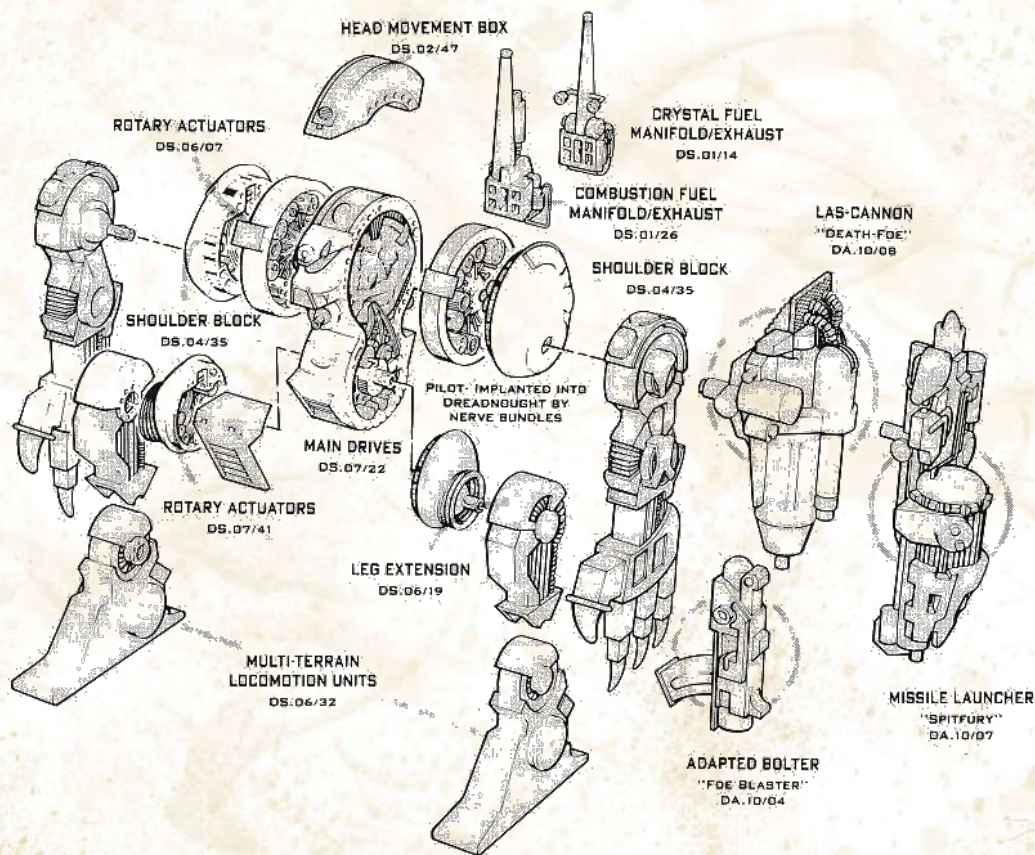
Dedicated Transport: Counts as six models for transport purposes. Can select a drop pod as a dedicated transport.

Variant

The Battle Armour Dreadnought **must** be configured into one of the following patterns. The Wargear of the Dreadnought already includes a Dreadnought Close Combat Weapon with built in twin-linked Foebaster Boltgun -

- **Carolus Class (Close Assault):** Also armed with a second Dreadnought Close Combat Weapon (gaining +1A) with built in twin-linked Foebaster Boltgun and Jump Jets (may move as Jet Pack but cannot deepstrike)
- **Deredo Class (Attack Support):** Also armed with a Spitfury Missile Launcher
- **Furibundus Class (Destroyer):** Also armed with a Death-Foe Lascannon.

Amidst the hammering of iron and chanting of runes, the weapon-shops of Magma City on Mars turn out Imperial Battle Armour Dreadnoughts to the time-honoured and hallowed designs known only to them. The most enduring types are the Imperial Battle Armour classes Carolus, Deredo and Furibundus whimsically known by the troops as Chuck, Eddy and Fury. These war-machines are built to support the Legionones Astartes and the Emperor's Great Crusade. As the Crusade was shattered by the Heresy, many found their way into the private armies of imperial Commanders on both sides. Battle Armour Dreadnoughts are commonly modified by the receiving Legion in order to meet their specific needs. The Night Lords are known to almost exclusively configure their Battle Armour as the Carolus variant.



CONTEMPTOR DREADNOUGHT



ELITES CHOICE 175PTS

	Armour							
	WS	BS	S	F	S	R	I	A
Contemptor Dreadnought	5	4	7	13	12	11	4	2

Unit Composition:

- 1 Contemptor Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear

- Dreadnought close combat weapon with in built twin-linked Boltgun
- Twin-linked Heavy Bolter
- Smoke Launchers
- Searchlight

Special Rules

- Atomantic Shielding
- Fleet

The Contemptor pattern Dreadnought is the pinnacle of the armoured might of the Astartes Legions. Larger and stronger than standard pattern Dreadnoughts, the Contemptor pattern features many systems in common with the dread battle-automata of the Legio Cybernetica. Most significant is the inclusion of field generator technology of the kind that has been refined and incorporated into the Storm Shields wielded by the Terminator armoured Astartes.

Options

- The Contemptor may exchange its twin-linked Heavy Bolter for one of the following:
 - twin-linked Heavy Flamer or Multi-Meltafree
 - a twin linked Autocannon or Frag Cannon+5pts
 - Plasma Cannon.....+10pts
 - Dreadnought close combat weapon with twin-linked Boltgun (+1 A).....+10pts
 - Kheres pattern Assault Cannon.....+15pts
 - Chainfist with in built twin-linked Boltgun (+1A).....+15pts
 - twin linked Lascannon+25pts
 - Melta Cannon or Heavy Conversion Beamer+35pts
- The Contemptor may exchange its Dreadnought Close Combat Weapon for one of the following:
 - twin-linked Heavy Flamer; twin linked Autocannon; a Frag Cannon; twin-linked Heavy Bolter; a Plasma Cannon or a Multi-Meltafree
 - Kheres pattern Assault Cannon+5pts
 - twin linked Lascannon+15pts
 - Melta Cannon or Heavy Conversion Beamer+30pts
- The Contemptor may exchange any twin-linked Boltgun for:
 - Heavy Flamer+5pts
 - Plasma Blaster or Meltagun.....+15pts
 - Graviton Gun+20pts
- The Contemptor may replace both of arm weapons with twin-linked Punisher Cannons.....+40pts
- The Contemptor may take one of the following carapace mounted wargear:
 - Helical Targeting Array (AA Mount for all ranged weapons).....+5pts
 - Magna Grapple.....+15pts
 - Cyclone Missile Launcher+35pts
- The Contemptor may take any of the following sarcophagus upgrades:
 - Targeting Augury (+1BS).....+15pts
 - Extra Armour.....+15pts
 - Neural Fibre Bundles.....+30pts



LEGION VETERAN SQUAD



ELITES CHOICE 125 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Veteran Space Marine	5	4	4	4	1	4	2	9	3+
Veteran Sergeant	5	4	4	4	1	4	2	9	3+

Unit Composition:

- 4 Veteran Space Marines
- 1 Veteran Sergeant

Unit Type:

- Infantry

Wargear

- Power Armour
- Chainsword
- Bolt Pistol
- Boltgun
- Frag and Krak Grenades
- Grav Chutes

Special Rules

- And They Shall Know No Fear
- Boltgun Marksmen
- Combat Tactics
- Proven Mettle

Boltgun Marksmen: Requisitioned scopes, specialised tracer ammo and decades of reliance in the field has made veteran Astartes skilled with the Boltgun unlike any other weapon. All Boltguns (but not combi-weapons, Foebaster or any other Boltgun variant) count as twin-linked.

Dedicated Transport: Provided the squad numbers ten models or less it can exchange their grav chutes for a Rhino or Drop Pod dedicated transport for no additional cost. Alternatively, if the squad numbers ten models or less it may take a Land Raider Phobos or a Land Raider Spartan for +180 points.

Jump Packs: Provided the squad does not take a dedicated transport or carry any heavy weapons, it may exchange its grav chutes for Jump Packs for +20pts.

Options:

- Add up to five Veteran Space Marines for +25pts per model.
- The Veteran Sergeant can take a Back Banner for +15pts.
- The squad can be equipped with Chainblades for +20pts.
- Any model can replace their Chainsword for a Chainaxe for +3pts.
- Any model in the squad can replace his Boltgun with a combi-Melta, combi-Flamer, combi-Plasma or Foebaster Boltgun for free
- Any model in the squad can replace his Bolt pistol and/or Chainsword with one of the following:
 - Hand Flamer or Needler.....+10pts
 - Storm Shield, Lightning Claw, Power Weapon, Plasma Pistol or Melta Pistol.....+15pts
 - Power Fist.....+25pts
 - Thunder Hammer or Relic Blade.....+30pts
- Up to three Veteran Space Marines who have not taken one of the above options can replace their Boltgun and Chainsword with one of the following:
 - Flamer or Heavy Bolter.....+10pts
 - Missile Launcher, Plasma Gun or Meltagun.....+15pts
 - Lascannon, Plasma Cannon or Heavy Flamer.....+20pts
- Any model in the squad can take any of the following:
 - Combat Shield.....+2pts
 - Melta Bombs.....+5pts
 - Locator Beacon.....+15pts
 - Servo Arm (not if equipped with a Jump Pack).....+15pts



LEGION TERMINATOR SQUAD



ELITE CHOICE 100 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Legion Terminator	5	4	4	4	1	4	2	9	2+
Legion Terminator Sergeant	5	4	4	4	1	4	2	10	2+

Unit Composition:

- 2 Legion Terminators
- 1 Legion Sergeant

Unit Type:

- Heavy Infantry

Wargear

- Terminator Armour
- Foebaster Boltgun
- Power weapon

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Proven Mettle

Dedicated Transport: The squad can select a Land Raider Phobos or a Land Raider Spartan as a dedicated transport.

Without the Dark, there can be no Light, *We have purpose*
 Without the Lie, there can be no Truth, *We have purpose*
 Without the War, there can be no Victory, *We have purpose*
 Without the Death, there can be no Sacrifice, *We have purpose*
 Without the Hope there can be no Future, *We have purpose*
 Without the Loyalty there can be no Legion, *We have purpose*
 Without the Emperor, there is Nothing...

And we would have no purpose

Options:

- Add up to seven Legion Terminators for +32pts per model
- The squad can be equipped with Chainblades for +20pts.
- The Legion Terminator Sergeant can take a Back Banner for +15pts.
- The Legion Terminator Sergeant can replace both his Power Weapon and Foebaster Boltgun with a Relic Blade for +15pts.
- Any model in the squad can replace their Power Weapon with one of the following:
 - an additional Foebaster Boltgun.....free
 - Lightning Claw.....+5pts
 - Power Fist.....+10pts
 - Thunder Hammer or Chain Fist.....+15pts
- Any model in the squad can replace his original Foebaster Boltgun with one of the following:
 - twin-linked Boltgun, combi-Melta, combi-Flamer or combi-Plasma ...free
 - Lightning Claw.....+5pts
 - Storm Shield.....+10pts
- One Legion Terminator, or two if the squad numbers ten models, can replace his original Foebaster Boltgun with one of the following:
 - Heavy Bolter or Heavy Flamer.....+5pts
 - twin-linked Autocannon.....+15pts
 - Conversion Beamer, Plasma Cannon or Multi-Melta.....+20pts
 - Assault Cannon or Cyclone Missile Launcher and Boltgun.....+25pts
- Any model in the squad may take any of the following:
 - Auxiliary Grenade Launcher.....+5pts
 - Digital Weapons.....+10pts



PREDATOR AAV



NON-COMPULSORY TROOP UNIT

65 PTS

	Armour			
	BS	F	S	R
Predator AAV	4	12	11	10

Unit Composition:

- 1 Predator AAV

Unit Type:

- Vehicle (Tank, Fast)

Wargear

- Autocannon
- Smoke Launchers

Support Unit: You may include one Predator AAV for each Infantry squad in your army.

Transport Capacity

- Six Models or a Battle Armour Dreadnought. It has no Firepoints.

Armoured Assault Vehicle

A Predator AAV can always fire its turret mounted Autocannon regardless of distance moved that turn.

Options

- Can exchange its transport capacity for side sponsons with:
 - Heavy Flamers.....+20pts
 - Heavy Bolters.....+30pts
 - Lascannons.....+60pts
- Can take any of the following (but only one pintle weapon):
 - searchlight.....+1pt
 - pintle mounted twin-linked Boltgun.....+5pts
 - dozer blade.....+5pts
 - pintle mounted combi-Melta or combi-Flamer.....+10pts
 - pintle mounted Plasma Gun.....+10pts
 - hunter-killer missile.....+10pts
 - extra armour+15pts
 - havoc Missile Launcher.....+15pts
 - pintle mounted Multi-Melta.....+30pts

The Predator Armoured Assault Vehicle was a natural pairing for the Astartes Legions as their crusaded to conquer the stars. In the golden age of the Imperium it became a common sight alongside the ranks of the Imperial Army and the garrison forces who remained behind on compliant worlds. Over the centuries as the crusade was engulfed in heresy and the heresy gave way to the Scouring and renewal that followed, the Predator evolved into a more varied and heavier beast and the AAV (or Mark I as it would later be designated) found itself superseded and relegated to private armies and surplus depots. But in the 31st Millennium on the battlefields of a thousand worlds, the Predator AAV was an unrivalled combination of armour, firepower and speed.

GEMINI DROP PODS



DEDICATED TRANSPORT 80 PTS

	Armour			
	BS	F	S	R
Drop Pod	4	12	12	12

Squadron Composition:

- 2 Drop Pods

Unit Type:

- Vehicle (Open Topped)

Wargear

- Twin-Linked Bolter
- Locator Beacon

Fire Points and Access Points: Once deployed, the Drop Pods are no longer a sealed environment and are therefore counted as being open-topped

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an immobilised damage result (which cannot be repaired in any way). This result is not affected by the Drop Pods being in a squadron.

Gemini Formation: As a pair the Gemini Drop Pods have a transport capacity of 20 models (a maximum of 10 in each). Drop Pods in the Gemini Formation always enter play as reserves using the Deep Strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook and are rolled for as normal.

Once the first Drop Pod in Gemini Formation has landed, deploy the second Drop Pod in the Gemini Formation anywhere within 6" of the first Drop Pod. Once the second Drop Pod has landed the hatches are blown on both pods and the unit must immediately disembark as normal, deploying within 2" of either Drop Pod's hull. Once passengers have disembarked, no models can embark on the Drop Pod for the remainder of the game. A unit that Deep Strikes via Gemini Formation cannot assault in the turn it arrives.

Complex Inertial Guidance System: Should the first Gemini Drop Pod scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle. The second Pod must always be placed within 6" of the first pod. If it is not possible to do so the pod crashes into the first midflight and both suffer a Deep Strike Mishap. Assume that whatever calamity occurred happens during descent rather than occurring on the ground.

LANDSPEEDER STORM



DEDICATED TRANSPORT

65 PTS

	Armour			
	BS	F	S	R
Landspeeder Storm	4	10	10	10

Unit Composition:

- 1 Landspeeder Storm

Unit Type: Vehicle

(Fast Skimmer Open Topped)

Wargear

- Heavy Bolter
- Jamming Beacon
- Cerberus Launcher

Special Rules

- Deep Strike
- Scouts

Options:

- Can exchange its Heavy Bolter for:
 - Heavy Flamer.....free
 - Multi-Melta or twin-linked Autocannon.....+15pts

Transport Capacity

- 5 Models in Recon armour or 10 models in flak or carapace armour.

LAND RAIDER PHOBOS



DEDICATED TRANSPORT 200 PTS

	BS	F	S	R
Land Raider Phobos	4	14	14	14

Unit Composition:

- 1 Land Raider Phobos

Unit Type:

- Vehicle (Tank)

Transport Capacity

- Ten Models

Wargear

- Hull mounted twin-linked Heavy Bolters
- Sponson weapon system
- Smoke Launchers

Special Rules

- Assault Vehicle
- Power of the Machine Spirit



Heavy Support: The Land Raider Phobos may be taken as a Heavy Support choice in which case it ceases to be a dedicated transport.

Proteus Chassis: If the Land Raider does not shoot during the Shooting Phase it may instead move a further d6".

Options

- **Must** take one of the following sponson weapon systems:

- Deathfoe Lascannon sponsons.....+60pts
- Twin-Linked Multi-Melta sponsons.....+60pts
- Rotary Lascannon sponsons.....+60pts
- Twin-Linked Lascannon sponsons.....+50pts
- Plasma Cannon sponsons.....+50pts
- Two twin-linked Heavy Bolter sponsons.....+50pts
- Three twin-linked Boltgun sponsons.....+30pts
- Twin-Linked Heavy Flamer sponsons.....+30pts

- May take one of the following to replace its hull mounted twin-linked Heavy Bolters with:

- Stormfury Rocket pod.....+40pts
- Battlefield Command Uplink.....+20pts
- Ceto Quad Autocannon.....+20pts

- Can take any of the following (but only one pintle weapon):

- searchlight.....+1pt
- pintle mounted twin-linked Boltgun.....+5pts
- dozer blade.....+5pts
- pintle mounted combi-Melta or combi Flamer.....+10pts
- pintle mounted Plasma Gun.....+10pts
- hunter-killer missile.....+10pts
- extra armour.....+15pts
- Havoc Missile Launcher.....+15pts
- pintle mounted Multi-Melta.....+15pts

LAND RAIDER SPARTAN



DEDICATED TRANSPORT 200 PTS

	BS	F	S	R
Land Raider Spartan	4	14	14	14

Unit Composition:

- 1 Land Raider Spartan

Unit Type:

- Vehicle (Tank)

Wargear

- Two Lascannon sponsons
- Battle Deck Heavy Bolters
- Galvanic Motors
- Smoke Launchers

Special Rules

- Assault Vehicle
- Power of the Machine Spirit
- Battle Deck

**Transport Capacity**

- Twenty Models

Options

- Can take any of the following (but only one pintle weapon):

- searchlight.....+1pt
- pintle mounted twin-linked Boltgun.....+5pts
- dozer blade.....+5pts
- pintle mounted combi-Melta or combi Flamer.....+10pts
- pintle mounted Plasma Gun.....+10pts
- hunter-killer missile.....+10pts
- extra armour.....+15pts
- Havoc Missile Launcher.....+15pts
- pintle mounted Multi-Melta.....+15pts

Battle Deck

The Spartan's fortification-like upper deck provides consummate protection to the passengers embarked. Although it is not designed to permit the troops to fire their own weapons from its vaulted walls, it does incorporate two Heavy Bolters which can be fired by any unit embarked on the Spartan.

The Spartan is a variant of the Phobos pattern Land Raider. It is distinguishable by its battlement style armoured top deck and its extended hull which projects ahead of the track units. With greatly reduced firepower, the Spartan is focussed as an infantry delivery vehicle.

HALCYON COMMAND RHINO



DEDICATED TRANSPORT

80 PTS

	Armour			
	BS	F	S	R
Halcyon Command Rhino	4	11	11	10

Unit Composition:

- 1 Halcyon Command Rhino

Unit Type: Vehicle (Tank)

Transport Capacity

- 6 Models. It has no Firepoints.

Wargear

- Battlefield Command Uplink
- Searchlight
- Smoke Launchers

Special Rules

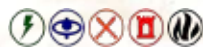
Orbital Bombardment

Dedicated Transport: The Halcyon Command Rhino is a dedicated transport option for a Command squad, Wolf Guard squad or Honour Guard squad.

Options: Can take any of the following (but only one pintle weapon):

- searchlight.....+1pt
- pintle mounted twin-linked Boltgun.....+5pts
- dozer blade.....+5pts
- pintle mounted combi-Melta or combi Flamer.....+10pts
- pintle mounted Plasma Gun.....+10pts
- hunter-killer missile.....+10pts
- extra armour.....+15pts
- havoc Missile Launcher.....+15pts

GRAV ATTACK



FAST ATTACK UNIT

165 PTS

	Armour			
	BS	F	S	R
Grav Attack	4	12	12	12

Unit Composition:

- 1 Grav Attack

Unit Type:

- Vehicle (Skimmer, Fast)

Wargear

- Death-Foe Lascannon
- Havoc Missile Launcher
- Two Hunter Killer Missiles
- Smoke Launchers
- Searchlight

Special Rules

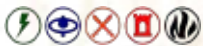
- Power of the Machine Spirit
- Grav Attack
- Galvanic Motors
- Deep Strike

Grav Attack

Due to advanced targeting matrices, a Grav Attack that moved at cruising speed can still fire all weapons as though stationary.



STORM HAWK



FAST ATTACK UNIT

200 PTS

	Armour			
	BS	F	S	R
Storm Hawk	4	12	12	10

Unit Composition:

- 1 Storm Hawk

Unit Type: Vehicle (Fast Skimmer)

Wargear

- Cerberus Launcher
- Turret mounted Twin-Linked Autocannon
- Hull mounted Twin-Linked Heavy Bolter
- Four Hawkton Missiles (each a separate weapon)

Transport Capacity

20 Models (it has no firepoints and may not carry walkers but may carry Jump Infantry who count as two models)

Special Rules

- Ceramite Shielding
- Power of the Machine Spirit
- Deep Strike
- Assault Vehicle

The Storm Hawk is a smaller, more agile transport from the same design lineage as the Storm Bird. Used extensively for small operations, as the Heresy progressed much of the STC data to build the Storm Hawk was lost although the Mechanicum have kept copies so that if it were to fall completely out of service a variant could be reintroduced at a later date.

Options:

- Can exchange its twin-linked Heavy Bolter for Twin-Linked Multi-Meltas.....+15pts
- Can exchange its twin-linked Autocannon for Twin-Linked Lascannon.....+20pts
- Can exchange its four Hawkton Missiles for two Stormfury Rocket Pods.....+10pts

Assault Ramp: Units disembarking from a Storm Hawk may assault even if it moves. You cannot assault after deep striking.

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

LEGION BIKE SQUAD



FAST ATTACK UNIT 115 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Biker Marine	4	4	4	4(5)	1	4	1	8	4+
Attack Bike	4	4	4	4(5)	2	4	2	8	4+
Designated Biker Leader	4	4	4	4(5)	1	4	1	8	4+
Veteran Biker Sergeant	5	4	4	4(5)	1	4	2	9	4+

Unit Composition:

- 4 Biker Marines
- 1 Designated Biker Leader

Unit Type:

- Bike Infantry

Wargear

- Recon Armour
- Bolt Pistol
- Chainsword
- Frag and Krak Grenades
- Space Marine Bike

Special Rules

- And They Shall Know No Fear
- Combat Tactics

Veteran Biker Sergeant: Provided the squad numbers ten models, the Designated Biker Leader may be replaced with a Veteran Biker Sergeant for no additional points cost.

Attack Bike: Two biker marines armed with Bolt pistol and Chainsword may be exchanged for an attack bike armed with a Chainsword, Bolt pistol and Heavy Bolter for no additional points cost.

Options:

- Add up to five Biker Marines for +23pts per model
- The Veteran Biker Sergeant or Designated Biker Leader can take a Back Banner for +15pts.
- The unit can exchange their Recon armour for Power Armour for +20pts.
- Any model can replace their Chainsword for a Chainaxe for +3pts.
- Two Biker Marine, or three if the squad numbers ten models, can replace his Bolt pistol with one of the following:
 - Flamer or Hand Flamer+5pts
 - Meltagun or Plasma Pistol+10pts
 - Plasma Gun+15pts
- Any Attack Bike may replace its Heavy Bolter with a Multi-Melta for +5pts
- The Veteran Sergeant or Designated Biker Leader can replace his Bolt pistol with one of the following:
 - Hand Flamer or Plasma Pistol.....+10pts
 - Melta pistol, Lightning Claw or Power Weapon.....+15pts
 - Power Fist.....+25pts
- The Veteran Biker Sergeant or Designated Biker Leader can take any of the following:
 - Melta bombs or a Combat Shield.....+5pts
 - Locator Beacon.....+10pts
 - Servo Arm+15pts



LEGION RECON SQUAD



FAST ATTACK CHOICE 90 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Recon Marine	4	4	4	4	1	4	1	8	4+
Designated Recon Leader	4	4	4	4	1	4	1	8	4+
Veteran Sergeant	5	4	4	4	1	4	2	9	4+

Unit Composition:

- 4 Recon Marines
- 1 Designated Recon Leader

Unit Type:

- Infantry

Wargear

- Recon Armour
- Chainsword
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Infiltrate

Veteran Sergeant: Provided the squad numbers ten models, one Recon Marine may be replaced with a Veteran Sergeant.

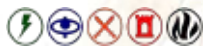
Dedicated Transport: Provided the squad numbers five models the squad can take a Land Speeder Storm as a dedicated transport. The squad can take a Rhino as a dedicated transport.

Options:

- Add up to five Recon Marines for +16pts per model
- The entire unit can be equipped with Cameleoline cloaks for +15pts.
- The unit can exchange their Recon armour for Power Armour for +30pts.
- Any model can replace their Chainsword and Bolt pistol for a sniper rifle, Astartes shotgun or Boltgun for free.
- One Recon Marine, or two if the squad numbers ten models, can replace his Chainsword with one of the following:
 - Flamer or Hand Flamer.....+5pts
 - Heavy Bolter, Plasma Gun, Meltagun or Needler.....+10pts
 - Missile Launcher, Autocannon, Heavy Flamer or Plasma Pistol...+15pts
- The Veteran Sergeant and/or Designated Recon Leader can replace his Bolt pistol and/or Chainsword with one of the following:
 - Hand Flamer, Needler or Plasma Pistol.....+10pts
 - Melta Pistol, Lightning Claw or Power Weapon.....+15pts
 - Power Fist.....+25pts
- The Veteran Sergeant and/or Designated Recon Leader can take any of the following:
 - Melta bombs or Combat Shield.....+5pts
 - Locator Beacon.....+10pts
 - Servo Arm.....+15pts



LEGION DREADNOUGHT

HEAVY SUPPORT CHOICE 70^{PTS}

	WS	BS	S	F	S	R	I	A
Legion Dreadnought	4	4	6	12	12	10	4	1

Unit Composition:

- 1 Legion Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear

- Searchlight
- Smoke Launchers

Options

- Can take any four the following:
 - Foot Claws (gains Move Through Cover).... +5pts
 - Auspex (gains Acute Senses)+5pts
 - Hunter Killer Missile (may be taken twice) +10pts
 - Havoc Missile Launcher.....+10pts
 - Galvanic Motors.....+10pts
 - Extra Armour.....+15pts
 - Magna Grapple.....+15pts
 - Frag Launchers (counts as assault grenades) +15pts
 - Armoured Sarcophagus (Front Armour 13)...+20pts
 - Veteran Pilot (+1 to WS and BS)+20pts
 - Neural Fibre Bundles.....+30pts

Weapon Arms

- A Legion Dreadnought must take two of the following weapon arms. Each close combat weapon taken adds +1 to the Dreadnoughts Attacks:
 - twin-linked Heavy Flamer+10pts
 - Multi-Melta or twin-linked Heavy Bolters.....+15pts
 - three twin-linked Boltguns.....+15pts
 - Missile Launcher or Plasma Cannon.....+20pts
 - Frag Cannon or twin linked Autocannon+20pts
 - Dreadnought close combat weapon with in built twin-linked Boltgun...+20pts
 - Dreadnought close combat weapon with in built Heavy Flamer.....+20pts
 - Dreadnought close combat weapon with in built Meltagun.....+20pts
 - Dreadnought close combat weapon with in built Graviton Gun.....+25pts
 - Battlefield Command Uplink or a Kheres pattern Assault Cannon.....+35pts
 - twin linked Lascannon+40pts
- A Dreadnought may replace its Dreadnought close combat weapon with either a Lightning Claw for free or a Chainfist for +5pts. It retains its in built weapon.

Dedicated Transport: May take a drop pod as a dedicated transport.



VIPER QUAD LAUNCHER TEAM



HEAVY SUPPORT CHOICE 100 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Techmarine	5	4	4	4	1	4	2	9	2+

Unit Composition:

- 1 Techmarine Gunner
- 1 Viper Quad Launcher Platform

Unit Type:

- Artillery

Wargear

- Artificer Armour
- Bolt Pistol
- Frag and Krak Grenades
- Servo Arm

Special Rules

- And They Shall Know No Fear
- Blessing of the Omnissiah
- Glacis Fortification
- Fire Support

Fire Support: The team may be deployed within 3" of a Devastator squad. This is known as Fire Support. While the Viper Team is in Fire Support, it may use the Devastator squad Sergeant's Signum for its shooting but must shoot at the same target as the Devastator squad.

Viper Quad Launcher Platform: This artillery platform is mounted either on tracks or legs and is armed with a Viper Quad Launcher. While the Platform is intact, the Techmarine cannot use his Blessing of the Omnissiah.

Glacis Fortification. When deployed, the Viper Quad Launcher Team may place a single 6" barricade in front of them (the resin Imperial barricades made by Games Workshop are ideal) or in front of a Devastator squad they are providing Fire Support to. The barricade provides the unit with a 4+ cover save while behind it. The protected unit are free to move away from the cover once the game has begun but must be deployed within 3" of it at the start of the game. No other unit (except for joining independent characters) may be deployed in cover with the barricade. The Fortification may be deployed in other cover (such as woods) but the unit only benefits from the highest cover save provided.

Rapier Laser Destroyer: The Viper Quad Launcher may be replaced with a Rotary Lascannon for no additional points cost.

Ceto Quad Autocannon: The Viper Quad Launcher may be replaced with a Ceto Quad Autocannon for no additional points cost.

SABRE TANK HUNTER



HEAVY SUPPORT UNIT 145 PTS

	Armour			
	BS	F	S	R
Sabre Tank Hunter	4	13	12	10

Unit Composition:

- 1 Sabre Tank Hunter

Unit Type: Vehicle (Tank)**Wargear**

- Neutron Laser Projector
- Searchlight
- Smoke Launchers
- Extra Armour

The Sabre Tank Hunter was a complex vehicle used by the Imperium to combat the phalanxes of warmachines and armour employed by their enemies. A variant of the Vindicator siege tank, it replaces the demolisher cannon with a Neutron Laser Projector. This marvel of technology was hard to maintain outside of the Martian Mechanicum and in prolonged campaigns most Sabres were converted to the more easily maintainable Vindicators.

Options:

- May be equipped with a Siege Shield.....+10pts
- May take a pintle mounted twin-linked Boltgun.....+10pts

OLYMPIA STORM TANK



HEAVY SUPPORT UNIT 185 PTS

	Armour			
	BS	F	S	R
Olympia Storm Tank	4	13	13	13

Unit Composition:

- 1 Olympia Storm Tank

Unit Type: Vehicle (Tank)**Wargear**

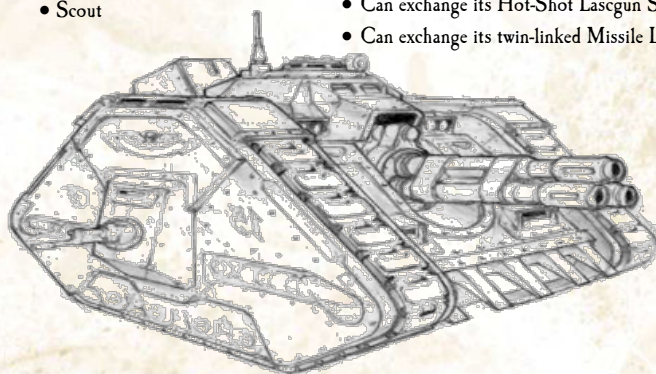
- Rotary Lascannon
- Two Hot-Shot Lasgun Sponsons
- Twin-Linked Missile Launcher
- Searchlight
- Smoke Launchers
- Extra Armour

Special Rules

- Ferromantic Invulnerability
- Galvanic Motors
- Scout

Options:

- Can exchange its Rotary Lascannon for a Neutron Laser Projector.....+20pts
- Can exchange its Hot-Shot Lasgun Sponsons for Melta Guns.....+30pts
- Can exchange its twin-linked Missile Launcher for a Stormfury Rocket Pod.....+30pts








LEGENDARY UNITS OF THE LEGIONES ASTARTES

ASTARTES JETBIKES

LEGENDARY UPGRADE +1^{LP}

The Mk XIV Bullock Jet Cycle was the most widespread of the Jetbikes used by the Astartes during the Great Crusade and early stages of the Horus Heresy. By the time of the Scouring of the Imperium these complex vehicles were becoming a rarity on the battlefield.

Era Unit Prerequisite:

-   1 Legendary point permits any units with the Bike unit type to be upgraded to Bike (Jetbike).
-   1 Legendary point permits up to three units with the Bike unit type to be upgraded to Bike (Jetbike).
-  1 Legendary point permits a single unit with the Bike unit type may be upgraded to Bike (Jetbike).

Upgraded Unit Type

- Bikes(Jetbike)



PRIMARCH HONOUR GUARD



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Primarch Honour Guard	5	4	4	4	1	4	2	10	2+
Legion Champion	6	4	4	4	1	5	3	10	2+

Unit Prerequisite:

Upgrade any one unit of Honour Guard armed with Relic Blades. Replace the Chapter Champion with a Legion Champion. Replace the Honour Guard with Primarch Honour Guard. Your army must include a Primarch to take this unit unless otherwise stated.

Special Rules

- Fearless
- Combat Tactics
- Honour or Death (Legion Champion only)
- Feel No Pain (5+)

Options:

- The entire unit can exchange their artificer armour, Bolt pistol and grenades for Terminator armour for +1 LP
- Any Primarch Honour Guard can replace his Relic Blade with a Lightning Claw, Power Fist, Thunder Hammer or Storm Shield for free.
- Any Primarch Honour Guard can replace his Foeblaster Boltgun with a twin-linked Boltgun, combi-Flamer, combi-Melta or combi-Plasma for free.
- As a unit, the Primarch Honour Guard can gain the option to exchange their Foeblaster Boltgun with a Lightning Claw, Power Fist, Thunder Hammer or Storm Shield for +1 LP.
- One Primarch Honour Guard can carry the Legion Banner for +1 LP.
- The Squad may be equipped with Iron Halos for +1LP.

Upgraded Unit Type:

- Heavy Infantry

Upgraded Wargear

- Artificer Armour
- Relic Blade
- Foeblaster Bolter
- Bolt Pistol
- Frag and Krak Grenades

Primarch Honour Guard appear as characterful as their masters. Though they are all Primarch Honour Guard, the Phoenician Guard carry their Relic Blades as graceful halberds while the Deathshroud (of which there should be only two and the Champion) carry massive scythes and Angron's Devourers carry gladiatorial chain axes. Similarly the Pyre Guard of Vulkan number seven and wield flaming halberds. The Huscarl Templars of Dorn charge into battle alongside their Primarch with mighty swords while the Morlocks of Ferrus Manus are as methodical and ferocious as their progenitor.

Dedicated Transport

The squad can select a Drop Pod, Land Raider Spartan or Land Raider Phobos as a dedicated transport.



FELLBLADE



LEGENDARY UPGRADE - COUNTS AS HEAVY SUPPORT +3^{LP}

Massive warmachines, the Fellblade was the Astartes designation for any of a number of unique super-heavy battle tanks that are to the Imperial Army Baneblade as an Astartes is to an army gene trooper. Each has its own Legendary name such as Mammoth or Khatek, weapons configuration and proud history. Ferrus Manus once said that with each mighty vehicle's passing the Legions become less magnificent themselves.

A single Baneblade (or indeed Shadowword, Storm Lord or other Super Heavy Tank available to the Imperial Guard) may be upgraded to a Fellblade for +3LP. A Fellblade gains +1 Ballistic Skill, +1 Structure point and Galvanic Motors. Additionally a Fellblade counts as a Legion Banner (and many are physically equipped with such). A Fellblade does not count as being an allied unit and once the superheavy tank is upgraded as such the army is free to take an allied detachment other than the Imperial Army one needed for the base unit.

INDEX LEGIO ASTARTES



LEGIO I – DARK ANGELS

The Dark Angels have the honour of being the first Legion created by The Emperor. Like the other Primarchs, Lion El'Jonson was lost while he was still in his infancy. He later turned up on the distant planet of Caliban, which bore some resemblance to early medieval Terra. Luther, who discovered El'Jonson and prevented his death at the hands of his fellow knights, was a member of the Order, an organization of knights, and the two become close friends. The Primarch eventually became the leader of the Order and the whole of Caliban.

Meanwhile, unknown to the people of Caliban, the Emperor was waging his Great Crusade across the galaxy, reuniting humanity and purging entire star systems of their alien oppressors. As the Imperium's wave of conquest advanced across the galaxy, Imperial scouts rediscovered the isolated world of Caliban. It was not long before the Emperor was at last reunited with El'Jonson and was filled with joy as would be a father on finding his lost son.

The Emperor's first action was to give Lion El'Jonson control of the I Legion. This Legion of Space Marines had been created by the Emperor from its Primarch's DNA samples and had fought alongside the other Imperial forces as the Great Crusade was waged across the galaxy. The I Legion was thereafter named as the Dark Angels, in reference to a Caliban legend that told of great, righteous heroes who held back monsters.

The keen horsemen of the Order known as the Ravenwing, became expert hunters on motorcycle and Jetbikes and were an invaluable asset to the Dark Angels as they hunted down their enemies. Members of Lion El'Jonson's favoured officers as well as units from their new homeworld were frequently seen in armour the burnished green of Caliban's forests rather than the Legion's usual black attire. As the Emperor's Great Crusade continued these emerald-clad warriors rose to greater prominence within the I Legion forming a favoured cadre around their Primarch.

LEGION SIGNATURE

- ♦ Tactical Squads and Veteran Squads are Signature Units for the Dark Angels.
- ♦ All Dark Angel units with the **Combat Tactics** special rule also gain the **Stubborn** universal special rule.



DARK ANGELS

ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Legion Veteran Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH LION EL JONSON

LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch El Jonson	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour, a Relic Blade and a Storm Shield with the following profile, wargear and special rules.

Upgraded Unit Type:

Heavy Infantry

Wargear

- Primarch Armour
- The Lion Sword (master crafted Relic Blade)
- Lion Helm (4+ Inv Save his unit)
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Ever Onwards! The Lion can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titanic Might: Such is the power of the Primarch El Jonson that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Special Rules

- Fearless
- Independent Character
- Eternal Warrior
- Favoured
- Surprise Attack (C:SM pg 85)
- Master Strategist (the army may +1 or -1 to reserve rolls)

Favouritism: The Lion shows favour to all he judges meet his ideals and discipline. Those that do not are still used but their achievements are undervalued. Before the battle divide the Dark Angel army into two groups. The groups do not have to be equal in size (fortune favours the bold!) Roll for each group. Which ever rolls the highest is the favoured group. In the event of a tie, you may choose. Ill-favoured units lose And They Shall Know No Fear and Favoured units are Fearless. Only Favoured units can benefit from the Lion Helm. Units that are already indicated as Favoured or Ill-Favoured are added to the groups once their favour has been determined. Primarch Honour Guard are always favoured.



SAR LUTHER – SECOND TO THE LION

LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Master crafted Relic Blade
- Artificer Armour
- Combi-Plasma Gun
- Frag and Krak Grenades
- Iron Halo

Unit Prerequisite: Upgrade any one Battle Company Captain in Artificer Armour with a Relic Blade to Luther.



Upgraded Special Rules

- Honour of the Chapter (C:SM pg 58)
- Rites of Battle (C:SM pg 85 – does not apply to Favoured units)
- Independent Character
- Eternal Warrior
- Relentless
- Ill-Favoured (permanently applies to any unit he has joined)

REDEMPTOR NEMIEL

LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Power Armour
- Crozius Arcanum
- Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Liturgies of Battle (C:SM pg 58)
- Favoured
- Rosarius (C:SM pg 58)

Upgrade Prerequisites: Replace a Chaplain with the following profile, wargear and special rules.

Redemptor: Nemiel inspires his brothers to greater acts of glory in the name of the Lion. At his side even the most powerful of attacks can be turned aside. At the start of each Dark Angels turn Nemiel may invoke the protection of the Emperor on a single Favoured friendly infantry unit within 12". The unit receives an invulnerable 5+ save. This ability lasts until the start of the next Dark Angels turn.

LIBRARIAN ZAHARIEL

LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Zahariel El'Zurias	5	4	4	4	2	4	2	10	3+

Upgrade Prerequisites: Give a single Librarian in the army the following profile and additional ability. **Zahariel is Ill-Favoured.** The Librarian may take any wargear or upgrade to an Epistolary as normal.

Terrorsight: Zahariel may use this psychic power in the shooting phase. Once he has successfully passed a psychic test, nominate a single non-vehicle enemy unit within 18". All his attacks on that unit gain a re-roll to wound until the start of the next Dark Angel turn. All of Zahariel's close combat attacks against the nominated unit ignore armour and invulnerable saves.

DEATHWING SQUAD



	WS	BS	S	T	W	I	A	LD	Sv
Deathwing Terminator	5	4	4	4	1	4	2	9	2+
Deathwing Sergeant	5	4	4	4	1	4	2	10	2+

Unit Composition:

- 2 Deathwing Terminators
- 1 Deathwing Sergeant

Upgraded Special Rules

- Fearless
- Heroic Intervention
- Proven Mettle

LEGENDARY UPGRADE (MAY BE TAKEN MORE THAN ONCE) +1^{LP}

Upgrade Prerequisites: Any Legion Terminator Squad may be inducted into the Deathwing with the following profile and special rules. Legion Terminators are replaced by Deathwing Terminators and the Legion Terminator Sergeant is replaced by the Deathwing Sergeant. The squad may take any of the options normally available to Legion Terminator Squads.

Master of Deathwing

If the army includes a Terminator Company Captain he may be upgraded to Master of the Deathwing for +1LP. The Master of the Deathwing makes squads of Deathwing Terminators count as signature Troops choices

RAVENWING BIKE SQUAD



	WS	BS	S	T	W	I	A	LD	Sv
Ravenwing Biker	4	4	4	4(5)	1	4	1	9	3+
Ravenwing Attack Bike	4	4	4	4(5)	2	4	2	9	3+
Ravenwing Sergeant	5	4	4	4(5)	1	4	2	10	3+

Unit Composition:

- 4 Ravenwing Bikers
- 1 Ravenwing Sergeant

Upgraded Special Rules

- Fearless
- Scout
- Riders in Black – count as Locator Beacons.

Jetbikes: During the eras the squad may upgrade their bikes to Jetbikes for no additional cost.

LEGENDARY UPGRADE (MAY BE TAKEN MORE THAN ONCE) +1^{LP}

Upgrade Prerequisites: Any Legion Bike Squad may be inducted into the Ravenwing with the following profile and special rules. Biker Marines and Attack Bikes are replaced by Ravenwing Bikers and Ravenwing Attack Bikes the Designated Biker Squad Leader is replaced by the Ravenwing Sergeant who has access to all options available to a Veteran Sergeant. The squad may take any of the options normally available to Legion Bike Squads.

Master of Ravenwing

If the army includes a Bike Company Captain he may be upgraded to Master of the Ravenwing for +1LP. The Master of the Ravenwing makes squads of Ravenwing Bikes count as signature Troops choices

CORSWAIN — PALADIN OF THE LION



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Artificer Armour
- Master crafted Power Weapon
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Combat Tactics
- Furious Charge (applies to squad)
- Favoured (applies to squad)

Upgrade Prerequisites: Replace a Chapter Champion in an Honour Guard squad with the following profile, wargear and special rules. The Honour Guard cannot be upgraded to Primarch Honour Guard.

Knight Champion: Dark Angels are inspired by Corswain's example. All Favoured units within 6" gain preferred enemy.

RECON SERGEANT GEMENOTH



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Gemenoth	5	4	4	4	1	4	2	9	4+

Upgraded Wargear

- Recon Armour
- Sniper Rifle and Signum
- Bolt Pistol
- Melta Bombs and Frag Grenades

Special Rules

- And They Shall Know No Fear
- Stubborn
- Acute Senses
- Favoured (applies to squad)

Upgrade Prerequisites: Replace a Legion Recon Squad Veteran Sergeant armed with a sniper rifle and Power Fist with the following profile, wargear and special rules.

Coordinated Sniper Fire: Once per game, Gemenoth may use his Signum on all of his unit's sniper rifles and not just a single model. He may not fire his own weapons that turn if he does so.

KNIGHTS OF THE ORDER



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Knight of the Order	5	4	3	3	1	4	2	9	3+

Upgrade Prerequisites: Replace a Legion Veteran Squad with the following profile and special rules. The squad may take any wargear as normal.

Special Rules

- And They Shall Know No Fear
- Furious Charge
- Preferred Enemy



LEGIO III – EMPEROR'S CHILDREN

The Legion's history begins with the descent of their Primarch Fulgrim to the resource-poor world of Chemos, where strict rationing and improvisation were necessary to sustain life. It was decided to spare the infant and when Fulgrim grew to manhood he set about reviving his dying world. Old technology was restored, lost areas reclaimed, and the people of Chemos were able to spend time on art and culture. Fulgrim took pride in this, as he harboured a love of perfection in all things.

When the Emperor first arrived on Chemos Fulgrim swore fealty to him instantly, and was placed at the head of his Legion. An accident had destroyed nearly all of the Emperor's Children's gene-seed, leaving only a tiny force of 200 Marines. Fulgrim addressed them upon their first meeting, stating that they would go out into the Galaxy and spread the wisdom of the Emperor. "We are His children," he told them, "Let all who look upon us know this. Only by imperfection can we fail him. We will not fail!"

The III Legion were named the Emperor's Children from that day, and the Emperor also bestowed on them the right to bear the Imperial Eagle upon their armour, the only Legion allowed to do so. As they were so few in number, the Emperor's Children were placed under the command of the Primarch Horus of the Luna Wolves until they were a large enough formation to crusade independently.

LEGION SIGNATURE

- ◆ Tactical Squads and Veteran Apothecaries are Signature Units for the Emperor's Children. You gain a Legendary point for each Veteran Apothecary Elite choice, not for each model!
- ◆ All Emperor's Children units with the **Combat Tactics** special rule exchange it for the **Martial Pride** ability. All units affected gain +1 Attack if fighting any foe with a WS5 or higher. If all in the unit are fighting opponents that have a WS3 or less the units Attacks are reduced by 1 to a minimum of 1.



ENGINES OF SLAANESH



Slaanesh has blessed its followers with gifts to bring victory to the Emperor's Children. The Emperor's Children may take Slaanesh war engines (including Defilers and Subjugators) for the appropriate points cost and subject to any other restrictions relating to the mission or expansion used (such as allowing units with structure points).



EMPEROR'S CHILDREN

ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*

TROOPS

Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Emperor's Children Noise Marines
Legion Terminator Squad
Legion Veteran Squad
Techmarine**

Veteran Apothecary

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

HEAVY SUPPORT CHOICE

THE PRIMARCH FULGRIM

LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Fulgrim	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour and a Relic Blade with the following profile, wargear and special rules.

Upgraded Unit Type:

Heavy Infantry

Wargear

- Primarch Armour
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Either

- **Fireblade** (Master Crafted Relic Blade)

Or

- **Laeran Blade** (counts as a Power weapon and Locator Beacon)
- **Daemonstrike** (Wounds with the Laeran Blade cause Instant Death).
- **Parry** (counts as defensive grenades)

Ever Onwards! Fulgrim can never capture or contest an objective. For him the road to victory rolls ever onwards.

Special Rules

- Fearless
- Independent Character
- Martial Pride
- Eternal Warrior
- Rites of Battle (C:SM pg 85)

Titanic Might: Such is the power of the Primarch Fulgrim that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Perfection Through Co-ordination: Any one friendly Emperor's Children squad within 18" of Fulgrim may fire Boltguns as if they were stationary.

First Amongst Equals: After a victory, an Emperor's Children player must take a campaign point from another player in their taskforce who also scored a victory that round.

Phoenician Pride: In the eyes of their Primarch, only a true equal is a worthy opponent. If the majority of models in an engaged enemy unit have a WS of 4 or lower then any model in a unit attached to Fulgrim reduces their Attacks by 1 to a minimum of 1 as they adopt a disdainful fighting pose.



EIDOLON - LORD COMMANDER

LEGENDARY +2^{LP}

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

Upgraded Special Rules

- Honour of the Chapter (C:SM pg 58)
- Furious Charge
- Lost in Sensation
- Independent Character
- Sensationalist

Upgraded Wargear

- Master Crafted Thunder Hammer
- Artificer Armour
- Master Crafted Plasma Pistol
- Frag and Krak Grenades
- Unearthly Scream (counts as Doom Siren)
- Iron Halo (C: SM pg 52)

Unit Prerequisite: Upgrade any one Chapter Master in Artificer Armour with a Thunder Hammer and Plasma Pistol to Eidolon.

Sensationalist: The corruption of the III Legio is most keenly felt in Eidolon's warriors. Noise Marines are scoring units in an army including Eidolon.

Lost in Sensation: If you include **Eidolon** then all units in your army exchange the **Martial Pride** special rule for the **Lost in Sensation** ability. All units affected gain +1 Initiative and +1 to sweeping advance rolls as they are caught up in the orgy of violence. All affected units on the table must re-roll successful pinning checks as they bask in the sensations of battle.

FIRE SUPPORT LEADER BILRAE CYRUS

LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Bilrae Cyrus	4	5	4	4	1	4	1	9	3+

Upgrade Prerequisites: Replace a designated squad leader in a Power Armour equipped Recon squad with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Master Crafted Lascannon
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Martial Pride
- Scout (applies to squad)
- Tank Hunter (applies to squad)

Perfection Through... Uh... Lascannon

Any model in the unit may exchange their sniper rifle for a Lascannon for +15pts. If this option is taken, no other weapon upgrades or substitutions may be made other than more Lascannons!

EMPEROR'S CHILDREN NOISE MARINES SQUAD



ELITES 150 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Noise Marine	4	4	4	4	1	5	1	10	3+
Cacophonic Champion	4	4	4	4	1	5	2	10	3+

Unit Composition:

- 1 Cacophonic Champion and 5 Noise Marines

Unit Type:

Wargear

- Power Armour
- Sonic Blaster
- Frag and Krak Grenades

Special Rules

- Fearless
- Feel No Pain (5+)
- Proven Mettle

Dedicated Transport: Provided the squad numbers no more than ten models the squad can purchase a Rhino; Drop Pod or Land Raider Phobos as a dedicated transport. Alternatively the squad may purchase Gemini Drop Pods or a Land Raider Spartan as a dedicated transport.

Captain Marius Vairosean was the first Astartes to lift the daemonic instruments of the Maraviglia and play it, discovering its unusual effects could be directed, and the sensations wielding its power produced. In that moment Marius became the first Noise Marine. Marius inspired a cult of his fellow Astartes and the Noise Marines took weaponised instruments to war with them, first to Istvan and then to Terra itself.

Options:

- Add up to twelve Noise Marines for +26pts per model
- Two Noise Marines, or four if the squad numbers twelve models, or six if the squad numbers eighteen models can replace his Sonic Blaster with a Blast Master for +15pts
- The Champion can take Melta bombs for.....+5pts
- The Champion can replace his Sonic Blaster with one of the following:
 - doomsiren with Power Weapon and sonic pistol.....+10pts
 - doomsiren with Power Fist and sonic pistol.....+30pts

VETERAN APOTHECARY



ELITES 65 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Veteran Apothecary	5	4	4	4	1	4	2	8	3+

Unit Composition:

1-3 Veteran Apothecaries may be purchased for 65pts each. They act independently of one another and are considered separate units for deployment etc.

Unit Type:

- Infantry

Wargear

- Power Armour
- Narthecium (C:SM pg 55)
- Chainsword and Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Martial Pride
- Independent Character

LEGENDARY UPGRADE



CHIEF APOTHECARY FABIUS BILE

+2LP

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

Unit Prerequisite: Upgrade any one Veteran Apothecary to Fabius Bile. He gains the above profile, and two Servo Arms.

Perfection Through Medication: If you include Fabius then he and any squad he is deployed with make use of his combat drugs in his quest for perfection. The squad gain the Furious Charge and Counter Attack universal special rules as their aggression is increased.

LUCIUS - MASTER DUELLIST



LEGENDARY UPGRADE v+1LP

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

Upgraded Wargear

- Master Crafted Power Weapon
- Power Armour and Combat Shield
- Master Crafted Bolt Pistol
- Frag and Krak Grenades
- Iron Halo (C: SM pg 52)

Upgraded Special Rules

- Fearless
- Martial Pride
- Parry (counts as armed with defensive grenades)
- Deathstrike (Wound rolls of 6 are Instant Death)
- Honour or Death

Unit Prerequisite: Upgrade any one Battle Company Captain in Artificer Armour with a Relic Blade and a Bolt Pistol to Lucius.



CONTEMPTOR DREADNOUGHT RYLANOR



LEGENDARY UPGRADE +1LP

	WS	BS	S	F	S	R	I	A
Rylanor	5	4	7	13	12	11	4	2

Unit Prerequisite: Upgrade any one Contemptor Dreadnought with extra armour for Contemptor Dreadnought Rylanor.

Upgraded Wargear

- Dreadnought close combat weapon with in built twin-linked Boltgun
- Twin-Linked Heavy Bolter
- Extra Armour

Upgraded Special Rules

- Battle Forged Heroes
- Atomantic Shielding
- Neural Fibre Bundles
- Fleet



LEGIO IV – IRON WARRIORS

Almost immediately upon being placed under the command of their Primarch, Perturabo, the IV Legion found itself being plunged into a seemingly never-ending series of campaigns. Quickly recognised as experts in the art of siege warfare, the Iron Warriors were regularly called upon to exercise their skills in cracking open enemy defences. Switched from one combat zone to another, the Legion also found itself constantly diminishing in active crusading size as units from it were detached to act as garrison troops watching over worlds in the process of Compliance. The most famous of these garrisons was that of the Iron Keep on Delgas II, where one 10-man squad of Iron Warriors watched over a disgruntled population of 130 million.

It is unknown why the Iron Warriors were so often selected for such assignments, or why Perturabo always accepted such orders without protest, but it began to inflict serious damage to the Legion's morale. This growing disillusionment would eventually translate into a tragic explosion of despair and rage as the Iron Warriors learned that their own homeworld, Olympia, had revolted against Imperial rule. Briefed on the situation by the Warmaster Horus himself, Perturabo drew his Legion away from the extermination campaign they were waging upon the Hrud and led them homewards, falling upon the world with no mercy. The planet was battered into submission, with over 5 million of the inhabitants killed. In the aftermath, the Legion as a whole seemed aghast at their actions, aware that they had committed an unforgivable atrocity.

LEGION SIGNATURE

- ◆ Tactical Squads and Devastator Squads are Signature Units for the Iron Warriors.
- ◆ All Iron Warrior units in your army exchange the **Combat Tactics** special rule for the **Tank Hunter** universal special rule.
- ◆ Any Iron Warrior independent character may take a Servo Arm for +10pts.
- ◆ Any Iron Warrior tank may be given Siege Shields for +10 points each.
- ◆ Iron Warriors have Preferred Enemy against units from the Imperial Fists Legion.



IRON WARRIORS ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Siege Berzerker Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Recon Squad
Legion Bike Squad
Olympia Storm Tank
Storm Hawk

HEAVY SUPPORT

Imperial Guard Deathstrike Missile Launcher
Imperial Guard Ordnance Battery
Imperial Guard Manticore Rocket Launcher

Legion Devastator Squad

Legion Dreadnoughts
Sabre Tank Hunter
Thunderstrike Assault Gun
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH PERTURABO

LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Perturabo	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Storm Shield, Thunder Hammer and Artificer Armour with the following profile, wargear and special rules.

Upgraded Unit Type:

Heavy Infantry

Wargear

- Primarch Armour
- *Foebreaker* (Master crafted Thunder Hammer, API against vehicles)
- Left Siege Gauntlet Twin-linked Meltagun
- Right Siege Gauntlet Twin-linked Flamer
- *Maus* (Master crafted Power weapon)
- Frag Grenades and Melta Bombs

Bring It Down: On a turn that he assaults into ruins, Perturabo may strike with an unmodified initiative with *Foebreaker*.

Ever Onwards! Perturabo can never capture or contest an objective. For him the road to victory rolls ever onwards.

Special Rules

- And They Shall Know No Fear
- Stubborn
- Independent Character
- Eternal Warrior
- Orbital Bombardment (may use each turn and does not have to be stationary).
- Tank Hunter

Titanic Might: Such is the power of the Primarch Perturabo that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Siege Mentality: Perturabo's doctrine dictates that a fortified opponent can only be broken through the build up of pressure that can only be brought through the slow advance of overwhelming firepower. As a result all Iron Warrior units may not move more than 6" in the first turn but all weaponry counts as twin-linked. Iron Warrior units may not assault on the first turn unless it is to assault a building, bastion or other structure with an armour value.



CASTLEMAYN FORRIX – SIEGE WARSMITH

LEGENDARY UPGRADE +2^{LP}

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

Unit Prerequisite: Upgrade any one Chapter Master in Terminator Armour with a Relic Blade to Forrix.

Upgraded Special Rules

- Independent Character
- Fearless
- Tank Hunter
- Orbital Bombardment

Upgraded Wargear

- Terminator Armour
- *Submission* – may be used as a master crafted Chainfist or master crafted Chainaxe each turn.
- Twin-linked Bolt Gun
- Iron Halo

Siege Warsmith: If you include **Forrix** then up to two Siege Berzerker Squads may be taken as Troop choices.

Bring It Down: On a turn that he assaults into ruins or a building, Forrix may strike with an unmodified initiative with *Submission*.



SIEGE BERZERKER SQUAD



ELITE 135 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Siege Berzerker	5	4	4	4	1	4	2	9	2+
Siege Berzerker Sergeant	5	4	4	4	1	4	2	10	2+

Unit Composition:

- 2 Siege Berzerkers
- 1 Siege Berzerker Sergeant

Unit Type:

- Heavy Infantry

Special Rules

- Fearless
- Tank Hunter
- **Bring It Down:** On a turn that they assault into ruins the unit may strike with an unmodified initiative with their chainfists.

Wargear

- Terminator Armour
- Chainfist
- Combi-Melta

Dedicated Transport: The squad can select a Land Raider Phobos or a Land Raider Spartan as a dedicated transport.

Options:

- Add up to seven Siege Berzerkers for +44pts per model
- Any model in the squad may exchange their combi-Melta for a chainfist for +5pts.
- One Siege Berzerker, or two if the squad numbers ten models, can replace his combi-Melta with one of the following:
 - Heavy Flamer.....+5pts
 - Multi-Melta.....+15pts
- Any model in the squad may take any of the following:
 - an auxiliary grenade launcher.....+5pts
 - digital weapons.....+10pt



THUNDERSTRIKE ASSAULT GUN



HEAVY SUPPORT UNIT 170 PTS

	Armour			
	BS	F	S	R
Thunderstrike Assault Gun	3	12	12	10

Unit Composition:

- 1 Thunderstrike

Unit Type:

Vehicle (Tank)

Wargear

- Thunderstrike Cannon
- Smoke Launchers

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 Cannon: A quad barrelled artillery piece commonly mounted on an armoured Rhino chassis, each turn each Thunderstrike Cannon in the squadron may be fired in one of three ways- Conqueror, Infernus or Contemptor. The reduced BS of the vehicle represents the indiscriminate nature of the weapon.

Options

- Can take any of the following (but only one pintle weapon):
 - searchlight.....+1pt
 - pintle mounted twin-linked Boltgun.....+5pts
 - dozer blade.....+5pts
 - pintle mounted combi-Melta or combi-Flamer.....+10pts
 - pintle mounted Plasma Gun.....+10pts
 - extra armour+15pts
 - havoc Missile Launcher.....+15pts

HEAVY FIRE SERGEANT TOURBADON



LEGENDARY UPGRADE +1LP

	WS	BS	S	T	W	I	A	LD	Sv
Tourbadon	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Pistol & Chainsword
- Frag and Krak Grenades

Special Rules

- Fearless (applies to squad)
- Tank Hunter
- Signum

Heavy Fire-Point: Tourbadon is a power-armoured bully, insisting on the lion's share of the reserve ammunition. In Planetstrike games, an Iron Warrior player who includes Tourbadon gains the Ammunition Store Stratagem for free. It may only be used by Tourbadon's squad.

Upgrade Prerequisites: Replace a Devastator Squad Designated Squad Leader with the following profile, wargear and special rules. The squad may not include a Veteran Sergeant

Firepower Matched By Arrogance Every Devastator in Tourbadon's squad (including Tourbadon himself) may be upgraded to carry a heavy weapon, not just those permitted by squad size. The squad stands tall and may never receive better than a 6+ cover save.

SIEGE ENGINES

HEAVY SUPPORT CHOICE

Perturabo has ensured that no bastion is beyond his reach. The Iron Warriors may take Defilers; Brass Scorpions or Greater Brass Scorpions for the appropriate points cost and subject to any restrictions relating to the mission or expansion used.

CONTEMPTOR DREADNOUGHT FERRUM



LEGENDARY UPGRADE +1LP

	Armour							
	WS	BS	S	F	S	R	I	A
Ferrum Contemptor	5	5	7	13	12	11	4	2

Upgraded Wargear

- Spitfury Missile Launcher
- Death-Foe Lascannon
- Targeting Augury

Upgraded Special Rules

- Atomantic Shielding
- Tank Hunter
- Neural Fibre Bundles

Designed by Perturabo himself as better suited to the long range support duties his siege warfare doctrines required, Ferrum was usually piloted by an honoured Devastator captain or Fellblade commander.

Unit Prerequisite: Upgrade any one Contemptor Dreadnought with a Targeting Augury for Contemptor Dreadnought Ferrum.

CONTEMPTOR DREADNOUGHT PROMODON



LEGENDARY UPGRADE +1LP

	Armour							
	WS	BS	S	F	S	R	I	A
Promodon Contemptor	5	4	7	13	12	11	4	3(4)

When Promodon fell during the charge at Forlorn Hope, his Dreadnought was customised to his exacting specifications and his fighting style when mortal.

Unit Prerequisite: Upgrade any one Contemptor Dreadnought with extra armour for Contemptor Dreadnought Promodon.

Upgraded Wargear

- Twin Master Crafted Lightning Claws
- Extra Armour

Upgraded Special Rules

- Atomantic Shielding
- Neural Fibre Bundles
- Furious Charge & Fleet



LEGIO V – WHITE SCARS



When the Emperor made planetfall on Mundus Planus (or Chogoris as the natives called it) the Primarch Jaghatai Khan knew at once that this man could fulfil his dream, to unite all of the stars above them in one mighty empire. In front of all of his generals, he dropped to one knee and pledged his service to the Emperor, his father. He was given command of the V Legion of Space Marines, the White Scars.

Once a warrior becomes a White Scar, loyalty to his tribe is replaced by loyalty to the Legion, the Primarch and the Emperor. As Jaghatai Khan did during his campaign to unite the steppes peoples of Chogoris before the arrival of the Emperor, recruits from different tribes are mixed together in squads. Each squad becomes part of a Brotherhood, roughly equivalent to a standard Company. All White Scars bear a long, ritual facial scar, a token of their warrior upbringing. This ferocity is carried over into their preferred fighting style specialising in lightning warfare, and making use of chariots, jet bikes and land speeders.

LEGION SIGNATURE

- ◆ Tactical Squads and all types of Bike Squads (including jetbikes) are Signature Units for the White Scars Legion. Legion Bike Squads are considered Primary units in a White Scars army for Legendary Point purposes.
- ◆ All White Scar units in your army exchange the **Combat Tactics** special rule for the ability to Outflank. If you deploy a unit using the Outflank rule then their dedicated transport also gains the ability to Outflank.
- ◆ You may re-roll the die to determine if White Scar unit held in reserve has arrived. The White Scars may even re-roll successful reserve rolls in an attempt to delay their forces.



WHITE SCARS ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Legion Bike Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Attack Bike Squad
Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH JAGHATAI



LEGENDARY UPGRADE +5LP

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Jaghatai	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour and a Relic Blade with the following profile, wargear and special rules.

Upgraded Unit Type:

Heavy Infantry

Wargear

- Primarch Armour
- **Moonfang** (C:SM pg 94)
- Master Crafted Bolt Pistol
- **The Horse Bow** (counts as master crafted sniper rifle)
- Frag Grenades and Melta Bombs

Titantic Might: Such is the power of the Primarch Jaghatai that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Ever Onwards! Jaghatai can never capture or contest an objective. For him the road to victory rolls ever onwards.

Special Rules

- Fearless
- Independent Character
- Eternal Warrior
- Outflank
- Rites of Battle (C:SM pg 85)
- Master of the Hunt (C:SM pg 94)
- Eye of Vengeance (C:SM pg 88)

Mounted Hunt: Jaghatai may ride a Space Marine Bike or Jetbike for +1LP. White Scar Primarch Honour Guard in an army led by Jaghatai Khan on a bike or Jetbike may be given Space Marine Bikes or Jetbikes for +2LP for the unit.

Blood Oath: Jaghatai swears a vicious and terrible oath before battle and it is expected that his warriors will follow his example. Nominate an enemy HQ choice. The Khan has sworn his warriors will slay the enemy no matter the odds. The entire army gains Preferred Enemy against that unit for the duration of the battle. Should any part of the target unit remain on the table at the end of the game, their opponent gains 20VPs when calculating the result.



Tulwar: A signature weapon of the White Scars Legion. The grip of the curved blade is cramped in the hands of an Astartes and the prominent disc of the pommel presses into the wrist if attempts are made to use it to cut like a conventional sabre. These features of the tulwar hilt result in the hand having a very secure and rather inflexible hold on the weapon, enforcing the use of variations on the White Scar's very effective 'draw cut'. In game terms all Power Weapons in a White Scars army may be replaced with a Tulwar for no additional points cost. The tulwar armed model may re-roll their failed wound rolls of a 1. Tulwars ignore armour saves.

JUBAL KHAN - THE WHITE RAMPAGER



LEGENDARY UPGRADE +2LP

	WS	BS	S	T	W	I	A	LD	Sv
Jubal Khan	6	5	4	4(5)	3	5	4	10	2+

Upgraded Wargear

- Artificer Armour
- Tulwar
- Frag and Krak Grenades
- Space Marine Bike
- Iron Halo

Upgraded Special Rules

- And They Shall Know No Fear
- Independent Character
- Outflank
- Master of the Hunt (C:SM pg 94)

Unit Prerequisite: Upgrade any one Bike Company Captain in Artificer Armour on a Bike with a Power weapon to Jubal. He may take a Command squad. His Command squad may be mounted on Space Marine Bikes for +50pts for the squad.

Rampager: Jubal Khan and his unit may consolidate into combat with a new enemy unit. They do not count as charging if they do so but otherwise immediately resolve the combat. Should Jubal and his unit wipe out this second enemy unit they may consolidate once more but may not enter combat again that turn.

VINDHALLI - SOUL DRINKERS FIRST SCAR



LEGENDARY UPGRADE +1LP

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

Upgraded Wargear

- Artificer Armour
- Tulwar and Melta pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Honour or Death

Upgrade Prerequisites: Replace a Chapter Champion in an Honour Guard squad with the following profile, wargear and special rules.

Soul Drinkers: An elite White Scars assault formation, the Soul Drinkers are Jaghatai Khan's right hand of vengeance. All members of the Honour Guard (including Vindhalli) may be equipped with either Jump Packs or Space Marine Bikes for +1 LP for the unit.

SERGEANT KUMBLIAI — THE SPEAR

LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Kumbliai	5	4	4	4(5)	1	4	2	9	3+

Wargear

- Power Armour
- Relic Blade
- Frag and Krak Grenades
- Space Marine Bike

Special Rules

- And They Shall Know No Fear
- Direct Strike (May not Outflank)
- Proven Mettle

Upgrade Prerequisites: Upgrade any one Legion Bike Squad Veteran Sergeant with a Power weapon to Kumbliai.

Throwing the Spear: Once per battle, provided there are no other characters in the unit, the unit may assault after Turbo-boosting.

SHIGI — COMMANDER OF THE SCATTERED STAR

LEGENDARY UPGRADE +2^{LP}

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

Upgraded Special Rules

- And They Shall Know No Fear
- Independent Character
- Battle Forged Heroes
- Scattered Star

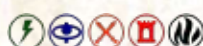
Upgraded Wargear

- Terminator Armour
- Relic Blade
- Twin-Linked Boltgun
- Iron Halo

Unit Prerequisite: Upgrade any one Terminator Company Captain with a Power weapon and twin-linked Boltgun to Shigi. Two Terminator squads may be taken as Troop choices in an army that includes Shigi.

Scattered Star: The only White Scar to refuse the honour of being named a Khan, Shigi prefers to serve the Primarch by commanding the Terminators of his Brotherhood in a precision formation known as the Scattered Star. Legion Terminator squads may deploy via teleport in the same way as Drop Pods using Drop Pod Assault (in that they are not destroyed if they scatter onto enemy units, half of the units arrive on turn 1 etc).

ARIK BOKAI — STORM CHASER

LEGENDARY UPGRADE +1^{LP}

	Armour			
	BS	F	S	R
Arik Bokai's Landspeeder	5	10	10	10

Upgraded Wargear

- Twin-Linked Heavy Bolter
- Typhoon Missile Launcher

Upgraded Special Rules

- Deep Strike
- Scouts
- Power of the machine spirit
- 4+ Invulnerable Save

Unit Prerequisite: Upgrade any one Heavy Bolter armed Landspeeder or Landspeeder Storm with the following Upgraded special rules and Wargear. As a Landspeeder Storm it still retains its transport capacity.



CHINGGIS KHAN — LIGHTNING WARLORD

LEGENDARY UPGRADE +1^{LP}

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

Wargear

- Power Armour
- Bolt Pistol & Tulwar
- Battlefield Command Uplink
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Tank Commander
- Iron Halo (cannot be used while embarked)
- Outflank

Upgrade Prerequisites: Replace an Armoured Company Captain armed with a Power Weapon and Bolt pistol with the following profile, rules and wargear.

Lightning Warfare: In an army that includes Chinggis Khan you may include 1 – 3 Grav Attacks, Predator AAVs (do not need prerequisite infantry), or Land Raider Phobos as a vehicle squadron. The tanks in the squadron must be of the same type and count as a single Heavy Support Choice with Chinggis Khan. Chinggis must command one of the tanks in the squadron. The squadron may Outflank.

FIERCE UDAN — STEED OF STEEL

LEGENDARY UPGRADE +1^{LP}

	Armour			
	BS	F	S	R
Fierce Udan	4	12	12	10

Transport Capacity

6 Models(+6)

Note: cannot carry Battle Armour Dreadnoughts

Hand Rails: As a warrior of the plains Chinggis Khan often clung to the sides of fellow warrior's horses to carry him into battle. For much of the Great Crusade Chinggis fought aboard the Predator AAV known as Fierce Udan. This Predator AAV has been modified with heavy duty hand rails and foot rests mounted around the vehicle that the White Scars can hang onto while the rest of the squad are transported inside. In addition to the six carried normally by the Predator, a further six infantry models may be transported like this but must each take a dangerous terrain test if the vehicle moves Flat Out.

Upgrade Prerequisites

Replace any one White Scars Predator AAV with Fierce Udan. This Predator AAV can take any of the options normally available to it.



LEGIO VI – SPACE WOLVES

When the Primarchs were spread throughout the galaxy, one came to land in the far north west of the galaxy on a remote ice world named Fenris. He was adopted by a Fenrisian she-wolf and raised among the wolves, with his two wolf brothers "Freki" and "Geri". He was said to have been the best leader, no one could stand against him and it was not long before the tales came to the Emperor's notice. The Emperor entered Russ's court, cloaked in runes of disguise and confusion. The natives shrank from this new presence. Russ refused to pay him homage as the Master of Mankind. Russ challenged the Emperor to a series of tests. The first challenge was an eating one. This the Emperor lost. The second challenge was a drinking one. This the Emperor also failed. For the third challenge Russ boasted he could defeat the Emperor in combat. This time, the Emperor defeated Russ, felling him with a blow from his power glove. Leman admitted defeat and swore to serve the Emperor.

Just weeks later, Russ was placed at the head of the VI Legion – known amongst themselves as the Vlka Fenryka, and to the nascent Imperium as the Space Wolves – and joined the Great Crusade. He was armed with a thrice-blessed suit of armour and a new sword forged from the maw of the Great Kraken *Gormenjarl*. Reputably, the blade could cleave the ice mountains of Fenris in half.

LEGION SIGNATURE

- ◆ Wolves of Fenris Packs are Signature Units for the Space Wolves.
- ◆ Space Wolves armies are chosen from Codex Space Wolves and not Codex Space Marines. Grey Hunter and Blood Claw units with Wolf Standards are considered Primary Units (even though Blood Claws may not usually take Wolf Standards). Blood Claw packs at maximum size gain Grav Chutes for free.
- ◆ Any Space Wolf squad of more than one model which consists of models in either all of the same Mark of armour (including Artificer and variant marks of Terminator armour) or a mix of Mark II, Mark III and/or Mark IV armour gains *Proven Mettle* special rule. All infantry units may take Chainblades for +20 points.



SPACE WOLVES ARMY LIST

HQ

Wolf Lord
Rune Priest
Wolf Priest
Wolf Guard Battle Leader

TROOPS

Grey Hunters Pack
Blood Claws Pack
Predator AAV
Wulfen Pack

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Iron Priest**
Lone Wolf
Wolf Guard Pack
Wolf Scouts Pack

FAST ATTACK

Caestus Assault Ram
Wolves of Fenris Pack
Grav Attack
Landspeeder Squadron
Skyclaw Assault Pack
Swiftclaw Biker Pack
Thunderwolf Cavalry
Storm Hawk

HEAVY SUPPORT

Legion Dreadnought
Long Fangs Pack
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Rhino

**see section on the Covenant of Mars

THE SAGAS AND OATHS OF THE SPACE WOLVES LEGION

During the Age of the Emperor, the Space Wolves Legion became home to warriors of such legend that Sagas were sung about them millennia later. Instead of the Sagas in Codex: Space Wolves, for no additional cost, any non-Legendary Space Wolves Independent Characters and all Legion Dreadnoughts, Contemptor Dreadnoughts and Battle Armour Dreadnoughts have the option to choose any one Saga and its associated Oath from the list below for no additional cost. Because the Space Wolves are a diverse and proud Legion, no two characters may bear the same saga. The exception to this rule is Legendary units, who have their own stories and abilities above and beyond the sagas. Ignore any reference or points cost to any of Sagas found in Codex Space Wolves and instead use those listed here.

Such power comes with a cost (and not only in the points have you paid to take the sagas in the first place). To ensure the fate smile upon the Legion, the Rune Priests will charge its mightiest heroes with a great sacred duty or oath. Bearing such a battle oath is a great privilege, and a hero should not contravene it, lest he lose his honour or be proved false. Each saga has an oath listed below it, and your character should endeavour to live up to the appropriate oath. Breaking an oath is not purely a matter honour as failure to achieve the associated Oath awards Victory Points to your opponent at the conclusion of the battle. Dreadnoughts are considered Leadership 10 for any tests required by Sagas and Oaths.

SAGA OF MAJESTY: The hero has the stature of kings and in his voice is an ageless authority. Any unit within 6" of this hero, including the hero and his unit, may re roll failed Morale tests.

Oath: Lead by Example - Any hero that falls back, goes to ground or is immobilised is unworthy of the name: avoid this at all costs. Failure awards 5 Victory Points to your opponent.

SAGA OF THE BEAR: The hero wears the skin of the bear and has a temperament to match. When he plants his feet firmly even a thunderbolt cannot fell him. The character has the Eternal Warrior rule (Walkers gain Ferromantic Invulnerability). **Oath: Visit Fury Upon the Evil Ones** - The hero can prove the might of the sons of Russ by dealing the death blow to an enemy Legendary unit or independent character before the end of the game. Failure awards 15 Victory Points to your opponent.

SAGA OF THE BEASTSLAYER: By the light of the fire, many a Fenrisian hero has basked in the glory of prevailing against a monstrous foe and will deliberately seek such confrontations. The hero may roll failed To Hit rolls in close combat against walkers, monstrous creatures, and models with a Toughness of 5 or more.

Oath: Fear Not the Beast - To show that he is not afraid of the mightiest of evils, the hero should have slain a model of one of the types listed above before the end of the game. Failure awards 15 Victory Points to your opponent.

SAGA OF THE BLACK CULL: A thousand dead can be heaped upon the blood soaked legend of the hero. The hero has the Furious Charge universal special rule. **Oath: Master of Slaughter** - Must destroy an enemy infantry or heavy infantry unit in close combat. Failure awards 10 Victory Points to your opponent.

SAGA OF THE FORSAKEN ONE: The warrior's deeds, though great, are dark indeed and his brothers, though respectful, avoid his shadow. The hero has the Counter Attack and Preferred Enemy special rules. **Oath: Sundered Brotherhood** - The hero may not join in a combat that already includes a friendly unit, nor can a friendly unit join an assault that includes the hero.

SAGA OF THE HUNTER: Some heroes are famed for their ability to hunt across an entire continent without a single night of rest. The hero has the ability to Outflank and the Stealth universal special rule. **Oath: Attack Unseen** - A true hunter always attacks from unexpected angle and hence this character must be held in reserve at the beginning of the game and if Outflanking cannot arrive until at least the third turn. Arriving sooner from Outflank or not being placed in reserve awards 10 Victory Points.

SAGA OF THE IRON GOD: The hero has received many augmentic implants or perhaps has been interred in one of the mighty Dreadnought suits. Whatever the reason, this machine-man has grown prideful and seeks out others akin to themselves to cast down. The hero receives +1 to damage chart results in combat against enemy walkers. **Oath: The Burden of Hubris** - All Enemy Walkers must be destroyed or Immobilised by the end of the game.

SAGA OF THE IRON WOLF: The hero can stir the machine spirits that growl within the engines and guns of his tanks into a battle-fury. Any vehicle containing the hero may move an extra D3" and the hero adds one to any Repair roll he makes. **Oath: Take the Fight to the Enemy** - The hero can only prove the effectiveness of his armoured assaults by ending the battle within the enemy deployment zone. Failure awards 10 Victory Points to your opponent.



SAGA OF THE PRIMARCH'S WARD: The Legion Wolf Priests believe that the hero has survived incredible odds for a reason and that he cannot die until he has fulfilled whatever destiny awaits him. Famously resilient, the hero has a 5+ invulnerable saving throw. **Oath: Trust in the Destiny of Russ** - The hero does not flinch from incoming fire, trusting in his destiny to be held out. The hero cannot take a cover save throw of any kind. Failure awards 15 Victory Points to your opponent.

SAGA OF THE WARRIOR BORN: The hero is not truly alive unless plunging forward into battle, his fist dripping red with the blood of his enemies as his rage grows ever greater. During the Assault phase, the hero gets a bonus to his Attacks equal to the number models he killed during the previous Assault phase. **Oath: Reap a Great Tally** – The hero must kill more enemies than any other Independent Character or model with a Saga in the army. You might like to keep a record of particularly impressive tallies. Failure for this hero to have killed the most models awards 20 Victory Points to your opponent.

SAGA OF THE WOLFKIN: The fiercest Fenrisian wolves lope and prowl around the hero, for in him they see an even more savage spirit than their own. Fenrisian Wolves and Cyberwolves in the same army as the hero have Initiative 5 and Leadership 7. **Oath: Honour the Wolfkin** – The hero treats his lupine allies as brothers. At least one Wolf or Thunderwolf unit should survive the battle with at least a single model for the hero to keep his oath. Failure awards 5 Victory Points to your opponent.



THE PRIMARCH LEMAN RUSS



LEGENDARY UPGRADE +6^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Leman Russ	10	6	6	6	6	6	5	10	1+
Freki the Fierce Wolf	5	0	5	5	2	4	3	10	5+
Geri the Cunning Wolf	5	0	4	5	2	4	2	10	5+

Upgrade Prerequisites

Replace a Wolf Lord equipped with a Storm Shield, Frost Blade, Runic Armour and two Fenrisian Wolves with the following profile, wargear and special rules. Russ takes up two HQ slots.

Upgraded Unit Type: Heavy Infantry

Wargear (Russ)

- Primarch Armour
- **Mjainar** (Master Crafted Frost Blade)
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs
- Wolf Tail Talisman & Wolf Tooth Necklace

Titantic Might: Such is the power of the Russ that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Freki & Geri: Armed with teeth and claws (Geri's attacks ignore armour saves). Freki and Geri have the Furious Charge special rule. The Wolves are Heavy Infantry and their save is Invulnerable. They are a unit with Russ and becomes an Independent Character should they be slain. The unit begins with a majority Toughness of 5.

Special Rules

- Fearless
- Eternal Warrior
- Acute Senses
- Berserk Charge (C:SW pg 25)
- Counter Attack
- Lord of the Wolfkin (C:SW pg 54)
- Insane Bravado (C:SW pg 55)
- War Howl (C:SW pg 55)

Ever Onwards! Russ can never capture or contest an objective. For him the road to victory rolls ever onwards.

The Great Wolf: All Space Wolf primary units in an army led by Leman Russ must be purchased at full strength. Space Wolf units within 24" of the Primarch are Fearless and gain the Headstrong special rule.

Headstrong: Space Wolves will take insane risks in their quest for personal glory in the eyes of their Primarch. If the unit is within 6" of an enemy model at the beginning of the Shooting phase, that pack will forgo its Shooting phase altogether as it prepares for a devastating charge. The pack must attempt to launch an assault in the ensuing Assault phase if at all possible.



BJORN THE FELLHANDED - LAST OF THE VARANGI



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Bjorn The Fell Handed	7	5	4	4	3	5	4	10	3+

Upgraded Special Rules

- Independent Character
- And They Shall Know No Fear
- Acute Senses
- Counter Attack
- Eternal Warrior
- Furious Charge (applies to squad he leads)

Upgraded Wargear

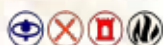
- Power Armour & Belt of Russ
- Wolf Claw
- Frag and Krak Grenades
- Bionic Arm (counts as Servo Arm)
- Saga of the Beastslayer
- Wolf Tooth Necklace

Unit Prerequisite: Upgrade any one Wolf Lord with a Wolf Claw, Belt of Russ, Wolf Tooth Necklace and Wolf Tail Talisman to Bjorn.

Varangi: If you include **Bjorn the Fellhanded** you may take a Varangi pack.



THE WULFEN PACK



NON-COMPULSORY TROOPS CHOICE 115^{PTS} +1^{LP}

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

Unit Composition:

- 5 Wulfen

Unit Type: Beasts

Wargear

- Power Armour
- Teeth and claws (Rending)

Howl of the Wulfen: You may include a single Wulfen pack in your army if you have a maximum sized infantry unit present in the army. You may add up to a further 5 Wulfen for +23pts a model to this unit for every additional maximum sized infantry unit present in the army (not including the first).

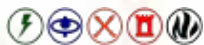
In the Company of Wulfen: The pack may not be joined by any Independent Character other than Leman Russ or a Wolf Priest.

Special Rules

- Supernumerary
- Fearless
- Acute Senses
- Counter Attack
- Rage



VARANGI PACK



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Varangi	6	4	4	4	1	4	2	10	2+
Blackmane	7	4	4	4	1	4	3	10	2+

Unit Prerequisite:

Upgrade any one unit of five Wolf Guard in Terminator Armour with a Thunder Hammer and Storm Shield and replace them with the Varangi pack. Your army must include Leman Russ or Bjorn the Fellhanded to take this unit.

Upgraded Wargear

- Runic Armour
- Frost blade
- Foebaster Bolter
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Berserk Charge
- Headstrong
- Saga of the Beastslayer (Blackmane only)

Upgraded Unit Type:

- Heavy Infantry

Dedicated Transport

- The squad can select a Rhino, Drop Pod, Land Raider Spartan or Land Raider Phobos as a dedicated transport.

Sworn protectors of the Great Wolf, the Varangi are the pure embodiment of Fenris. Cold, unyielding and deadly to those who do not show the respect these legends deserve.

The Blackmane: Even amongst the Varangi, one will stand above as their leader, answerable only to Russ himself. This warrior, known as the Blackmane, is so revered he counts as the Legion Banner.

Options:

- The entire unit can exchange their runic armour, Bolt pistol and grenades for Terminator armour for +1 LP
- Any Varangi can replace his frost blade with a wolf claw, Power Fist, Thunder Hammer or Storm Shield for free.
- Any Varangi can replace his Foebaster Boltgun with a twin-linked Boltgun, combi-Flamer, combi-Melta or combi-Plasma for free.
- As a unit, the Varangi can gain the option to exchange their Foebaster Boltgun with a wolf claw, Power Fist, Thunder Hammer or Storm Shield for +1 LP.
- One Varangi can be upgraded to the Blackmane for +1 LP
- The Squad may all be equipped with Belt of Russ for +1LP

THENGIR - HERO OF THE WOLF GUARD



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Terminator Armour
- **Spear of Russ** (Two handed Frost Axe that may be fired as a Multi-Melta each turn)
- Wolf Tail Talisman
- Wolf Tooth Necklace

Special Rules

- And They Shall Know No Fear
- Stubborn
- Acute Senses
- Counter Attack
- Saga of Majesty

Upgrade Prerequisites: Replace a Wolf Guard in Terminator Armour in a Wolf Guard Pack with the following profile, wargear and special rules.

Hero of the Wolf Guard: If you include **Thengir** you may take his Wolf Guard pack as a Troop choice.

FENRISIAN WOLF PACK



FAST ATTACK CHOICE 120^{PTS}

	WS	BS	S	T	W	I	A	LD	Sv
Fenrisian Wolf	4	0	4	4	1	4	2	5	6+
Fenrisian Alpha Wolf	5	0	4	4	1	4	3	6	6+

Unit Composition:

- 9 Fenrisian Wolves
- 1 Fenrisian Alpha Wolf

Unit Type:

- Beasts

Special Rules

- Counter Attack
- Furious Charge
- Wyrding Howl
- Supernumerary
- Preferred Enemy: Daemons.

Wargear: Claws and Fangs (count as a single close combat weapon)

Options: Add up to ten Fenrisian Wolves for +11pts per model

Wyrding Howl: The presence of the wolves of Fenris is anathema to the powers of the warp. Any psychic tests made within 6" of the unit are made on an additional d6, discarding the lowest single die.

THUNDER RHINO - CHARIOT OF THE RUSS



LEGENDARY UPGRADE +1^{LP}

	Armour			
	BS	F	S	R
Thunder Rhino	4	11	11	10

Upgrade Prerequisites

Replace a Space Wolves Rhino with the Thunder Rhino

Upgraded Unit Type

- Vehicle (Open Topped, Fast)

Transport Capacity

- 10 Models (inside)
- 10 Models (Hand Rails)

Hand Rails: The Sons of Russ have a method of allowing larger or multiple packs to be transported. Around the vehicle are mounted heavy duty hand rails and foot rests that the Space Wolves can hang onto while the rest of the pack is transported inside. In addition to the ten carried normally, a further ten models may be transported like this but must each take a dangerous terrain test if the vehicle moves Flat Out. Alternatively, in addition the pack of up to ten models the vehicle may carry inside a second pack of up to ten models may be carried on the hand rails. The vehicle ceases to count as Open Topped if any heavy infantry are embarked.



LEGIO VII – IMPERIAL FISTS

Like almost all of the Astartes Legions, the VII Legion had been formed on Terra as evidenced by its earliest battle honour 'Roma'. The VII Legion had recruited heavily on Inwit and over 70% of its strength were aspirants. The Imperial Fists were therefore a rarity in that Battle Brothers and Primarch were united very early in their service to the Emperor and quickly formed an unbreakable bond. Born from the same gene-stock, Primarch and Legion had the same uncompromising self-discipline and total commitment to order.



The handful of Terran Battle Brothers brought a tradition of honour duels that was readily embraced by the Legion as a whole. Brothers still duel with swords following the same conventions. No man knows the true age of this form of ritual combat but it binds the brothers together, giving and receiving honour and remembering their Terran heritage even if far from their home.

LEGION SIGNATURE

- ◆ Tactical Squads and Veteran Squads are Signature Units for the Imperial Fists.
- ◆ All Imperial Fist units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule.
- ◆ Any Imperial Fist Infantry unit may purchase a Glacis Fortification for +20pts. When deployed, the squad may place a single 6" barricade in front of them (the resin Imperial barricades made by Games Workshop are ideal). The barricade provides any unit with a 4+ cover save while behind it. The squad are free to move away from the cover once the game has begun but must be deployed within 3" of it at the start of the game. No other unit (except for independent characters who have joined the squad) may be deployed in cover with the barricade. The Fortification may be deployed in other cover (such as woods) but the unit only benefits from the highest cover save provided.
- ◆ Any Imperial Fist tank may be given Siege Shields for +10 points each.
- ◆ Imperial Fists have Preferred Enemy against units from the Iron Warriors Legion.



IMPERIAL FISTS ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Recon Squad
Legion Bike Squad
Storm Hawk

HEAVY SUPPORT

Land Raider Achilles
Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH ROGAL DORN

LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Rogal Dorn	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Storm Shield, Thunder Hammer and Artificer Armour with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- Fist of Dorn (C:SM pg 91)
- Dorn's Arrow (C:SM pg 90)
- Aquila (master crafted combat blade with Rending special rule).
- Storm Shield
- Frag Grenades and Melta Bombs

Ever Onwards! Dorn can never capture or contest an objective. For him the road to victory rolls ever onwards.

Special Rules

- Independent Character
- Eternal Warrior
- Bolster Defences (C:SM pg 71)
- Rites of Battle (C:SM pg 85)
- Honour or Death (C:SM pg 53)

Titanic Might: Such is the power of the Primarch Rogal Dorn that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Death Before Dishonour: Unyielding and determined, Under Dorn's gaze his warriors will never surrender. While Dorn is alive, all Imperial Fist units are Fearless. Additionally, should the victory conditions at the end of the battle mean that it will result in a Draw, the Imperial Fist player must play on a further turn. If time runs out the Imperial Fists instead lose 10VPs.



SIGISMUND — FIRST CAPTAIN

LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

Replace an Imperial Fist Chapter Master armed with Relic Blade and Artificer Armour with the following special rules profile and wargear.

Upgraded Wargear

- **The Black Sword** (may be used each round of combat as either a master crafted Relic Blade or a master crafted chain fist)
- Artificer Armour
- Master Crafted Bolt Pistol
- Iron Halo (C:SM pg 52)
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Eternal Warrior
- Liturgies of Battle (C:SM pg 58)
- Honour or Death (C:SM pg 53)
- Independent Character
- He Bruises Easily (neither he or his unit can go to ground)

First Captain: Up to one Legion Terminator squad and one Legion Veteran squad may be taken as a Troop choice.

ARCHAMUS — HUSCARL TEMPLAR MASTER

LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Archamus	7	5	4	4	1	4	4	10	2+

Upgraded Wargear

- Artificer Armour
- Thunder Hammer
- Storm Shield
- Frag and Krak Grenades

Special Rules

- Fearless
- Honour or Death
- Feel No Pain (5+)

Upgrade Prerequisites: Replace a Legion Champion in a Primarch Honour Guard squad with the following profile, wargear and special rules.

Master Architect: Archamus has become as adept at destroying Fortifications as much as he is at building them. In Planetstrike games an Imperial Fist player who includes Archamus in their army may take the Fortified Stronghold or Planetquake Bomb Stratagems for a reduced cost of 2 Stratagem Points each.

SPEAR SERGEANT DAMOCHARIS

LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Damocharis	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Soulspear
- Power Armour and Jump Pack
- Frag Grenades and Melta Bombs

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Heroic Intervention (applies to squad)
- Relentless (Damocharis only!)

Dorn gifted Damocharis with one of his most prized weapons, the Soulspear, and tasked him with striking it into the heart of their enemies.

Upgrade Prerequisites: Replace a Jump pack equipped Assault Squad's Designated Squad Leader armed with Thunder Hammer with Damocharis

Soulspear: This Relic Blade may be fired once per battle as a flamethrower cannon. Successful Invulnerable saves must be re-rolled by all wounds caused by the Soulspear.

ALEXIS POLUX & AENEAS RYNN



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Alexis Polux	6	4	4	4	1	4	2	10	2+
Aeneas Rynn	6	4	4	4	1	4	2	10	2+

Upgraded Wargear

- Terminator Armour
- Relic Blade
- Storm Shield

Special Rules

- And They Shall Know No Fear
- Stubborn
- Heroic Intervention (applies to squad)

Fierce rivals and fiercer friends, Polux and Rynn each commanded the two most prestigious Terminator detachments in the Legion. Taking to the field usually at other ends of the warzone it was common practice for them to undertake a Crimson Fist oath before the battle and then meet in the heart of the enemies' lines to acknowledge the completion of this blood vow. During the Siege of Terra, it was to Polux bitter regret that his blood brother did not survive to join him at the battlements during the closing stages of their victory.

Upgrade Prerequisites: Replace two Relic Blade armed Legion Terminator Sergeants with the following profile, wargear and special rules.

DRILL SERGEANT CASTOR



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Castor	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolter & Bolt Pistol
- Chainsword
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Stubborn
- Bolter Discipline (his squad may always fire Boltguns as though stationary)

Sergeant Castor was for many years an unwavering disciplinarian of the scout companies. When the galaxy erupted into the Great Betrayal, Castor immediately petitioned to be reallocated to a frontline battle company where he served with distinction. Castor was mortally wounded during the Siege of Terra while trying to save Commander Rynn from the burning Sky Fortress.

Upgrade Prerequisites: Replace a Tactical Squad Veteran Sergeant with the following profile, wargear and special rules.

CAPTAIN CAMBA DIAZ — TANK COMMANDER



LEGENDARY TANK UPGRADE +1^{LP}

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

Upgraded Wargear

- Servo Arm
- Power Armour
- Bolt Pistol
- Power Weapon
- Frag and Krak Grenades

Special Rules

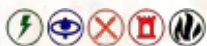
- And They Shall Know No Fear
- Stubborn
- Tank Commander
- Iron Halo (cannot be used while embarked)
- Battle Forged Heroes

Upgrade Prerequisites: Replace an Armoured Company Captain armed with a Power Weapon and Bolt pistol with the following profile, special rules and wargear.

Armoured Fist: Camba Diaz may command an Imperial Fist Fellblade. Camba Diaz ignores Gun crew shaken and driver stunned results in a Fellblade.

Battlefield Command Uplink: Captain Diaz gives a Battlefield Command Uplink to any vehicle while he is aboard.

LAND RAIDER ACHILLES



HEAVY SUPPORT UNIT 300^{PTS}

	BS	F	S	R
Land Raider Achilles	4	14	14	14

Unit Composition:

- 1 Land Raider Achilles

Unit Type:

- Vehicle (Tank)

Transport Capacity

- Six Models

Wargear

- Hull mounted Viper Quad Launcher
- Two twin-linked Multi-Melta sponsons
- Smoke Launchers

Special Rules

- Power of the Machine Spirit
- Ferromantic Invulnerability

Options: Can take any of the following (but only one pintle weapon):

- searchlight.....+1pt
- pintle mounted twin-linked Boltgun.....+5pts
- dozer blade.....+5pts
- pintle mounted combi-Melta or combi Flamer.....+10pts
- pintle mounted Plasma Gun.....+10pts
- hunter-killer missile.....+10pts
- extra armour.....+15pts
- havoc Missile Launcher.....+15pts
- Pintle mounted Multi-Melta.....+15pts

Originating in the closing years of the Great Crusade, the Achilles was created by the Ordo Reductor of the Mechanicum for the Imperial Fists Legion. As Dorn and his forces pushed spinward through the Golcondan Expanse, the threat from the Krea heavy fortifications encountered required a more close range bunker buster. The Achilles is perhaps most vaunted for its Legendary durability - each stage of the hull's construction incorporates layer upon layer of ancient electromagnetic algorithms and ferromantic incantations. This arcane lore is etched into the very structure of the Land Raider Achilles at a molecular level, is one the most secret rites of the Martian Mechanicum and places the Imperial Fists in their debt.

LEGIO VIII – NIGHT LORDS

A short time into the reign of the Night Hunter, the Emperor's Great Crusade reached the outskirts of the Nostramo system. The coming of the Emperor of Man was an event that had been prophesied in Nostramo's history: an event that would lead to the planet's downfall. The Emperor landed on Nostramo, and led a delegation to the centre of Nostramo Quintus on foot. At the end of the broad road leading to Night Hunter's palace, the Primarch stood, waiting for the delegation to approach. As they did, he succumbed to a vision so potent and horrifying that he tried to claw his own eyes out, but was stopped by the Emperor. "Konrad Curze, be at peace, for I have arrived and intend to take you home." Night Hunter then looked at the Emperor "That is not my name, Father. I am Night Hunter, and I know full well what you intend for me."

Night Hunter quickly adapted to the teachings of the Imperium of Mankind, studying the complex doctrines of the Adeptus Astartes under Fulgrim's tutelage. Konrad Curze was soon incepted as the leader of the VIII Legion, which he named the Night Lords. Although he and his Legion excelled in many theatres of war, a tendency soon became apparent. It never occurred to the Night Lords to use anything other than total and decisive force to achieve their goals. Over the first few years, the Night Lords were moulded by their Primarch into an efficient, humourless force. Night Hunter encouraged his Legion to decorate their armour with images designed to inspire fear in the enemy, a tactic that proved incredibly effective.

Soon, rumours of the impending presence of the Night Lords would cause a system to pay all outstanding tithes, cease all illegal activities and put to death any mutants and suspected heretics. Reinforcements to replace the Night Lords that fell in battle were selected from the population of Nostramo, but in Night Hunter's absence, the population of the planet collapsed back into the corrupt and decadent ways that had prevailed before his arrival. The ruthless criminals were the only ones to remain healthy and strong, so it was these men who were recruited for the Legion.

LEGION SIGNATURE

- ♦ Tactical Squads, Assault Squads with Jump Packs and Veteran Squads with Jump Packs are Signature Units for the Night Lords.
- ♦ All Night Lords units in your army with the **Combat Tactics** special rule exchange it for the **Acute Senses** universal special rule. Additionally, Night Lord units gain the **They Shall Know Fear** special rule. Morale tests caused by units with They Shall Know Fear must be taken on 3D6 (discard the lowest die).



NIGHT LORDS ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad

Legion Assault Squad with Jump Packs

Predator AAV
Screaming Sculpture Drop Pods

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad

Legion Veteran Squad with Jump Packs

Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH KONRAD CURZE



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Konrad Curze	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour and a pair of Lightning Claws with the following profile, wargear and special rules.

Upgraded Unit Type:

Heavy Infantry

Wargear

- Primarch Armour
- **The Long Knives** (Master Crafted +1 Strength Lightning Claws)
- **Corona Nox** : Gift of Prescience (C:SM pg 86)
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Ever Onwards! Konrad Curze can never capture or contest an objective. For him the road to victory rolls ever onwards.

Special Rules

- Fearless
- Eternal Warrior
- Acute Senses
- Fleet
- They Shall Know Fear
- Hit and Run
- Infiltrate
- Stealth

Titanic Might: Such is the power of the Night Hunter that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Night Hunter: Konrad Curze is a lone predator. Even his brother Primarch's are a different breed to him. The Night Hunter can never join another unit.



SHENG — ENFORCER OF THE NIGHT HAUNTER



LEGENDARY UPGRADE +1^{LP}

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

Upgraded Wargear

- Artificer Armour
- Master crafted Relic Blade
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- They Shall Know Fear
- Acute Senses
- Stealth (applies to unit)
- Feel No Pain (5+)

Unlike other Primarchs, Curze rarely accompanies his bodyguard on the battlefield. Instead without a word they are dispatched to sow terror and misery on his enemies. With the exception of his enforcer, never has the Night Hunter spoken to one of their number in the field. To receive such a level of trust is the greatest honour a Night Lord can earn.

Upgrade Prerequisites: Replace a Legion Champion in a Primarch Honour Guard squad with the following profile, wargear and special rules.

Raptor Lord: Sheng and the Primarch Honour Guard have Jump Packs.

ZSO SAHAAL — THE TALONMASTER



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Artificer Armour
- Two Lightning Claws
- Boltgun
- Iron Halo & Jump Pack
- Frag and Krak Grenades

Special Rules

- Acute Senses
- And They Shall Know Fear
- Independent Character
- Hit and Run (applies to squad)
- Special Issue Ammunition

Upgrade Prerequisites: Replace an Assault Company Captain in Artificer armour armed with a pair of Lightning Claws with the following profile, wargear and special rules. Zso Sahaal may take a Command Guard squad. His Command squad may take Jump Packs for +50 points

Death Mask: Shadowy energy dances across the Death Mask to form a horrifying halo. Zso Sahaal is Fearless. Furthermore, an enemy assaulted by Zso Sahaal must pass a Leadership test or be reduced to Weapon Skill 1 for the duration of the Assault phase.

APOTHECARY TALOS



LEGENDARY +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Talos	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Boltgun & Bolt Pistol
- Narthecium
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- And They Shall Know Fear
- Feel No Pain (applies to squad)
- Acute Senses

Upgrade Prerequisites: Replace a Legion Tactical Squad Designated Squad Leader with the following profile, wargear and special rules.

Murderous Torrent: Talos and his squad gain the Rending special rule to any Boltgun shots at targets within 12".

SEVATARION JAGO - FIRST CAPTAIN



LEGENDARY UPGRADE +2LP

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

Upgraded Wargear

- Artificer Armour
- Chain Halberd (Chainaxe)
- Boltgun & Bolt Pistol
- Iron Halo
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Acute Senses
- And They Shall Know Fear
- Independent Character
- Furious Charge

Upgrade Prerequisites: Replace a Battle Company Captain in Artificer armour armed with a pair of Lightning Claws with the following profile, wargear and special rules.

Red Gauntlets: A mark of shame amongst the warriors of Nostramo, the red gauntlets take on a new meaning with Sevtar as his prowess on the battlefield shows that every Night Lord is his own man and master of his own fate. Sevtar counts as a Legion Banner.

SCREAMING SCULPTURE DROP PODS



NON-COMPULSORY TROOP UNIT 70 PTS

	Armour			
	BS	F	S	R
Screaming Sculpture Pod	4	12	12	12

Unit Composition:

- 1 Screaming Sculpture Drop Pod

Support Unit: You may include one Screaming Sculpture for each Infantry or Jump Infantry squad in your army.

Unit Type:

Vehicle (Open Topped)

Special Rules:

- Immobile
- Inertial Guidance System (C:SM pg 69)
- Drop Pod Assault (C:SM pg 69)

Wargear

- Screaming Sculpture (includes Jamming Beacon)
- Locator Beacon

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.

Screaming Sculpture: Incorporating a Jamming Beacon, once the pod lands its unfortunate occupants begin to scream. All enemy units within 18" must take a morale check and have their leadership reduced while in range of the Pod. Those within 18" suffer a -1 Leadership Penalty. Those within 12" instead suffer a -2 leadership modifier and those within 6" instead suffer a -3 modifier. This penalty is not cumulative. Treat a weapon destroyed result as a vehicle wrecked result. The interference (both audible and psychic) makes it difficult to keep focussed. Any units in the effected area (including those that are Fearless) may only use their majority leadership for any tests.

KRIEG ACERBUS - THE AXEMASTER



LEGENDARY UPGRADE +2LP

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

Upgraded Wargear

- Artificer Armour
- Power Axe
- Bolt Pistol
- Iron Halo
- Jump Pack
- Frag and Krak Grenades

Special Rules

- Fearless
- Furious Charge (applies to squad he leads)
- And They Shall Know Fear
- Acute Senses
- Independent Character
- Heroic Intervention (applies to any Jump Pack squad he joins)

Upgrade Prerequisites: Replace an Assault Company Captain in Artificer armour armed with a Relic Blade with the following profile, wargear and special rules. Acerbus may take a Command Guard squad. His Command squad may take Jump Packs for +50 points

Fury Unbound: If a foe harms Acerbus, the Captain's rage just grows stronger for the provocation. Each time Acerbus suffers an unsaved wound, but is not slain, his Strength and Attacks both immediately increase by +1.

TERMINATOR SERGEANT MORGARIS



LEGENDARY UPGRADE +1LP

	WS	BS	S	T	W	I	A	LD	Sv
Morgaris	5	4	4	4	1	4	2	9	2+

Upgrade Prerequisites: Replace a Legion Terminator Squad Sergeant with the following profile, wargear and special rules.

Upgraded Wargear

- Terminator Armour
- Twin-linked Boltgun
- Narthecium Interrogator (includes Power Weapon)

Special Rules

- Fearless
- And They Shall Know Fear
- Feel No Pain (applies to squad)
- Acute Senses

Narthecium Interrogator: Morgaris is famed for his interrogation skills and spends many hours before battle studying the physiology and pressure points of his enemies. His customised Terminator armour is equipped with all of the medicae technology he needs to bring down his foe and render them helpless for a prolonged interrogation after the battle. The Narthecium Interrogator acts as a normal Narthecium. In addition it is a special close combat weapon. An Independent Character or Monstrous Creature that has been hit by the Narthecium Interrogator must take both a Strength test and a Leadership test per hit suffered. If either test is failed, that model has succumbed to the Narthecium Interrogator and permanently loses -1 from Strength and -1 from Leadership to a minimum of 2. If both tests are failed the model is removed from play.

LEGIO IX – BLOOD ANGELS

The Blood Angels were created from the genetic material of their Primarch Sanguinius. As with all of the Primarchs, Sanguinius was genetically engineered to be a supreme super-soldier but was cast into the warp during his infancy along with his brothers, and found on the nuclear-blasted world of Baal Secundus. Sanguinius was affected by the warp, and when he was found by one of the few unmutated human tribes on Baal, he had a pair of angelic wings growing from his back. As he matured quickly, he was able to use his superhuman powers and abilities to unite the humans of Baal against the mutants and become their leader.

Sanguinius was reputed to have had some form of psychic powers, principally the gift of foresight. When the Emperor found Baal in his search for the twenty Primarchs, Sanguinius immediately recognized him for who he was and bent down on his knee, pledging his service. In this, Sanguinius was one of the few Primarchs who did not challenge the Emperor upon their reunion. The Emperor took Sanguinius and a number of his best warriors and placed him in command of the IX Space Marine Legion which he named the Blood Angels. During the Great Crusade, the Blood Angels became known as being excellent shock assault troops, and formed a rivalry with the similarly assault-oriented World Eaters Legion.



LEGION SIGNATURE

- ◆ Tactical Squads and Assault Squads are Signature Units for the Blood Angels.
- ◆ Blood Angel armies are chosen from Codex Blood Angels and not Codex Space Marines. Note that Blood Angels still use the Primary units from this Expansion. Blood Angels Battle Company Captains may take an Honour Guard squad rather than Command squads.
- ◆ All Blood Angel units exchange the Combat Tactics rule for the Red Thirst and Descent of Angels (Jump Packs only) special rules found in Codex Blood Angels.



BLOOD ANGELS ARMY LIST

HQ

Legion Captain
Honour Guard
Librarian*
Reclusiarch

TROOPS

Legion Tactical Squad
Legion Assault Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Chaplain
Legion Terminator Squad
Legion Veteran Squad
Furioso Dreadnought
Sanguinary Priest
Techmarine**

FAST ATTACK

Baal Predator
Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Bike Squad
Legion Recon Squad

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Storm Hawk
Viper Quad Launcher**
Vindicator Siege Tank
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH SANGUINIUS



LEGENDARY UPGRADE +6^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Sanguinius	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour and a Relic Blade with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- **Blood Sword** (Master Crafted Relic Blade)
- Wings (moves as Jump Infantry)
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Ever Onwards! Sanguinius can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titantic Might: Such is the power of Sanguinius that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Angelic Visions: Sanguinius is blessed with the Gift of Prescience (C:SM pg 86) which allows him to prepare a Surprise Attack (C:SM pg 85),

Special Rules

- Eternal Warrior
- Rites of Battle (C:BA pg 41)
- Independent Character
- Descent of Angels

A Red Thirst: Sanguinius has the Furious Charge ability and is Fearless. During the Assault phase, Sanguinius gets a bonus to his Attacks equal to the number of Blood Angel models in his unit killed in the previous turn

A Black Rage: If Sanguinius is reduced to a single Wound he gains +2 Strength, +1 Toughness and the Rage special rule. All Blood Angel units within 18" of Sanguinius must make a Leadership test with a -2 penalty if he is this badly wounded, if they fail they immediately succumb to the Black Rage which causes them to gain the Rage and Furious Charge special rule and cease to count as scoring units. Should Sanguinius be slain, all Blood Angel units within 18" automatically succumb to the Black Rage.



RALDORON — ANOINTED CHAPTER MASTER



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

Replace a Chapter Master equipped with a Relic Blade, Plasma Pistol and Artificer Armour with the following profile, wargear and special rules.

Upgraded Wargear

- **Spear of Telesto** (Relic Blade that may be fired as a Melta Cannon once per game)
- Artificer Armour
- Iron Halo
- Master Crafted Plasma Pistol
- Frag Grenades and Melta Bombs

Special Rules

- Honour of the Chapter (C:BA pg 45)
- Relentless
- Red Thirst
- Rites of Battle (C:BA pg 41)
- Independent Character

Lord of the Golden Host: Raldoron's forces have a higher proportion of veteran troops. Legion Veteran squads count as scoring units.

AZKAELLON — HERALD OF SANGUINIUS



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Azkaellon	7	5	4	4	1	4	4	10	2+

Upgraded Wargear

- Artificer Armour
- **Grand Glaive Encarmine** (master crafted Relic Blade)
- Angelus Boltgun
- Jump Pack
- Iron Halo
- Blood Chalice
- Frag and Krak Grenades

Special Rules

- Fearless
- Red Thirst
- Never Scatter when Deep Striking (applies to squad)
- Furious Charge
- Feel No Pain
- Independent Character

Upgrade Prerequisites: Replace the Sanguinary Champion in the Sanguinary Guard squad with the following profile, wargear and special rules. In the Great Scouring Era, Azkaellon instead replaces an Assault Captain with Artificer Armour, a Relic Blade and a Jump Pack.



SANGUINARY GUARD

LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Sanguinary Guard	5	4	4	4	1	4	2	10	2+
Sanguinary Champion	6	4	4	4	1	4	3	10	2+

Unit Prerequisite:

Upgrade any one unit of Honour Guard armed with Power Weapons and Jump Packs. Replace the unit Sanguinary Novitiate with a Sanguinary Champion. Replace the Honour Guard with Sanguinary Guard.

Special Rules

- Fearless
- Red Thirst
- Feel No Pain
- Descent of Angels

Options:

- As a unit, the Sanguinary Guard can gain the option to exchange any of their Glaive Encarmine with a Lightning Claw, Power Fist or Thunder Hammer for +1 LP.
- As a unit, the Sanguinary Guard can gain the option to exchange any of their angelus Boltguns with Storm Shields, infernus pistols and/or Plasma Pistol for +1 LP.
- One Sanguinary Guard can carry the Legion Banner for +1 LP
- The Sanguinary Guard squad may all be equipped with Iron Halos for +1LP

Upgraded Unit Type:

- Jump Infantry

Upgraded Wargear

- Artificer Armour
- Glaive Encarmine
- Angelus Boltgun
- Jump Pack
- Frag and Krak Grenades
- Blood Chalice (Champion)



FURIOSO - 8TH ASSAULT CAPTAIN

LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Artificer Armour
- Two Power Fists
- Iron Halo
- Jump Pack

Special Rules

- Honour or Death (C:SM pg 53)
- Red Thirst
- Eternal Warrior
- Independent Character
- Descent of Angels

Upgrade Prerequisites: Replace an Assault Company Captain in Artificer armour armed with two Power Fists with the following profile, wargear and special rules. Furioso may take an Honour Guard squad from Codex Blood Angels.

Fury Unbound: If a foe harms Furioso, the Captain's rage just grows stronger for the provocation. Each time Furioso suffers an unsaved wound, but is not slain, his Strength and Attacks both immediately increase by +1.

PERADA & LORATOR

LEGENDARY UPGRADE +3^{LP}

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

Upgraded Wargear

- Power Armour
- Relic Blade
- Jump Pack (applies to squad)
- Bolt Pistol
- Frag Grenades & Melta Bombs

Special Rules

- And They Shall Know No Fear
- Red Thirst
- Heroic Intervention (applies to squad)

Though they would separately go on after the Siege of Terra to carve out their own separate legends for the Sons of Sanguinius, it was during the Great Crusade that these two biological twin brothers were inducted into the Legion. Each mirrored the other in aspect and finesse and it is said that only the Primarch could tell them apart. While he was alive, Sanguinius never separated the brothers, calling them his muse vitae.

Upgrade Prerequisites: Replace two Relic Blade armed Legion Assault squad sergeants with the following profile, wargear and special rules so that each squad is led by either Lorator or Perada.

TERMINATOR SERGEANT SAEVIN

LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Saevin	5	4	4	4	1	4	2	9	2+

Upgraded Wargear

- Glaive Encarmine
- Terminator Armour
- Combi-Melta gun

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Heroic Intervention (applies to squad)

Unlike many of his battle brothers, Saevin is a scarred and blunt warrior showing less of the finesse of his bloodline and more of the savagery of Perturabo or Angron's sons.

Upgrade Prerequisites: Replace a Legion Terminator Squad Sergeant with the following profile, wargear and special rules.

LEGIO X – IRON HANDS

The early history of Ferrus Manus is chronicled in the folklore of Medusa. The most popular of these tales is the Canticle of Travels, which details the trials of Ferrus Manus and his ordeal with the Great Silver Wurm known as Asirnoth. The Canticle is the only tale that even attempts to explain the mystery of how Ferrus Manus came by his living metal hands. How this relates to his staunch support of the Martian Mechanicum or why his Legion is able to call upon rare or unique technologies, even before the warriors of Horus Lupercal, remains a mystery.

Ferrus Manus never united the people of his homeworld in the way other Primarchs had, on the basis that competition grew greater strength. When the Emperor took Manus to become the leader of the X Legion, the Primarch altered his position and became an avid believer and ruthless practitioner of the Emperor's Great Crusade to unite Mankind. The Iron Hands, as the X Legio became known, have a reputation for being relatively straightforward and incredibly harsh. In the Battle of Thranx, for example, the resources of several depleted clan-companies were pooled for a full frontal assault using five Land Raiders against a facility bristling with anti-tank defences that had made a mockery of previous attempts with whole armoured companies; in the retaking of the Contqual Subsector, one third of the population was summarily executed after a successful campaign simply to demonstrate the price of weakness.

Despite this pragmatic and unrelenting nature, the Legion regards Servitors as having achieved spiritual union with the Omnissiah. To the Iron Hands, Servitors are biomechanoid shrines, revered almost as greatly as other artefacts, their words sifted and analysed for hints of prophecy and guidance from the Machine God. To the other Legions, such behaviour is thought distasteful to the point of superstition and heresy and is regarded with hostility and suspicion.

LEGION SIGNATURE

- ♦ Tactical Squads and any Dreadnought with Neural Fibre Bundles are Signature Units for the Iron Hands Legion.
- ♦ Any Iron Hands Independent Character may take a Servo Arm for +10pts. You may include a unit of up to 10 Servitors for every Iron Hands Independent Character in your army. Additionally, for each unit of Servitors the army includes, a single unit (and its dedicated transport if it has one) gains the wisdom to use the Outflank ability.
- ♦ Iron Hands Legion Dreadnoughts must take the Neural Fibre Bundles ability for +20pts.
- ♦ All Iron Hands units with the **Combat Tactics** special rule exchange it for the Wisdom of the Omnissiah special rule. Units with the Wisdom of the Omnissiah special rule gain the Counter Attack and Feel No Pain (6+) universal special rules when within 6" of a model equipped with a Servo Arm or servo harness.
- ♦ Any Master of the Forge can be upgraded to an Iron Father for +1LP. The Iron Father gains the Liturgies of Battle and Honour of the Chapter (C:SM pg 58) special rules, a Crozius Arcanum and an Iron Halo. He may take any options available to the Master of the Forge.



IRON HANDS

ARMY LIST

HQ

Legion Captain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Dreadnought
Legion Tactical Squad
Predator AAV
Servitors
Techmarine**

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Master of the Forge**

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Medusa Gunship

HEAVY SUPPORT

Legion Devastator Squad
Legion Terminator Squad
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH FERRUS MANUS



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Ferrus Manus	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Relic Blade, Thunder Hammer and Artificer Armour with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour & Servo Arm
- Master crafted Bolt Pistol
- Frag Grenades and Melta Bombs
- **Living Metal Hands** (two special close combat weapons that ignore invulnerable saves)

Either

- **Forgebreaker** (Master Crafted Thunder Hammer)

or

- **Fireblade** (+1 Str Power Weapon)

Ever Onwards! Ferrus Manus can never capture or contest an objective. For him the road to victory rolls ever onwards.

The Morlocks: Iron Hands Primarch Honour Guard, known as the Morlocks, always wear Terminator Armour.

Special Rules

- Fearless
- Independent Character
- Eternal Warrior
- Fleet
- Wisdom of the Omnissiah
- Furious Charge

Fated: Ferrus Manus loses the Eternal Warrior ability in combat with Fulgrim.

Hatred: Ferrus Manus has Preferred Enemy against all Imperial units who fight against the Iron Hands (eg Imperial Army, Astartes Legions, or the Martian Mechanicum).

Titanic Might: Such is the power of the Primarch Ferrus Manus that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Stand or Fall: Ferrus Manus suffers from *Rage* directed towards any units that have caused casualties to any Iron Hands unit in the previous turn. In addition, he and any Iron Hands units within 6" of him may never make a move that causes them to finish their movement further away from **an unengaged enemy infantry or heavy infantry unit** than they began.



GABRIEL SANTAR



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Terminator Armour & Servo Arm
- Master Crafted Relic Blade
- Twin Linked Bolt Gun
- Iron Halo (C:SM pg 52)

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Independent Character
- Wisdom of the Omnissiah
- Furious Charge

Upgrade Prerequisites: Replace a Terminator Captain armed with a Relic Blade and a twin-linked Boltgun with the following profile, wargear and special rules.

Master of the Morlocks: If you include Gabriel Santar, you may take a unit of the Iron Hands Primarch Honour Guard, known as the Morlocks. The Morlocks always wear Terminator Armour.

KAARGUL - CLAN FATHER



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	F	S	R	I	A
Kaargul	5	4	7	13	12	11	4	3

Upgrade Prerequisite:

Upgrade any one Contemptor Dreadnought with a Plasma Cannon and dreadnought close combat weapon for Kaargul.

Unit Type:

- Vehicle (Walker)

Upgraded Wargear

- Dreadnought Close Combat Weapon with built in twin-linked Plasma Gun
- Plasma Cannon
- Smoke Launchers
- Extra Armour
- Atomantic Shielding

The Clan Companies of the Iron Hands were each founded by a mighty warrior who embraced the vision of Ferrus Manus and swore fealty. Kaargul was chieftain of one of the last tribes to pledge their support to Ferrus but once his word had been given Kaargul followed his Primarch across the galaxy on the Great Crusade. Though mortally wounded a century ago, he still serves his Primarch with honour.

Upgraded Special Rules

- Fleet
- Battle-Forged Heroes
- Rites of Battle (C:SM pg 85 – Counts as LD 10)

Indefatigable: Kaargul's Dreadnought armour was crafted by Ferrus himself and as such is extremely resilient to damage. Whenever he suffers a glancing or penetrating hit your opponent rolls two dice on the Vehicle Damage table and discards the highest die.

YOUSEL AXAGORAS



LEGENDARY UPGRADE +1^{LP}

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

Upgraded Wargear

- Artificer Armour
- Thunder Hammer
- Combi-Plasma Gun
- Iron Halo
- Master crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Upgraded Special Rules

- And They Shall Know No Fear
- Rites of Battle (C:SM pg 85)
- Wisdom of the Omnissiah
- Independent Character

Deployed too far from the rest of the Legion to meet for the assault on Istvan, Axagoras was spared the horror of the Drop Site Massacre and returned to Medusa as one of the most senior Iron Hands still drawing breath. It was Axagoras' voice on the Legion council that committed the Iron Hands to a key series of strikes against the Emperor's Children which denied them crucial reinforcements during the Siege of Terra.

Upgrade Prerequisites: Replace a Battle Company Captain in artificer armour armed with a Thunder Hammer and combi-Plasma Gun with the following profile, wargear and special rules.

DAMA MACRINUS



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Cyclone Missile Launcher
- Terminator Armour
- Relic Blade
- Iron Halo

Upgraded Special Rules

- Honour of the Chapter (C:SM pg 58)
- Wisdom of the Omnissiah
- Independent Character
- Eye of Vengeance

One of the only veteran survivors from the Drop Site Massacre on Istvan, Macrinus took command of the Devastator training during the Great Scouring to bring the Legion back to full strength.

Upgrade Prerequisites: Replace a Terminator Captain armed with a Relic Blade with the following profile, wargear and special rules.

Worth Their Weight in Fire: Devastator squads count as scoring in an army that includes Dama Macrinus

MEDUSA GUNSHIP



FAST ATTACK UNIT 200 PTS +2^{LP}

	Armour			
	BS	F	S	R
Medusa Gunship	4	12	12	10

Unit Composition:

- 1 Medusa Gunship

Unit Type: Vehicle (Fast Skimmer)

Wargear

- Turret mounted twin-linked Lascannon
- Hull mounted twin-linked Multi-Meltas
- Four Hawkton Missiles
(count as separate weapons)

Transport Capacity

- 20 Models (Walkers count as 10 models)

Special Rules

- Power of the machine spirit
- Neural Fibre Bundles
- Ceramite Shielding
- Deep Strike

Options:

- Can exchange its twin-linked Multi-Melta for twin-linked spitfury Missile Launcher+20pts
- Can exchange its twin-linked Lascannon for twin-linked Plasma Cannons.....free
- Can exchange its Hawkton Missiles for Stormfury Rocket pods.....+30pts

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

Iron Strike: The Medusa gunship may make a quick pass at almost ground level which allows its troops and walkers to disembark at any point during the Medusa's movement. The models disembarking in this manner must take a dangerous terrain test but then may move as normal. Walkers instead suffer a glancing hit on a roll of a 1 or a 2. Models disembarking from a Medusa Gunship may not assault.

CAPTAIN BANNUS — TANK COMMANDER



LEGENDARY UPGRADE +1^{LP}

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

Wargear

- Servo Arm
- Artificer Armour
- Bolt Pistol
- Power Weapon
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Tank Commander
- Wisdom of the Omnissiah
- Armoured Fist

Upgrade Prerequisites: Replace an Armoured Company Captain armed with a Power Weapon and Bolt pistol with the following profile, special rules and wargear.

Armoured Fist: Bannus may command an Iron Hand Fellblade. Captain Bannus ignores Gun crew shaken and driver stunned results in a Fellblade.

Battlefield Command Uplink: While Captain Bannus is the commander of a vehicle, or embarked on a vehicle, it counts as having a Battlefield Command Uplink.

LEGIO XII – WORLD EATERS

The Primarch Angron was stranded on a technologically advanced planet with a poor and downtrodden population ruled over by an elite class of nobles. The most popular form of entertainment for the masses was gladiatorial duels between cyber-enhanced warriors, and over the next years Angron would become the greatest gladiator the planet had ever seen.



Discontent, Angron plotted his escape for years he finally led his fellow warriors in an armed revolt. A revolt doomed to fail, however, as the newly arrived Emperor warned him, for the forces under the nobles vastly outnumbered the gladiator band. Angron with his martial pride refused to listen to or receive aid from his father; preferring an honourable death to outside help. The Emperor did not accept this, and teleported Angron to his Battle Barge the night before the last battle. The gladiatorial army was slaughtered to a man and Angron's honour was blemished. It is said he never forgave his father for the incident.

The Warhounds Legion was already active by the time Angron joined and renamed them World Eaters. They would soon be influenced by his thirst for battle, amplified by the use of psycho surgery similar to that Angron had received during his gladiator training. These implants turned the already fierce Space Marines into frenzied berserkers so feared that whole systems would eventually surrender rather than face them in battle. The technology was unstable, however and was forbidden by the Emperor after the Ghenna Scouring, in which the World Eaters wiped out an entire planet during one night.

LEGION SIGNATURE

- ♦ Tactical Squads and Assault Squads are Signature Units for the World Eaters.
- ♦ All World Eater units in your army with the **Combat Tactics** special rule gain the **Furious Charge** universal special rule. Additionally they become subject to the **Rage** universal special rule for the rest of the battle once they have won a hand-to-hand combat with an Infantry unit. Mark the squad with a suitable counter when this happens.



WORLD EATERS ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Master of the Forge**

TROOPS

Legion Tactical Squad
Legion Assault Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
World Eater Berserkers
Landspeeder Squadron
Legion Recon Squad
Legion Bike Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

**see section on the Covenant of Mars

THE PRIMARCH ANGRON



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Angron	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Relic Blade, Thunder Hammer and Artificer Armour with the following profile, wargear and special rules.

Upgraded Unit Type:

Heavy Infantry

Wargear

- Primarch Armour
- Master Crafted Plasma Pistol
- Frag Grenades and Melta Bombs

Either:

- **God Tearer** (counts as a two handed +3 Strength Power Weapon)

or

- **Gorefather and Gorechild** (count as a pair of Rending Power Weapons)

Ever Onwards! Angron can never capture or contest an objective. For him the road to victory rolls ever onwards.

Special Rules

- Independent Character
- Eternal Warrior
- Furious Charge
- Rage

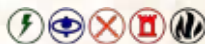
The Black Knot: Angron and any World Eater units within 12" of the Primarch are Fearless. In addition, all models within 12" gain the rage universal special rule for the remainder of the battle. This applies even over Kharn the Equerry's special rule.

Titanic Might: Such is the power of the Primarch Angron that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Killfrenzy: During the Assault phase, Angron gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase. For every eight attacks Angron makes in an assault phase, Angron must allocate the eighth attack against an allied model in the same assault or against himself if there are none.



BALE - BERZERKER DREADNOUGHT



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	┌ Armour ┐				I	A
				F	S	R			
Bale	5	4	7	13	12	11	4	3	(4)

Upgrade Prerequisite:

Upgrade any one Legion Dreadnought with two dreadnought close combat weapons and extra armour for Bale - Berzerker Dreadnought

Unit Type:

- Vehicle (Walker)

Transport:

May take a Drop Pod for the normal additional points cost.

Upgraded Wargear

- Twin Dreadnought Close Combat Weapons with built in Heavy Flamers.
- Extra Armour

Upgraded Special Rules

- Furious Charge
- Fleet
- Rage

A veteran of the Unification Wars and Commander of the XII Legion before the coming of Angron, Bale was mortally wounded in the World Eaters forlorn hope on Ariggata. Angron commanded his loyal First Captain be installed in a Dreadnought so he could continue to fight at his Primarch's side. The near death state combined with the psycho-surgery he had received at Angron's hand resulted in an insatiable bloodlust in Bale. This burning hunger sees him collecting skulls and having the Legion artificers attach them to his sarcophagus in tribute. Who this tribute is for, Bale will not say, but it is presumably to his Primarch - for who else would appreciate such a display?



CRULL



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Crull	6	4	4	4	1	4	2	9	3+

Upgraded Wargear

- **Triskele** (Three bladed Power Weapon that may be thrown as a Str 6 Melta gun in the shooting phase. It returns to Crull at the start of the Assault phase.)
- Power Armour and Plasma Pistol
- Frag and Krak Grenades

Upgrade Prerequisites: Replace a Tactical Squad Veteran Sergeant with the following profile, wargear and special rules.

Special Rules

- And They Shall Know No Fear
- Furious Charge
- Counter Attack (applies to squad)

ENGINES OF KHORNE

HEAVY SUPPORT CHOICE

Khorne has sent machines of brass and blood to bring victory to the World Eaters. The World Eaters may take Defilers; Brass Scorpions; Greater Brass Scorpions or Blood Slaughtering for the appropriate points cost and subject to any other restrictions relating to the mission or expansion used.

KHARN

LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
¹ Kharn the Equerry	7	5	4	4	3	5	3	10	2+
² Kharn the Berzerker	7	5	4	4	3	5	4	10	2+

Upgrade Prerequisites

Replace an Assault Company Captain equipped with a Relic Blade, Plasma Pistol and Artificer Armour with the following profile, wargear and special rules. You must choose whether to field Kharn the Equerry or Kharn the Berzerker.

Upgraded Special Rules

- And They Shall Know No Fear
- Iron Halo (C:SM pg 52)
- Furious Charge
- Eternal Warrior
- Independent Character

Upgraded Wargear

- Gorechild (counts as a Rending Power Weapon)
- Artificer Armour and Grav Chute
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

The Equerry

Reminding his brothers of the Tactical doctrines of the Warhounds and counselling them in a level headed and pragmatic approach to following the Primarch's commands, Kharn the Equerry has earned much respect from Astartes in many Legions. Friendly units within 6" of Kharn the Equerry are unaffected by the Rage universal special rule. However, if Kharn comes within range of the effect of The Black Knot special rule then Kharn loses The Equerry and instead gains Rage.

The Berzerker

Units of World Eater Berzerkers may be taken as Troop choices in an army that includes Kharn The Berzerker. Kharn the Berzerker is Fearless



WORLD EATER BERZERKER SQUAD

FAST ATTACK CHOICE 170^{PTS}

	WS	BS	S	T	W	I	A	LD	Sv
World Eater Berzerker	5	3	4	4	1	4	2	8	3+
Berzerker Champion	6	3	4	4	1	4	3	9	3+

Unit Composition:

- 1 Berzerker Champion and 7 World Eater Berzerkers

Unit Type:

- Infantry

Wargear

- Power Armour
- Chainaxe
- Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Furious Charge
- Rage
- Proven Mettle

Dedicated Transport

- Provided the squad numbers no more than ten models the squad can purchase a Rhino; Drop Pod or Land Raider Phobos as a dedicated transport.
- Alternatively the squad may purchase Gemini Drop Pods or a Land Raider Spartan as a dedicated transport.

Options:

- Add up to eight World Eater Berzerkers for +20pts per model
- Two World Eater Berzerkers, or four if the squad numbers sixteen models, can replace his Bolt pistol with one of the following:
 - Hand Flamer+5pts
 - Plasma Pistol or Power Weapon+15pts
- The Champion can replace his Bolt pistol and/or Chainaxe with one of the following:
 - Hand Flamer or Power Weapon+10pts
 - Melta pistol, Lightning Claw or Plasma pistol+15pts
 - Power Fist.....+25pts
 - Thunder Hammer or chainfist.....+30pts
- The Champion can take Melta bombs for +5pts.



ARES' FURY

LEGENDARY UPGRADE +1^{LP}

	┌ Armour ┐			
	BS	F	S	R
Ares' Fury	4	12	11	10

Upgrade Prerequisites

Replace a World Eater Berzerker squad Rhino with Ares' Fury

Upgraded Wargear

- Twin-Linked Bolt Gun
- Havoc Launcher

Upgraded Unit Type

- Fast Open Topped Tank

Transport Capacity

Sixteen Models

LEGIO XIII – ULTRAMARINES

Like all the Primarchs, Roboute Guilliman was separated from the Emperor and came to rest on a distant planet, in this case, Macragge. Roboute's arrival on Macragge was a portentous time, and when he was found by Konor, one of the planet's rulers, he took him in, naming him Roboute, which means "Great One". Roboute showed vast promise, mastering all that Macragge's wisest men could teach him, including the art of war. Guilliman defined himself as a leader by punishing treachery and rewarding the hard working rather than the influential.



After the Emperor landed on Macragge and met Roboute Guilliman, Roboute quickly took command of the XIII Legion. During the Great Crusade, the Ultramarines won countless victories, expanding the realm of the Imperium. Due to Roboute's Tactical genius, he ensured that all worlds that he took were left more prosperous than before and thus able to contribute to the Imperium.

LEGION SIGNATURE

- ◆ Tactical Squads, Devastator Squads and Assault Squads are Signature Units for the Ultramarines.
- ◆ All Ultramarine units with the **Combat Tactics** special rule and at least ten models also gain the **Combat Squads** special rule. A unit using the Combat squad rule cannot use the Maximum Firepower or Their Number is Legion special rules and must instead be split into two units with an equal number of models. If the squad cannot divide evenly, it cannot divide at all. Attack bikes count as two models. The decision to split the unit into combat squads, as well as which models go into each combat squad, must be made when the unit is deployed but the Designated Squad Leader and Veteran Sergeant must be in separate squads. Both combat squads can be deployed in separate locations. The one exception to this is a unit that arrives by Drop Pod. The player can choose to split such a unit into combat squads when it disembarks from the Drop Pod. If you decide to split a unit into combat squads, then each combat squad is treated as a separate unit for all game purposes from that point.



ULTRAMARINES ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

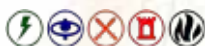
DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH GUILLIMAN



LEGENDARY UPGRADE +6^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Guilliman	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour, a Storm Shield and a Power Fist with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- Frag Grenades and Melta Bombs

Either

- Master Crafted Power Weapon
- Master Crafted Bolt Gun
- Master Crafted Bolt Pistol
- Storm Shield

Or

- Two Master Crafted Power Fists with two built in Foebuster Boltguns

Devil in the Details: Guilliman is more often than not overseeing the details of his strategies before committing himself to the battle. Guilliman must always be placed in reserve unless reserves are not permitted.

Special Rules

- God of War (C:SM pg 84)
- Independent Character
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Codified Strategist (while present in army may add or subtract 1 to reserve rolls)

Ever Onwards! Guilliman can never capture or contest an objective. For him the road to victory rolls ever onwards.

Trust In the Codex – Such is the belief in the teachings of Guilliman that while he is on the battlefield all Combat Squads gain the Feel No Pain special rule until they suffer their first casualty.

Titanic Might: The power of the Primarch Guilliman is such that he may re-roll all failed rolls to wound with close combat and shooting attacks.



ORAR — KNIGHT CHAMPION OF MACRAGGE



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Orar	7	5	4	4	1	4	4	10	2+

Upgraded Wargear

- Artificer Armour
- Master crafted Relic Blade
- Master Crafted Plasma Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Combat Tactics
- Battle-Forged Heroes
- Feel No Pain (5+)

Though his legend will call to the Warriors of Macragge for millennia to come, the Great Scouring would see the Knight Champion fall in battle against the enemy, upholding the values of the Codex with his last breath.

Upgrade Prerequisites: Replace a Legion Champion in a Primarch Honour Guard squad with the presented profile, wargear and special rules.

Knight Champion: Ultramarines are compelled by Orar's example. All Ultramarine units within 6" gain preferred enemy.

LUCIUS MYSANDER – REGENT OF ULTRAMAR



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Terminator Armour
- Twin-Linked Boltgun
- Iron Halo
- Relic Blade

Special Rules

- Honour of the Chapter
- Rites of Battle
- Independent Character
- Battle-Forged Heroes

Upgrade Prerequisites: Replace a Terminator Company Captain in Terminator armour armed with a Relic Blade with the presented profile, wargear and special rules. Lucius Mysander may take a Command squad. His Command squad may take Terminator Armour for +50 points

Mantle of the Coral Sea: Power and authority radiates from this heavy cloak draped on his shoulders. Regal and battle worn, Ultramarines are inspired by its presence. It counts as a Legion Banner.

SQUAD LEADER BATIATUS



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Batiatus	5	4	4	4	1	4	2	9	3+

Special Rules

- And They Shall Know No Fear
- Combat Tactics

Doubting Voice: Unlike his brothers, Batiatus is not a devotee of the new Codex Astartes. His unit may not benefit from the Combat Squads or Guilliman's Trust in the Codex special rules.

Upgrade Prerequisites: Replace a Legion Tactical Squad Designated Squad Leader with the presented profile and special rules. Batiatus retains the wargear of the Designated Squad Leader he replaces.

The Only Weapon You'll Ever Need...

Batiatus and his squad have Special Issue Ammunition for their Bolt Guns.

RECON SERGEANT TELCION



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Telcion	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Pistol
- Stalker Pattern Boltgun (C:SM pg 88)
- Jamming Beacon (C:SM pg 75)
- Melta Bombs and Frag Grenades

Stalker Pattern Boltguns: The squad replaces their Boltguns with Stalker Pattern versions.

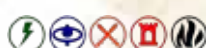
Special Rules

- And They Shall Know No Fear
- Combat Tactics & Combat Squads
- Scout (applies to squad he leads)
- Acute Senses
- Stalker Pattern Bolt Guns (C:SM pg 88).

Telcion and his scout squad earned much honour during the conflict on Schtroumpf 58, defeating the shaman Mel'Garg and liberating the Red Father, the native governor. By Guilliman's command the squad were lauded as full battle brothers from that day. Even now in the Great Scouring, they serve as part of Captain Mysander's company carrying out scouting and Reconnaissance missions despite being veterans of over a hundred engagements.

Upgrade Prerequisites: Replace a Legion Recon Squad Veteran Sergeant armed with a Power Weapon and Power Fist with the presented profile, wargear and special rules. His squad must have Power Armour.

VETERAN SERGEANT SCIPIO



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Scipio	5	4	4	4(5)	1	4	3	9	3+

Upgraded Wargear

- Power Armour
- Power Weapon
- Frag and Krak Grenades
- Space Marine Bike
- Locator Beacon

Special Rules

- And They Shall Know No Fear
- Combat Tactics & Combat Squads
- Expert Rider (applies to unit)
- Special Issue Ammunition (applies to unit)

Upgrade Prerequisites: Replace a Legion Bike Squad Sergeant armed with a Power Weapon and a Locator Beacon with the following profile, wargear and special rules.

VETERAN SERGEANT KARRAK



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Karrak	5	4	4	4	1	4	2	9	2+

Upgraded Wargear

- Terminator Armour
- Master Crafted Power Weapon
- Twin Linked Bolt Gun

Special Rules

- And They Shall Know No Fear
- Combat Squads & Combat Tactics
- Heroic Intervention (applies to unit)

Upgrade Prerequisites: Replace a Terminator Squad Sergeant with the following profile, wargear and special rules.

VETERAN SERGEANT BELLARIUS



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Bellarius	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Pistol & Power Fist
- Frag and Krak Grenades
- Boltgun

Special Rules

- And They Shall Know No Fear
- Combat Squads & Combat Tactics
- Bolter Drill (C:SM pg 91)

Upgrade Prerequisites: Replace a Tactical Squad Veteran Sergeant armed with a Power Fist with the following profile, wargear and special rules.

Faithful Unto Death

Bellarius embraces the teachings of the Codex. He will not permit Batiatus or his doubt to be part of his unit.

VETERAN SERGEANT NUMITOR



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Numitor	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Master Crafted Power Weapon
- Bolt Pistol & Chainsword
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Squads
- Combat Tactics
- Counter Attack (applies to unit)

Upgrade Prerequisites: Replace an Assault Squad Sergeant with the presented profile, wargear and special rules. Numitor and his squad are equipped with grav chutes as normal. They may wear Jump Packs for +50pts.

LEGIO XIV – DEATH GUARD

When Mortarion took command of the Legio XIV, known at the time as the Dusk Raiders, he brought with him the Relentlessness, remorselessness and resilience that life on the savage world of Barbarus had taught him. In turn the Legio adopted his retinue's title as their own and henceforth were known as Death Guard. The resulting prowess of the Death Guard was recognised from the moment Mortarion began to instruct them, but the young Primarch never settled in Imperial society outside of battle.



Mortarion was a grim, driven Primarch, fixated on reckoning with the oppressors of the galaxy. The easy camaraderie of the other Primarchs was alien to him and he found kindred spirits in only two: Night Haunter, the dread master of the Night Lords, and Horus, the Warmaster of the Imperium, the right hand of the Emperor. Horus above all others recognised the value of the Death Guard. He would often place Mortarion and his Legion in the centre of his battleline, counting on the enemy's inability to oust them so that he could either lever his advance from the rock of Mortarion's Bolter firing immovable position, or use it as the anvil upon which the Imperial hammer, in the form of his Luna Wolves, or the Haunter's Night Lords, would break the foe. It was a mercilessly effective combination.

In the charismatic Warmaster, Mortarion found a mentor who seemed to understand his goals and appreciate his methods. So close did Mortarion appear to be to Horus, in fact, it is believed that at least two of the other Primarchs, Roboute Guilliman of the Ultramarines and the ever watchful, ever taciturn Corax of the Raven Guard, approached the Emperor with concerns about where the master of the Death Guard's loyalties lay. The Emperor is said to have dismissed their concerns with a wave; loyalty to Horus was de facto loyalty to the Emperor.

LEGION SIGNATURE

- ♦ Any Terminator Squads, Tactical Squads or Assault Squads without dedicated transports or Jump Packs are considered Signature Units for the Death Guard.
- ♦ All Death Guard units in your army with the **And They Shall Know No Fear** and **Combat Tactics** special rule exchange them for the **Fearless** universal special rule and Poison Resistance special rule. Models with the Poison Resistance special rule gain Feel No Pain against Poisoned attacks.



DEATH GUARD

ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Master of the Forge**

TROOPS

Barbarus Sting
Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Death Guard Plaguemarines
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

**see section on the Covenant of Mars

THE PRIMARCH MORTARION



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Mortarion	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour and a Relic Blade with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- **The Manreaper** (also causes instant death)
- **Lantern** (Master Crafted Plasma Gun)
- Frag Grenades and Melta Bombs

Toxic Miasma:

All units within 2" of Mortarion are -1 Toughness (the only exception to this is the Deathshroud)

The Deathshroud

Death Guard Primarch Honour Guard, known as the Deathshroud, may never have additional members added to their squad. There are always two Deathshroud and the Legion Champion. Instead of the additional Honour Guard, instead, the two Deathshroud each have 3 Wounds.

Special Rules

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

Ever Onwards!

Mortarion can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titanic Might:

Such is the power of the Primarch Mortarion that he may re-roll all failed rolls to wound with close combat and shooting attacks.

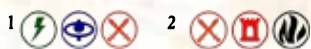
Cold as Death:

Dour and uncompromising, Mortarion does little to inspire devotion or attachment from his allies and has little regard for those that do. A Death Guard Army including Mortarion may not include allies (except for Daemons). Friendly non-Death Guard or non-Daemonic units within 8" of Mortarion are -1 Leadership.



Manreaper: A scythe-like signature weapon of the Death Guard Legion. These are master crafted Relic Blades. Instead of making their normal attacks, the manreaper equipped model may make a single attack on every model (friend or foe) within 2". Friendly models are only hit on a 5+. Any Relic Blade in a Death Guard army may be upgraded to a manreaper for +10 points.

CALAS TYPHON



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
¹ Typhon: First Captain	6	5	4	4	4	5	3	10	2+
² Typhon: Herald of Nurgle	6	5	4	5	3	4	3	10	2+

Upgraded Wargear

- Terminator Armour
- Manreaper with built in Master Crafted Bolt Gun

Special Rules

- Fearless & Independent Character
- Poison Resistance
- Eternal Warrior

Upgrade Prerequisites: Replace a Terminator Captain armed with a Relic Blade and Boltgun with the presented profile, wargear and special rules. You must choose either Typhon: First Captain or Typhon: Herald of Nurgle.

Typhon: First Captain: is a Psyker and may take a single psychic power from the Librarian powers. His manreaper counts as a force weapon and he has an Iron Halo

Typhon: Herald of Nurgle: has Feel No Pain and Blight Grenades (see Plague Marines) You may take units of Plague Marines as Troop Choices.

VESICANT REX - CHEM ASSAULT DREADNOUGHT



LEGENDARY UPGRADE +1^{LP}

Vesicant was Equerry to Mortarion during the Great Crusade. He was laid low during the battle with the Jorgall. Interred in a Dreadnought, Vesicant soon proved himself adept at using his armoured form to storm enemy positions and melt them with his chemical cannon.

Upgrade Prerequisite: Upgrade any one Contemptor Dreadnought with a twin-linked Lascannon cannon and dreadnought close combat weapon for Vesicant Rex.

Upgraded Special Rules & Wargear: Vesicant Rex gains Neural Fibre Bundles and exchanges his Lascannon for a Chem Cannon.

HOLGOARG



LEGENDARY UPGRADE +1^{LP}

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

Upgrade Prerequisites: Replace a Battle Company Captain armed with a Chain Axe and Boltgun with the following profile, wargear and special rules.

Special Rules

- Fearless
- Independent Character
- Poison Resistance
- Battle-Forged Heroes

Upgraded Wargear

- Power Armour & Chain Axe
- Iron Halo (C:SM pg 52)
- Bolt Gun & Bolt Pistol
- Frag and Krak Grenades

Shred Rounds: Holgoarg and any command squad he takes gain the Rending special rule to any Boltgun shots at targets within 12".

DEATH GUARD PLAGUEMARINES



ELITES CHOICE 190 PTS

	WS	BS	S	T	W	I	A	LD	Sv
Plaguemarine	4	4	4	5	1	4	1	10	3+
Blighted Champion	5	4	4	5	1	4	2	10	3+

Unit Composition:

- 6 Plaguemarines
- 1 Blighted Champion

Unit Type:

- Infantry

Wargear

- Power Armour
- Chainsword (Poisoned 4+)
- Bolt Pistol
- Boltgun
- Blight and Krak Grenades

Special Rules

- Fearless
- Feel No Pain
- Slow and Purposeful

Corpsing – Plaguemarine squads are often already scattered around the battlefield lying as bloated corpses until Grandfather Nurgle reanimates them for battle once more. It is common for Death Guard commanders to seed the battlefield beforehand with these units trusting that the power of Nurgle will wax and bring victory. Plaguemarines squads that number seven models gain the infiltrate special rule. Plaguemarine squads that number fourteen models may deploy using the Outflank special rule.

Options:

- Add up to seven Plaguemarines for +26pts per model
- The squad can be equipped with Chainblades for.....+20pts
- The Blighted Champion can replace his Bolt pistol and/or Chainsword with one of the following:
 - Hand Flamer, Lightning Claw, Power Weapon or Plasma Pistol+15pts
 - Power Fist.....+25pts
- Up to three Plaguemarines can replace their Boltgun and Chainsword with one of the following:
 - Flamer+6pts
 - Plasma Gun, Plasma Pistol or Meltagun.....+15pts
 - Heavy Flamer.....+20pts

Blight Grenades: These stuffed severed heads and stomachs are sealed with wax and thrown into enemy forces to choke and overwhelm them. The count as both defensive and assault grenades.

BARBARUS' STING DROP PODS



NON-COMPULSORY TROOP UNIT 90 PTS

	Armour			
	BS	F	S	R
Barbarus Sting Pod	4	12	12	12

Unit Composition:

- 1 Barbarus' Sting Drop Pod

Unit Type:

Vehicle (Open Topped)

Wargear

- Barbarus' Sting

Support Unit: You may include one Barbarus' Sting for each Infantry or Heavy Infantry squad in your army that does not take a dedicated transport.

Special Rules:

- Immobile
- Inertial Guidance System
- Drop Pod Assault

With their genetically gifted resilience to poisons, it was only logical that the Death Guard Legion would make use of every contagion and toxin that their apothecaries could develop. The Barbarus' Sting is one such weapon and are commonly seen after the battle surrounded by hundreds of putrefying corpses.

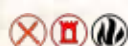
Automated Weapons: When a Barbarus' Sting drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within range of the Barbarus' Sting and in line of sight comes under attack as a hail of toxin laden warheads or chemical spray sweep the surrounding area. Roll to hit using the Barbarus' BS4 for a Tox Missile Pod shot against each target unit (the Chem Cannon hits automatically). In subsequent turns the Barbarus' Sting may continue to fire a single Tox Missile Pod or Chem Cannon, picking an enemy target and resolving the firing as normal.

Barbarus' Sting: The Drop Pod has a single weapon system known as the Barbarus' Sting which contains both Tox Missile Pods and Chem Cannon. Declare which weapon it is using each turn. Count a Weapon Destroyed result as a Vehicle Destroyed result instead.

Tox Missile Pod

Range: 12" Strength: 1 AP: 4 Type: Heavy 1 Large Blast, Poisoned 2+

ENGINES OF NURGLE



HEAVY SUPPORT CHOICE

Grandfather Nurgle has sent machines of corrosion and fortitude to bring victory to the Death Guard. The Death Guard may take Defilers; Plague Hulks; Blight Drones, Plague Towers or Plaguereaper for the appropriate points cost and subject to any other restrictions relating to the mission or expansion used (such as allowing units with structure points).

VETERAN SERGEANT Ujioj



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Ujioj	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Pistol & Power Fist
- Frag and Krak Grenades
- Boltgun

Special Rules

- Fearless
- Poison Resistance
- Bolter Drill (C.SM pg 91)

Rumoured to have been killed years earlier, Ujioj would serve Mortarion well as a Tactical Sergeant before assuming the mantle of Captain during the Siege of Terra.

Upgrade Prerequisites: Replace a Tactical Squad Veteran Sergeant armed with a Power Fist with the following profile, wargear and special rules.

LEGIO XV – THOUSAND SONS



Prospero was, as records go, pure desolation. However, the first settlers of the planet built a city of rarely seen beauty. Inside this citadel, the outcasts devoted themselves completely to the study of their psychic mutation in order to master their powers. Thus, when Magnus was found on Prospero, he could freely develop his full potential far from the sight of man. As legend tells, at the arrival of the Emperor the two recognised each other immediately. The Emperor of course acknowledged the giant to be one of his long-lost sons and thus, granted Magnus primacy of the Thousand Sons.

Bearing Magnus's gene-seed, the XV Legion had their father's predisposal towards mutation and psychic capabilities. Hiding the mutations from their brother Legions, the Thousand Sons' display of psychic powers was reluctantly tolerated, as it proved to be a powerful weapon during the Great Crusade. Finally, the Council of Nikaea was held to settle the matter and as a result Magnus vowed never to use sorcery again. Nevertheless, in secrecy, Magnus still pursued that dark knowledge he so coveted and practiced sorcery, as he firmly believed it would be for the best of mankind. Magnus foresaw an opportunity coming where he could demonstrate how his gifts could avert a catastrophe unlike any the galaxy had witnessed. He need only wait...

LEGION SIGNATURE

- ♦ Tactical Squads and Librarians are Signature Units for the Thousand Sons.
- ♦ Thousand Sons have Preferred Enemy against Space Wolves Legion units.
- ♦ All Thousand Sons units (except independent characters and artillery) in your army with the **Combat Tactics** special rule exchange it for the following **Brotherhood of Psykers** special rule. Units of Thousand Sons are Psykers and use their mental might to enhance their abilities or unleash psychic attacks. Each unit counts as a single Psychic Mastery Level 1 Psyker and follows all the normal rules for Psykers, with the following clarifications: A Thousand Sons unit uses the Leadership of its Sergeant, if it has one, or the unit for Psychic tests. A Thousand Sons unit can never use the Leadership value of an independent character for Psychic tests.

If the Thousand Sons unit is targeted by any attack that specifically targets Psykers, it is resolved against the Sergeant (if he is alive) or otherwise against a random non-character model in the squad.

If the Thousand Sons unit suffers the Perils of the Warp (known as 'the flesh-change' to the Thousand Sons), it is resolved against the Sergeant (if he is present) or Designated Squad Leader (if alive) otherwise against a random non-character model in the squad. Should the targeted model die as a result of Perils of the Warp, he is reduced to a writhing spawn-like creature which dies moments after appearing. This unfortunately sparks off a chain reaction in the unit. Each model in the unit must successfully pass a Toughness test or they too are removed as casualties, no armour saves allowed!



THOUSAND SONS ARMY LIST

HQ

Sorcerer-Captain
Command Squad
Honour Guard

TROOPS

Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Librarian
Librarian Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

THOUSAND SONS PSYCHIC POWERS

Unlike their brother Legions, the Thousand Sons have developed their own disciplines and mastery of psychic abilities. Rather than using Codex Space Marines, Thousand Sons units with the Brotherhood of Psykers ability instead choose a power from the following list. Librarians may choose their psychic powers from both Codex Space Marines and the Thousand Sons powers presented here. A Thousand Sons Librarian has a Psychic Mastery Level 2 while a Thousand Sons Epistolary has a Psychic Mastery Level of 3.

CULTS OF THE THOUSAND SONS

There are different cults within the Thousand Sons and each has specialised in a particular branch of psychic mastery. Each unit's powers can only be selected from a single cult.

ATHANAEAN

Sorcerous Portal
Might of the Ancients
Ethershroud
Vortex of Doom

CORVIDAE

Gate of Infinity
Null Zone
Obscuration
Strands of Fate

PAVONI

Smite
Mental Lash
Quickening
Soulburn

PYRAE

Flame Wall
Machine Curse
Avenger
Infernal Phoenix

RAPTORA

Potency of the Nine
Force Dome
Kinetic Strike
Savage Tutelaries

Ethershroud - This power can be used during the Assault phase (in either player's turn) after assault moves have been completed, but before any blows are struck. If the Psychic test is passed, choose an enemy unit in base contact with the casting Thousand Sons unit. Any Daemonic Gifts or Psychic powers cast by and/or benefitting the target unit cease to work until the end of the phase.

Flame Wall - This power can be used at the start of the enemy Assault phase. If the Psychic test is successful the area around the casting unit is enclosed in a towering sheet of psychic fire which extends 12" from the casting unit. Any enemy models attempting to assault friendly Thousand Sons units within the Flame Wall that turn treat all terrain, including open terrain, as both difficult and dangerous.

Infernal Phoenix - This power is a psychic shooting attack. Extend a straight line, 4D6" long, from the base of any one model in the casting unit in any direction - this is the path taken by the Infernal Phoenix. Any enemy unit in the phoenix's path suffers a single Strength 8, AP 1 hit with the Melta special rule. Friendly units and any enemy units locked in close combat are unaffected - the phoenix soars over them with a defiant shriek before continuing back on its course.

Kinetic Strike - This power is used during the Assault phase in either player's turn, after assault moves have been made, but before any blows have been struck. If the Psychic test is passed, all models in the casting unit have +1 Strength until the end of the Assault phase. Note that this Strength bonus is applied after any other modifiers, such as for Power Fists or Thunder Hammers.

Potency of the Nine - Summoning forth the power of Pesedjet this power can be used at the start of the Thousand Son's Assault phase. If the Psychic test is successful, choose a friendly unit within 6" (which can be the casting unit). Models in the target unit have +1 Strength until the end of the turn and roll an extra D6 for armour penetration. The Strength bonus from Potency of the Nine is cumulative with that from Kinetic Strike.

Mental Lash - This psychic shooting power can be used in the Shooting phase with the following profile:

Range	Strength	AP	Type
48"	7	5	Assault D6

Obscuration - This power is used during the opponent's Shooting phase. If the Psychic test is successful, the casting unit and any friendly units within 6" have the Stealth special rule. Units not in cover benefit from a 6+ cover save instead. This power lasts until the end of the turn.

Savage Tutelaries - The Thousand Sons unit may unleash their Tutelary companions upon their foe as a psychic shooting attack. They are treated as a single psychic shooting attack and if they cause one or more casualties, the enemy unit must take a Morale check.

Range	Strength	AP	Type
12"	3	1	Assault D6

Sorcerous Portal

This power can be used at the beginning of the Thousand Sons Movement phase. If the Psychic test is successful, choose a friendly, non-vehicle unit that is not locked in combat anywhere on the battlefield. The chosen unit is removed from the tabletop and immediately placed anywhere within 6" of the casting unit using the Deep Strike rules. Beacons, Icons and Homers may be used with this power.

Soulburn - This is a psychic shooting attack that automatically hits an enemy unit within 12". One model in that unit suffers a wound with no armour saves allowed. The victim of Soulburn is chosen by your opponent, unless the total of the dice rolled for the psychic test is 5 or less or automatically passed, in which case the Thousand Sons player chooses.

Strands of Fate - This is a psychic shooting attack that automatically hits an enemy unit within 12". Until the end of its next turn, the target unit must pass a Leadership test each time it wishes to move, run, shoot or assault - if the test is failed, the action cannot be performed. A unit that fails a test to run cannot instead choose to shoot, and vice versa.

THE PRIMARCH MAGNUS



LEGENDARY UPGRADE +6^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Magnus	10	4	6	6	6	6	4	10	1+

Upgrade Prerequisites

Replace a Mastery Level 3 Sorcerer-Captain equipped with Artificer Armour with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- **The Red Staff** (Master crafted force weapon)
- Psychic Hood

Ever Onwards! Magnus can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titanic Might: Such is the power of the Primarch Magnus that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Loss of Control: Should Magnus be slain, a psychic shockwave pulses from the fallen Primarch and his body is magically transported away from the battlefield. The effect on his army is devastating. All Psykers on the battlefield (friend and foe) suffer Perils of the Warp. Beware: The flesh-change affects the Thousand Sons as normal.

Special Rules

- Fearless
- Independent Character
- Eternal Warrior
- Relentless
- Master Psyker (C:SM pg 86)
- Gift of Prescience (C:SM pg 86).
- Surprise Attack (C:SM pg 85)

Psyker Mastery Level X: Knows all Thousand Sons and Librarian psychic powers. Automatically passes all psychic test and cannot be affected by devices that affect psychic powers.

Channel for the Warp: Magnus may cast up to four powers each turn. Each power may be used only once per turn, and only a single power may be used in the assault phase. Such is Magnus' capability that he can use more than one psychic shooting attack per turn; all of which must be directed to the same target.

Cyclops: Because Magnus has a single eye, his lack of depth perception means that even with his post-human abilities he has a Ballistic Skill of 4 and may not re-roll to hit with any shooting attacks.



SCARAB OCCULT



LEGENDARY UPGRADE +1^{LP}

Mighty warrior bodyguard, a unit of Primarch Honour Guard may be further upgraded into the Scarab Occult. The unit has Brotherhood of Psykers special rule, has Psyker Mastery level 2, may choose any two cult powers and may exchange their Relic Blades for force weapons.

SORCERER- CAPTAIN



HQ CHOICE 140^{PTS}

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

Unit Composition:

- 1 Sorcerer Captain

Unit Type: Infantry

Wargear

- Power Armour
- Force Weapon
- Iron Halo
- Psychic Hood
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Independent Character
- Psyker
- Psyker Mastery Level 3

Magister Templi: A Sorcerer Captain is master of an entire company of sorcerers schooled in one of the cults of Prospero. As a result, a Sorcerer Captain knows all of the psychic powers available to his cult. Declare which cult the Sorcerer Captain is a member of before the battle. A Captain may take a Command Squad.

Options:

- The Captain may exchange his Power Armour for artificer armour+15pts
- The Captain may purchase up to three of the following:
 - Boltgun, Chainblade+2pts
 - Bolt pistol.....+3pts
 - Melta bombs, combi-Melta, combi-Flamer, combi-Plasma+7pts
 - Digital Weapons, Hand Flamer; Storm Shield, Needler.....+10pts
 - Plasma Pistol, Melta pistol, Locator Beacon.....+15pts

Chapter Master:.....+30pts

Given command of several Companies (known as a Chapter), the Sorcerer Captain gains the Orbital Bombardment rule from Codex Space Marines. He may take a unit of Honour Guard instead of a Command Squad.

ENGINES OF TZEENTCH



HEAVY SUPPORT CHOICE

The Thousand Sons may take Defilers; Silver Towers; Fire Lords or Doom Wings; for the appropriate points cost and subject to any other restrictions relating to the mission or expansion used (such as units with structure points).

AZHEK AHRIMAN

LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
¹ Ahriman: Chief Librarian	5	5	4	4	4	5	3	10	2+
² Ahriman: The Exalted	5	5	4	4	4	5	3	10	2+

Upgrade Prerequisites

Replace a Sorcerer-Captain equipped with a Plasma Pistol and Artificer Armour with the following profile, wargear and special rules. You must choose whether to field Ahriman: Chief Librarian or Ahriman the Exalted. Ahriman may take an Honour Guard which may be upgraded to The Scarab Occult.

Upgraded Wargear

- Artificer Armour
- Master Crafted Force Weapon
- Iron Halo
- Plasma Pistol
- Frag and Krak Grenades
- Psychic Hood

Special Rules

- And They Shall Know No Fear
- Gift of Prescience (C:SM pg 86)
- Surprise Attack (C:SM pg 85)
- Independent Character
- Psyker Mastery Level 3

Ahriman – Chief Librarian

Ahriman is Magister Templi of the Corvidae cult. As a result, he knows all of the psychic powers available to the Corvidae cult and may automatically pass any psychic tests required each turn.

Ahriman – The Exalted

Ahriman the Exalted has Psyker Mastery Level 4. You may choose any four of the cult or Space Marine librarian powers.

SORCERER SERGEANT HESYRE

LEGENDARY UPGRADE +1^{LP}

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

Upgraded Wargear

- Power Armour
- Bolt Gun
- Bolt Pistol & Power Fist
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Brotherhood of Psykers
- Special Issue Ammunition (applies to unit)
- Raptora Cult

Upgrade Prerequisites: Replace a Legion Tactical Sergeant armed with a Power Fist with the following profile, wargear and special rules.

Vulnerable to the Change

Once per turn, when a friendly Thousand Sons unit suffers Perils of the Warp, on a roll of a 4+Hesyre's Tactical squad also suffers from the Perils of the Warp.

SORCERER SERGEANT BESENMUT

LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Besenmut	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Relic Blade & Bolt Pistol
- Jump Pack
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Brotherhood of Psykers
- Heroic Intervention (applies to unit)
- Pavoni Cult

Upgrade Prerequisites: Replace a Veteran squad sergeant armed with a Relic Blade with the following profile, wargear and special rules. Besenmut's squad may take Jump Packs for free.

LIBRARIAN DREADNOUGHT

ELITES CHOICE 175 PTS

	WS	BS	S	Armour			I	A
				F	S	R		
Librarian Dreadnought	5	4	6	13	12	10	4	2

Unit Composition:

- 1 Librarian Dreadnought

Unit Type:

- Vehicle (Walker)

Wargear

- Dreadnought Close Combat Weapon with built in twin-linked Boltgun
- Force Weapon
- Psychic Hood
- Smoke Launchers

Special Rules

- Brotherhood of Psykers
- Psychic Mastery Level 2
- Leadership 10 for psychic tests
- Perils of the Warp causes an automatic glancing hit.

Options

- Can take Extra Armour for +15pts.

Dedicated Transport

- Can select a drop pod as a dedicated transport.

SERAPHIS

LEGENDARY UPGRADE +1^{LP}

Seraphis is a powerful sorcerer of the Athanean cult. His decades of service to Magnus have been undimmed by his internment in a dreadnought. His mastery of the Athanean path is an inspiration to any Fellowship that receives his aid.

Unit Prerequisite: One Athanean cult Librarian Dreadnought in the army may be upgraded to Seraphis

Upgraded Wargear: Seraphis may replace his Dreadnought Close Combat Weapon with a Plasma Cannon or twin-linked Heavy Bolters.

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

LEGIO XVI – LUNA WOLVES

Horus, the Primarch of the Luna Wolves, was the first of the Primarchs to be recovered by the Emperor, having been cast much closer to Terra than the others, and was found at a much younger age. As a result, Horus was for many years the Emperor's only son, and there was a great affinity between them. The Emperor spent much time with his protégé, teaching and encouraging him. Horus was soon placed in command of the Luna Wolves Legion - ten thousand Space Marines created from his own genetic code. Further Luna Wolves were created using human stock taken from the violent hive gangs inhabiting the planet Cthonia, the place of Horus' discovery.



With these warriors to lead, Horus accompanied the Emperor for the first thirty years of the Great Crusade, and together they forged the initial expansion of the young Imperium. Horus' own Legion had all the glory of being the greatest Primarch's personal guard, and they shared Horus' credo of fighting to be the best. Under his inspiring command, the Luna Wolves were always at the forefront of the latest campaign, pushing the boundaries of the Imperium ever wider, driving further and further into the galaxy and striving to conquer and liberate more worlds than the other Legions.

LEGION SIGNATURE

- ♦ Tactical Squads, Assault Squads and Devastator Squads are Signature Units for the Luna Wolves.
- ♦ Any ten-man Luna Wolves Signature unit may replace their designated squad leader with a veteran sergeant for free. Any squad that does so counts as being at maximum size for Legendary point purposes but does not gain the Maximum Firepower or Their Number is Legion special rules.



LUNA WOLVES ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH HORUS LUPERCAL ⚡

LEGENDARY UPGRADE +6^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Horus Lupercal	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Lightning Claw, Thunder Hammer and Terminator Armour with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- **Talon of Horus** (+1 Str Wolf Claw with Twin-linked Bolt Gun)
- **Mace of Tranquillity** (counts as a Master Crafted Thunder Hammer)
- Melta Bombs and Frag Grenades

Special Rules

- Independent Character
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Surprise Attack (C:SM pg 85)
- Battle-Forged Heroes
- Lupercal – Counts as a Locator Beacon
- Special Issue Ammunition (C:SM pg 63)

Titanic Might: Such is the power of the Primarch Horus Lupercal that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Ever Onwards! Horus can never capture or contest an objective. For him the road to victory rolls ever onwards.



Wolf Claw: During the early days of the Great Crusade, the Primarch Leman Russ made a gift to Horus of a magnificent pair of clawed gauntlets, sheathed in energy. These Wolf Claws were said to be superior to even the Warmaster's own artificer's skill. Some time later, finely wrought copies were gifted by the Warmaster to several of his more ferocious assault captains. The Wolf Claw thereafter became both a badge of favour as well as a potent weapon. In game terms all models armed with Lightning Claws in a Luna Wolves army may declare at the start of each close combat that they are re-rolling their failed hits in close combat rather than their failed wound rolls.

HASTUR SEJANUS OF THE MOURNIVAL ⚡

LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Artificer Armour
- Foebuster Boltgun
- Iron Halo (C:SM pg 52)
- Wolf Claw

Special Rules

- Honour of the Chapter
- Battle-Forged Heroes
- Independent Character
- Rites of Battle (C:SM pg 85)

Upgrade Prerequisites: Replace a Chapter Master in Artificer armour armed with a Lightning Claw for the following profile, wargear and special rules.

Beloved Son of Horus: Luna Wolves are inspired by the presence of Sejanus for where he goes so does destiny. Seja++++nus counts as a Legion Banner. You may not include Hastur Sejanus in the same army as Garviel Loken.

EZEKYLE ABADDON OF THE MOURNIVAL ⚡

LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

A ten man Legion Terminator Squad may replace its Sergeant equipped with a Relic Blade and Digital Weapons with the following profile, wargear and special rules.

Upgraded Wargear

- Terminator Armour
- Master Crafted Relic Blade
- Iron Halo (C:SM pg 52)
- Twin linked Bolt Gun

Special Rules

- And They Shall Know No Fear
- Stubborn (applies to squad)
- Combat Tactics

Justaerin: If you include **Abaddon** then the Legion Terminator squad counts as a Troops choice or an HQ choice.

GARVIEL LOKEN OF THE MOURNIVAL ⚡

LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

A ten man Legion Veteran Squad may replace its Sergeant equipped with a Power Weapon and Boltgun with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Master Crafted Chainsword (ignores armour saves)
- Iron Halo (C:SM pg 52)
- Bolt Gun & Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Eternal Warrior
- Combat Tactics
- Battle-Forged Heroes

Locasta: If you include **Loken** then the Legion Veteran squad counts as a Troops choice or an HQ choice.

TARIK TORGADDON OF THE MOURNIVAL



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

A ten man Legion Veteran Squad may replace its Sergeant equipped with a Power Weapon and Boltgun with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Power Weapon
- Iron Halo (C:SM pg 52)
- Bolt Gun & Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Rites of Battle (C:SM pg 85)

Hero of the XVI: As the Luna Wolves fell to ruin, Torgaddon stayed loyal to the Emperor. He thinks nothing of shielding his brothers with his own body. If he is still alive, he may always allocate any hits of his choosing on himself rather than to members of his squad.

HORUS AXIMAND OF THE MOURNIVAL



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

A Legion Veteran Squad without Jump Packs may replace its sergeant equipped with a Power Weapon and Melta pistol with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Power Weapon
- Combat Shield
- Bolt Gun & Melta Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Strategist (the army may +1 to reserve rolls)

Swordmaster: Aximand causes instant death with wounds from his Power Weapon *Mourn-it-all*. Furthermore he counts as being equipped with defensive grenades.

VERULAM MOY & TYBALT MARR



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Verulam Moy	6	4	4	4	1	4	2	10	3+
Tybalt Marr	6	4	4	4	1	4	2	10	3+

Upgraded Wargear

- Power Armour
- Wolf Claw
- Bolt Pistol
- Frag and Krak Grenades
- Grav Chute (Marr only)
- Combi-Plasma (Moy only)

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Heroic Intervention (applies to Marr's squad)
- Tank Hunter (applies to Moy's squad)

Tybalt Marr and Verulam Moy were 'Sons of Horus', the term for those Luna Wolves Marines who looked facially similar to their Primarch. While their similarity in appearance to Horus was notable, the similarity between each other was so striking that they were considered almost twins by their fellows. This carried on into their respective nicknames, 'The Either' and 'The Or', due to the belief that they were so hard to tell apart they may as well be interchangeable. Tybalt Marr was referred to as 'The Either' while Verulam Moy was called 'The Or.' In fact, Moy and Marr worked so well together that it was habit, circumstances permitting, for their units to be sent into battle alongside each other.

Upgrade Prerequisites: Replace a Lightning Claw armed veteran sergeant in either an assault or veteran squad with Tybalt Marr and replace a Lightning Claw armed veteran sergeant in either a Tactical or devastator squad with Verulam Moy. They have the following profiles, wargear and special rules.

SERGEANT XAYVER JUBAL



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Xayver Jubal	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Pistol & Bolter
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Bolter Drill (C:SM pg 91)

Upgrade Prerequisites: Replace a Legion Veteran Squad Sergeant with the following profile, wargear and special rules.

Hellebore: If you include Jubal then the Legion Veteran squad counts as a Troops choice.

SQUAD LEADER NERO VIPUS



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Nero Vipus	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Pistol & Bolt Gun
- Frag and Krak Grenades

Special Rules

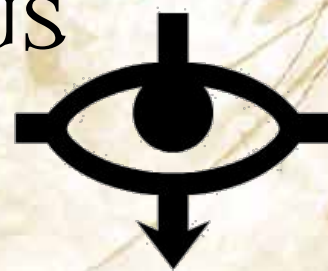
- And They Shall Know No Fear
- Combat Tactics
- Counter Attack (applies to unit)

Upgrade Prerequisites: Replace a Legion Tactical Squad Space Marine or Legion Veteran Squad Veteran Space Marine with the following profile, wargear and special rules.

He'd Sneak Aboard Anyway: Vipus is always placed in reserve. When he becomes available he may replace a single friendly Luna Wolves Tactical squad Space Marine anywhere on the battlefield

LEGIO XVI – SONS OF HORUS

At the conclusion of the Ullanor Crusade, the Emperor declared it the greatest victory yet for his mighty Imperium and was said to bestow much praise upon the Luna Wolves and Horus for their part in the campaign. At the subsequent Triumph of Ullanor, the Emperor himself bestowed upon Horus the title of Warmaster, making him the supreme commander of the Emperor's forces. The Emperor also suggested, before he returned to Terra and left the rest of the Crusade to Horus, that Horus should rename his Legion to cement his position as Warmaster.



Horus was mortally wounded not long after renaming his Legion. In an attempt to aid his convalescence he was taken to the feral world of Davin, and he endured a ceremony steeped in the rituals of the Davinite warrior lodges. On his restoration to health, he commanded his Legion to continue preparations for the next stage in the crusade. In the days that followed, Horus' officers detected a change in his character. The Warmaster proceeded to introduce similar "warrior lodges" into his own Legion, and then others under his command. Horus' fealty had changed and he had a new vision for the Imperium...

LEGION SIGNATURE

- ◆ Tactical Squads and Veteran Squads are Signature Units for the Sons of Horus.
- ◆ Any ten-man Sons of Horus Tactical, Devastator or Assault units may replace their designated squad leader with a veteran sergeant for free. Any unit which does so counts as being at maximum unit strength for Legendary point purposes but does not gain the Maximum Firepower or Their Number is Legion special rules. Any unit which does so must upgrade a member of the squad to carry the Warmaster's Banner (counts as a Back Banner) for +15pts. This banner is usually held like a standard rather than mounted as a Back Banner. The model carrying the Warmaster's Banner can never gain a bonus attack for being armed with an additional close combat weapon.
- ◆ All Sons of Horus units in your army exchange the **Combat Tactics** special rule for the **Stubborn** universal special rule.



SONS OF HORUS ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Legion Veteran Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Legion Recon Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE WARMASTER HORUS



LEGENDARY UPGRADE +6^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Warmaster Horus	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Lightning Claw, Thunder Hammer and Terminator Armour with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- **Talon of Horus** (+1 Str Wolf Claw with Twin-linked Bolt Gun)
- **Mace of Tranquillity** (counts as a Master Crafted Thunder Hammer)
- Melta Bombs and Frag Grenades

Special Rules

- Fearless
- Independent Character
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Surprise Attack (C:SM pg 85)
- Battle-Forged Heroes
- Warmaster – Counts as a Legion Banner
- Special Issue Ammunition (C:SM pg 63)

Titanic Might: Such is the power of the Warmaster Horus that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Ever Onwards! Horus can never capture or contest an objective. For him the road to victory rolls ever onwards.



Wolf Claw: During the early days of the Great Crusade, the Primarch Leman Russ made a gift to Horus of a magnificent pair of clawed gauntlets, sheathed in energy. These Wolf Claws were said to be superior to even the Warmaster's own artificer's skill. Some time later, finely wrought copies were gifted by the Warmaster to several of his more ferocious assault captains. The Wolf Claw thereafter became both a badge of favour as well as a potent weapon. In game terms all models armed with Lightning Claws in a Sons of Horus army may declare at the start of each close combat that they are re-rolling their failed hits in close combat rather than their failed wound rolls.

MALOGHURST THE TWISTED



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Maloghurst	6	5	D6	5	3	D6	D6	10	2+

Upgraded Wargear

- Artificer Armour
- Power Weapon & Foebuster Boltgun
- Frag and Krak Grenades

Special Rules

- Fearless
- Feel No Pain (5+)
- Slow and Purposeful

Upgrade Prerequisites: Replace a Techmarine without any upgrades with the following profile, wargear and special rules.

The Twisted: Maloghurst is now as physically twisted as his mind. This reputation, coupled with his position as the Warmaster's Equerry means that he counts as a Legion Banner. The ferocity of the daemon inhabiting his soul means that his behaviour is as twisted as his form. His attacks, Initiative and Strength each turn are randomly generated.

FIRST CAPTAIN ABADDON – THE WARMASTER'S RIGHT HAND



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
First Captain Abaddon	7	5	4	4	4	5	4	10	2+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Relic Blade, and Terminator Armour with the following profile, wargear and special rules.

Upgraded Wargear

- Terminator Armour
- Master Crafted Relic Blade
- Twin linked Bolt Gun

Special Rules

- Fearless
- Eternal Warrior
- Independent Character
- Battle-Forged Heroes
- Dark Destiny (4+ Invulnerable Save)

First Captain: If you include **Abaddon** then up to two Legion Terminator squads may be taken as Troop choices and become Fearless.

LITTLE HORUS OF THE MOURNIVAL



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

A Legion Veteran Squad may replace its sergeant equipped with a Power Weapon and Melta pistol with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Power Weapon & Combat Shield
- Bolt Gun & Melta Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Stubborn (applies to unit)
- Strategist (the army may +1 to reserve rolls)

Swordmaster: Little Horus causes instant death with wounds from his Power Weapon *Mourn-it-all*. Further more he counts as being equipped with defensive grenades.

GRAEL NOCTUA OF THE MOURNIVAL



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Grael Noctua	5	4	4	4	1	4	3	9	3+

Upgrade Prerequisites

A ten man Legion Veteran Squad may replace its Sergeant equipped with a Power Fist and Boltgun with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Power Fist
- Bolt Gun & Bolt Pistol
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Stubborn
- Battle-Forged Heroes

Warlocked: If you include **Grael Noctua** then his Legion Veteran squad counts as a Troops choice or an HQ choice.

FALKUS KIBRE OF THE MOURNIVAL



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Falkus Kibre	6	4	4	4	1	4	2	10	2+

Upgrade Prerequisites

A ten man Legion Terminator Squad may replace its Sergeant equipped with a Lightning Claw with the following profile, wargear and special rules.

Upgraded Wargear

- Terminator Armour
- Wolf Claw
- Iron Halo (C:SM pg 52)
- Twin linked Bolt Gun

Special Rules

- And They Shall Know No Fear
- Stubborn
- Combat Tactics

Justaerin: If you include **Falkus Kibre** then his Legion Terminator squad counts as a Troops choice or an HQ choice.

KALUS EKADDON



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Kalus Ekaddon	6	4	4	4	1	5	2	10	3+

Upgrade Prerequisites: Replace a Power Weapon armed veteran sergeant in a Jump Pack equipped assault squad with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Power Weapon
- Bolt Pistol
- Frag and Krak Grenades
- Jump Pack

Special Rules

- And They Shall Know No Fear
- Stubborn

Finest Armour: All members of Kalus Ekaddon's squad may reroll their failed Power Armour saves.

Catulan: If you include **Kalus Ekaddon** then the Legion Assault squad counts as a Troops choice or an HQ choice.

TYBALT MARR



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Tybalt Marr	6	4	4	4	1	4	2	10	3+

Upgraded Wargear

- Power Armour
- Wolf Claw
- Bolt Pistol
- Frag and Krak Grenades
- Grav Chute

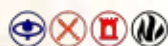
Special Rules

- And They Shall Know No Fear
- Stubborn
- Heroic Intervention (applies to squad)

Tybalt Marr had a close friendship with Verulam Moy. It is interesting to note he often got a place in a spear tip, while Moy did not. Moy met his end on Davin, killed by the rogue governor Euan Temba. It was Moy's death which caused Tybalt Marr to join a lodge, and eventually turn to Chaos.

Upgrade Prerequisites: Replace a Lightning Claw armed veteran sergeant in either an assault or veteran squad with Tybalt Marr. He has the following profile, wargear and special rules.

SERGEANT CHAGGRAT



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Chaggrat	5	4	4	4	1	4	2	9	3+

Upgrade Prerequisites: Replace a Power Fist armed veteran sergeant in a devastator squad with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour
- Master Crafted Heavy Bolter
- Bolt Pistol
- Frag and Krak Grenades
- Signum

Special Rules

- And They Shall Know No Fear
- Stubborn

Coordinated Bolter Fire: Once per game, Chaggrat may use his Signum on all of his unit's Heavy Bolters and Boltguns and not just a single model. He may not fire his own weapons that turn if he does so.

LEGIO XVII – WORD BEARERS

Lorgar's youth was plagued by visions of a mighty warrior in gleaming bronze armour coming to his homeworld of Colchis, a cyclopean giant in blue robes standing beside him. At one point, the visions reached such intensity that Lorgar claimed that the prophesied return of Colchis' god was soon to occur. He began to preach this news to the people of Colchis, causing disruptions to the rule of the government as people converted to his beliefs. Lorgar's enemies saw this as the opportunity they had been waiting for to remove the threat that Lorgar was to the status quo, declaring him a heretic. A holy war of immense proportions erupted, eventually forcing the entire population of the world to choose a side.



Less than a year after the victory of Lorgar's people, a landing craft carrying the Emperor and Magnus the Red, along with two Tactical Squads of Thousand Sons Space Marines descended from orbit and landed near the temple. Lorgar was said to immediately recognise these people as the ones in his visions, and swore his fealty to his father and creator. Every facet of the Covenant's belief structure was reorganised towards the worship of the Emperor as their saviour, and the people of Colchis united behind their new god. The elaborate celebrations and displays of piety lasted for months, although it was said that the Emperor did not approve of this, wishing to rejoin the Great Crusade as soon as possible. At the conclusion of the celebrations, Lorgar was made commander of the XVII Legion, which came to be known as the Word Bearers.

Lorgar led his Legion throughout the Great Crusade, the Word Bearers seeking to eliminate all blasphemy and heresy within the new Imperium. Ancient texts and icons were burned. The construction of vast monuments and cathedrals venerating the Emperor was supervised. The greatest Chaplains of the Word Bearers produced enormous works on the divinity and righteousness of the Emperor, and gave grand speeches and sermons to the masses. The progress of the Word Bearers was slow, but domination of the defeated was complete. However, the Emperor was not pleased with the lack of progress the Word Bearers were showing, and was even more dismayed at their religious zeal; one of the main goals of the Great Crusade was to free Humanity from the ignorance of religion. And so the Emperor personally reprimanded Lorgar, informing him that the mission of the Space Marines was for battle, not faith. Lorgar was said to mourn the Emperor's command for a month, speaking to nobody, wearing only hairshirt robes. The Emperor was about to reprimand the Legion again for their lack of action when news reached him that the Word Bearers had gone back on the offensive, and this time, worlds fell before them in rapid order.

LEGION SIGNATURE

- ◆ Tactical Squads and Chaplains are Signature Units for Word Bearers.
- ◆ All Word Bearer units with the **Combat Tactics** special rule exchange it for the **Fearless** and **Counter Attack** universal special rule. Any Chaplains taken as HQ choices gain +1 Wound, +1 Initiative and +1 Attack at no additional cost.



WORD BEARERS

ARMY LIST

HQ

Legion Captain

Chaplain

Command Squad

Honour Guard

Librarian*

Master of the Forge**

TROOPS

Legion Tactical Squad

Predator AAV

Cultists (see Agents of the Warmaster)

ELITES

Battle Armour Dreadnought

Contemptor Dreadnought

Chaplain

Legion Terminator Squad

Possessed Legionnaires

Techmarine

FAST ATTACK

Caestus Assault Ram

Grav Attack

Landspeeder Squadron

Legion Assault Squad

Legion Bike Squad

Legion Recon Squad

Storm Hawk

HEAVY SUPPORT

Dark Altar

Legion Devastator Squad

Legion Dreadnought

Olympia Storm Tank

Sabre Tank Hunter

Vindicator Siege Tank

Viper Quad Launcher**

Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod

Gemini Drop Pods

Land Raider Phobos

Land Raider Spartan

Landspeeder Storm

Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE MIRACLES OF TRUE FAITH AND THE TITHE

Even in the early periods of the Age of the Emperor, the Word Bearers Legion were devout in their worship of the Chaos Gods. They called upon their dark masters for all manner of supernatural aid and after showing that they held a True Faith, their prayers were often answered.

MIRACLES OF TRUE FAITH: A Word Bearer player may call on the Dark Gods for aid as many times as they wish during a battle. Simply choose one of the Miracles of True Faith detailed overleaf and apply it to the unit it is needed for. A unit may only benefit once per turn from a Miracle of True Faith and once called on the Miracle must be applied, even if the result is not what the Word Bearer player intended. Miracles may also be applied to allied detachments and Agents of the Warmaster but the cost is D6 Tithe Points rather than 1 Tithe Point (see The Tithe below). Miracles may be applied to friendly units of Chaos Daemons for 1 Tithe Point. A Miracle of True Faith affects only the specific dice roll or designated ability at the time it is called on. The Miracle of True Faith immediately ends once that roll or ability is invoked.

THE TITHE: Calling on the Dark Gods of Chaos for their aid is not without cost. Blood sacrifice and the stripping of souls is an integral part of the vile bargain that must be struck in dire circumstances if victory is to be secured. Each time a Miracle of True Faith is called on (including making a roll on the Dark Blessing Chart from a Dark Altar) the army gains a Tithe Point.

PAYING THE TITHE: At the end of the battle, at the conclusion of the final turn but before victory points are calculated, the Word Bearer player must pay a Tithe to the Chaos Gods equal to the number of Tithe Points they have accrued. Word Bearers often bring with them a number of cultists to act as both cheap cannon fodder but also to assist pay the Tithe as victory draws near.

Starting with the smallest Cultist Mob, remove a number of models equal to the Tithe Points the Word Bearer player has accrued. If there are insufficient Cultists in the Mob, continue to remove models from the next smallest Cultist Mob until you are either out of Tithe Points (in which case the Tithe has been paid in full). Units of Cultists removed in this manner count as destroyed and award Victory Points to your opponent as normal. It is unwise to leave small units of Cultists in control of objectives before paying the Tithe!

TEST OF WORTHINESS: If you run out of Cultists but have Tithe Points remaining or if you have bravely (or foolishly) sought the aid of the Chaos Gods without any Cultists around to pay your Tithe, your army commander must take a Test of Worthiness. Simply put the character sinks to their knees and calls out to the Gods to make a bargain that they hope will appease them. Choose a friendly model with the Independent Character special rule. Make a Leadership test. The amount your character passes the test by is deducted from your Tithe. Failing to pass the test slays the character outright (no saves allowed and award Victory Points to your opponent as normal) and another Independent Character is then chosen to take the Test of Worthiness in their place. Continue to take tests until the entire Tithe has been removed (and the Gods are appeased) or you run out of Independent Characters. Once all the Cultists and Independent Characters have been slain by the Chaos Gods, if there is still Tithe remaining, the enemy are awarded further Victory Points equal to 10% of the starting point value of the Word Bearer's army and the Gods are finally appeased.

DARK ALTAR

HEAVY SUPPORT 100 PTS

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

Unit Composition:

- 1 Dark Chaplain

Unit Type: Heavy Infantry

Wargear

- Power Armour
- Crozius Arcanum
- Bolt Pistol
- Frag and Krak Grenades

Dark Blessings

- The Gods Are Displeased!** – The army gains a further d6 Tithe Points May not be re-rolled!
- Vorpal Blades:** Rending close combat attacks
- Hellish Vigour:** +1 Str
- Warp Speed:** +1 Initiative
- Daemonic Fire:** Rending ranged attacks
- The Gods are Busy:** No Noticeable Effect
- Tentacle limbs:** +1 Attacks
- Warp Shield:** +1 to the units' Invulnerable save
- Regeneration:** Feel No Pain
- Iron Skin:** +1 Toughness
- The Gods Are Displeased!** – The army gains a further d6 Tithe Points May not be re-rolled!

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...

Special Rules

Fearless

Liturgies of Battle (C:SM pg 58)

Independent Character

Shrine to the Gods. As a Shooting attack, 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 (or fatal). The results apply for the duration of the battle. Each use of the Dark Altar counts as a Miracle of True Faith and the Word Bearer player should add +1 to their tally for the battle (d6+1 for The Gods are Displeased!).

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

THE MIRACLES OF TRUE FAITH

- To invoke a Miracle of True Faith, choose a single unit or an Independent Character or a Monstrous Creature and immediately apply the effects of one of the following Miracles of True Faith to it. Once invoked, the effects must be applied to the unit or to a Monstrous Creature or to an Independent Character but cannot be applied to vehicles, artillery or fortifications. If a unit contains an Independent Character or is comprised of one or more Monstrous Creatures, the Miracle can only be applied to the unit or the Character or a single Monstrous Creature. Of course you could then apply the Miracle again but to one of the models that did not receive the benefit originally.
- A Word Bearer player may invoke a Miracle of True Faith as many times as they wish during a battle and a unit may receive multiple Miracles in a turn, but each unit may only benefit once per turn from the same Miracle of True Faith.
- A Miracle of True Faith affects only the specific dice roll or designated ability at the time it is invoked. The Miracle of True Faith immediately ends once that roll or ability is resolved.

CONTEMPT FOR ARMOUR: A single shot becomes AP 1 and gains the Lance special rule. Invoke once a hit has been made.

DIABOLIC SHROUD: A targeted unit counts as being shot at using the Night Fighting rules by a specific enemy unit's shooting. Invoke once intention to shoot at the unit has been declared by your opponent.

INFERNAL GUIDE: A unit entering play using the Deep Strike rules (such as with a Jump Pack or teleporting) must re-roll the scatter dice. Invoke if the targeted unit initially scatters.

LAST GASP OF THE DAMNED

Invoke when a model in the unit has been slain in close combat by enemy attacks. The model remains in play, makes his attacks at his normal initiative step, and is then removed as normal.

PURITY OF FLAME: A Crozius Arcanum or Heavy Crozius may shoot with its ranged attack even if it has already done so this battle. It can only be fired in the shooting phase and may not fire twice in the same shooting phase.

RIGHTEOUS INDIGNATION: The unit must re-roll any failed saves caused by No Retreat! after losing combat.

SUNDERED NOT SLAIN: A targeted unit gains the Eternal Warrior special rule against a specific wounding hit. Invoke after wounds have been allocated but before saves are taken.

THAUMATURGY: A unit automatically passes a psychic test as though a Daemon. They do not count as taking a psychic test. Invoke this power before attempting to cast the psychic power.

UNDYING FEALTY: A unit immediately rallies regardless of enemy units in range or other factors.

UNHOLY VIGOUR: A unit may shoot after running or run after shooting in the same turn. Even weapons that require a model to be stationary may be fired if the unit runs using this Miracle.

WITHER THE LAND: A unit ignores difficult and dangerous terrain during its movement phase.



THE PRIMARCH LORGAR

LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Lorgar	9	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour, a Storm Shield and a Relic Blade with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- *Illuminarum* (Master Crafted Heavy Crozius)
- *Book of Lorgar* (All friendly units within 12" have Preferred Enemy)
- Frag Grenades and Melta Bombs

Behold, a God Comes Amongst You:

With gold leaf on his skin and an unearthly aura, Lorgar is the vision of a terrible living god. Successful enemy close combat hits must be re-rolled. Disdainful of this idolatry, Primarchs instead gain Preferred Enemy against Lorgar

Special Rules

- Fearless
- Independent Character
- Eternal Warrior
- Rites of Battle (C:SM pg 85)
- Battle-Forged Heroes
- The Urizen (counts as a Locator Beacon)

Titanic Might: Such is the power of the Primarch Lorgar that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Penance: Lorgar can often be found in prayer or contemplation. During the first turn, if Lorgar is present on the battlefield he and any unit he deploys with or is embarked aboard may not move, run, shoot or assault.

Ever Onwards! Lorgar can never capture or contest an objective. For him the road to victory rolls ever onwards.



Heavy Crozius: Shaped like a massive version of the rod of office carried by the Dark Chaplains of the Word Bearers Legion, the Heavy Crozius is a Relic Blade that may be fired once per battle as a Flamestorm Cannon. Any Dreadnought Close Combat Weapon may be replaced by a Heavy Crozius for +15pts. Being armed with a pair of Heavy Crozius gives the model +1 Attack even though a Relic Blade cannot normally be combined in such a fashion.

KOR PHAERON

LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Kor Phaeron	6	5	4	3(4)	3	5	3	10	2+

Upgraded Wargear

- Terminator Armour
- Twin Lightning Claws
- Iron Halo (C:SM pg 52)

Upgraded Special Rules

- Fearless
- Rites of Battle (C:SM pg 85)
- Counter Attack
- Independent Character

Upgrade Prerequisites: Replace a Chapter Master in artificer armour armed with a Relic Blade and combi-Flamer with the presented profile, wargear and special rules.

Anointed of Lorgar: May take a Primarch Honour Guard and has such an inspiring presence that he counts as a Legion Banner.

ARGAL TAL - RAUM

LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Argal Tal	6	5	4	4	3	5	3	10	2+
Daemonic Aspect	7	5	6	5	4	5	4	10	5+

Upgraded Wargear (As Argal Tal)

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

Upgraded Special Rules (As Argal Tal)

- Fearless
- Counter Attack
- Independent Character

Upgraded Wargear (As Daemon)

- Close Combat Weapon

Upgraded Special Rules (As Daemon)

- Daemon
- Monstrous Creature (60mm Base)
- Miracle of True Faith

Upgrade Prerequisites: Replace the Dark Chaplain in a unit of Possessed Legionnaires with the presented profile, wargear and special rules.

Daemonic Aspect: Argal Tal's Daemonic Aspect is held in reserve as normal like any other unit. On the turn that it becomes available it is immediately applied to Argal Tal. Remove the model and replace it with the Daemonic Aspect model. If Argal Tal is being transported he is assumed to immediately exit the transport before transforming. If he cannot be placed on the table in his new form (models and terrain may be moved by 1" to accommodate the transformation) then he counts as destroyed. Any wounds suffered by the host are carried over to the Daemonic Aspect. The process of assuming the Daemonic Aspect counts as a Miracle of True Faith.

The Gal Vorbak: Any of the Possessed Legionnaires may also take the Daemonic Aspect upgrade for +1LP each. All Daemonic Aspects are held in reserve together and are applied together.

SOL TAGRON



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Artificer Armour
- Power Fist
- Boltgun with Exterminator
- Iron Halo (C:SM pg 52)
- Master crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Upgraded Special Rules

- Fearless
- Special Issue Ammunition
- Orbital Bombardment
- Counter Attack
- Independent Character

Upgrade Prerequisites: Replace a Devastator Captain in artificer armour armed with a Power Fist and Boltgun with the presented profile, wargear and special rules.

Divine Coordination - Should Sol Tagron's Orbital Bombardment hit a target. All Word Bearer shooting against that target counts as twin-linked for the remainder of the battle.

SQUAD LEADER GOLOBAR



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Golobar	5	4	4	4	1	4	2	9	3+

Special Rules

- Fearless
- Counter Attack

Bolt and Flame: Golobar's unit believes in the sanctity of flame and the power of Bolter fire. The unit may only exchange their Bolters for Flamers or Heavy Bolters. The unit is armed with Exterminators for free.

Upgrade Prerequisites: Replace a Legion Tactical Squad Designated Squad Leader with the presented profile and special rules. Golobar retains the wargear of the Designated Squad Leader he replaces.

Hellfire of Judgement

Golobar and his squad have Hellfire Rounds for their Bolt Guns and Hellfire Shells for their Heavy Bolters.

VETERAN SERGEANT DAGOTAL



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Dagotal	5	4	4	4(5)	1	4	3	9	3+

Upgraded Wargear

- Power Armour & Power Weapon
- Frag and Krak Grenades
- Space Marine Bike

Special Rules

- Fearless
- Counter Attack

Upgrade Prerequisites: Replace a Legion Bike Squad Sergeant armed with a Power Weapon with the presented profile, wargear and special rules.

Bolt and Flame: Dagotal's unit believes in the sanctity of flame and the power of Bolter fire. The unit may only exchange their Bolt pistols for Flamers or Hand Flamers. The unit must take an attack bike and it can only be armed with a Heavy Bolter. The unit is armed with Exterminators for free.

Hellfire of Judgement: Dagotal and his squad have Hellfire Rounds for their Bike Bolt Guns and Hellfire Shells for their Attack Bike Heavy Bolter.



LEGIO XVIII – SALAMANDERS

After Vulkan arrived on Nocturne he soon began to inspire courage in the populace. Unexpectedly, a stranger arrived in the middle of the festivities. When he announced that he could best anyone in the town, the people laughed at this outlander. Who could possibly beat Vulkan in any feat of intellect, strength, craftsmanship or endurance? Both contestants were given a day to construct a weapon, before using it to hunt down and slay the largest salamander they could find. Climbing a high volcano, Vulkan quickly found and killed a very large Fire Drake. However, on his way back, the volcano erupted, casting Vulkan over the rim.



At that moment, the stranger arrived, carrying his own drake. Even from the edge of the volcano, the Primarch could tell that the outlander's drake was indeed bigger. Seeing Vulkan in distress, the stranger acted quickly, tossing his drake into the lava below and using it as a bridge to cross to the Primarch. Though the outlander's Drake had been superior in size, he had thrown it away to save Vulkan and at this Vulkan knelt before the stranger and said that any man who would value life over pride was worthy of his service. At this moment, the outlander was revealed to be the Emperor of humanity. It was decided that the XVIII Legion of Space Marines would henceforth be known as the Salamanders, in honour of the beast that had united them.

Vulkan taught his Legion to observe the doctrines of the Promethean Cult with a high emphasis on self-reliance, self-sacrifice and loyalty. Symbols of the forge - such as fire and hammers - are prominent throughout Promethean iconography and this led to a strong affinity among the Salamanders for close-range firefight when in combat. Because of their early training as blacksmiths, all Salamanders are fully capable of maintaining and performing moderate repair on their weapons and armour, leaving the Legion's artificers with the free time necessary to create great works of technology and metallurgy. As a result, the Salamanders Legion has an unusually high number of Master-Crafted Weapons and Artificer Armour.

LEGION SIGNATURE

- ◆ Tactical Squads and Devastator Squads are Signature Units for the Salamanders.
- ◆ All Salamanders units with the **Combat Tactics** special rule exchange it for the **Promethean Cult** special rule. Models with this special rule may re-roll any to hit rolls of a 1 when using Thunder Hammers or Melta bombs. Any Hand Flamers, Flamers, Heavy Flamers, Melta pistols, Melta guns and Multi-Meltas used by units in the Promethean Cult count as twin-linked.
- ◆ Any Vehicle crew may be inducted into the Promethean Cult for +10pts per vehicle.
- ◆ Salamander Tactical squads may exchange a single Lascannon for a Multi-Melta for free.



SALAMANDERS ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Recon Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Storm Hawk

HEAVY SUPPORT

Land Raider Redeemer
Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH VULKAN



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Vulkan	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with a Storm Shield, Thunder Hammer and Artificer Armour with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- Gauntlet of the Forge (C:SM pg 93)
- Kesare's Mantle (C:SM pg 93)
- Frag Grenades and Melta Bombs

Either:

- **Spear of Vulkan** (counts as a master crafted Relic Blade)

or

- **Thunderhead** (counts as master crafted Thunder Hammer)

Ever Onwards! Vulkan can never capture or contest an objective. For him the road to victory rolls ever onwards.

Special Rules

- And They Shall Known No Fear
- Independent Character
- Eternal Warrior
- Promethean Cult
- Stubborn

Titanic Might: Such is the power of the Primarch Vulkan that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Burden of Responsibility: Vulkan counsels that non-combatants need to be protected and their safety ensured before a military operation can be successfully conducted. Before the battle begins one randomly selected unit that would normally be deployed is instead placed in reserve. This represents Vulkan dispatching a unit to sweep the perimeter of the engagement zone. Do not begin to roll for reserves for that unit until the start of turn three.



IRON DRAGON



LEGENDARY UPGRADE +1^{LP}

Crafted by Vulkan himself, the Iron Dragon is wreathed in flame, a fitting home for the Legion's fallen champions.

Unit Prerequisite: One Legion Dreadnought equipped with two Dreadnought Close Combat weapons with built in Heavy Flamers, Extra Armour, Neural Fibre Bundles and a Veteran Pilot in the army may be upgraded to the Iron Dragon. The Iron Dragon has Ferromantic Invulnerability and is a member of the Promethean Cult.

Burning Wrath: The Iron Dragon can forgo one of its attacks to instead hit each model (friend or foe) in base contact automatically at S5 AP4. It may choose to fire any of its Heavy Flamers as a Meltagun.

NUMEON – LORD OF THE PYRE GUARD



LEGENDARY UPGRADE +2^{LP}

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

Unit Prerequisite: Upgrade any one Chapter Master in Artificer Armour with a Relic Blade to Numeon. You must take an Honour Guard if you do so and must upgrade them to Primarch Honour Guard for the appropriate Legendary points cost.

Upgraded Special Rules

- Independent Character
- Fearless
- Promethean Cult
- Feel No Pain (5+)

Upgraded Wargear

- Artificer Armour
- Relic Blade
- Foebaster Bolter
- Melta Pistol
- Exterminator
- Iron Halo
- Frag and Krak Grenades



Pyre Guard: The Primarch Honour Guard in an army which includes Numeon are all equipped with Exterminators. If you include Numeon then up to two Firedrake squads or Firedrake Terminator squads may be taken as Troop choices.

CAPTAIN IGNATIUS FENLAN



LEGENDARY UPGRADE +2^{LP}

GUARDIAN OF PROMETHEUS

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

Upgraded Wargear

- Terminator Armour
- Master Crafted Thunder Hammer
- Twin-Linked Boltgun
- Iron Halo
- Exterminator

Special Rules

- Honour of the Chapter
- Rites of Battle
- Independent Character
- Battle-Forged Heroes
- Eternal Warrior

Upgrade Prerequisites: Replace a Terminator Company Captain in Terminator armour armed with a Thunder Hammer with the following profile, wargear and special rules. Ignatius Fenlan may take a Command squad. His Command squad may take Terminator Armour for +50 points

Fenlan of the Firedrakes: Any unit of Firedrakes or Firedrake Terminators counts as a signature unit in an army that includes Ignatius Fenlan.

Mighty Strike: Captain Fenlan may make a single attack with his Thunder Hammer at Initiative 5 instead of his usual attacks.

FIRE Drake SQUAD



	WS	BS	S	T	W	I	A	LD	Sv
Firedrake	5	4	4	4	1	4	2	9	2+
Promethean Sergeant	5	4	4	4	1	4	2	10	2+

Unit Composition:

- 4 Firedrakes
- 1 Promethean Sergeant

Upgraded Special Rules

- And They Shall Know No Fear
- Stubborn
- Promethean Cult
- Proven Mettle

LEGENDARY UPGRADE (MAY BE TAKEN MORE THAN ONCE) +2^{LP}

Upgrade Prerequisites: Any Legion Veteran Squad may be inducted into the Firedrakes with the following profile and special rules. Legion Veterans are replaced by Firedrakes and the Veteran Sergeant is replaced by the Promethean Sergeant. The squad may take any of the options normally available to Legion Veteran Squads.

Fires of Battle

The unit is equipped with Exterminators and may exchange them for Chainblades for free. The unit is equipped with Firedrake Mantles and Artificer Armour

NOCTURNE'S HAMMER



LEGENDARY UPGRADE +1^{LP}

	BS	F	Armour S	R
Nocturne's Hammer	4	11	11	10

Upgrade Prerequisites

Replace a Firedrake squad Rhino with Nocturne's Hammer

Upgraded Wargear

- Twin-Linked Bolt Gun
- Extra Armour

Crafted by the Primarch: Artificed by Vulkan himself, Nocturne's Hammer has Ferromantic Invulnerability

Venerable: Nocturne's Hammer is extremely hard to cripple and whenever it suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

FIRE Drake TERMINATOR SQUAD



LEGENDARY UPGRADE (MAY BE TAKEN MORE THAN ONCE) +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Firedrake Terminator	5	4	4	4	1	4	2	9	2+
Promethean Sergeant	5	4	4	4	1	4	2	10	2+

Unit Composition:

- 2 Firedrake Terminators
- 1 Promethean Sergeant

Upgraded Special Rules

- And They Shall Know No Fear
- Stubborn
- Promethean Cult
- Proven Mettle

Upgrade Prerequisites: Any Legion Terminator Squad may be inducted into the Firedrakes with the following profile and special rules. Legion Terminators are replaced by Firedrake Terminators and the Legion Terminator Sergeant is replaced by the Promethean Sergeant. The squad may take any of the options normally available to Legion Terminator Squads.

Anvil of War

The unit is equipped with Exterminators and may exchange them for Chainblades for free. Any Firedrake Terminator may exchange their twin-linked Autocannon for a Multi-Melta for free.

DEATHFIRE PREDATOR



LEGENDARY UPGRADE +1^{LP}

	BS	F	Armour S	R
Deathfire Predator	4	12	11	10

Upgrade Prerequisite:

Upgrade any one Predator AAV with extra armour for the Deathfire Predator

Transport Capacity

- Six Models or a Battle Armour Dreadnought.

Upgraded Wargear

- Melta Cannon or Flamestorm Cannon
- Smoke Launchers

Special Rules

- Armoured Assault Vehicle



AR KAN LANDSPEEDER



LEGENDARY UPGRADE +2^{LP}

	BS	F	Armour S	R
Ar Kan Landspeeder	4	11	11	10

Upgrade Prerequisite:

Upgrade any one Landspeeder armed with a Multi-Melta and Typhoon Launcher for the Ar Kan Landspeeder

Wargear

- Flamestorm Cannon
- Astartes Grenade Launcher
- Power of the Machine Spirit

An example of Vulkan's artisan, the Ar Kan Pattern Landspeeder incorporates heavier armour and a more powerful version of the Heavy Flamer to enable the vehicle to burn a path through the enemy lines to allow their battle brothers to follow in their wake. Each Ar Kan Speeder is individually finished by the Primarch himself and to crew such a vehicle is the greatest honour a Salamander Landspeeder pilot can have.

LEGIO XIX – RAVEN GUARD

Corax was discovered on Deliverance, the desolated moon of the technologically advanced Forge planet Kiavahr. It is said that the Emperor appeared on Deliverance the day Corax liberated the slaves of Deliverance and overthrew the tech-guard of Kiavahr. After a day and a night with his son the Emperor appointed him Primarch of the XIX Legion, the Raven Guard. During the Great Crusade Corax's talents for planning and sabotage were of great effect and the Raven Guard, fighting frequently under the orders of Horus, became renowned for an unmatched ability with covert ops, sabotage, infiltration and lightning strikes.



The right shoulder guard trim denotes the company of the Raven Guard that the marine fights in. Red denotes Captain Blackshadow's third Company for example. The Raven Guard are known for hitting weak points in enemy defences hard and they perform lightning strike upon locations of Tactical importance to cripple their enemy. The Raven Guard disdain the notion of recklessly charging into enemy ranks. This differentiates their tactics from those of Legions such as the World Eaters.

The Raven Guard rely heavily on their Recon units for pinpointing enemy positions and to scout for good drop sites. Because of their hit and run tactics they also make extensive use of Assault Squads and along with the Night Lords were amongst the first to field test Jump Packs. The Tactical Squads of the Raven Guard are often deployed via Stormbirds, Thunderhawks or Drop Pods.

LEGION SIGNATURE

- ♦ Tactical Squads, Assault Squads and Recon Squads are Signature Units for the Raven Guard.
- ♦ Any Raven Guard infantry units with the **Combat Tactics** special rule and at least ten models may take the **Shadow Squad** special rule. A Shadow squad cannot take a dedicated transport and instead gains the Stealth special rule. A unit using the Shadow squad rule cannot use the Maximum Firepower or Their Number is Legion special rules and must instead be split into two units with an equal number of models. If the squad cannot divide evenly, it cannot divide at all. The decision to split the unit into Shadow squads, as well as which models go into each Shadow squad, must be made when the unit is deployed. Both Shadow squads are deployed using the Infiltrate special rules in separate locations. If you decide to split a unit into Shadow squads, then each Shadow squad is treated as a separate unit for all game purposes from that point.



RAVEN GUARD ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Honour Guard
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Legion Recon Squad
Predator AAV

ELITES

Battle Armour Dreadnought
Contemptor Dreadnought
Legion Terminator Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Deliverance Drop Pod
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE PRIMARCH CORAX



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Corax	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

Replace a Chapter Master equipped with Artificer Armour and a Relic Blade with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour
- Master Crafted Bolt Pistol
- Frag Grenades and Melta Bombs

Either

- **Slaver's Bane** (Master Crafted Power Weapon, Rending)
- **Word** (Master Crafted Heavy Bolter)
- See, But Remain Unseen (C:SM pg 92)

Or

- **Raven's Talons** (C:SM pg 92)
- **Wings of Lycaenum** (Corax and Primarch Honour Guard gain Jump Packs)
- Hit and Run (applies to squad he leads)

Special Rules

- And They Shall Know No Fear
- Stubborn
- Independent Character
- Eternal Warrior
- Relentless
- Rites of Battle (C:SM pg 85)
- Stealth (applies to squad he leads)

Ever Onwards! Corax can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titanic Might: Such is the power of the Primarch Corax that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Nevermore: Corax takes extreme risks to safeguard those under his command. Should any squad he leads be destroyed, Corax gains the Rage special rule.



THE STORMING OF JERELPHI PALACE: A force of Iron Warriors retreating from their defeat took refuge on the world of Sergatama VI and wrested control of the mighty fortress from the planet's rulers. Led by one of the Iron Warriors' greatest champions, the traitors turned the once majestic palace into a nightmare assembly of bunkers, redoubts and pillboxes. Ornamental gardens, once the envy of Prandium itself, were scarred with miles of trenches and razorwire. More than a million men of the Imperial Guard laid siege to the palace, and the battles fought in the sprawling grounds of the palace were thankless and bloody, the traitors defending every metre of ground with ferocious tenacity. But as dawn broke on the hundredth day of the siege, warriors in black armour, their shoulder guards emblazoned with a white raven, arrived as if from thin air and assaulted the gateway, herding drooling and insane beasts before them. Horrifically misshapen, the monsters roared with howls of mindless savagery. Nothing could halt the creatures, neither bullets nor blades, and they swept through the gateway, slaying anything that came within reach of their bloody claws. A bare handful of Iron Warriors escaped the slaughter, but many more died that day, torn to pieces by the Raven Guard's bestial allies.

ARDARIC HART - WARDEN OF DELIVERANCE



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Artificer Armour
- **Shadowlance** (master crafted Relic Blade)
- Bolt pistol & Jump Pack
- Iron Halo
- Frag & Krak Grenades

Special Rules

- Honour of the Chapter
- Rites of Battle
- Fleet
- Independent Character
- Battle-Forged Heroes (applies to assault squads only)

Upgrade Prerequisites: Replace an Assault Company Captain in Artificer armour armed with a Relic Blade with the following profile, wargear and special rules. Ardaric Hart may take a Command squad. His Command squad may take Jump Packs for +50 points.

Warden of Deliverance: A veteran of hundreds of Deliverance Strikes, he trains his company well in such deployments. Assault squads which deploy using a Deliverance Strike gain Fleet for the remainder of the battle.

SHADOW SERGEANT ALENPO



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Alenpo	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Master Crafted Power Weapon
- Combi-Melta
- Frag Grenades and Melta Bombs

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Fleet (applies to unit)
- Bolter Drill (C:SM pg 91)

Upgrade Prerequisites: Replace a Veteran Squad Sergeant armed with a Power Weapon and combi-Melta with the following profile, wargear and special rules.

SHADOW CAPTAIN TALON AGIPITO



LEGENDARY UPGRADE +1^{LP}

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

Upgraded Wargear

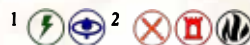
- Power Armour
- Bolt Pistol
- Stalker Pattern Boltgun (C:SM pg 88)
- Jamming Beacon (C:SM pg 75)
- Melta Bombs and Frag Grenades

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Scout (applies to squad he leads)

Upgrade Prerequisites: Replace a Recon Company Captain armed with a Power Weapon, Boltgun and Locator Beacon with the following profile, wargear and special rules.

VINCENTE BLACKSHADOW – HERO OF KOLE RIDGE



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
¹ Vincente Blackshadow	5	4	4	4(5)	2	4	3	10	3+
² Vincente Sixx	5	4	4	4(5)	1	4	3	9	3+

Upgraded Wargear

- Power Armour
- Power Weapon
- Frag and Krak Grenades
- Space Marine Bike
- Locator Beacon

Special Rules

- And They Shall Know No Fear
- Combat Tactics

Apothecary: A single member of Vincente's squad may take a Narthecium in addition to any other wargear for +35pts.

Upgrade Prerequisites: Replace a Legion Bike Squad Sergeant armed with a Power Weapon and a Locator Beacon with the following profile, wargear and special rules.

Death Riding Home on a Cloud

The hero of Kole Ridge and template for Corax's clone experimentations, **Vincente Blackshadow** and his unit gain the Scout and Expert Rider universal special rules.

A fifth generation clone of the original warrior, the fatalistic **Vincente Sixx** and his unit gain the Fearless, Furious Charge and Expert Rider universal special rules.

SHADOW SERGEANT GALLOVAX



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Gallovax	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Gun
- Power Fist
- Frag and Krak Grenades
- Auxiliary Grenade Launcher

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Scout (applies to squad he leads)

Upgrade Prerequisites: Replace a Tactical Squad Sergeant armed with a Power Fist with the following profile, wargear and special rules.

DELIVERANCE DROP POD



FAST ATTACK UNIT 100 PTS

	~ Armour ~			
	BS	F	S	R
Deliverance Drop Pod	4	12	12	12

Unit Composition:

- 1 - 3 Deliverance Drop Pods.
- Each deploys and acts as a separate and distinct unit.

Wargear

- Stormfury Rocket Pods
- Locator Beacon

Unit Type: Vehicle (Open Topped)

Fire Points and Access Points: Once deployed, the Drop Pod is no longer a sealed environment and are therefore counted as being open-topped

Immobile: A Drop Pod cannot move once it has entered the battle, and counts in all respects as a vehicle that has suffered an immobilised damage result (which cannot be repaired in any way).

Inertial Guidance System: Should a Drop Pod scatter on top of impassable terrain or another model (friend or foe!) then reduce the scatter distance by the minimum required in order to avoid the obstacle.

Automated Weapons: When a Deliverance drop pod lands it opens fire indiscriminately. After landing, each unit (enemy or friendly) within 12" of the Deliverance and in line of sight comes under attack as a hail of Stormfury rockets sweep the surrounding area. Roll to hit using the Deliverance's BS4 for a Stormfury Rocket Pod shot against each target unit. In subsequent turns the Deliverance Pod may continue to fire a single Stormfury Rocket Pod, picking an enemy target and resolving the firing as normal.

Deliverance Strike: Before the battle you may attach a single Jump Pack or jetbike equipped squad (plus any attached characters) to each Deliverance Drop Pod in your army. Deliverance Drop Pods always enter play using the Deep Strike rules from the Mission Special Rules section of the Warhammer 40,000 rulebook. At the beginning of your first turn, you must choose half of your Drop Pods (rounding up) to make a 'Drop Pod Assault'. Deliverance Drop Pods must always be placed in that first half when possible. Units making a Drop Pod Assault arrives on the player's first turn. The arrival of any remaining Deliverance (or other) Drop Pods is rolled for as normal. After a Deliverance Pod Drop Pod lands and opens fire as per the Automated Weapons rule above, immediately conduct a Deliverance Strike by deploying the attached squad within 6" of the Deliverance Drop Pod. They gain the Heroic Intervention rule on the turn that they enter play.

LEGIO XX – ALPHA LEGION

The greatest secret about the Alpha Legion Primarch is apparently told to none outside the Legion, and has always been thus. For, unlike any of the other Primarchs, Alpharius has an identical twin: Omegon. Alpharius and Omegon are both the Primarch of the Legion, although 'Alpharius' is the public face and appears as the more senior of the two. Though as both are identical it is possible for them to switch roles and have 'Omegon' play the public role. They have been described as one soul in two bodies and collectively have been referred to as simply Alpharius Omegon.



The last Legion created, work on the XX Legion was begun only some few decades before the discovery of their Primarch, Alpharius. As a result, when Alpharius/Omegon took command, it was young, zealous and completely committed to embracing the Primarch's directions. The Legion's victories in the Great Crusade all feature some form of subterfuge, misdirection or rapid, unexpected movement. Such victories required great skill and dedication to achieve, and the Alpha Legion quickly became an insular and proud formation. After Alpharius' received censure from his brother Roboute Guilliman, the Alpha Legion threw themselves even further into their preferred method of operations, largely cutting themselves off from standard Imperial practices and orchestrating greater and greater victorious examples of their approach to the Crusade, even when more conventional attacks would have been more efficient. When asked why the Legion had not taken simpler strategy, Alpharius is reported to have replied that they avoided it as it would have been too easy. This brought him censure from almost his entire brother Primarchs; only Horus, always impressed by Alpharius and his work, praised the Alpha Legion's skill.

The first batch of Alpha Legionaries were notably tall and strong even for members of the Astartes, physical attributes which suited Alpharius' focus on misdirection. For the Primarch put into place a directive that, as far as possible, all Alpha Legion marines had to attempt to look alike; and the visage they patterned themselves on was that of Alpharius/Omegon. As a result, all Alpha Legionaries were at the very least shaven headed, with many going so far as to have cosmetic surgical alteration. Their height also made it easier for them to be confused with the Primarch, although the twins were still the tallest in the Legion. When asked by non-Legion members, all Legionaries gave their names as "Alpharius", even when more than one was present. This was an extension of the Legion's philosophy that they were a body of one that could strike in many places at once.

LEGION SIGNATURE

- ◆ Tactical, Operative and Recon Squads are Signature Units for the Alpha Legion.
- ◆ All Alpha Legion infantry and heavy infantry units in your army with the **Combat Tactics** special rule gain the **Infiltrate** universal special rule. You may only Outflank with one Alpha Legion unit for each other Alpha Legion unit deployed normally at the start of the battle.
- ◆ Preferring to operate in small teams Alpha Legion may not take any primary units larger than their minimum unit size. Any minimum sized unit may replace their Designated Squad Leader with a Veteran Sergeant for +20pts but does not gain the Maximum Firepower or Their Number is Legion special rules. A Tactical squad that takes a Veteran Sergeant gains an additional Legendary Point.
- ◆ Masters of the art of feigned flight, any Alpha Legion unit may attempt to regroup even if within 6" of an enemy unit. Alpha Legion units may not use Back Banners.



ALPHA LEGION ARMY LIST

HQ

Legion Captain
Chaplain
Command Squad
Librarian*
Master of the Forge**

TROOPS

Legion Tactical Squad
Legion Recon Squad
Predator AAV

ELITES

Contemptor Dreadnought
Battle Armour Dreadnought
Legion Terminator Squad
Operatives Squad
Legion Veteran Squad
Techmarine

FAST ATTACK

Caestus Assault Ram
Grav Attack
Landspeeder Squadron
Legion Assault Squad
Legion Bike Squad
Storm Hawk

HEAVY SUPPORT

Legion Devastator Squad
Legion Dreadnought
Olympia Storm Tank
Sabre Tank Hunter
Vindicator Siege Tank
Viper Quad Launcher**
Whirlwind Support Tank

DEDICATED TRANSPORTS

Drop Pod
Gemini Drop Pods
Land Raider Phobos
Land Raider Spartan
Landspeeder Storm
Rhino

*see section on Edict of Nikaea

**see section on the Covenant of Mars

THE ALPHA LEGION PRIMARCH



LEGENDARY UPGRADE (MAY BE TAKEN TWICE) +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Primarch Alpharius	10	6	6	6	6	6	5	10	1+
The Primarch Omegon	10	6	6	6	6	6	5	10	1+

Upgrade Prerequisites

None.

Upgraded Unit Type: Heavy Infantry

Wargear

- Primarch Armour

Ever Onwards! The Primarch can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titanic Might: Such is the power of the Primarch that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Cell Objective: Once the mission has been determined, randomly choose and secretly write down a unit in your opponent's army. The destruction of that unit is the true goal given by the Primarchs and must be achieved at all costs, regardless whether the Primarch's themselves survive. Should the targeted unit survive the Alpha Legion lose 25VPs. Your army may only have one Cell Objective

Pawns: An Operative squad may be taken as a troop choice for each Alpha Legion Primarch included in the army.

Special Rules

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

I'm Alpharius: Alpharius and Omegon do not start play like a normal unit. Instead, at the start of any allied turn, the Alpha Legion player may declare that any friendly Alpha Legion infantry or heavy infantry model (including a named characters but not including Omegon or Alpharius) on the table is in fact Alpharius or Omegon. This decision does not need to be made before hand and the model chosen can have suffered wounds and be engaged in assault. Immediately replace the selected model with a model representing Alpharius or Omegon. 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 of the model Alpharius or Omegon has replaced are retained (so choose carefully!) but all special rules and other equipment are replaced by those stated above. The Alpha Legion Primarchs wear Primarch Armour. They may not replace each other.



INGO PECH — HYDRA CAPTAIN



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

Replace a Battle Company Captain equipped with a Power Weapon, Combi Melta and Artificer Armour with the following profile, wargear and special rules.

Upgraded Wargear

- Master Crafted Power Weapon
- Artificer Armour
- Combi-Melta Gun
- Master Crafted Bolt Pistol
- Cluster Mines (C:SM pg 67)
- Frag and Krak Grenades

Special Rules

- Honour of the Chapter (C:SM pg 58)
- Iron Halo (C:SM pg 52)
- Eternal Warrior
- Combat Tactics
- Stealth (applies to unit)
- Independent Character

Hydra Captain: If you include Ingo Pech you may also purchase a unit of Honour Guard provided you upgrade them to Primarch Honour Guard.

MATTHIAS TRAKKAR — STRIKE COMMANDER



LEGENDARY UPGRADE +1^{LP}

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

Upgraded Wargear

- Power Armour
- Bolt Pistol
- Relic Blade
- Frag and Krak Grenades

Special Rules

- And They Shall Know No Fear
- Tank Commander
- Iron Halo (cannot be used while embarked)

Battlefield Command Uplink: Matthias Trakkar gives a Battlefield Command Uplink to any vehicle while he is aboard.

Upgrade Prerequisites: Replace an Armoured Company Captain armed with a Power Weapon and Bolt pistol with the following profile, special rules and wargear.

Mobile Armoured Strike Commander: Matthias Trakkar commands a highly mobile strike cell. In an army that includes Matthias Trakkar you may include 1-5 Grav Attacks, Sabres, Olympia Storms, Predator AAVs (do not need prerequisite infantry), Whirlwinds or Vindicators as a vehicle squadron. The vehicles in the squadron must be from the same unity entry & count as a single Heavy Support Choice with Trakkar. Matthias must command one of the squadron.

PROTOSS — CELL SUPPORT DREADNOUGHT



LEGENDARY UPGRADE +1^{LP}

A Dreadnought named Protoss has been seen in support of Alpha Legion assaults on a dozen campaigns. It is said his belief is that his greater purpose is in supporting the objectives of the Cell he is assigned to.

Upgrade Prerequisites

A Dreadnought of any type gains the following additional Wargear & special rules.

Upgraded Wargear

Cerberus Launcher

Upgraded Special Rules

Preferred Enemy - Cell Objective (provided Alpha Legion Primarch is present in army)
Scout

OPERATIVES SQUAD



ELITES CHOICE 110^{PTS}

	WS	BS	S	T	W	I	A	LD	Sv
Operative	4	4	3	3	1	3	1	8	4+
Cell Coordinator	4	4	4	4	1	4	1	10	3+

Unit Composition:

- 10 Operatives

Unit Type:

- Infantry

Wargear

- Recon Armour
- Close combat weapon
- Hot-Shot Laspistol
- Frag and Krak Grenades
- Grav Chute

Special Rules

- Infiltrate
- Combat Tactics
- Stealth
- Cell Division

Cell Coordinator: Provided the squad numbers twenty models, one Operative may be replaced with a Cell Coordinator for no additional points cost. The Cell Coordinator has the following Wargear: Power Armour, Chainsword, Bolt Pistol, Frag and Krak Grenades, Melta Bombs, Grav Chute.

Dedicated Transport: One Operative Cell containing ten models or less in each squad can exchange their grav chutes for the ability to take a Land Speeder Storm as a dedicated transport for the normal points cost. Up to 10 Operatives can be carried by a Landspeeder Storm even though they wear Recon Armour. The squad cannot include a Cell Coordinator.

Options:

- Add up to ten Operatives for +11pts per model
- Any model can replace their close combat weapon and hotshot laspistol for a sniper rifle, hotshot lasgun, Astartes shotgun or Boltgun for free
- Up to half of the unit's Operatives can replace his hot-shot laspistol with one of the following:
 - Flamer+5pts
 - Heavy Bolter, Meltagun or a Bolt-pistol with a Locator Beacon....+10pts
 - Power Weapon, Missile Launcher or Plasma Gun.....+15pts
- The Cell Coordinator can replace his Bolt pistol and/or close combat weapon with one of the following:
 - Hand Flamer, Needler or Power Weapon.....+10pts
 - Melta Pistol or Plasma Pistol+15pts
 - Power Fist.....+25pts

Cell Division: After the mission is decided, but before the game begins, you can break the Operatives squad, including the Cell Coordinator, into a maximum of five sub-units known as Cells. Each cell can consist of as few as one model. How you do this is up to you but you cannot have more than five cells. Each cell is autonomous from the others and may deploy, act and counts as a completely separate unit. Each Cell in the Squad which is destroyed is worth 4 Victory Points to their opponent.

TERMINATOR SERGEANT SHEED RANKO



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Sheed Ranko	5	4	4	4	1	4	2	10	2+

Upgraded Wargear

- Terminator Armour
- Master Crafted Lightning Claw
- Twin Linked Bolt Gun

Special Rules

- And They Shall Know No Fear
- Combat Tactics
- Heroic Intervention (applies to unit)

Ranko and his squad are specialists in surprise assaults, teleporting out of thin air and overpowering nearby fortified positions. Ranko was honoured by Alpharius with joining the cell elite for his key role in the campaign on Tesstra Prime, where the Legion, instead of taking the opportunity to capture the capital and force a surrender, allowed the enemy to dig in so that they could then expertly take the defending forces apart in a number of different ways.

Upgrade Prerequisites: Replace a Terminator Squad Sergeant with the following profile, wargear and special rules.

STEALTH SERGEANT DECIMUS



LEGENDARY UPGRADE +1^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Decimus	5	4	4	4	1	4	2	9	3+

Upgraded Wargear

- Power Armour
- Bolt Pistol
- Frag and Krak Grenades
- Stalker Patter Boltgun (C:SM pg 88)
- Jamming Beacon (C:SM pg 75)

Special Rules

- And They Shall Know No Fear
- Stealth (applies to unit)
- Combat Tactics
- Move Through Cover (applies to unit)
- Eye of Vengeance (C:SM pg 88)

Another Veteran of the Tesstra Prime campaign, Stealth Sergeant Decimus co-ordinated a series of attacks and assassinations so that after a week of suffering seemingly random mishaps as well as brutal ambushes, the defenders were forced to capitulate, having taken 90% casualties from the attacks by units like Decimus' Tactical Stealth team.


Upgrade Prerequisites: Replace a Tactical Squad Veteran Sergeant with the following profile, wargear and special rules.


OATHS OF FEALTY

THE EDICT OF NIKAEA

With an increasing number of Astartes with psychic powers manifesting amongst the Legions, ultimately, in what would become known as the Edict of Nikaea, the Emperor decreed that the Legions would disband their Librarius Departments, and all Librarians would return to the battle companies and never employ their psychic powers. He believed that men were incapable of using the warp while not succumbing to its "darker temptations". He did however sanction the use of Astropaths and Navigators as without them the Imperium would be impossible to rule over. He also gave one final warning:

"Woe betide he who ignores my warning or breaks faith with me. He shall be my enemy, and I will visit such destruction upon him and all his followers that, until the end of all things, he shall rue the day he turned from my light."

 – For the Legions noted under their armylist entry, during this Era you may not include Librarians or Astartes models with the Psyker special rule if there are Agents of the Emperor or Chaplains present in the army.






 – For the Legions noted under their armylist entry, during this Era you may not include Librarians or Astartes models with the Psyker special rule if there are Agents of the Emperor present in the army (with the exception of the Knights of the Sigillite).



THE COVENANT OF MARS

After the Emperor formed the Imperium, he engendered support with the Martian Mechanicum, an already existing empire. As the Mechanicum put down a small rebellion by senior tech-priests, the Fabricator-General of Mars and the Emperor signed the Covenant of Mars, allying the two empires, guaranteeing the sovereignty of each. In return for supplying the Imperium with war machines and servicing the technology of the Imperium, any and all STC technology found by the Imperium would be donated to the Mechanicum.

Space Marine Legions were permitted to identify prospective students from within their own companies, favouring those who show the greatest affinity for machines. These aspirants are then sent to Mars for thirty years of training, where they are taught the machine lore. This great body of work must be fully understood and committed to memory to become a Techmarine of the Astartes Legions.

     During these Eras, you may include a Termite dedicated transport or Legio Cybernetica Cohort for each Iron Priest, Iron Father, Techmarine or Master of the Forge present in your army. See the Cult Mechanicus codex for further details of these units. The Iron Hands Legion may consider any unit with a Servo Arm as permitting a Termite dedicated transport or Legio Cybernetica Cohort.

AGENTS OF THE EMPEROR



AGENTS OF THE EMPEROR

The Emperor has many deadly agents and organisations at his command and many of them are made available to loyal field commanders. Agents are not an allied detachment. You may choose freely from these units and in all respects they are to be considered as additional units available to your Legion. During the Age of the Emperor, loyalties were tested and in some cases betrayed. As a result only the following Legions may take advantage of these Agents of the Emperor in the eras indicated.

I	DARK ANGELS	   
III	EMPEROR'S CHILDREN	
IV	IRON WARRIORS	
V	WHITE SCARS	    
VI	SPACE WOLVES	    
VII	IMPERIAL FISTS	    
VIII	NIGHT LORDS	
IX	BLOOD ANGELS	    
X	IRON HANDS	    
XII	WORLD EATERS	
XIII	ULTRAMARINES	    
XIV	DEATH GUARD	
XV	THOUSAND SONS	
XVI	LUNA WOLVES	
XVII	WORD BEARERS	
XVIII	SALAMANDERS	    
XIX	RAVEN GUARD	    
XX	ALPHA LEGION	

CONSTANTIN VALDOR - CHIEF CUSTODIAN



LEGENDARY HQ UNIT 170pts + 3LP

	WS	BS	S	T	W	I	A	LD	Sv
Constantin Valdor	8	5	4	4	3	6	3	10	2+

Unit Composition:

- 1 Constantin Valdor.

Unit Type: Heavy Infantry

Wargear

- Artificer Armour
- Guardian Spear
- Iron Halo
- Frag Grenades and Melta Bombs

Ever Onwards! Valdor can never capture or contest an objective. For him the road to victory rolls ever onwards. Furthermore Valdor is an Eternal Warrior

Special Rules

- Fearless
- Relentless
- Fleet
- Ultimate Warrior (see Legio Custodes)
- Independent Character
- Deep Strike

Titanic Might: Such is the power of the Chief Custodian that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Chief Custodian Up to five Custodians may exchange their Eyes of the Emperor rule for the Independent Character special rule.



LEGIO CUSTODES



LEGENDARY TROOPS UNIT 50pts + 1LP

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

Unit Composition:

- 1 Custodian.

Each model acts as a separate unit but are deployed at the same time.

Unit Type:

- Heavy Infantry

Wargear

- Artificer Armour
- Guardian Spear
- Iron Halo
- Frag & Krak Grenades

Special Rules

- Fearless
- Relentless
- Fleet
- Ultimate Warrior
- Eyes of the Emperor
- Deep Strike

Eyes of the Emperor – Provided there is a space in a friendly transport, any Custodian may embark even if there is already a unit embarked. Custodians may never join units.



Options:

- A further nine Custodians may be purchased at 50pts +1LP each.
- Any may exchange their Guardian Spear for a Gladius and Storm Shield.
- Any may exchange their Guardian spear for an Immolator lance.
- Any may exchange their artificer armour and the fleet rule for Terminator Armour and Eternal Warrior.
- Any may exchange their Ultimate Warrior and fleet rule for an Astartes Jetbike. The Jetbike is armed with a twin-linked Boltgun.
- Any Jetbike may be armed with an assault cannon, Multi-Melta, immolator lance or twin-linked Heavy Flamer for +1LP each

Ultimate Warrior – Instead of making his normal attacks a Custodian may instead adopt a battle stance.

Sweeping Attack – The Custodian sweeps his blade in a blurring arc at all nearby foes. The Custodian makes a single attack against every model in base to base contact.

Defensive Stance – The Custodian uses his blade in a skilful dance of parrying moves. The Custodian may not attack but may re-roll all failed saves.



SAGITTARUS - CUSTODES ANCIENT



LEGENDARY HQ UNIT 245 PTS + 2LP

	Armour							
	WS	BS	S	F	S	R	I	A
Sagittarus	5	4	7	13	12	11	4	3

Unit Type: Vehicle (Walker)

Wargear

- Dreadnought Close Combat Weapon with a built in twin-linked Boltgun
- Twin-Linked Autocannons (Rending)
- Neural Fibre Bundles
- Ferromantic Invulnerability
- Atomantic Shields

Special Rules

- Deep Strike
- Fleet

Ultimate Warrior: Instead of making his normal attacks Sagittarus may instead adopt a battle stance.

Sweeping Attack – Sagittarus sweeps his mighty fist in a wide arc at all nearby foes. The Ancient makes a single attack against every model in base to base contact.

Lethal Strike: The Ancient focuses his might into a flurry of blows that strike faster than the eye can see. The Ancient makes D6 attacks this turn (D6+1 if he charged). These attacks are resolved at initiative 10 and must be directed against a single independent character, walker or monstrous creature.



THE EMPEROR'S GIFT



LEGENDARY FAST ATTACK UNIT 100 PTS + 1LP

	Armour			
	BS	F	S	R
The Emperor's Gift	5	12	12	10

Unit Composition:

- 1 Emperor's Gift

Unit Type: Vehicle (Fast Skimmer)

Wargear: Two Boltguns

Transport Capacity: Due to its sophisticated compartmentalised design, the Emperor's Gift can transport 12 models and may even transport multiple units at the same time. Each unit embarked must disembark from a different facing of the vehicle and is subject to the normal rules for disembarking.

Special Rules

- Ferromantic Invulnerability
- Deep Strike
- Galvanic Motors
- Neural Fibre Bundles
- Atomantic Shielding
- Special Issue Ammunition
- Acute Senses

Firepoints
None

A wonder of technology, the Emperor's Gift has the hallmarks of an extreme variant of the Rhino APC but given that it can fly, the changes must be extensive.



JANETIA KROLE - SISTER COMMANDER



LEGENDARY HQ UNIT 150PTS + 2LP

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

Unit Composition:

- 1 Janetia Krole.

Unit Type: Infantry

Wargear

- Recon Armour
- Relic Blade
- Melta Pistol
- Iron Halo
- Frag Grenades and Melta Bombs

Ever Onwards! Janetia Krole can never capture or contest an objective. For her the road to victory rolls ever onwards.

Special Rules

- Mental Fortitude
- Pariah (see Sisters of Silence)
- Fleet
- Eternal Warrior
- Psyker Bane (counts as Oblivion Knight)
- Independent Character
- Infiltrate

Sister Commander: Your army may include up to four Sisters of Silence units if you include Janetia Krole. Only one of each Team upgrade may be taken (such as Prosecutors).



SISTERS OF SILENCE



LEGENDARY TROOPS UNIT 75PTS + 1LP

	WS	BS	S	T	W	I	A	LD	Sv
Silent Sister	5	4	3	3	2	4	2	10	4+
Oblivion Knight	6	4	3	3	2	4	3	10	4+

Unit Composition:

- 3 Silent Sisters

Unit Type:

- Infantry

Wargear

- Recon Armour
- Chainsword
- Bolt Pistol
- Frag & Krak Grenades

Special Rules

- Mental Fortitude
- Pariah
- Fleet
- Deep Strike



Mental Fortitude: The unit has incredible discipline over their mind and body. They have the Fearless, Furious Charge and Feel No Pain special rules.

Pariah: Immune to all Psychic powers and all models within 6" count as having a maximum LD of 7.

Psyker Bane: All Psykers attempting to cast a psychic power within 12" of an Oblivion Knight suffer Perils of the Warp on any double. Units which automatically cast their power suffer Perils of the Warp on a roll of a 4+.

Options:

- Up to a further six Sisters of Silence may be purchased at 25pts each.
- For +1LP one unit in the army may be upgraded to an Extraction Team, an Oblivion Team, a Prosecutor Team or a Witchseeker Team.

Extraction Team: Silent Sisters in this team carry Flamers in place of their Chainsword and Bolt pistol. One Silent Sister may exchange her Bolt pistol for a Hand Flamer and her Chainsword for a Power Fist. The Team has the Infiltrate special rule.

Witchseeker Team: This tenacious sisterhood exchange their Bolt pistols for needlers and their Chainswords for Power Weapons. Witchseekers have the Counter Attack special rule.

Oblivion Team: This powerful band of warriors is known as Oblivion Knights. They have the Psyker Bane special rule and carry a Relic Blade in place of their Chainsword and Bolt pistol.

Prosecutor Team: Sometimes the crude, unrelenting savage fury of the Prosecutor Team with their En-Dogs can bring down a difficult target when no other method would suffice. Drug injectors and surgery by the Cult Mechanicus ensures that these creatures are able to carry out the mandate of the Sisterhood. Prosecutor Teams have the Infiltrate special rule. No infiltrating units may be deployed within 18" of a Silent Sister with an En-Dog. Additionally, the Prosecutor Team may re-roll their Sweeping Advance test when pursuing a fleeing enemy. Attacks from Silent Sisters with En-Dogs count as Rending.





KNIGHTS OF THE SIGILLITE

You may include any two models with the Knight Errant special rule for each HQ slot in your army. A model with the Knight Errant rule has the Fearless and Eternal Warrior special rules but is not an Independent Character.

NATHANIEL GARRO - THE STRAIGHT ARROW



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

Replace a Battle Company Captain with a Power Weapon and Storm Shield with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour with Grav Chute.
- Master Crafted Power Weapon
- Storm Shield & Bolt Pistol
- Frag and Krak Grenades

Upgraded Special Rules

- Knight Errant
- Inspirational Hero (C:IG pg 63)
- Iron Will (C:IG pg 63)

GARVIEL LOKEN - THE LEGION OF ONE



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Loken - Legion of One	7	5	4	4	3	5	4	10	3+

Upgrade Prerequisites

Replace a Battle Company Captain with a Power Weapon and Boltgun with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour with Grav Chute.
- Master Crafted Power Weapon
- Iron Halo (C:SM pg 52)
- Bolt Gun & Bolt Pistol
- Frag and Krak Grenades

Upgraded Special Rules

- Knight Errant

Fury Unbound: If a foe harms Loken, the rage of Cerberus grows stronger and threatens to plunge Loken once more into madness. Each time Loken suffers an unsaved wound, but is not slain, his Strength and Attacks both immediately increase by +1.

VARREN - THE EMPEROR'S WARHOUND



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

Replace an Assault Company Captain with a Chain Axe and Boltgun with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour with Grav Chute.
- Chain Axe & Iron Halo
- Master Crafted Plasma Pistol
- Frag Grenades & Melta Bombs

Upgraded Special Rules

- Furious Charge
- Knight Errant

Warrior Born: During the Assault phase, Varren gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase.

TYLOSS RUBIO - THE ERRANT LIBRARIAN



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Tyloss Rubio	5	5	4	4	3	5	3	10	3+

Upgrade Prerequisites

Replace an Epistolary Librarian with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour with Grav Chute.
- Force Weapon & Storm Shield
- Psychic Hood & Bolt Pistol
- Frag and Krak Grenades

Upgraded Special Rules

- Knight Errant
- Psyker Mastery Level 3
- Acute Senses
- Psyker

IACON QRUZE - THE HALF HEARD



LEGENDARY UPGRADE +2^{LP}

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

Upgrade Prerequisites

Replace a Battle Company Captain with a Power Weapon and Boltgun with the following profile, wargear and special rules.

Upgraded Wargear

- Power Armour with Grav Chute.
- Power Weapon & Iron Halo
- Bolt Gun & Bolt Pistol
- Frag Grenades & Locator Beacon

Upgraded Special Rules

- Knight Errant

Protect the Innocent, Uphold the Lore: Should a friendly unit within 12" be targeted by a ranged attack (including psychic powers) Iacon may instead take the hit in their place.

CORAX'S SHAME - THE WEREGELD



ELITES CHOICE +1^{LP}

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

Unit Composition:

- 5 Weregeld

Unit Type: Beasts

Wargear

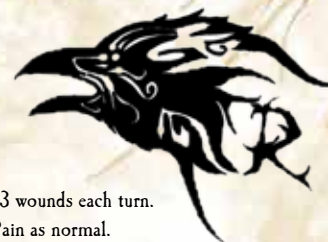
- Recon Armour
- Teeth and claws (Rending)

Desperate Help You may include a single Weregeld unit in your army. You may increase the squad size to 10 Weregeld for +1LP.

A Breed Apart: The Weregeld may not be joined by any Independent Character.

Special Rules

- Fearless
- Furious Charge
- Unlikely Aid: The unit is always held in reserve and always deploys using the Deep Strike rules
- Feel No Pain
- Flawed Biology: The unit takes D3 wounds each turn. These may be saved by Feel No Pain as normal.



The Telltale: The Weregeld seek in battle the honour that only death can give them. If any Weregeld were dishonoured enough to remain alive at the end of the battle, the survivors depart in despair. The unit has the Supernumery special rule. Additionally they award 20VPs to their opponent if they survive the battle. They are worth no victory points if slain.

CLADE ASSASSIN MASTER



ELITES CHOICE 180^{PTS} +1^{LP}

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

Unit Composition:

- 1 Clade Assassin Master

Unit Type: Infantry

Wargear

- Recon Armour
- Grav Chute

Special Rules

- 4+ Invulnerable Save
- Assault Grenades
- Fearless
- Stealth
- Fleet

Assassin: May always allocate wounds caused to enemy during game (but not with attacks that take place before the first turn).

Clade: The Master must be from one of the following Clades:

Callidus
Culexus
Eversor
Vanus
Venenum
Vindicare.

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

Wargear

- C'Tan Phase Sword (Power Weapon, Ignore Inv Saves)
- Polymorphine (May Deep Strike without scatter)
- Hit and Run and Furious Charge
- A Word In Your Ear (May assault after Deep Strike)
- Neural Shredder (Counts as Str 8 AP 1 Flamer. Enemy uses Leadership instead of Toughness. No affect on vehicles)

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

Wargear

- Power Weapon
- Etherium (all Psychic Tests within 12" count as a double 6)
- Animus Speculum (Foebaster, +1 Str per Psyker within 6")
- Psyk-Out – Attacks against Psykers cause Instant Death
- Pariah (see Sisters of Silence)

Clade Eversor: The Eversor is capable of literally ripping the heart out of any rebellion, leaving havoc and destruction in its wake. Such brutality ensures that no would-be successors take over as the enemy are utterly destroyed by the Eversor's unstoppable attack.

Wargear

- Executioner Pistol (Bolt Pistol, Poisoned 4+)
- Neuro Gauntlet (Power Weapon, Poisoned 4+)
- Melta Bombs
- Combat Drugs (May Assault 12", +D6 Attacks on charge)
- Bio-Meltdown (Centre a Demolisher Cannon blast on Eversor if slain. No Scatter.)

Clade Vanus: The galaxy is a dangerous place for the many foes of the Imperium. A lift may plummet, their vehicle may crash, they may stumble across a forgotten minefield, or be vaporised in the overload of a ship's Plasma Reactor. Often such accidents are caused by an unseen Vanus agent.

Wargear

- Stalker Bolt Gun (C:SM pg 88)
- Vibro Blade (Rending close combat weapon)
- Saboteur (May force enemy to re-roll reserves)
- Jinx (One selected enemy model is -d3 LD)
- Close Shave - After deployment, one selected enemy model suffers D6 wounds (to a minimum remaining wounds of 1). May take an Inv save to ignore each wound.

Clade Venenum: Armed with complex bioweapons, containing the most deadly poisons the Imperium can create, Venenum Masters are walking death. They can kill with a touch, their bodies filled with toxins that only they are immune to, and many have died to the kiss of a beautiful stranger...

Wargear

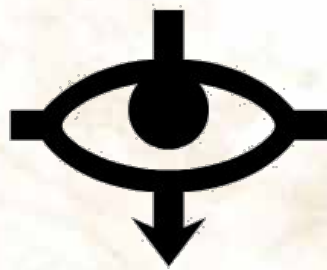
- Hellfire Pistol (Bolt Pistol, Poisoned 2+)
- Venom Blade (Power Weapon, Poisoned 2+)
- Soften Up (After Deployment, a targeted enemy unit suffers d6 Wounds AP1)
- Poison Resistance (Only Affected by Poison on 6+)

Clade Vindicare: Cold, unfeeling and distant - the Vindicare Master brings inglorious death to the Emperor's enemies with a Sniper's bullet. Masters have been known to wait in a position for weeks before taking a shot. Many rebellions and cults have been ended with one perfect shot from a Vindicare's rifle.

Wargear

- Exitus Rifle (Twin-Linked Sniper Rifle. Wounds on a 2+, Rending on a 4+. Re-roll successful Invulnerable Saves. Instant Death).
- Exitus Pistol (same as above but 12" range Pistol)
- Spy Mask (All shooting ignores Cover saves)
- Shroud Suit (Enemy must test as though Night Fight to target the Vindicare)

AGENTS OF THE WARMMASTER



AGENTS OF THE WARMASTER

The Warmaster commands many deadly agents and organisations and many of them are made available to loyal field commanders. Agents are not an allied detachment. You may choose freely from these units and in all respects they are to be considered as additional units available to your Legion. During the Age of the Emperor, the Warmaster's true aims only became clear at the end of the Great Crusade. As a result only the following Legions may take advantage of these Agents of the Warmaster in the eras indicated. You cannot include agents of the Warmaster if you include Agents of the Emperor.

I	DARK ANGELS	
	<small>Unfavoured units only. The army counts as Unfavoured.</small>	
III	EMPEROR'S CHILDREN	   
IV	IRON WARRIORS	  
VIII	NIGHT LORDS	  
XII	WORLD EATERS	   
XIV	DEATH GUARD	   
XV	THOUSAND SONS	  
XVI	SONS OF HORUS	   
XVII	WORD BEARERS	    
XX	ALPHA LEGION	  

EREBUS OF THE WORD BEARERS



LEGENDARY UPGRADE +2^{LP}

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

Upgraded Wargear

- Power Armour
- Master Crafted Crozius Arcanum
- Master Crafted Plasma Pistol
- Frag Grenades and Melta Bombs
- Rosarius (C:SM pg 58)

Special Rules

- Fearless
- Eternal Warrior
- Liturgies of Battle (C:SM pg 58)
- Counter Attack
- Independent Character

Upgrade Prerequisites: Replace a Battle Company Captain armed with a Relic Blade and a Plasma Pistol with the following profile, wargear and special rules.

Word Bearer Mentor: Having Erebus in your army lets him mix freely among your warriors. A single unit may gain the Tank Hunter, Furious Charge or Counter Attack special rule for the duration of the battle.

Dark Rhetoric: Erebus spreads the word of the power of the Dark Gods alongside his master. At the start of each turn Erebus 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 friendly turn. In a Word Bearers army it counts as a Miracle of True Faith.

NEMESIS ASSASSIN



ELITES CHOICE 160^{PTS} +1^{LP}

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

Unit Composition:

- 1 Nemesis

Unit Type: Infantry

Wargear

- Recon Armour
- Grav Chute

Special Rules

- 4+ Invulnerable Save
- Assault Grenades
- Fearless
- Stealth
- Fleet

Clade: The Nemesis must be from one of the following Clade: Callidus; Eversor; Vanus; Venenum; Vindicare.

Assassin: May always allocate wounds caused to enemy during game (but not with attacks that take place before the first turn).

Possessed: For +ILP the Nemesis may be Possessed. If so the Nemesis gains +1 to Strength, and Wounds as well as the Rage, Feel No Pain (5+) and Relentless rules. Furthermore, if there is a Dark Altar on the battlefield (see Word Bearers) the Nemesis may gain an ability generated by the Altar (but roll carefully!)

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

Wargear

- C'Tan Phase Sword (Power Weapon, Ignore Inv Saves)
- Polymorphine (May Deep Strike without scatter)
- Hit and Run and Furious Charge
- A Word In Your Ear (May assault after Deep Strike)
- Neural Shredder (Counts as Str 8 AP 1 Flamer. Enemy uses Leadership instead of Toughness. No affect on vehicles)

Clade Eversor: The Eversor is capable of literally ripping the heart out of any rebellion, leaving havoc and destruction in its wake. Such brutality ensures that groups once loyal to the Emperor are cleansed and no would-be successors take over as the enemy are utterly destroyed by the Eversor's unstoppable attack.

Wargear

- Executioner Pistol (Bolt Pistol, Poisoned 3+)
- Neuro Gauntlet (Power Weapon, Poisoned 3+)
- Melta Bombs
- Combat Drugs (May Assault 12", +D6 Attacks on charge)
- Bio-Meltdown (Centre a Demolisher Cannon blast on Eversor if slain. No Scatter.)

Clade Vanus: The galaxy is a dangerous place for the many foes of the Warmaster. A lift may plummet, their vehicle may crash, they may stumble across a forgotten minelfield, or be vaporised in the overload of a ship's Plasma Reactor. Often such accidents are caused by an unseen Vanus Nemesis.

Wargear

- Stalker Bolt Gun (C:SM pg 88)
- Vibro Blade (Rending close combat weapon)
- Saboteur (May force enemy to re-roll reserves)
- Jinx (One selected enemy model is -d3 LD)
- Close Shave - After deployment, one selected enemy model suffers D6 wounds (to a minimum remaining wounds of 1). May take an Inv save to ignore each wound.

Clade Venenum: Armed with complex bioweapons, containing the most deadly poisons the Imperium can create, a Nemesis from the Venenum is walking death. They can kill with a touch, their bodies filled with toxins that only they are immune to, and many have died to the kiss of a beautiful stranger...

Wargear

- Hellfire Pistol (Bolt Pistol, Poisoned 2+)
- Venom Blade (Power Weapon, Poisoned 2+)
- Soften Up (After Deployment, a targeted enemy unit suffers d6 Wounds AP1)
- Poison Resistance (Only Affected by Poison on 6+)

Clade Vindicare: Cold, unfeeling and distant - the Vindicare Nemesis brings inglorious death to the Warmaster's enemies with a Sniper's bullet. Nemesis have been known to wait in a position for weeks before taking a shot. Many rebellions and cults have been saved with one perfect shot from a Vindicare's rifle.

Wargear

- Exitus Rifle (Twin-Linked Sniper Rifle. Wounds on 2+, Rending 4+. Re-roll successful Invulnerable Saves. Instant Death.)
- Exitus Pistol (same as above but 12" range Pistol)
- Spy Mask (All shooting ignores Cover saves)
- Shroud Suit (Enemy must test as though Night Fight to target the Vindicare)

CULTISTS MOB



HEAVY SUPPORT CHOICE (TROOPS CHOICE FOR WORD BEARERS) **60^{PTS}**

	WS	BS	S	T	W	I	A	LD	Sv
Cultist	3	3	3	3	1	3	1	8	-

Unit Composition:

- 10 Cultists

Unit Type:

Infantry

Special Rules

- Furious Charge

Wargear

- Close combat weapon
- Firearm

Options:

- Add up to twenty Cultists for +6pts per model
- A single cultist (or two if the mob numbers twenty cultists or three if the mob numbers thirty) can replace his firearm with one of the following:
 - Flamer+5pts
 - Meltagun or heavy stubber.....+10pts
 - Power Weapon, Missile Launcher or Plasma Gun.....+15pts

Word Bearers: In a Word Bearer army, Cultists count as Troops units. Furthermore Cultists count as Word Bearer units in a Word Bearers army.

POSSESSED LEGIONNAIRES



ELITES CHOICE **200^{PTS}**

	WS	BS	S	T	W	I	A	LD	Sv
Possessed Legionnaire	4	4	5	4	1	4	1	10	3+
Dark Chaplain	5	4	4	4	2	4	2	10	3+

Unit Composition:

- 9 Possessed Legionnaires
- 1 Dark Chaplain

Unit Type:

Infantry

Wargear (Possessed)

- Power Armour
- Chainsword & Bolt Pistol
- Frag and Krak Grenades

Wargear (Dark Chaplain)

- Power Armour
- Crozius Arcanum & Bolt Pistol
- Frag and Krak Grenades

Special Rules

- Fearless
- Liturgies of Battle (Dark Chaplain only)
- 5+ Invulnerable save.

Possessed: In all armies other than a Word Bearer army, the unit has the Rending rule in close combat and the Rage special rule.

Possessed Word Bearers: In a Word Bearer army the unit may choose an ability from the Dark Altar Shrine to the Gods chart and then receive the results of a further roll (which counts as a Miracle of True Faith as normal). Possessed count as Word Bearer units in a Word Bearers army.

Options:

- Add up to ten Possessed Legionnaires for +23pts per model
- The Dark Chaplain can replace his Bolt pistol with one of the following:
 - Hand Flamer, Lightning Claw, Power Weapon or Plasma Pistol +10pts
 - Power Fist.....+15pts

THE RED ANGEL



LEGENDARY UPGRADE **+2^{LP}**

The Red Angel is an ancient daemonic entity that has manipulated events on a thousand worlds for its own purposes. Swearing allegiance to no particular Chaos Power, his aid is given to those armies which battle to achieve his own mysterious goals.

	WS	BS	S	T	W	I	A	LD	Sv
The Red Angel	6	3	5	5	5	5	D6	10	4+

Upgrade Prerequisites: Replace a Battle Company Captain armed with a Thunder Hammer and Storm Shield with the following profile, wargear and special rules.

Upgraded Unit Type: Heavy Infantry

Upgraded Wargear: Daemonic Claws (Rending)

Upgraded Special Rules

- Daemon
- Psyker

Unbound Daemonhost: The Red Angel must attempt to cast a psychic power at the start of its movement phase. If the power is successfully cast it randomly manifests one of the Powers of the Red Angel. The Red Angel may choose to cast additional powers after each successful power is generated. All powers are generated in the beginning of the Movement phase but some may only come into effect later that turn. Each additional power generated (re-roll duplicates) causes The Red Angel to suffer an unsavable wound each time.

POWERS OF THE RED ANGEL

1 Terrify – All enemy units with a model within 12" of The Red Angel immediately take a Pinning test.

2 Re-Knit Host – The Red Angel immediately regains d6 wounds (cannot exceed starting wounds).

3 Teleport – Immediately remove The Red Angel from the battlefield and Deep Strike anywhere on the table and may assault after arrival. The Red Angel cannot benefit from any ability that benefits deploying via Deep Strike (e.g. a Locator Beacon).

4 Bloodboil – At the beginning of the Shooting Phase, place the Ordnance template over The Red Angel. All models touched by the template (including The Red Angel) take an immediate Strength 5 AP 3 hit.

5 Timeshift – The Red Angel may assault 12" this turn and has 2D6 attacks rather than D6.

6 Warp Strength – Add +D3 to the Strength and Toughness of The Red Angel.



IMPERIAL ARMY ALLIED DETACHMENT



THE IMPERIAL ARMY

When the Emperor left Terra on the Great Crusade, it is said that he would expect the inhabitants of the worlds he conquered to maintain defences and armed forces for their own safety, against internal rebellion and external invasion. It is out of these forces that the Imperial Army was first formed. Initially used as garrison forces, they were quickly pushed to the forefront of the Crusade. Many regiments became renowned during the wars of the Great Crusade and Horus Heresy such as the Archite Palatines, Byzant Janizars, Geno Five-Two Chilliad and Outremar. After the Great Scouring of the Imperium these famous regiments were amongst the first to be reorganised into the Imperial Guard regiments that became the mainstay of the Imperium for millennia.

Any of the Astartes Legions may take Imperial Army Allied Detachment (see Allied Detachment rules). The Allies are freely chosen from Codex Imperial Guard. Important: Imperial Guard Infantry Platoons must always deploy using the Combined Squad special rule and as such may not purchase dedicated transports. Special characters taken should be renamed (or are assumed to be distant ancestors of their 41st Millennium namesakes)



GRAV ATTACK STORM

DEDICATED TRANSPORT 90 PTS

	BS	F	S	R
Grav Attack Storm	4	12	12	12

Unit Composition:

- 1 Grav Attack Storm

Unit Type:

- Vehicle (Skimmer, Fast)

Wargear

- Multi-Laser
- Battlefield Command Uplink
- Searchlight

Transport Capacity

- 10 Models

Special Rules

- Power of the Machine Spirit
- Grav Attack
- Deep Strike

Dedicated Transport: The Grav Attack Storm is a Dedicated Transport for a Company Command Squad.

Grav Attack: Due to advanced targeting matrices, a Grav Attack that moved at cruising speed can still fire all weapons as though stationary.

Options

- Can take any of the following (but only one pintle weapon):
 - pintle mounted twin-linked Boltgun.....+5pts
 - pintle mounted combi-Melta or combi Flamer.....+10pts
 - pintle mounted Plasma Gun.....+10pts
 - hunter-killer missile.....+10pts
 - havoc Missile Launcher.....+15pts
 - pintle mounted Multi-Melta.....+15pts

IMPERIAL ARMY AUXILIARIES

VETERAN SQUAD UPGRADE 30 PTS

During the Great Crusade, soldiers for the Imperial Army were drawn from many diverse and occasionally bizarre worlds. Over the decades these more esoteric forces were wiped out either by the civil war or the cleansing pogroms of the Great Scouring that followed. Any Veteran squad may take one of the following heritages:

Beastmen: The squad gains furious charge, fleet and has a BS 2 and WS 4.

Gene Soldiers: The squad has Move through Cover & Feel No Pain (5+).

Clone Troops: The squad gain the Fearless and Their Number is Legion rules. Additionally the squad may take Boltguns with Chainblades for an additional +20pts.

Lucifer Blacks: The squad has Carapace armour and the Stubborn special rule and may purchase Landspeeder Storms as transports.

IMPERIAL ARMY LANDSPEEDER

FAST ATTACK UNIT 55 PTS

	BS	F	S	R
Imperial Army Landspeeder	3	10	10	10

Unit Composition:

- 1 Imperial Army Landspeeder

Unit Type:

(Fast Skimmer Open Topped)

Wargear

- Heavy Bolter
- Plasma Cannon

Special Rule:

Deep Strike

Options:

- Squadron can include up to a further two Imperial Army Landspeeders for +55pts each.
- Can exchange its Heavy Bolter for a Heavy Flamer for no additional points.
- Can exchange its Plasma Cannon for a twin-linked Multi-Laser for no additional points

MARTIAN MECHANICUM ALLIED DETACHMENT



THE MARTIAN MECHANICUM

The birthplace of the Martian Mechanicum was the ancient Forge World Mars. Mars was colonised early in human history, and developed separately from Terra, both culturally and technologically. The arid surface of Mars was terraformed, and under a man-made atmosphere the colony flourished.

During the Dark Age of Technology, the two empires of Terra and Mars co-existed, to the mutual benefit of both. At the height of its splendour during the Golden Age, and even later in the anarchic Age of Strife, Mars dispatched hundreds of colony fleets into the void. Many perished in the terrible Warp storms that engulfed the galaxy at that time, but others survived. Those that did founded new worlds in the name of the Machine God, building on them a likeness of the great factories and temples of their distant home world.

The Age of Strife brought an end to the glory and peace of the human domains. Across the galaxy mankind suddenly turned upon itself as a new breed of Warp-attuned humans emerged. Civil war engulfed thousands of human worlds, including the twin empires of Terra and Mars.



Because of lack of maintenance during this time, Mars' atmospheric radiation shields soon disintegrated, allowing deadly solar radiation to destroy the Fragile ecosystem and wiping out sparse vegetation which had taken millennia to cultivate. Mars returned to being the red wasteland of the past. Plagues caused by high radiation levels slew most of the population. Many of the survivors devolved into mutants or gibbering cannibals. The destruction of the entire planet seemed likely. However, this was not to be, for a new idea had begun to spread among the people, a religion of survival - the Cult Mechanicus dedicated to the Machine God. The religious devotees sought out the now scattered technology needed to rebuild temporary radiation shelters. The cult demanded absolute devotion from its followers, for only by selfless dedication and often personal sacrifice could machines be recovered or the planet saved. Under the direction of their Tech-priest leaders, the cultists set about restoring order to the world. They built shelters to protect themselves from the radiation storms, and oxygen generators and food processing machines to enable them to live behind the enclosed shielding.

There were few shelters even for the Tech-priests and none for unbelievers. Marauders and mutant raiders tried to force their way inside the hurriedly constructed buildings. Many of the cultists died defending their shelters and some early shelters were destroyed, but the survivors emerged all the stronger and more determined. The people interpreted their survival in the face of tremendous odds as vindication of the Cult Mechanicus. Their resolve and devotion to the cult became unshakeable.

While rival warlords battled over the remnants of Terra the Tech-priests built Mars anew, and the first temples of the Machine God were built. The Tech-priests scoured the ruins of Mars for surviving machinery which they enshrined within the Temple of All Knowledge. Within the temple's plasteel shell shining pistons held the vaulted roof almost a mile above. The shafts of each piston were so constructed that they moved to raise and lower the roof, altering its acoustic properties to accentuate the hymns of praise sung to the Machine God.

The High Altar within took the form of a vast database containing the whole knowledge of the Tech-priests. Even today every new discovery is dedicated to this altar. Every temple on Mars and throughout the Forge Worlds is connected to the High Altar by means of a living Transmat link, a psychic Servitor whose mind co-joins all altars of the Cult Mechanicus into one holy machine entity.

After the Emperor formed the Imperium, he engendered support with the Martian Mechanicum, an already existing empire. On Mars, he was commonly seen as the Omnissiah, the earthly representative of the Machine God. As the Mechanicum put down a small rebellion by senior tech-priests, the Fabricator-General of Mars and the Emperor signed the Treaty of Mars, allying the two empires, guaranteeing the sovereignty of each. In return for supplying the Imperium with war machines and servicing the technology of the Imperium, any and all STC technology found by the Imperium would be donated to the Mechanicum. During the Horus Heresy, the Mechanicum split, with some Forge Worlds betraying the Emperor, some retaining their loyalty to the Imperium and some seceding altogether to remain neutral during the conflict.

Any of the Astartes Legions may take the Martian Mechanicum as an Allied Detachment (see Allied Detachment rules). The Allies are freely chosen from the Tempus Fugitives Codex Cult Mechanicus (excluding special characters).

I III IV V VI VII VIII IX X XII XIV XV XVI XVII XVIII XIX XX
I III IV V VI VII VIII IX X XII XIV XV XVI XVII XVIII XIX XX

CHAOS DAEMONS ALLIED DETACHMENT



CHAOS DAEMONS ALLIED DETACHMENT

Shortly after Horus' Legion declared victory in the great Ullanor Crusade against the Orks, the Emperor declared that this was the greatest victory yet for his Imperium. The Emperor offered Horus the honour of renaming his Legion the Sons of Horus in honour of himself and to show his preeminent place among the other Primarchs. Horus refused this honour, not wishing to be set above his brothers, but was promoted to the newly-created rank of Imperial Warmaster, Supreme Commander of the Imperium's millions-strong armies.

Despite the rank bestowed on him, it was said that Horus was not content. The wording of the Emperor's declaration, claiming the glory of Horus' victories as entirely his own, chafed. Although this was the usual rhetoric for such announcements, Horus saw that while the Emperor will remain comfortable in his palace on Terra, Horus would be out in the field of battle, winning the Emperor's Imperium for him. It seemed that a deep-rooted resentment had finally been brought to the surface.

First Chaplain Erebus of the Word Bearers, a Legion secretly in league with the forces of chaos, became a very close friend and adviser of the Warmaster. The Words Bearers, who originally worshiped the Emperor as a god, were chided for their constant need to erect temples and shrines dedicated to the emperor on newly conquered worlds. They believed that the forces of chaos were more worthy of their loyalty and worship, and began their secret plans to convert humanity to chaos, starting with Horus.

Placing their agent near Horus, Erebus slowly managed to twist the thinking of the Warmaster and turn half of the Mournival, the War masters trusted advisers, against him. This culminated on Davin, where Horus was wounded by an alien weapon stolen by Erebus and given the corrupted general on the planet. The general was under the power of Nurgle, the Chaos God of disease and decay, and managed to seriously wound the Warmaster with the sword.

Erebus convinced the warrior lodge to allow him to take the Warmaster to a secret sect on Davin and use sorcery to treat the Warmaster. The warrior lodge was another of Erebus's ploys to infiltrate and corrupt the Space Marines into turning against the Emperor. However, not all Marines would join the lodge, which led to their punishment later on Istvaan III.

The secret sect on Davin was really a chaos shrine, and using sorcery, which was outlawed by the emperor, managed to warp the mind of the war master against the emperor by playing on his dejected feelings about his father. Magnus, another Primarch, tried to unmask Erebus but Horus's fall to the power of Chaos was now complete. When Horus recovered, he and the warrior lodges forged their plans to overthrow the emperor. As part of this plan, the Chaos Gods provided horrific allies in the form of the Chaos Daemons.

Any of the following Legions may take Chaos Daemons as an Allied Detachment (see Allied Detachment rules). The Allies are freely chosen from Codex Chaos Daemons. You cannot include agents of the Emperor if you include a Chaos Daemons Allied Detachment.

I	DARK ANGELS	
	Unfavoured units only. The army counts as Unfavoured.	
III	EMPEROR'S CHILDREN	  
IV	IRON WARRIORS	  
VIII	NIGHT LORDS	  
XII	WORLD EATERS	  
XIV	DEATH GUARD	  
XV	THOUSAND SONS	  
XVI	SONS OF HORUS	  
XVII	WORD BEARERS	  
XX	ALPHA LEGION	  

THE DAEMON PRIMARCH ANGRON



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Daemon Primarch Angron	10	6	6	7	7	6	4	10	3+

Upgrade Prerequisites

Replace a Bloodthirster with the following profile, wargear and special rules.

Unit Type: Monstrous Creature

Wargear

- Gore drenched claws
(counts as two close combat weapons)

Ever Onwards! Angron can never capture or contest an objective. For him the road to victory rolls ever onwards.

Killfrenzy: During the Assault phase, Angron gets a bonus to his Attacks equal to the number of models he killed in the previous Assault phase. For every eight attacks generated in this manner, Angron must allocate the eighth attack against an allied model in the same assault or against himself if there are none.

Special Rules

- Daemon
- Gifts of Khorne
- Furious Charge
- Rage

The Blackest Knot: Angron and any World Eater units within 18" of the Daemon Primarch are Fearless. In addition, all models within 18" gain the rage universal special rule for the remainder of the battle. This applies even over Kharn the Equerry's special rule.

Titanic Might: Such is the power of the Daemon Primarch Angron that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Gifts of Khorne: Angron is blessed with the Blessing of the Blood God; Death Strike; Daemonic Flight; Daemonic Gaze; Chaos Icon; Fury of Khorne; Unholy Might.



THE DAEMON PRIMARCH FULGRIM



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Daemon Primarch Fulgrim	10	6	6	7	7	7	4	10	3+

Upgrade Prerequisites

Replace a Keeper of Secrets with the following profile, wargear and special rules.

Unit Type: Monstrous Creature

Wargear

- **Laeran Blade** counts as a Power weapon and a Locator Beacon.

Quicksilver: Fulgrim moves as a Beast and rolls 3d6 for his run move picking the highest.

Soulstrike: If all attacks hit a single target, all wound rolls with the Laeran Blade cause Instant Death even on models with Eternal Warrior.

Special Rules

- Daemon
- Gifts of Slaanesh

Prince of Chaos: Thanks to the Chaos Gods, Fulgrim considers himself far more than an Astartes, or even a Primarch. He may not join a unit or be joined. Fulgrim can never contest or capture an objective.

Titanic Might: Such is the power of the Daemon Primarch Fulgrim that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Gifts of Slaanesh: Fulgrim is blessed with the Aura of Acquiescence; Pavane of Slaanesh; Transfixing Gaze; Chaos Icon; Soporific Musk; Unholy Might.



THE DAEMON PRIMARCH MAGNUS THE RED



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Daemon Primarch Magnus	10	6	6	7	7	6	4	10	3+

Upgrade Prerequisites

Replace a Lord of Change with the following profile, wargear and special rules.

Unit Type: Monstrous Creature

Wargear

- **The Red Staff** (Master crafted force weapon)
- Psychic Hood

Loss of Control: Should Magnus be banished, a psychic shockwave pulses from the fallen Daemon Primarch as his body is magically reclaimed by the warp. The affect on his army is devastating. All Psykers on the battlefield (friend and foe) suffer Perils of the Warp. Beware: The flesh-change affects the Thousand Sons as normal.

Special Rules

- Daemon
- Psyker
- Gifts of Tzeentch
- Gift of Prescience (C:SM pg 86).
- Surprise Attack (C:SM pg 85)

Ever Onwards! Magnus can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titantic Might: Such is the power of the Daemon Primarch Magnus that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Gifts of Tzeentch: Magnus is blessed with the Bolt of Tzeentch; Warp Fire; Daemonic Flight; Daemonic Gaze; Chaos Icon; Master of Sorcery; Soul Devourer; Boon of Mutation; We Are Legion and Breath of Chaos gifts.



THE DAEMON PRIMARCH MORTARION



LEGENDARY UPGRADE +5^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
The Daemon Primarch Mortarion	10	6	6	7	7	5	4	10	3+

Upgrade Prerequisites

Replace a Great Unclean One with the following profile, wargear and special rules.

Unit Type: Monstrous Creature

Wargear: Manreaper

Corrosive Touch: Instead of making his normal attacks in close combat, Mortarion may instead make a single attack which hits and wounds automatically and causes instant death. The Corrosive Touch ignores armour. Against vehicles it causes an automatic penetrating hit against its target. This ability may not be combined with other effects or wargear.

Special Rules

- Daemon
- Gifts of Nurgle
- Feel No Pain
- Poison Resistance

Ever Onwards! Mortarion can never capture or contest an objective. For him the road to victory rolls ever onwards.

Titantic Might: Such is the power of the Daemon Primarch Mortarion that he may re-roll all failed rolls to wound with close combat and shooting attacks.

Gifts of Nurgle: Mortarion is blessed with the Cloud of Flies; Noxious Touch; Aura of Decay; Daemonic Flight; Chaos Icon; Daemonic Gaze; and Breath of Chaos gifts.



KA'BANDHA - LORD OF BLOODTHIRSTERS



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Ka'Bandha	10	3	10	8	8	5	8	10	3+

Upgrade Prerequisites

Replace a Bloodthirster Lord with the following profile and additional rules.

Additional Special Rules

- Daemon
- Bellow of Endless Fury

Lord of Bloodthirsters: You may include Bloodthirsters as Troop Choices in an army that includes Ka'Bandha.



DOOMBREED - EXALTED OF KHORNE



LEGENDARY UPGRADE +2^{LP}

	WS	BS	S	T	W	I	A	LD	Sv
Doombreed	10	3	10	8	8	6	7	10	3+

Upgrade Prerequisites

Replace a Bloodthirster Lord with the following profile and additional rules.

Additional Special Rules

- Daemon
- Rage Embodied

Exalted of Khorne: You may include Daemon Princes of Khorne as Troop Choices in an army that includes Doombreed.

ADDENDUM

DRAMATIS PERSONAE

There have been many warriors who fought during the Age of the Emperor. Not all of them need to have their own special profiles or additional rules. Many players enjoy giving names to their Captains, squad sergeants and other specialist units and this list of characters allows you to do just that. With the exception of the Primarchs, entries are presented alphabetically, in the form '[last name], [first name]'. There are new books produced by Black Library every month and if in your reading you find a new character/squad for this Legion, please let us know at www.tempusfugitives.co.uk

LEGIO I – DARK ANGELS

Characters

Lion El'Jonson – Primarch. *Descent of Angels, Fallen Angels, Savage Weapons*
Alajos – Captain of the 9th Order *Savage Weapons*
Askelon – Techmarine attached to Squad Kohl - *Fallen Angels*
Astelan – Chapter Master. *Call of the Lion, Horus Heresy Collected Visions*
Astoric – Captain. *Call of the Lion*
Belath – Chapter Master. *Call of the Lion*
Corswain – Paladin. *Savage Weapons*
The Lord Cypher – Guardian of the Order, The Keeper of Secrets. *Descent of Angels, et al*
Eliath – Brother Marine. *Descent of Angels, Fallen Angels*
El'Zurias, Zahariel – Knight Supplicant of the Order, Librarian in training. *Descent of Angels, Fallen Angels*
Galedan – Captain. *Call of the Lion*
Israfael – Chief Epistolary. *Descent of Angels, Fallen Angels*
Lazarus – Captain *Fallen Angels*
Sargent Luther – Second in command of the Order. *Descent of Angels, Fallen Angels*
Melian – Captain. *Call of the Lion*
Nemiel – Knight Supplicant of the Order, Chaplain. *Descent of Angels, Fallen Angels*
Remiel – Training Master of the Order *Descent of Angels[?]*
Stenius – Captain, Master of the battle barge *Invincible Reason Descent of Angels[?]*
Titus – Dreadnought. *Fallen Angels*
Tragan – Sergeant, later Captain of the 9th Order *Savage Weapons*
Vandrillis – Chief Apothecary. *Call of the Lion*

Groups of Dark Angels

Alajos – Assault Squad. *Horus Heresy Collected Visions*
Argeon – Recon squad (jetbike). *Call of the Lion*
Cayvan – Tactical squad. *Call of the Lion*
Gemenoth – Command squad. *Call of the Lion*
Hadwyn – Tactical Squad. *Horus Heresy Collected Visions*
Kohl – Tactical squad under Veteran Sergeant Kohl (Terran), included Brothers Attias and Marthes. *Fallen Angels*
Jak – Devastator squad. *Call of the Lion*
Riyan – Tactical squad. *Call of the Lion*

LEGIO III – THE EMPEROR'S CHILDREN

Characters

Fulgrim – Primarch. *Fulgrim*
Bile, Fabius – Apothecary. *Fulgrim*
Charmosian – Chaplain, 18th Company. *Fulgrim*
Demeter, Solomon – Captain, 2nd Company. *Fulgrim*
Eidolon – Lord Commander. *Fulgrim*
Kaesoron, Julius – Captain, 1st Company. *Fulgrim*
Lucius – Captain, 13th Company, Swordsman. *False Gods, Galaxy in Flames, Fulgrim*
Lycaon – Equerry to Julius Kaesoron. *Fulgrim*
Odovocar – Captain. *Horus Heresy Collected Visions*
Renner – Captain. *Space Marine 1st edition*
Rylanor – Dreadnought. *Horus Heresy Collected Visions*
Tarvitz, Saul – Captain, 10th Company. *False Gods, Galaxy in Flames, Fulgrim, et al*
Thodorion – Dreadnought. *Horus Heresy Collected Visions*
Vairoscan, Martus – Captain, 3rd Company. *Fulgrim*
Vespasian – Lord Commander. *Fulgrim*

Groups of the Emperor's Children

Ascetion – Devastator squad. *Horus Heresy Collected Visions*
Beivolchus – Tactical squad. *Horus Heresy Collected Visions*
Borvinas – Land Speeder squadron. *Horus Heresy Collected Visions*
Charostion – Veteran squad. *Horus Heresy Collected Visions*
Chemoscion – Devastator squad. *Horus Heresy Collected Visions*
Chermondial – Assault squad. *Horus Heresy Collected Visions*
Cohors Nasice – Command squad under Lucius. *Horus Heresy Collected Visions*
Cyrus – Devastator squad. *Horus Heresy Collected Visions*

Darmosian – Scout squad. *Horus Heresy Collected Visions*

Darosin – Attack Bike squadron. *Horus Heresy Collected Visions*

Decibul – Noise Marine Cult squad. *Horus Heresy Collected Visions*

Eidolon – Devastator squad. *Horus Heresy Collected Visions*

Eitholchin – Devastator squad. *Horus Heresy Collected Visions*

Etochin – Noise Marine Cult heavy weapon squad. *Horus Heresy Collected Visions*

Eudicus – Assault squad. *Horus Heresy Collected Visions*

Fulgerion – Veteran squad. *Horus Heresy Collected Visions*

Fulion – Tactical squad. *Horus Heresy Collected Visions*

Goldoara – Devastator squad. *Horus Heresy Collected Visions*

Icarius – Bike squadron. *Horus Heresy Collected Visions*

Justacrin – Terminator squad. *Horus Heresy Collected Visions*

Kaitheron – Devastators squad. *Horus Heresy Collected Visions*

Kaesoron – Command squad under Kaesoron. *Horus Heresy Collected Visions*

Keilorol – Bike squadron. *Horus Heresy Collected Visions*

Kollanus – Assault squad. *Horus Heresy Collected Visions*

Laertes – Tactical squad. *Horus Heresy Collected Visions*

Letharton – Jetbikes squadron. *Horus Heresy Collected Visions*

Metellis – Terminator squad. *Horus Heresy Collected Visions*

Publoron – Devastator squad. *Horus Heresy Collected Visions*

Quemondil – Assault squad. *Horus Heresy Collected Visions*

Raelichus – Jetbikes squadron. *Horus Heresy Collected Visions*

Rethacrin – Tactical Platoon. *Horus Heresy Collected Visions*

Saeverin – Tactical squad. *Horus Heresy Collected Visions*

Sardaeron – Terminator squad. *Horus Heresy Collected Visions*

Sylvanor – Devastator squad. *Horus Heresy Collected Visions*

Tantearon – Land Speeder squad. *Horus Heresy Collected Visions*

Telcantar – Devastator squad. *Horus Heresy Collected Visions*

Thelontus – Tactical squad. *Horus Heresy Collected Visions*

Tiberlon – Bike squadron. *Horus Heresy Collected Visions*

Tisamenos – Jetbike squadron. *Horus Heresy Collected Visions*

Torvinal – Devastator squad. *Horus Heresy Collected Visions*

Vairosein – Veteran squad. *Horus Heresy Collected Visions*

Vuscodil – Devastator squad. *Horus Heresy Collected Visions*

Vehicles of the Emperor's Children

Agnomen – Predator. *Horus Heresy Collected Visions*
Dawn's Fire – Predator. *Horus Heresy Collected Visions*
Hammer of Justice – Predator. *Horus Heresy Collected Visions*
Iron Column, The – Land Raider Squadron. *Horus Heresy Collected Visions*
Justicar's Sword – Command Rhino. *Horus Heresy Collected Visions*
Perfection's Flight – Thunderhawk. *Horus Heresy Collected Visions*
Syrtus – Rhino. *Horus Heresy Collected Visions*

LEGIO IV – IRON WARRIORS

Characters

Perturabo – Primarch of the Iron Warriors. *Fallen Angels*
Dantloch, Barabas – Warsmith, 51st Expeditionary Fleet, Loyalist. *Age of Darkness*
Fortix – Captain, 1st Grand Company. *Horus Heresy Collected Visions*
Promondon – Dreadnought. *Horus Heresy Collected Visions*

Groups of Iron Warriors

Dradenor – Veteran squad. *Horus Heresy Collected Visions*
Mailbon – Devastator squad. *Horus Heresy Collected Visions*
Racharus – Tactical squad. *Horus Heresy Collected Visions*
Tourbadon – Devastator squad. *Horus Heresy Collected Visions*

Vehicles of the Iron Warriors

Spirodon – Rhino. *Horus Heresy Collected Visions*
Trador – Land Raider. *Horus Heresy Collected Visions*

LEGIO V – WHITE SCARS

Characters

Jaghati Khan – Primarch of the White Scars. *Horus Heresy Collected Visions*

Hibou – Khan. *Little Horus*

Jubal – Khan, First Captain. *Horus Heresy Collected Visions*

Groups of White Scars

Kondhali – Scout bike squadron. *Horus Heresy Collected Visions*

Kumbiai – Bike squadron. *Horus Heresy Collected Visions*

Moghital – Assault squad. *Horus Heresy Collected Visions*

Tangahai – Attack bike squadron. *Horus Heresy Collected Visions*

Vindhalli – Bike squadron. *Horus Heresy Collected Visions*

Vehicles of the White Scars

Khorma – Thunderhawk. *Horus Heresy Collected Visions*

Rangtai – Land Speeder. *Horus Heresy Collected Visions*

LEGIO VI – SPACE WOLVES

Characters

Leman Russ – Primarch of the Space Wolves. *Prospero Burns*

Aesir – Dreadnought. *Horus Heresy Collected Visions*

Bjorn – Wolfguard Champion. *Horus Heresy Collected Visions*

Bryngar – Captain. *Prospero Burns*

Fjolison, Solvarr – Wolf Lord, 13th Company. *Horus Heresy Collected Visions*

Gunnhilt, Gunnar – Called Lord Gunn, Jarl, First Captain. *Prospero Burns*

Gunnarrsson, Domarr – Wolf Priest, 13th Company. *Horus Heresy Collected Visions*

Heimdall, Tobias – Wolf Priest. *Horus Heresy Collected Visions*

Helmshot, Ogvai Ogvai – Jarl, Captain of the 3rd. *Prospero Burns*

Heoroth, Ulvurul – Called Longfang, Rune Priest. *Prospero Burns*

Magran – Wolf Priest. *Space Marine 1st edition*

Morren, Hardur – Captain. *Space Marine 1st edition*

Patrek the Great Fanged – Dreadnought. *Horus Heresy Collected Visions*

Rathvin – Captain. *Space Marine 1st edition*

Skarssensson, Skarssen, Amlodhi – Lord of the 5th, Jarl. *Prospero Burns*

Threader, Najot – Wolf Priest. *Prospero Burns*

Varangr – Herald to Lord Skarssensson. *Prospero Burns*

Wyrdmake, Olthere – Rune Priest. *Prospero Burns*

Ymir – Dreadnought. *Horus Heresy Collected Visions*

Groups of Space Wolves

Asgeir – Fenris Hunter squad Skyclaw squad. *Horus Heresy Collected Visions*

Ansgar – Long Fang squad. *Horus Heresy Collected Visions*

Ansvarr – Fenris Bloods Blood Claw squad. *Horus Heresy Collected Visions*

Aldrim – Fenris Hunters Grey Hunter squad. *Horus Heresy Collected Visions*

Brynjolf – Long Fang squad. *Horus Heresy Collected Visions*

Davyn – Hunter Fire Team Grey Hunter squad. *Horus Heresy Collected Visions*

Eldgrim – Long Fang squad. *Horus Heresy Collected Visions*

Freyr Long Fang squad. *Horus Heresy Collected Visions*

Fyf 5th Company. Commanded by Amlodhi Skarssen Skarssensson. *Prospero Burns*

Garan – Fenris Bloods Blood Claw squad. *Horus Heresy Collected Visions*

Greyfell – Long Fang squad. *Horus Heresy Collected Visions*

Guntor Fenris Bloods Blood Claw squad. *Horus Heresy Collected Visions*

Horgun Fenris Bloods Blood Claw squad. *Horus Heresy Collected Visions*

Jorlund – Hunter Support Long Fangs. *Horus Heresy Collected Visions*

Jortan – Stalkers Wolf Scout squad. *Horus Heresy Collected Visions*

Karsson-Tolk – Wolf Guard squad, 13th Company. *Horus Heresy Collected Visions*

Kolbyr – Hunter Support Squad Grey Hunters. *Horus Heresy Collected Visions*

Leiknir – Wulfen. *Horus Heresy Collected Visions*

Mjolnir – Wolf Guard squad. *Horus Heresy Collected Visions*

Myskia – Fenris Hunters Grey Hunter squad. *Horus Heresy Collected Visions*

Odin – Command Squad/Grey Hunters. *Horus Heresy Collected Visions*

Olfun – Long Fang squad. *Horus Heresy Collected Visions*

Onn - 1st Company. Commanded by Gunnar Gunnhilt. *Prospero Burns*

Ormulfr – Grey Hunter squad. *Horus Heresy Collected Visions*

Ragvard – Fenris Bloods Blood Claw squad. *Horus Heresy Collected Visions*

Stigfasti – Seeker squad Wolf Scout squad. *Horus Heresy Collected Visions*

Sigvard – Claw Assault Squad Skyclaw squad. *Horus Heresy Collected Visions*

Skirnir – Wolf Guard squad. *Horus Heresy Collected Visions*

Tammikk – Wulfen. *Horus Heresy Collected Visions*

Thorbrand – Grey Hunter squad. *Horus Heresy Collected Visions*

Thorliet – Wolf Guard squad. *Horus Heresy Collected Visions*

Tra 3rd Company. Commanded by Ogvai Ogvai Helmschrot. *Prospero Burns*

Valgyr – Seeker team Wolf Scout squad. *Horus Heresy Collected Visions*

Varangl, The – Russ' Veterans Primarch Honour Guard. *Horus Heresy Collected Visions*

Vehicles of the Space Wolves

Blood of Fenris – Predator. *Horus Heresy Collected Visions*

Leman's Thunder – Thunder Rhino *Horus Heresy Collected Visions*

Saemundr – Rhino. *Horus Heresy Collected Visions*

LEGIO VII – IMPERIAL FISTS

Characters

Rogal Dorn – Primarch of the Imperial Fists. *Horus Rising*

Archamus – Master of the Huscarls, Dorn's Honour Guard Primarch Honour Guard *The Lightning Tower, Blood Games*

Diaz – Captain. *Mechanicum*

Eifred – Third Captain. *Horus Rising, Flight of the Eisenstein*

Halbrecht – Second Captain. *Flight of the Eisenstein*

Polux, Alexis – Fourth Captain. *Flight of the Eisenstein*

Sigismund – First Captain and Emperor's Champion. *Horus Rising, Flight of the Eisenstein, Mechanicum, The Dark King, The Lightning Tower, Horus Heresy Collected Visions*

Tyr – Sixth Captain. *Flight of the Eisenstein*

Yonnad – Fifth Captain/Lieutenant Commander. *Flight of the Eisenstein, Space Marine 1st edition*

Groups of Imperial Fists

Grenstein – Tactical squad. *Horus Heresy Collected Visions*

Grossbar – Tactical squad. *Horus Heresy Collected Visions*

Halbrecht – Assault squad. *Horus Heresy Collected Visions*

Latham – Tactical squad. *Horus Heresy Collected Visions*

Navarra – Terminator squad. *Horus Heresy Collected Visions*

Valdimir – Assault squad. *Horus Heresy Collected Visions*

Vehicles of the Imperial Fists

Fergustan – Predator. *Horus Heresy Collected Visions*

Landamer – Land Raider. *Horus Heresy Collected Visions*

Verklosch – Whirlwind. *Horus Heresy Collected Visions*

LEGIO VIII – NIGHT LORDS

Characters

Konrad Curze, the Night Hunter – Primarch of the Night Lords. *The Dark King*

Lucoryphus – Raptor Sergeant. *Soul Hunter*

Malcharian – 'The War Sage', 10th Company Captain, later Dreadnought. *Soul Hunter*

Malek – Champion of the Atramentar. *Soul Hunter*

Raven – Librarian. *Soul Hunter*

Sevatar – First Captain. *Soul Hunter*

Sheng – Equerry to Konrad Curze. *Lord of the Night?*

Vandred – Sergeant of First Claw, 10th Company, Later 10th company Captain. *Soul Hunter*

Groups of Night Lords

Atramentar, The – First Company/Honour Guard. *Soul Hunter*

Ka-Permode – Tarantula support squad. *Horus Heresy Collected Visions*

Kon-Drayur – Tactical squad. *Horus Heresy Collected Visions*

Rad-Urzon – Veteran squad. *Horus Heresy Collected Visions*

Ur-Curlon – Veteran squad. *Horus Heresy Collected Visions*

Vehicles of the Night Lords

Pa-Gurbod – Land Raider. *Horus Heresy Collected Visions*

LEGIO IX – BLOOD ANGELS

Characters

Sanguinius – Primarch of the Blood Angels. *Horus Rising*

Annellus – Chaplain. *Horus Heresy Collected Visions*

Azkaellon – Herald of the Sanguinary Guard. *Codex: Blood Angels [5th edition]*

Berus – Chaplain. *Horus Heresy Collected Visions*

Carminus, Sacrus – Captain, 3rd Company. *Horus Rising*

Cloten – Dreadnought. *Horus Heresy Collected Visions*

Frome, Khitas – Captain, 140th Expedition. *Horus Rising*

Leonatus – Dreadnought. *Horus Heresy Collected Visions*

Marren, Ragno – Commander. *Space Marine 1st edition*

Raldoron – Chapter Master. *Horus Heresy Collected Visions*

Thoros – Captain. *Horus Rising*

Groups of Blood Angels

Amicus – Assault squad. *Horus Heresy Collected Visions*

Baal's Fire – Chariot squadron. *Horus Heresy Collected Visions*

Blood Reign – Reclusiarch Command squad. *Horus Heresy Collected Visions*

Clonatus – Tactical squad. *Horus Heresy Collected Visions*

Drakeus – Assault squad. *Horus Heresy Collected Visions*

Emitor – Sternguard squad. *Horus Heresy Collected Visions*

Ferveus – Tactical squad. *Horus Heresy Collected Visions*

Furlon – Assault squad. *Horus Heresy Collected Visions*

Furioso – Assault squad. *Horus Heresy Collected Visions*

Lorator – Assault squad. *Horus Heresy Collected Visions*

Madidus – Tactical squad. *Horus Heresy Collected Visions*

Mecallus – Terminator Assault squad. *Horus Heresy Collected Visions*

Mellerus – Assault squad. *Horus Heresy Collected Visions*

Orexis – Veteran Assault squad. *Horus Heresy Collected Visions*

Perada – Assault squad. *Horus Heresy Collected Visions*

Saevin – Terminator squad. *Horus Heresy Collected Visions*

Vallerus – Tactical squad. *Horus Heresy Collected Visions*
Vineam – Veteran Assault squad. *Horus Heresy Collected Visions*
Vintronus – Assault squad. *Horus Heresy Collected Visions*

Vehicles of the Blood Angels

Barabas – Rhino. *Horus Heresy Collected Visions*
Blood's Speed – Rhino. *Horus Heresy Collected Visions*
Blood's Wake – Predator. *Horus Heresy Collected Visions*
Subitos – Land Raider. *Horus Heresy Collected Visions*

LEGIO X – IRON HANDS

Characters

Ferrus Manus – Primarch of the Iron Hands. *Fulgrim*
Balhan, Captai – Captain of the *Ferrum*. *Fulgrim*
Brantar – Dreadnought. *Horus Heresy Collected Visions*
Cistar – Astropath. *Horus Heresy Collected Visions*
Comech – Dreadnought. *Horus Heresy Collected Visions*
Henricos, Bion – Lieutenant, Sorrgol Clan. *Little Horus*
Meduson, Shadrak – Warleader, Sorrgol Clan. *Little Horus*
Santar, Gabriel – Captain, First Company. *Fulgrim*

Groups of Iron Hands

Darras – Tactical squad. *Horus Heresy Collected Visions*
Marlock – Terminator squad. *Horus Heresy Collected Visions*
Morlocks, The – Terminator formation Primarch Honour Guard. *Horus Heresy Collected Visions*
Halmech – Assault squad. *Horus Heresy Collected Visions*

LEGIO XII – WORLD EATERS

Characters

Angron – Primarch. *After Desh'Ea*
Brond, Argus – Captain. *Horus Heresy Collected Visions*
Costan – Captain. *Space Marine 1st edition*
Delerax, Nigh Vash – Lieutenant-Commander, Captain of the *Dedicated Wrath*. *Face of Treachery*
Dhort – Dreadnought. *Horus Heresy Collected Visions*
Ehrlen – Brother Captain (Loyalist). *Galaxy in Flames*
Gak, Ehren – Captain. *Horus Heresy Collected Visions*
Ghreer – Legion Master of the War Hounds, killed by Angron. *After Desh'ea*
Khâm – Brother-Captain, 8th Assault Company, Equerry to Angron. *Galaxy in Flames*
Kunnar – Brother-Captain, 1st Company, killed by Angron. *Tales of Heresy, After Desh'ea*
Long – Dreadnought. *Horus Heresy Collected Visions*
Poarth – Dreadnought. *Horus Heresy Collected Visions*
Rennan – Chaplain. *Space Marine 1st edition*
Shinnargen – Brother-Captain, 2nd Company, killed by Angron. *Tales of Heresy, After Desh'ea*
Skraal – Brother Captain. *Battle for the Abyss*
Varren – Brother Captain (Loyalist), part of the Eisenstein crew. Later a Knight of the Sigillite. *Galaxy in Flames, Flight of the Eisenstein, Garro; Legion of One*

Groups of World Eaters

Barsk – Tactical squad. *Horus Heresy Collected Visions*
Darkhe – Veteran squad. *Horus Heresy Collected Visions*
Darkt – Tactical squad. *Horus Heresy Collected Visions*
Dhauske – Veteran squad. *Horus Heresy Collected Visions*
Drask – Scout squad. *Horus Heresy Collected Visions*
Durrk – Tactical squad. *Horus Heresy Collected Visions*
Fleiste – Assault squad. *Horus Heresy Collected Visions*
Gharte – Assault squad. *Horus Heresy Collected Visions*
Ghauste – Terminator squad. *Horus Heresy Collected Visions*
Grast – Bike squadron. *Horus Heresy Collected Visions*
Harle – Assault squad. *Horus Heresy Collected Visions*
Kaarg – Assault squad. *Horus Heresy Collected Visions*
Karst – Assault squad. *Horus Heresy Collected Visions*
Keth – Attack Bike squadron. *Horus Heresy Collected Visions*
Khorst – Assault/Jump Pack Devastators squad. *Horus Heresy Collected Visions*
Klatte – Assault squad. *Horus Heresy Collected Visions*
Kraag – Assault squad – Red Armour. *Horus Heresy Collected Visions*
Krast – Bike squadron. *Horus Heresy Collected Visions*
Lhorke – Assault squad. *Horus Heresy Collected Visions*
Morght – Terminator squad. *Horus Heresy Collected Visions*
Sargh – Assault squad. *Horus Heresy Collected Visions*
Skane – Devastator squad. *Horus Heresy Collected Visions*
Skhran – Assault squad. *Horus Heresy Collected Visions*
Sleame – Recon squad. *Horus Heresy Collected Visions*
Solax – Assault Squad, led by Sergeant Solax of 3rd Assault company. Rhino *Barbarus* associated with this squad. *WD 275*
Stolle – Assault squad. *Horus Heresy Collected Visions*
Tyche – Attack Bike squadron. *Horus Heresy Collected Visions*
Wracke – Assault squad. *Horus Heresy Collected Visions*
Wrathe – Berserker squad. *Horus Heresy Collected Visions*
Wronde – Veteran squad. *Horus Heresy Collected Visions*

Vehicles of the World Eaters

Ares' Fury – Rhino. *Horus Heresy Collected Visions*
Barbarus – Rhino, associated with Squad Solax. *WD 275*
Battle's Glory – Command Land Raider. *Horus Heresy Collected Visions*
Blade of Fury – Land Raider. *Horus Heresy Collected Visions*
Gladiator group 27 – Drop Pods. *Horus Heresy Collected Visions*
Goliath – Land Raider. *Horus Heresy Collected Visions*
Hidden Strength – Command Rhino. *Horus Heresy Collected Visions*
Honour's Retribution – Predator Destructor. *Horus Heresy Collected Visions*
Mahrke – Land Speeder squadron [Tornadoes]. *Horus Heresy Collected Visions*
Sairkh – Land Speeder squadron [Tornadoes]. *Horus Heresy Collected Visions*
Torge – Rhino, associated with Squad Solax. *WD 275*
Wroath – Land Speeder squadron Tornadoes *Horus Heresy Collected Visions*

LEGIO XIII – ULTRAMARINES

Characters

Roboute Guilliman – Primarch. *The First Heretic*
Aethon – Captain. Leader of 19th Company. A 'stern ambassador and shrewd diplomat' in command of an Imperial Expeditionary Fleet away from the Primarch. He is trusted with 'a great deal more responsibility and independence than most other Astartes could ever claim.' *The First Heretic*
Aquila – Captain. Ultramarine who founded Doom Eagles chapter. *The Returned; Legends of the Space Marines*
Arcadese – Veteran of Ullanor. Sustained significant injuries which required extensive bionic replacement, preventing him from returning to the battle line. Arcadese ends up having a diplomatic role *Age of Darkness anthology; Forgotten Sons*
Archo – Sergeant in the 4th Company *Age of Darkness anthology; Rules of Engagement*
Artus – Techmarine. *Horus Heresy Collected Visions*
Barkha – Sergeant in the 4th company *Age of Darkness anthology; Rules of Engagement*
Caius, Ericron – Brother-Captain. 'Hero of the Hadir Uprising, Caius the Strong, Caius the Unflinching'. In command of the 21st Company, and killed during Battle for Calth, during which he fought with boltgun and power fist. *Garro*
Cestus, Lysimachus – Captain of the 7th Chapter. Destroyed the Word Bearer ship *Furious Abyss*. *Battle for the Abyss*.
Corvo, Lucretius – Captain. Later first Chapter Master of the Novamarines chapter. Quartered personal heraldry. *Imperial Armour IX*
Evexian – Captain of the 7th Company *Age of Darkness anthology; Rules of Engagement*
Gregorius – Captain. *Space Marine 1st edition*
Gage, Marius – Chapter Master. *Horus Heresy Collected Visions*
Gatham – Captain. *Space Marine 1st edition*
Honorita – Captain of the 23rd Company *Age of Darkness anthology; Rules of Engagement*
Justarius – Dreadnought. *Horus Heresy Collected Visions*
Karrack – Captain. *Space Marine 1st edition*
Nicodemus, Tauro – Legionary champion, Tetrarch of Ultramar and honour guard to Roboute Guilliman. *Age of Darkness anthology; Iron Within*
Pileira – 4th Company Brother *Age of Darkness anthology; Rules of Engagement*
Polonin – Master of the Forge. taught by Fabricator Locum Kane (later Fabricator General) on Mars in the Mondus Occulum forge. *Mechanicum*
Promus – Chief Librarian. Supported the continuation of the Legions' Libraria during the Council of Nikea. *A Thousand Sons*
Ptolemy – First Librarian. *Courage and honour*
Rubio, Tylos – 21st Company Brother, a 'Line Astartes'. 'Faithful and obedient'. A former Codicer, with the 'Skull and Scroll symbol', 'Psychic hood and power sword', taken by Garro. *Garro*
Urath – Captain of the 39th Company *Age of Darkness anthology; Rules of Engagement*
Vattian, Naron – Head Scout of the 4th company *Age of Darkness anthology; Rules of Engagement*
Ventanus, Remus – Captain of the 4th Company *Horus Heresy Collected Visions, Age of Darkness anthology; Rules of Engagement*

Groups of Ultramarines

Untitled(?) Honour Guard – Antigae, Saphrax (Standard Bearer), Lexinal, Pytaron, Excelinor, Morar, Amryx, Laeradis (Apothecary), Thestor. *Battle for the Abyss*
The 4th Company: The Troublesome Fourth. Commanded by Ventanus. *Age of Darkness anthology*
The 19th Company: Aethon Company. Commanded by Aethon. Aethon is also the name of a fire-breathing horse that pulled the sun-god's chariot in Macraggian mythology, and a device of a fire-breathing horse is on the Company's banner. The company accompanied Guilliman to Monarchia to censure Lorgar. *The First heretic*
The 21st Company – Commanded by Ericron Caius. At 'forefront of battle' on Calth against Word Bearers. 'A company in name alone', owing to casualties. Included brother Rubio (see above) and Brother Milles, Apothecary KIA on Calth.
Berranus – Tactical squad. *Horus Heresy Collected Visions*
Bellarthus – Tactical squad. *Horus Heresy Collected Visions*
Cossos – Tactical squad. *Horus Heresy Collected Visions*
Crassus – Bike squad. *Horus Heresy Collected Visions*
Eltus – Landspeeder squadron. *Horus Heresy Collected Visions*
Epathus – Recon squad. *Horus Heresy Collected Visions*
Fennias – Tactical squad. *Horus Heresy Collected Visions*
Helixus – Tactical squad. *Horus Heresy Collected Visions*
Ingenuus – Command squad. *Horus Heresy Collected Visions*
Invictus – Terminator squad. *Horus Heresy Collected Visions*
Maneus – Recon squad. *Horus Heresy Collected Visions*

Numitor – Assault squad. *Horus Heresy Collected Visions*
Practor – Veteran Tactical squad. *Horus Heresy Collected Visions*
Sentinels of Calth – Guilliman's Veterans. *Horus Heresy Collected Visions*
Scipio – Bike squad. *Horus Heresy Collected Visions*
Sinon – Tactical squad. *Horus Heresy Collected Visions*
Stillus – Veteran Tactical squad. *Horus Heresy Collected Visions*
Telcon – Recon squad. *Horus Heresy Collected Visions*
Trajan – Assault squad. *Horus Heresy Collected Visions*
Varus – Landspeeder squadron. *Horus Heresy Collected Visions*
Wardens of the Gate – Guilliman's Veterans. *Horus Heresy Collected Visions*

LEGIO XIV – DEATH GUARD

Characters

Mortarion – Primarch. *Flight of the Eisenstein*
Garro, Nathaniel – Battle-Captain of the 7th Company. *Flight of the Eisenstein*
Grulgor, Ignatius – Commander of the 2nd Company. *Flight of the Eisenstein, Horus Heresy Collected Visions*
Haldon-Tal – Dreadnought. *Horus Heresy Collected Visions*
Holgoarg – Captain. *Horus Heresy Collected Visions*
Kargul – Dreadnought. *Horus Heresy Collected Visions*
Kullar-Hal – Captain. *Horus Heresy Collected Visions*
Temeter, Ullis – Captain of the 4th Company. *Flight of the Eisenstein*
Typhon, Calas – First Captain. *Flight of the Eisenstein, Horus Heresy Collected Visions*
Ujioj – Captain. *Horus Heresy Collected Visions*

Groups of Death Guard

Darkhogat – Devastator squad. *Horus Heresy Collected Visions*
Deathshroud – Primarch Honour Guard. *Horus Heresy Collected Visions*
Father's Chosen – Possessed squad. *Horus Heresy Collected Visions*
Garauz – Bikes. *Horus Heresy Collected Visions*
Geldurk – Tactical squad. *Horus Heresy Collected Visions*
Giesolk – Terminator squad. *Horus Heresy Collected Visions*
Grolkar – Veteran squad. *Horus Heresy Collected Visions*
Guorizat – Devastators. *Horus Heresy Collected Visions*
Gurtur-Fol – Terminator squad. *Horus Heresy Collected Visions*
Hakur – Command squad[?], under Andus Hakur, Veteran Sergeant, 7th Company. *Flight of the Eisenstein*
Halgrop – Devastator squad. *Horus Heresy Collected Visions*
Kalton-Gul – Tactical Squad. *Horus Heresy Collected Visions*
Kargatt – Recon squad. *Horus Heresy Collected Visions*
Karkhul – Devastator squad. *Horus Heresy Collected Visions*
Korturg – Attack bike squadron. *Horus Heresy Collected Visions*
Locastor – Veteran squad. *Horus Heresy Collected Visions*
Meldun – Tactical squad. *Horus Heresy Collected Visions*
Mortag – Devastator squad. *Horus Heresy Collected Visions*
Morturg – Tactical squad. *Horus Heresy Collected Visions*
Osgarg – Assault squad. *Horus Heresy Collected Visions*
Phordal – Assault squad. *Horus Heresy Collected Visions*
Phorgal – Plague Marine Cult squad. *Horus Heresy Collected Visions*
Rorrorg – Bikes squadron. *Horus Heresy Collected Visions*
Ruggoth-Kal – Tactical. *Horus Heresy Collected Visions*
Sorrak – Jetbike squadron. *Horus Heresy Collected Visions*
Zagart – Veterans. *Horus Heresy Collected Visions*
Zurgrat – Tactical. *Horus Heresy Collected Visions*

Vehicles of the Death Guard

Death Bringer – Rhino. *Horus Heresy Collected Visions*
Death's Talon – Command Predator. *Horus Heresy Collected Visions*
Imperial Reaper, The – Fellblade. *Horus Heresy Collected Visions*
Indomitable Will transport group 5 – Drop Pods
Mordant – Mammoth Superheavy Tank/Fellsword. *Horus Heresy Collected Visions*
Purity of Will – Medical Rhino. *Horus Heresy Collected Visions*

LEGIO XV – THOUSAND SONS

Characters

Magnus the Red – Primarch of the Thousand Sons. *A Thousand Sons*
Ahriman, Ahzek – Chief Librarian of the Thousand Sons, Corvidae. *A Thousand Sons*
Amon – Captain of the 9th Fellowship, Equerry to the Primarch, Corvidae. *A Thousand Sons*
Amsu – Legion Standard Bearer. *Horus Heresy Collected Visions*
Anen, Ankhu – Guardian of the Great Library, Corvidae. *A Thousand Sons*
Auramagna – Captain of the 8th Fellowship, Pyrae. *A Thousand Sons*
Arvida, Revuel – Sergeant of the 4th Fellowship. *A Thousand Sons*
Caine – Sergeant. *Warhammer 40,000 2nd edition, Wargear Book*
Kalliston, Menes – Captain of the 4th Fellowship. *A Thousand Sons*
Karlisen – Captain. *Warhammer 40,000 2nd edition, Wargear Book*
Khalophis – Captain of the 6th Fellowship, Pyrae. *A Thousand Sons*
Khaped – Lore Keeper of the Great Library. *A Thousand Sons*
Khnum – Dreadnought. *Horus Heresy Collected Visions*
Khontackht – Dreadnought. *Horus Heresy Collected Visions*
Maat, Hathor – Captain of the 3rd Fellowship, Pavoni. *A Thousand Sons*

Mhoteb – Brother-sergeant and fleet captain of the *Waning Moon. Battle for the Abyss*
Neith, Onouris – Sorcerer. *Horus Heresy Collected Visions*
Seraphis – Dreadnought. *Horus Heresy Collected Visions*
T'kar, Phosis – Captain of the 2nd Fellowship, Raptora. *A Thousand Sons*
Toron, Phael – Captain of the 7th Fellowship, Raptora. *A Thousand Sons*
Uthizaar, Baleq – Captain of the 5th Fellowship, Athanaean. *A Thousand Sons*
Xartos, Korban – Captain of the Frigate *Rubican. A Thousand Sons*

Groups of Thousand Sons

Amensoos – Devastator. *Horus Heresy Collected Visions*
Amunis – Assault squad. *Horus Heresy Collected Visions*
Ankhet – Terminator Command Squad. *Horus Heresy Collected Visions*
Apophis – Command squad. *Horus Heresy Collected Visions*
Athanaeans – Cult, specialising in telepathy. Symbol: unknown *A Thousand Sons*
Besenmut – Assault squad. *Horus Heresy Collected Visions*
Corvidae – Cult, specialising in precognition. Symbol: black raven's head *A Thousand Sons*
Hasani – Devastator squad. *Horus Heresy Collected Visions*
Hesyre – Tactical squad. *Horus Heresy Collected Visions*
Jafari – Tactical squad. *Horus Heresy Collected Visions*
Kargori – Dreadnought. *Horus Heresy Collected Visions*
Khalid – Devastator squad. *Horus Heresy Collected Visions*
Khalmekt – Tactical squad. *Horus Heresy Collected Visions*
Lekmeht – Tactical squad. *Horus Heresy Collected Visions*
Mekahita – Assault squad. *Horus Heresy Collected Visions*
Meketre – Terminator Command squad. *Horus Heresy Collected Visions*
Menkaura – Assault squad. *Horus Heresy Collected Visions*
Nebmaetre – Devastator squad. *Horus Heresy Collected Visions*
Pa-Siamun – Tactical squad. *Horus Heresy Collected Visions*
Pavoni – Cult, specialising in manipulation of body chemistry. Symbol: colourful feather *A Thousand Sons*
Phosis – Terminator squad. *Horus Heresy Collected Visions*
Prahotpe – Recon squad. *Horus Heresy Collected Visions*
Prodigal Sons – Tactical squad under Sergeant Obysis. *A Thousand Sons*
Pyrae – Cult, specialising in pyrokinesis. Symbol: scarlet phoenix. *A Thousand Sons*
Raptora – Cult, specialising in telekinesis. Symbol: unknown. *A Thousand Sons*
Riders of Tzeentch – Disc riders. *Horus Heresy Collected Visions*
Sainheret – Devastator squad. *Horus Heresy Collected Visions*
Sekhmet – Terminator squad. *Horus Heresy Collected Visions*
Sobek – Devastator squad. *Horus Heresy Collected Visions*
Scarab Occult, The – Magnus' Veterans Primarch Honour Guard. *Horus Heresy Collected Visions*
Tolkhata – Tactical squad. *Horus Heresy Collected Visions*
Tulekh – Tactical squad, 7th Fellowship, under Sergeant Tulekh, Practicus to Toron. *A Thousand Sons*

Vehicles of the Thousand Sons

Ju-Amun – Predator. *Horus Heresy Collected Visions*
Qaa – Land Speeder squadron. *Horus Heresy Collected Visions*

LEGIO XVI – SONS OF HORUS/LUNA WOLVES

Characters

Horus – 'Lupercal', Primarch of the Sons of Horus/Luna Wolves; Warmaster. *Horus Rising, False Gods, Galaxy in Flames* et al.
Abaddon, Ezekyle – First Captain. *Horus Rising, False Gods, Galaxy in Flames*
Axtimand, Horus – 'Little Horus', Captain, 5th Company. *Horus Rising, False Gods, Galaxy in Flames, Little Horus*
Bakhart – Dreadnought. *Horus Heresy Collected Visions*
Bejaind – Adjutant to Warmaster Horus. *Space Marine 1st edition*
Dhekarst – Dreadnought. *Horus Heresy Collected Visions*
Ekaddon, Kalus – Captain, Catulan Reaver Squad. *Horus Rising, False Gods*
Goshen, Lev – Captain, 25th Company. *Little Horus*
Kibre, Falkus – 'Widowmaker', Captain, Justaerin Terminator Squad. *Horus Rising, False Gods, Galaxy in Flames*
Londas – Captain. *Space Marine 1st edition*
Loken, Garviel – Captain, 10th Company. *Horus Rising, False Gods, Galaxy in Flames, Little Horus, Legion of One*
Maloghurst – 'The Twisted', Equerry to the Warmaster. *Horus Rising, False Gods, Galaxy in Flames, Little Horus*
Marr, Tybalt – 'The Either', Captain, 18th Company. *Horus Rising, False Gods, Galaxy in Flames*
Moy, Verulam – 'The Or', Captain, 19th Company. *Horus Rising, False Gods*
Noctua, Grael – Sergeant of Warlocked Tactical, 25th Company; later Mournival. *Little Horus*
Sedirae, Luc – Captain, 13th Company. *Horus Rising, False Gods, Galaxy in Flames*
Sejanus, Hastur – Captain, 4th Company. *Horus Rising*
Targost, Serghar – Captain, 7th Company, Lodge Master. *Horus Rising, False Gods, et al*
Torgaddon, Tarik – Captain, 2nd Company. *Horus Rising, False Gods, Galaxy in Flames*
Oruze, Iacton – 'The Half-heard', Captain, 3rd Company. *Horus Rising, False Gods, Galaxy in Flames, Flight of the Eisenstein*

Groups of Sons of Horus/Luna Wolves

Abakhol – Warrior Veteran squad. *Horus Heresy Collected Visions*
Ardask – Chieftain Command squad. *Horus Heresy Collected Visions*

Chaggrat – Despoiler Devastator squad. *Horus Heresy Collected Visions*
Chastagur – Despoiler Devastator squad. *Horus Heresy Collected Visions*
Chondon – Despoiler Devastator squad. *Horus Heresy Collected Visions*
Dastrukh – Destroyer Tactical squad. *Horus Heresy Collected Visions*
Durkhalh – Reaver Assault squad. *Horus Heresy Collected Visions*
Grogor – Assault. *Horus Heresy Collected Visions*
Hellebore – Tactical squad under Sergeant Xayver Jubal. 10th Company *Horus Rising, False Gods*
Imalldhorn – Possessed squad. *Horus Heresy Collected Visions*
Khabant – Reaver Assault squad. *Horus Heresy Collected Visions*
Khadask – Ravager Tactical squad. *Horus Heresy Collected Visions*
Khaddark – Despoiler Devastator squad. *Horus Heresy Collected Visions*
Khaggort – Reavers Assault squad. *Horus Heresy Collected Visions*
Khatek – Fellblade. *Horus Heresy Collected Visions*
Lachost – Chieftain Command squad. *Horus Heresy Collected Visions*
Locasta – Tactical squad under Sergeant Nero Vipus. 10th Company *Horus Rising, False Gods*
Macadhorn – Rampagers Terminator) squad. *Horus Heresy Collected Visions*
Mherdask – Warrior Veteran squad. *Horus Heresy Collected Visions*
Rehahti – Primarch Honour Guard. *Horus Heresy Collected Visions*
Punishers – Tactical squad. *Horus Heresy Collected Visions*
Sarpati – Possessed squad. *Horus Heresy Collected Visions*
Scrodha – Immolation Devastator squad. *Horus Heresy Collected Visions*
Targost's Deliverers – Tactical Platoon, under Serghar Targost. *Horus Heresy Collected Visions*
Tolbek – Tactical. *Horus Heresy Collected Visions, Galaxy in Flames*
Vaddon – Chieftain Command squad. *Horus Heresy Collected Visions*
Vaddark – Rampager Terminator squad. *Horus Heresy Collected Visions*
Warlocked – Tactical squad under Sergeant Noctua, 25th Company *Little Horus*
Xetsa – Possessed squad. *Horus Heresy Collected Visions*
Korda – squad under Veteran Sergeant Devram Korda. 13th Company *Little Horus*

Vehicles of the Sons of Horus/Luna Wolves

Joradan – Land Raider. *Horus Heresy Collected Visions*
Punisher, The – Basilisk. *Horus Heresy Collected Visions*
Thunder of Horus – Mauler Leviathan. *Horus Heresy Collected Visions*
Valoc – Predator. *Horus Heresy Collected Visions*

LEGIO XVII – WORD BEARERS

Characters

Lorgar – 'Aurelian', Primarch of the Word Bearers. *The First Heretic*
Baelanos – Assault-captain. *The Battle for the Abyss*
Bakphal, Sor – Chaplain. *Horus Heresy Collected Visions*
Deumos – Master of the Serrated Sun Chapter. *The First Heretic*
Erebus – First Chaplain. *False Gods, Galaxy in Flames, The First Heretic*
Ikthalon – Brother-Chaplain. *The Battle for the Abyss*
Jarulek – Dreadnought. *Horus Heresy Collected Visions*
Malforian – Weapon Master. *The Battle for the Abyss*
Phareon, Kor – First Captain. *The First Heretic, Horus Heresy Collected Visions*
Reskiel – Sergeant-commander. *The Battle for the Abyss*
Tal, Argel – Captain, 7th Assault Company; later the Crimson Lord, Commander of the Gal Vorbak. *The First Heretic*
Talgron, Sor – Lord Commander. *Horus Heresy Collected Visions*
Vondar, Ouor – Librarian
Xaphen – Chaplain, 7th Assault Company; member of the Gal Vorbak. *The First Heretic*
Zadkiel – Fleet Captain of the *Furious Abyss. The Battle for the Abyss*

Groups of Word Bearers

Abrihorton – Assault Squad. *Horus Heresy Collected Visions*
Bargotal – Devastator Squad. *Horus Heresy Collected Visions*
Boradol – Tactical Squad. *Horus Heresy Collected Visions*
Dagotal – Outrider Squad/Bike Squadron under Sergeant Dagotal. 7th Assault Company; later Gal Vorbak. *The First Heretic, Horus Heresy Collected Visions*
Dark Heart – Possessed Squad under Kor Phaeron. *Horus Heresy Collected Visions*
Devarus – Possessed squad. *Horus Heresy Collected Visions*
Disciples of the Word – Tactical squad. *Horus Heresy Collected Visions*
Dorboral – Assault Squad. *Horus Heresy Collected Visions*
Gal Vorbak – Possessed/Ascended. *The First Heretic, Horus Heresy Collected Visions*
Golobar – Tactical Squad. *Horus Heresy Collected Visions*
Harbingers of Death – Terminator Command Squad under Erebus. *Horus Heresy Collected Visions*
Jarulek – Devastator Squad. *Horus Heresy Collected Visions*
Kohlek – Tactical squad. *Horus Heresy Collected Visions*
Malnor – Assault Squad under Sergeant Malnor. 7th Assault Company; later Gal Vorbak. *The First Heretic, Horus Heresy Collected Visions*
Olodar – Assault squad. *Horus Heresy Collected Visions*
Phael Rabor – Tactical squad. *Horus Heresy Collected Visions*
Phael Torron – Tactical squad. *Horus Heresy Collected Visions*
Phraetus – Tactical Squad. *Horus Heresy Collected Visions*
Quor Galek – Dark Apostle. *Horus Heresy Collected Visions*
Ranogal – Tactical squad. *Horus Heresy Collected Visions*
Robal – Tactical Squad. *Horus Heresy Collected Visions*
Rongar – Assault Squad. *Horus Heresy Collected Visions*
Torgal – Assault Squad under Sergeant Torgal. 7th Assault Company; later Gal Vorbak. *The First*

Heretic, Horus Heresy Collected Visions

Toron – Command squad with jump packs. *Horus Heresy Collected Visions*

Van Kordal – Devastator Squad. *Horus Heresy Collected Visions*

Vehicles of the Word Bearers

Firestorm – Whirlwind. *Horus Heresy Collected Visions*
Kohban – Land Raider. *Horus Heresy Collected Visions*

LEGIO XVIII – SALAMANDERS

Characters

Vulkan – Primarch of the Salamanders Legion. *Galaxy in Flames Promethean Sun*
Atton – Dreadnought. *Promethean Sun*
Fenlan – Captain. *Space Marine 1st edition*
Gravius – Captain, 5th Company. *Promethean Sun*
Heka'tan – Captain, 14th Company. *Promethean Sun*
Numeon – Captain, 1st Company and leader of the Pyre Guard. *Promethean Sun*
Varrun – Pyre Guard
Atanarius – Pyre Guard
Ganne – Pyre Guard
Leodeakk – Pyre Guard
Skatar'var – Pyre Guard
Igataron – Pyre Guard
Heka'tan – Captain, 14th Company
Kaitar – Battle-brother 14th Company
Luminor – Apothecary 14th Company
Angvenon – Battle-brother 14th Company
Tu'var – Battle-brother 14th Company
Oranor – Battle-brother 14th Company
Bannon – Sergeant 14th Company
Gravius – Captain, 5th Company
Venerable Brother Atton – Dreadnought Promethean Sun

Xavier – Chaplain. *Horus Heresy Collected Visions*

Groups of Salamanders

Bannon – Tactical Squad under Sergeant Bannon, 14th Company. *Promethean Sun*
Cortan – Assault squad. *Horus Heresy Collected Visions*
Hamorkan – Devastator squad. *Horus Heresy Collected Visions*
Mulgan – Terminator squad. *Horus Heresy Collected Visions*
Pyre Guard, The – Vulkan's Honour Guard, made up of Numeon (see above) Atanarus, Ganne, Igataron, Leodrak, Skatar'var and Varrun. *Promethean Sun*
Sorkar – Recon/Tactical squad. *Horus Heresy Collected Visions*
Vulkar – Devastator squad. *Horus Heresy Collected Visions*

Vehicles of the Salamanders

Arkan – Land Raider. *Horus Heresy Collected Visions*

LEGIO XIX – RAVEN GUARD

Characters

Corax – Primarch of the Raven Guard. *Horus Heresy Collected Visions, et al*
Agapito – Commander. *Raven's Flight*
Blackshadow, Vincent – Biker *Warhammer 40,000: Rogue Trader Compendium*
Branne – Commander. *Raven's Flight, The Face of Treachery*
Solaro – *Raven's Flight*
Sitx, Vincente – Apothecary. *Horus Heresy Collected Visions*
Straiden – Techmarine. *Raven's Flight*

Groups of Raven Guard

Agapito's Talons – Command Squad. *Raven's Flight, Horus Heresy Collected Visions*
Alcorax – Assault squad. *Horus Heresy Collected Visions*
Aloni – Tactical squad. *Horus Heresy Collected Visions*
Arendt – Tactical squad. *Horus Heresy Collected Visions*
Gallofax – Tactical squad. *Horus Heresy Collected Visions*
Solaro – Bike squad. *Horus Heresy Collected Visions*

LEGIO XX – ALPHA LEGION

Characters

Alpharius Omegon – Primarch(s) of the Alpha Legion. *Legion*
Arkos – Captain (Later titled 'Arkos the Faithless'). Imperial Armour V-VII
Herzog, Matthias – Second Captain. *Legion*
'Kordassis, Althix' – World Eater Brother-Captain - Executive Officer of the *Dedicated Wrath*. Alpha Legionnaire. See also World Eaters. *Face of Treachery*
Pech, Ingo – First Captain. *Legion*
Ranko, Sheed – Captain Terminator Elite *Legion*
Voldorius, Kemax – Possibly not Heresy-era. 'Strikemaster'. *Hunt for Voldorius* and 5th Ed Codex: Chaos Space Marines.

Groups of Alpha Legionnaires

Camiliarius – Terminator Assault Squad. *Horus Heresy Collected Visions*

Cyriatus – Tactical Squad. *Horus Heresy Collected Visions*
Decimus – Tactical Squad. *Horus Heresy Collected Visions*
Effrit – 'Stealth Squad' *Legion*
Fortronus – Veteran Squad. *Horus Heresy Collected Visions*
Hydra's Eyes – Tactical or Veteran, Corrupted. *Horus Heresy Collected Visions*
Racharus – Tactical Squad *Horus Heresy Collected Visions*

Vehicles of the Alpha Legion

Honourius – Rhino. *Horus Heresy Collected Visions*
Hydra's Heads – Rhino Variant, Plasma/Conversion Beamer,

Practoron – Custodes Guards. *Horus Heresy Collected Visions*
Trajanar – Jetbike squadron. *Horus Heresy Collected Visions*
Tormalis – Support squad. *Horus Heresy Collected Visions*
Vespason – Custodes Command squad. *Horus Heresy Collected Visions*

Vehicles of the Custodian Guard

Emperor's Gift – Rhino (skimmer). *Horus Heresy Collected Visions*
Shield of the Impertum – Land Raider. *Horus Heresy Collected Visions*

ADEPTUS CUSTODES

Characters

Arcadius, Justinian – Custodes Sentinel. *Horus Heresy Collected Visions*
Valdor, Constantin – Chief Custodian. *Horus Heresy Collected Visions, Age of Heresy compilation: Blood Games*
Cobernus, Mikaelor – Shield Captain. *Horus Heresy Collected Visions*
Primarus – Dreadnought. *Horus Heresy Collected Visions*
Sagittarus – Dreadnought. *Horus Heresy Collected Visions*
Senitourus – Dreadnought. *Horus Heresy Collected Visions*
Tauromachian, Amon – Custodes, First Circle. *Age of Heresy compilation: Blood Games*

Groups of Custodians

Adultion – Heavy Assault squad. *Horus Heresy Collected Visions*
Agricolus – Custodes Guards Tactical. *Horus Heresy Collected Visions*
Appolus – Assault squad. *Horus Heresy Collected Visions*
Ares Guard – Custodes Command squad. *Horus Heresy Collected Visions*
Argonus – Terminator squad. *Horus Heresy Collected Visions*
Artulon – Custodes Veteran squad. *Horus Heresy Collected Visions*
Aquila – Terminator Assault squad. *Horus Heresy Collected Visions*
Aquillon – Custodes Guards Tactical. *Horus Heresy Collected Visions*
Ascetum – Terminator squad. *Horus Heresy Collected Visions*
Avito – Jetbike squadron. *Horus Heresy Collected Visions*
Ballatoron – Custodes Guards Tactical. *Horus Heresy Collected Visions*
Castason – Recon squad. *Horus Heresy Collected Visions*
Centuron – Custodes Guards Tactical. *Horus Heresy Collected Visions*
Comentoron – Recon squad. *Horus Heresy Collected Visions*
Dioction – Custodes Command squad. *Horus Heresy Collected Visions*
Eratin – Custodes Guards Tactical. *Horus Heresy Collected Visions*
Fulmen – Jetbike squadron. *Horus Heresy Collected Visions*
Herculanus – Custodes Guards. *Horus Heresy Collected Visions*
Lentum – Foot knights. *Horus Heresy Collected Visions*
Mycaelis – Jetbike squadron. *Horus Heresy Collected Visions*
Neron – Custodes Guards. *Horus Heresy Collected Visions*

SISTERS OF SILENCE

Characters

Kendel, Amendra – Oblivion Knight. *Horus Heresy Collected Visions*
Krole, Jenetta – Commander. *Horus Heresy Collected Visions*
Verdth, Melaena – Silent Judge. *Horus Heresy Collected Visions*

Groups of the Silent Sisterhood

Excrutatus – Extraction squad. *Horus Heresy Collected Visions*
Fire Hawks – Prosecutor squad. *Horus Heresy Collected Visions*
Frost Lynx – Seeker Squad. *Horus Heresy Collected Visions*
Frost Wolves – Prosecutor squad. *Horus Heresy Collected Visions*
Ice Dragons – Vigilator Squad. *Horus Heresy Collected Visions*
Ice Leopards – Witchseeker squad. *Horus Heresy Collected Visions*
Ice Maiden – Prosecutor squad. *Horus Heresy Collected Visions*
Ice Serpents – Interrogator/Witchseeker squad. *Horus Heresy Collected Visions*
Iron Lynx – Prosecutor squad. *Horus Heresy Collected Visions*
Raptor Guard – Command squad. *Horus Heresy Collected Visions*
Raven's Claw – Assault squad. *Horus Heresy Collected Visions*
Silver Osprey – Vigilator squad. *Horus Heresy Collected Visions*
Snow Condors – Prosecutor squad. *Horus Heresy Collected Visions*
Steel Foxes – Vigilator squad. *Horus Heresy Collected Visions*
White Asps – Heavy Support squad. *Horus Heresy Collected Visions*
White Falcons – Vigilator squad. *Horus Heresy Collected Visions*
White Pythons – Hunter squad. *Horus Heresy Collected Visions*
White Tigers – Prosecutor squad. *Horus Heresy Collected Visions*
Winter Crows – Vigilator squad. *Horus Heresy Collected Visions*
Winter Hawks – Prosecutor squad. *Horus Heresy Collected Visions*

Vehicles of the Silent Sisterhood

Frozen Heart – Rhino (skimmer). *Horus Heresy Collected Visions*
Lady's Grace, The – Rhino. *Horus Heresy Collected Visions*



**"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