



UNIFICATION WARS GAMING SUPPLEMENT

*GRAHAM 'GRAZER' SANDERS
REVISION 2.1 (20th DECEMBER
2016)*

*A FAN-PRODUCED SUPPLEMENT FOR
USE IN GAMES OF WARHAMMER
40,000 AND HORUS HERESY*

AIMS AND OBJECTIVES:

Games set during the Unification Wars should reflect the post-apocalyptic nature of the 29th Millennium. Terra has been subject to three millennia of war involving chemical, biological and thermonuclear weapons of mass destruction, and the insanity wrought by wild, unsanctioned psykers releasing the dark energies of the warp. The battlefields are wrapped in thick, cloying smoke and drifting clouds of radioactive fallout ready to choke the unwary. Visibility on these hellish vistas is limited to a handful of metres, and so warfare has reverted back to short-range firefights and vicious, bloody close-quarters melee.

The intention is to create a gaming experience where a great emphasis is placed on movement and close-range combat; ranged attacks are intentionally limited by the use of line-of-sight blocking scenery and drifting smoke-clouds which restrict visibility.

Games set during the Age of Unity use a slightly different set of missions and victory conditions to those played in the 30k or 40k eras, as detailed in the following pages.

In addition, subtle tweaks to the core game mechanics are made in order to represent the era and setting in which these games occur; for example, psychic powers are much easier to manifest, but are far more risky to the wielder. These changes are described in the following pages.

PLAYABLE FACTIONS:

- Forces of Unity (led by the ‘Master of Unity’)
- Forces of the Techno-Barbarians

The game allows players to choose their preferred protagonist – either the Forces of Unity led by the nascent Master of Unity of Mankind, or one of the Techno-Barbarian States that oppose them. These forces are described in the following pages, along with unique units and special characters for some of the more prominent factions involved in the Unification Wars.

PSYCHIC POWERS IN ‘AGE OF UNITY’ GAMES

To represent the wild, uncontrolled use of psychic powers during the Age of Strife and the Wars of Unity, some modifications to the Psychic Phase are necessary, as follows:

- Unless otherwise stated, psychic powers are successfully manifested on a roll of 3+ (rather than 4+, as usual)
- A Perils of the Warp test is required for any double rolled (rather than just double 6).
- The table on the following page is used for determining the results of a Perils in the Warp roll.



A Unification era Warlord

PERILS IN THE WARP TABLE:

1. The Psyker must make an immediate Leadership test:
 - If the test is passed, the Psyker suffers D3 strength 6 AP2 wounds
 - If the test is failed, immediately remove the Psyker (or the entire Brotherhood of Psykers) from play and replace them with a unit consisting of D6+6 Bloodletters or Plaguebearers. Place one model where the Psyker was (or in the middle of where the Brotherhood of Psykers were), and then place the remaining models in concentric circles around the first. The unit of Daemons comes under the control of the owning player, with the exception that the unit does not count as Scoring.
2. The Psyker must make an immediate Leadership test:
 - If the test is passed, the Psyker suffers a single strength 6 AP2 wound.
 - If the test is failed, the Psyker suffers D3 strength 6 AP2 wounds
3. The Psyker must make an immediate Leadership test:
 - If the test is passed, the Psyker may not cast any further powers this turn
 - If the test is failed, the Psyker loses one randomly selected power for the remainder of the game
4. The Psyker must make an immediate Leadership test:
 - If the test is passed, there is no effect.... this time!
 - If the test is failed, the Psyker is Pinned until the start of his following turn.

5. The Psyker must make an immediate Leadership test:
 - If the test is passed, the Psyker immediately gains one randomly selected power from a single discipline of his choice (reroll any power the Psyker already knows)
 - If the test is failed, the Psyker may not cast any further powers this turn
6. The Psyker must make an immediate Leadership test:
 - If the test is passed, the nearest non-vehicle unit to the Psyker suffers D6+6 strength 6 AP2 wounds. Immediately place one Bloodletter/Plaguebearer where the Psyker was (or in the middle of where the Brotherhood of Psykers was), and then place further identical Daemon models in concentric circles around that first model. (maintaining a 1" minimum distance to the effected unit). Place one Bloodthirster/Plaguebearer for each unsaved wound suffered. The unit of Daemons then comes under the control of the owning player, with the exception that the unit does not count as a Scoring unit.
 - If the test is failed, the Psyker is immediately transfigured into a Daemon Prince! Note that the Psyker has not been killed; instead the Psyker has simply morphed into a new form. The Daemon Prince retains any psychic powers and warlord traits, but otherwise loses any other wargear and adopts the profile on the following page:

DAEMON PRINCE

	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	6	6	6	6	4	6	4	7	4++

Composition:

- One Daemon Prince

Special Rules:

- Fearless
- Eternal Warrior
- It Will Not Die

Unit Type:

- Monstrous Creature (Character)

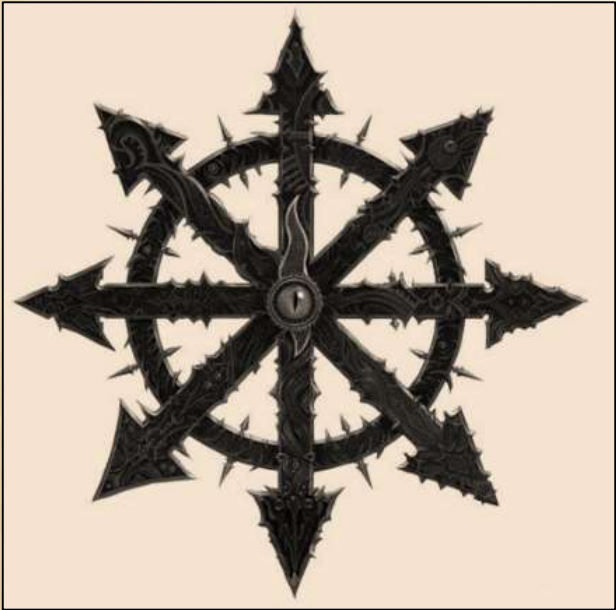
Wargear:

- Daemon Weapon
- Claws (counts as a close combat weapon)

Daemon Blade: This bladed weapon contains the bound essence of a ferocious warp entity, and is able to kill with a single touch.

Name	Range	Str	AP	Type
Daemon Blade	-	+2	2	Melee, Daemon Bite

Daemon Bite: The user gains +D3 attacks when using the Daemon Blade. Any ‘to wound’ roll of 1 causes a strength 6 AP- hit on the bearer.



PLAYING GAMES IN THE AGE OF UNITY

Game Set-Up Procedure:

- i. Decide deployment map.
- ii. Roll off; starting with the winner, place scenery (see note 1, below) & smoke & rad clouds (see page 7)
- iii. Roll off; starting with the winner, place six objective markers (see note 2, below)
- iv. Roll off; the winner chooses table edge & deployment zone
- v. Determine Warlord Traits, Psychic Powers etc.
- vi. Roll off; the winner chooses whether to deploy first or second.
- vii. Deploy forces.
- viii. Roll for Night-Fighting.
- ix. Starting with the player who deployed first, take turns in deploying Infiltrators.
- x. Starting with the player who deployed first, take turns in making Scout Moves.
- xi. The player who deployed first has the first turn *unless* the other player successfully Seizes The Initiative.

Note 1 – Placing Scenery:

Rather than one player setting up the terrain prior to the game commencing, it can be fun to instead take turns in setting up the scenery. If you choose to do this, for each 2' x 2' section of board, roll a D3. This is how much scenery is placed in each 2' x 2' section. Note that larger pieces of scenery may count as two smaller bits – decide this amicably with your opponent!

Note 2 – Placing Objective Markers:

The usual restrictions in the main rulebook should be observed – for example the minimum distance between objectives, and how close the objective may be placed to a board edge.

For games set in the Age of Unity, players should place a total of six objectives (three each), as follows:

- Two in each deployment zone
- Two in the no-man's land between the two deployment zones

When objectives are to be placed, the players should take it in turns to each place one objective, until all objectives have been placed on the board. The player who won the roll-off (see iii), above) places the first objective.

Victory Conditions:

To win a game, a player must achieve two more of the following victory conditions than his opponent. Do not check for victory conditions until the end of the fourth game-turn, and then check at the end of each subsequent game-turn thereafter. Note that it is perfectly acceptable to win the game (by achieving two more victory conditions than your opponent) in their turn! Note that in all cases, models and/or units which are Pinned or Falling Back may never be used to claim a victory condition.

- **Hold any four objectives**
- **Hold the two objectives in your opponent's deployment zone**
- **Destroy at least half (rounding up) of your opponent's starting units (see note 3, below)**
- **Have uncontested control of at least two table quarters (see note 4, below)**
- **Fail an army break test (see note 6, below)**
- **Have more Troops, Elites, Fast Attack and/or Heavy Support units in your opponent's deployment zone than they do.**
- **Hold the centre-point of the board (see note 5, below)**

(continued overleaf)

Note 3 – Destroying Opponent’s Units:

Note that when determining how many units you need to destroy to achieve this victory condition, you only count units in your opponent’s starting army list (including Independent Characters, HQ choices and units of Apothecaries etc). You do not include units which are subsequently obtained by your opponent – for example, summoned Daemons, etc.

Note 4 – Controlling Table Quarters:

To control a table quarter, there must be at least one model from your army, and no models from your opponent’s army, in that table quarter, at the end of the turn.

Note 5 – Controlling the Centre-Point of the Board:

To claim this victory condition, there must be at least one model from your army, and no models from your opponent’s army, within 12” of the centre-point of the board, at the end of the turn.

Note 6 – Army Break Tests:

Sometimes, an army may suffer such crippling casualties that they capitulate, and will no longer act as a cohesive fighting force. Such is the fickle nature of warfare. Army Break Tests reflect this.

An Army Break Test is an unmodified Leadership test, with no rerolls allowed, and is taken on the highest Leadership characteristic of any remaining friendly model in the player’s army.

If this test is failed, all models in that player’s army treat their Leadership characteristic as being one point lower, for all purposes, for the remainder of the game.

An Army Break Test is taken at the end of any player turn, should any of the following conditions apply:

- Either player has lost five or more units that player turn;
- Either player fails (either by choice or by dice-roll) five or more morale tests that player turn;
- Either player’s army (including allies) is reduced to less than half it’s starting number of units at the end of that player turn.
- Either player only has a single unit in play at the end of that player turn (units in reserve or ongoing reserve do not count toward the total number of units in play for this test);

Army break tests are *never* taken during the first three game turns.

It is perfectly acceptable to be forced to take an army break test during your opponent’s turn, and subsequently lose the game if you fail that roll

Designer’s Note:

The reason for the various mission victory conditions is to allow players to build their armies to win the game in many different ways, thus encouraging players to come up with many ingenious and varied army builds.

Playing Area – Size & Terrain

The gaming area should be selected to suit the points value you are playing. As a rough guide, games of under 1,000pts may best suit a table of 4’ x 4’ (or even smaller). Games over 1,000pts, but less than around 4,000pts, should generally suit a 6’ x 4’ area. Games of over 4,000pts would suit a larger playing area, 8’ x 6’, or perhaps even larger!

A gaming area with a good mixture of area terrain, line-of-sight-blocking terrain and smaller items of ‘scatter’ terrain will usually result in a close, exciting contest where neither shooting nor close combat has a strong advantage over the other. Generally 2-3 pieces of terrain per 2’ x 2’ section of the board should give good results, but don’t be afraid of experimenting with gaming areas with much more, or much less, terrain than these recommendations.

Games set during the Unification Wars should reflect the post-apocalyptic nature of the 29th Millennium. Terra has been subject to three millennia of war involving chemical, biological and thermonuclear weapons of mass destruction, and the insanity wrought by wild, unsanctioned psykers releasing the dark energies of the warp. The battlefields are wrapped in thick, cloying smoke and drifting clouds of radioactive fallout ready to choke the unwary. Visibility on these hellish vistas is limited to a handful of metres, and so warfare has reverted back to short-range firefights and vicious, bloody close-quarters melee.

To reflect this, special pieces of terrain should be prepared to represent these omni-present clouds of smoke and radioactive dust.



Smoke & Rad Markers:

Each player receives 3 smoke markers and 3 Rad Markers to place during the terrain set-up stage of the pre-game sequence, in addition to any other scenery already placed. Each marker consists of a ‘Bike’ base (3” x 1”) on which sits a wall of smoke measuring around 3” tall. Paint your markers to ensure you can differentiate between a smoke marker and a rad marker!

Smoke and Rad markers are placed after all other terrain has been placed. The player who placed the first piece of terrain places the first Smoke (or Rad) marker.

After all Smoke and Rad markers have been placed, immediately roll a scatter dice and 2D6 for each marker. If a HIT is rolled, the marker stays where it was placed. If an arrow is rolled, move the marker 2D6” in that direction.

Smoke Cloud: A Smoke Marker confers the Stealth and Shrouded special rules (ie, +3 to cover save, or grants a 4+ cover save to models in open ground) to all models in a unit being shot at by an opposing unit in which one or more models must draw line of sight through the smoke-curtain.

Rad Cloud: Any model even partially within 3” of any part of a Rad Marker suffers an automatic hit with the following profile:

Name	Range	Str	AP	Type
Rad Cloud	-	*	-	Poisoned (3+), Ignores Cover, Rad-Sickness

Rad-Sickness: If any multi-wound model suffers an unsaved wound, his Strength, Toughness and WS characteristics are permanently reduced by 1 for the remainder of the game to reflect the lasting effects of rad-sickness.

Drifting Cloud: Smoke and Rad Markers drift at the start of each player’s movement phase (before Reserves rolls, any models are moved or any other actions take place). Roll a scatter dice; if a HIT is rolled, the marker is immediately removed from play for the remainder of the game. If an arrow is rolled, move the marker D6” in that direction.

CHARACTER EQUIPMENT UPGRADES LIST

Pistols

A model may exchange his pistol for one of the following:

- Beam Pistol +10pts
- Blast Pistol + 5pts
- Plasma Pistol +15pts
- Slug Pistol + 5pts
- Volkite Serpenta + 5pts

Ranged Weapons

A model may select one of the following:

- Beamer +10pts
- Bolter + 5pts
- Combi-Weapon +10pts
- Blast Carbine + 5pts
- Slugger + 3pts
- Volkite Caliver +15pts
- Volkite Charger +10pts

Special & Heavy Weapons

A model may select one of the following:

- Blast Cannon +15pts
- Chaingun +10pts
- Heavy Beam Cannon +15pts
- Slug Cannon +10pts
- Volkite Culverin +15pts

Melee Weapons

A model may exchange his close combat weapon for one of the following:

- Heavy Chainsword +10pts
- Charnabal Sabre +10pts
- Power Weapon +15pts
- Power Fist +20pts
- Single Lightning Claw +20pts
- Pair of Lightning Claws +25pts
- Paragon Blade +25pts
- Thunder Hammer +25pts
- Vibro-Axe +10pts
- Vibro-Blade + 5pts
- Vibro-Spear +10pts
- Vibro-Sword +10pts

Armour

A model may exchange his Flak Armour for one of the following:

- Carapace Armour (4+) +10pts
- Power Armour (3+) +20pts
- Artificer Armour (2+) +30pts

Wargear

A model may select any of the following:

- Melta Bombs + 5pts
- Digital Lasers +15pts
- Refractor Shield +10pts
- Iron Halo +25pts

Grenades

One model per unit may select any of the following:

- Rad Grenades + 10pts

Name	Range	Str	AP	Type	Name	Range	Str	AP	Type
Beam Pistol	12"	5	4	Pistol, Pinning	Volkite Culverin	45"	6	5	Heavy 4, Deflagrate
Beamer	30"	5	4	Rapid Fire, Pinning	Volkite Serpenta	10"	5	5	Pistol, Deflagrate
Blast Pistol	12"	3	-	Pistol	Vibro-Blade	-	+1	5	Melee, Rending
Blast Carbine	18"	3	-	Assault 3	Vibro-Sword	-	+1	5	Melee, Rending, Deflect (grants the wielder a 5++ invulnerable save in close combat)
Blast Cannon	36"	5	-	Assault 5	Vibro-Axe	-	+2	5	Melee, Rending, Unwieldy
Chaingun	18"	5	6	Assault 3, Rending	Vibro-Spear (1 st turn of combat)	-	+1	5	Melee, Rending, Spear-Strike (wielder gains +2 initiative in first turn of any close combat (assaulting or defending))
Heavy Beam Cannon	60"	7	4	Heavy 2, Pinning	Vibro-Spear (thereafter)		User	5	Melee, Rending
Slug Pistol	12"	4	6	Pistol					
Slugger	24"	4	6	Rapid Fire					
Slug Cannon	48"	6	6	Heavy 3					
Volkite Caliver	30"	6	5	Heavy 2, Deflagrate					
Volkite Charger	15"	5	5	Assault 2, Deflagrate					

FORCES OF UNITY:

Notable Warlords: The Master of Unity
Notable Units: Thunder Warriors

Background:

The Age of Old Earth is known as the time from the dawn of mankind to the founding of the Imperium. Cities such as Atlantys and Nova Yourk are cited as being the most legendary and ancient cities of Old Earth. Nations known as Jermani, Merica, Britania, and Bania are said to have prospered and wilted during this time. During the early millennia (M1-M15) which also came to be known as the Age of Terra by later historians, humanity came to dominate Old Earth. Civilisations waxed and waned, but gradually the human race left Old Earth to colonise the Solar System, establishing bases on the Moon, Mars and the moons of Jupiter, Saturn and Neptune.

Soon after the Solar System had been colonised, mankind began the slow process of colonising nearby star-systems using sub-light spacecraft. The colonies established on them during M15-M18 had to become self-sufficient and operated as independent states, since they were separated from Earth by up to ten generations of sublight travel.

At some point during M22-M25, the first humans known as Navigators were born. These unique humans allowed human spaceships to make far longer, and far quicker journeys through the newly discovered warp. Mankind entered their so-called Golden Age of Technology (later referred to as the Dark Age of Technology) as scientific and technological progress accelerated. Human worlds throughout the galaxy began to unite, and non-aggression pacts are secured with dozens of alien races.

After a long period of peace, prosperity and advancement during the Golden Age of Technology, terrible warp-storms caused by the tumultuous gestation of the Chaos God Slaanesh and the catastrophic fall of the Eldar empire, began to interrupt interstellar warp travel during late M25. Sporadic at first, the storms eventually prevent any warp jumps being made. Coincidentally, the

incidence of human mutation increases rapidly during this age. Mankind enters a dark millennia of anarchy and despair which came to be known as the First Age of Strife. During this period of unrest, Old Earth's once unified planetary government completely broken down and became divided into dozens of warring states of so-called techno-barbarians. Further afield, the worlds of the fledgling human empire began to splinter and each star-system becomes isolated. Also during this turbulent period, the human-created AI machines rebelled against their masters, but were eventually defeated.

After a brief lull, the Second Age of Strike engulfed mankind during M26-30. Human worlds were ripped apart by unprecedented levels of civil war, revolt, alien predation and invasion. Human pyskers and other mutants dominate some worlds and these rapidly fall prey to warp-creatures. Continuous warfare raged across the surface of Terra for some 2,500 years. Little remained of the once sophisticated civilisation of Old Earth's glorious past as the centre of a growing human interstellar civilisation marked by advanced science, high culture and wondrous technologies. Techno-barbarian warlords and their warrior hordes continuously fought over the planet, which had become little more than a massive battleground for their wars of attrition. They made extensive use of chemical, biological and even thermonuclear weapons of mass destruction, and slowly transformed the cradle of Mankind into a battered, post-apocalyptic wasteland across most of its scarred surface. After nearly three millennia of chaos, humanity is on the brink of destruction.

During M29, Terra is conquered by the man who will come to be known as the Master of Unity of Mankind. The Unification Wars is the name of the great conflicts fought at the end of the Age of Strife, spearheaded by The Master of Unity in his attempt to reunite the shattered tribes and nations on Terra. His intentions were to reforge the shattered remnants of Man and create an Imperium to bring the Master of Unity's order to the galaxy.

During this turbulent time, the Master of Unity led his Thunder Warriors, genetically engineered super-

soldiers created in secret laboratories beneath the Himalazia Mountains, in a series of campaigns against all the other warlords and techno-barbarians of Old Earth. His forces utilized the advanced weapons of the Terrawatt Clan after he secured an alliance with them.

Later in the Wars of Unity, the Master of Unity loosed his Angels of Death upon the last remnants of resistance upon Terra. These warriors, though lesser in brute strength than the Thunder Warriors, were far more capable soldiers, each bred in the Master of Unity’s gene-factories as a result of great scientific advancements coupled with clandestine pacts made with the same Dark Gods of the Warp that the Master of Unity eventually plotted to defeat.

This, then, is the story of that fearsome, awe-provoking epoch...

FORCES OF UNITY:

Army Allowances and Restrictions:

- These may be represented by armies drawn from:
 - Cults & Militias lists*¹
 - Solar Auxilia lists*¹
 - Crusade era Legion lists *²

*¹ These armies may select units of Thunder Warriors, as per the new unit entry included in this document. Thunder Warriors are an Elites choice for armies drawn from the Cults & Militia or Solar Auxilia lists.

*² Armies drawn from the Crusade era Legion list are subject to a number of restrictions and limitations, to reflect the equipment and wargear available to the proto-Astartes, as follows:

- No Legion-specific units may be selected (eg Red Butchers, Justaerin, etc)
- No Primarchs may be selected (they have not been created/discovered yet!)
- No units with the Vehicle type may be selected, except for the following STC-derived vehicles: Rhinos, Predators & Legion Drop-Pods

Rites of War for Legion lists, and Provenances for Cults & Militia lists may be selected.

Legion-specific Rites of War may be selected, as long as they do not contravene the other limitations described in this supplement.



EXCLUSIONS & LIMITATIONS TO 'FORCES OF UNITY'

ARMIES:

Access to technology is limited during the Unification Wars period, so the following limitations apply:

- Vehicles of any type are limited to a maximum of 1 per full 1,000pts
- The 'Armoured Ceramite' upgrade may not be chosen
- Skylance flyers are only permitted in Unity armies; these count-as Storm Eagles for all game purposes. All flyers in games set in the Age of Unity may only operate in 'Skimmer' mode – they may never Zoom. They may begin the game on the board.
- No other flyers may be selected.
- No Lords of War may be selected.
- One model per unit may select Rad Grenades for 10pts per model. Rad Grenades are neither Defensive nor Assault Grenades; instead, during a turn in which a unit equipped with Rad Grenades assaults, or is assaulted, the opposing unit(s) count their Toughness as 1 point less than normal (note - this does effect the threshold for Instant Death).
- Only a single Independent Character may be attached to a unit. This restriction is intended to limit the creation of 'deathstars'.



Thunder Warrior of the Forces of Unity

Thunder Warriors (120pts/unit)

The Thunder Warriors were the predecessors of the Space Marines, created by the Master of the Forces of Unity early in the Unification Wars to conquer Terra. The engineering used to create the Thunder Warriors, whilst creating superior fighters, was not as efficient as that which was used later to create the Space Marines, nor was the technology as advanced or the geneticists as entirely willing. These proto-Astartes were organized in twenty regiments of no more than a few hundred warriors.

The Thunder Warriors battled throughout the Unification Wars and united Terra for the first time in millennia under the rule of the Forces of Unity.

Thunder Warriors were large, easily the size of a Space Marine, and in many cases even larger. Even the few that survived the end of the Unification Wars were easily more than a match for an Astartes and even the mighty Custodes in single combat. They were made highly resistant to psychic attack, in order to counter the sorcery they would regularly face during the Age of Strife. They had tremendous upper body strength that, when coupled with their early model of power armour, made them virtually unbeatable in close combat.

	WS	BS	S	T	W	I	A	Ld	Sv
Thunder Warrior	3	3	5	4	2	3	1	7	4+
Th. Warrior Sergeant	3	3	5	4	2	3	2	8	4+

Composition:

- 9 Thunder Warriors
- 1 Sergeant

Special Rules:

- Crusader
- Feel No Pain (5+)
- Rage

Unit Type:

- Thunder Warriors Infantry
- Sergeant: Infantry (Character)

Wargear:

- Thunder Armour
- Bolter
- Bolt Pistol
- Chain Axe
- Frag Grenades
- Combat Stims

Chain Axe: The Chain Axe is a savage weapon, ideally suited to the barbaric close-quarters combat at which the Thunder Warriors excel.

Name	Range	Str	AP	Type
Chain Axe	melee	+1	4	Melee, Unwieldy

Combat Stims: Thunder Warriors were fed a potent mixture of psycho-reactive drugs in order to enhance their already-fearsome combat prowess. Once per game, the Thunder Warriors unit may use their Combat Stims. For the remainder of that player turn, the unit gains the Preferred Enemy special rule.

Transport:

- As long as it numbers no more than 10 models, the unit may select a Rhino as a Dedicated Transport (see the Legion Astartes Crusade army list for points values and options).

Options:

- You may add up to 10 additional Thunder Warriors at 10pts/model
- The Sergeant may replace his Chain Axe with one of the following:
 - Power weapon + 5pts
 - Power Fist +15pts
 - Single Lightning Claw +15pts
 - The Sergeant may replace his Bolt Pistol and Chain Axe with a pair of Lightning Claws for +25pts.
 - The Sergeant may take Melta Bombs for +5pts (unless he is equipped with a pair of Lightning Claws, as he will be unable to hold the Melta Bombs...).
 - One model per unit may select Rad Grenades for +10pts per model.
 - All models in the unit may replace their Bolters with Volkite Chargers for +5pts per model.

The Master of Unity (250pts/unit)

The Master of Unity is an enigma; his origins and background are shrouded in myth, rumour and misinformation. He has seemingly appeared from nowhere to guide mankind in their hour of greatest need, to deliver them from the horrors of post-nuclear holocaust and into an age of peace, unity and technological wonders.

Before this new golden age can be ushered in however, the tyrants of the Dark Ages must first be brought down, either through strategic alliances, negotiation or force. Too often, sadly, the latter is the only course of action, and so the Master of Unity has built a terrific army of humans, supported by genetically modified soldiers known as the Thunder Warriors. These mighty beings dwarf a regular human, and were created wholly to tame the wild lands of post-apocalyptic Terra.

As the unification of Terra progressed, the Master of Unity continued his genetic experiments and, as the wars neared their climax, he unleashed a new breed of post-human warriors into the fray. These new warriors were named Astartes, and were seemingly the pinnacle of the Master of Unity's genetic experimentations. Though less immediately threatening in their stature and brute strength, the Astartes were in fact far superior soldiers; smarter, more tactically aware and far better equipped than the Thunder Warriors. The Master of Unity arranged these new Astartes into twenty Legions, mimicking the structures and organisation of the Romani tribes of antiquity. With this grand army, the Master of Unity would lead humanity out of the Dark Ages of Old Night and into a new dawn of galactic conquest and peace...

	WS	BS	S	T	W	I	A	Ld	Sv
Master of Unity	6	5	4	4	3	5	3	10	3+

Composition:

- 1 Master of Unity

Special Rules:

- Psyker (Master Level 6)

Unit Type:

- Infantry (Unique Independent Character)

Wargear:

- Blade of Destiny
- Eternal Armour
- Frag Grenades

Psychic Disciplines:

- The Master of Unity may pick (rather than randomly determine) one power from each of the Biomancy, Divination, Pyromancy, Telekinesis, Telepathy and Sanctic disciplines in the Warhammer 40,000 rulebook. In addition, the Master of Unity also knows each of the Primaris powers from these same disciplines.

Eternal Armour: The Master of Unity wears a splendid suit of artificer-wrought battleplate which shines white with barely-restrained energy. This armour confers a 3+ armour save, a 4+ invulnerable save and confers the wearer the Eternal Warrior USR. The suit also reduces the strength of any attack by -1.

Blade of Destiny: The Master of Unity carries a sword fashioned by the greatest weaponsmith known on Terra. The blade sings with keening power whenever taken up by it's rightful owner, and is a mighty symbol of the Master of Unity's superiority over his fellow man. The weapon uses the following profile:

Name	Range	Str	AP	Type
Blade of Destiny	-	+2	3	Melee, Rending, Instant Death

THE TECHNO-BARBARIAN CITY-STATES:

Once-mighty Terra has become fragmented and is now under the brutal dictatorship of a myriad crazed, homicidal or otherwise power-hungry rulers, each one vying with his closest neighbours for control of land for his peoples, fresh water, food, material resources and wealth. Alliances between the warlords are conditional truces and are invariably brief; the destruction of a common foe or the defence of territory against the predations of a stronger enemy, prior to the recommencement of hostilities against their erstwhile comrades.

Here follows a list of the larger city-states of Terra, and, on the following pages, rules to add flavour to your army selections.

- Albia
- Albyon
- Achaemenid Empire
- Boeotia
- Caucasus Wastes (ruled by Ethnarchy)
- Europia
- Franc
- Gyptus
- Hy Brasil
- Jermani
- Merica
- Nama Gola
- Nordafrik Conclaves
- Nordyc
- Orioc
- Panpacific Empire
- Saragorn Enclave
- Timbuk
- Terrawatt Clan (in Ural Mountains)
- Urartu (Asia Minor)
- Ursh (Central Asia/Russia)
- Vhnori (formerly part of the Pan-Pacific Empire)
- Yndonesic Bloc (Indonesia)

FORCES OF THE TECHNO-BARBARIANS:

These may be represented by armies drawn from:

- Cults & Militias lists ^{*3}
- Solar Auxilia lists ^{*3}

- Chaos Daemons (only as allies to one of the above lists, and only if the parent force includes at least one model with either the Daemon, Psyker or Brotherhood of Psykers rule). Chaos Daemon Allies count as Mistrusted Allies (see Horus Heresy Allies Matrix section for details) unless otherwise specified elsewhere.

^{*3} These armies include vehicles and wargear not commonly found until later eras. These units and options may be selected (unless otherwise prohibited elsewhere, like ‘Armoured Ceramite’) but should be modelled appropriately to represent the era in play. Use your imagination!

EXCLUSIONS & LIMITATIONS TO ‘FORCES OF THE TECHNO-BARBARIANS’ ARMIES:

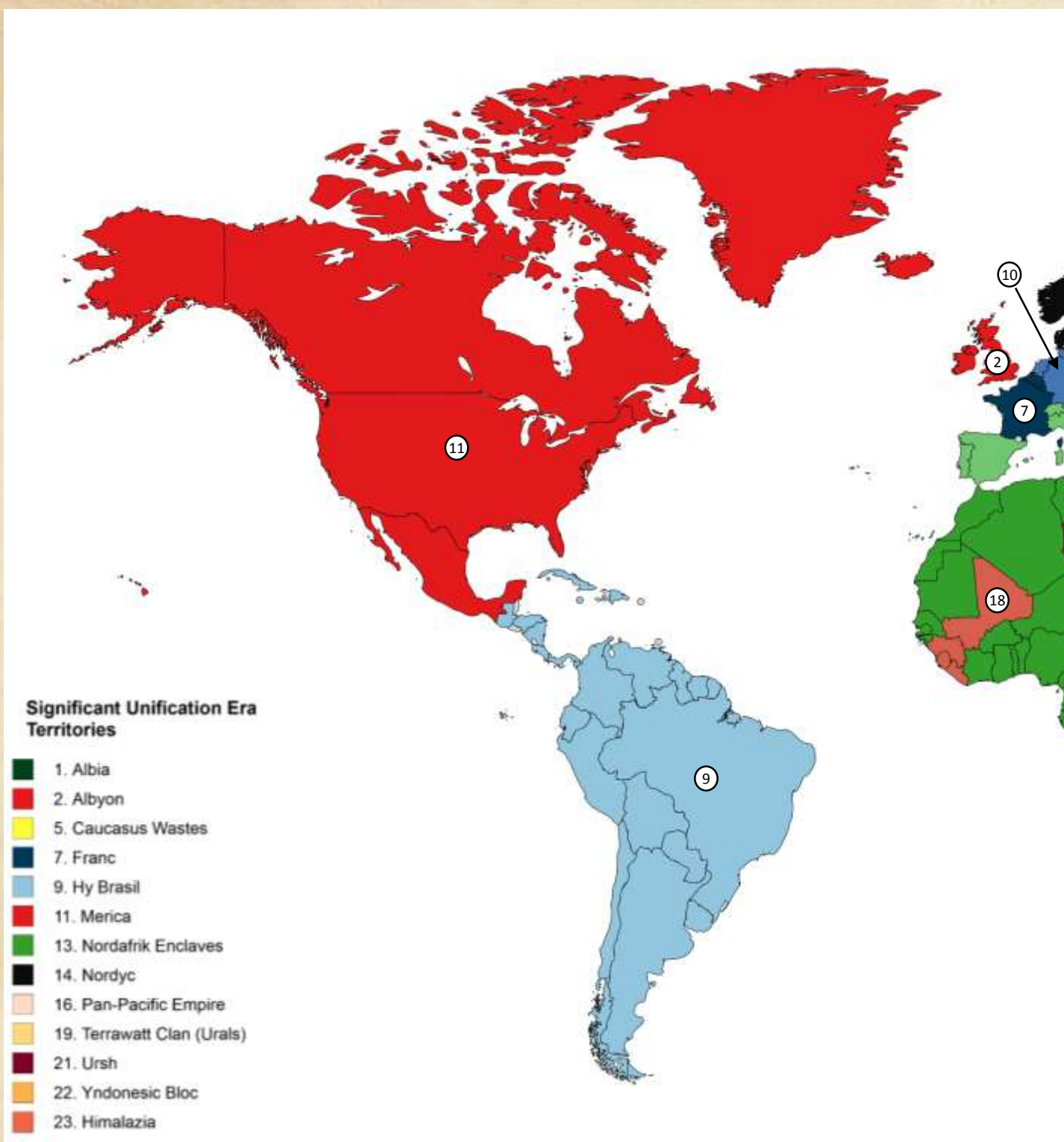
Access to technology is limited during the Unification Wars period, so the following limitations apply, except where noted for specific Techno-Barbarian City-States (see following pages):

- Vehicles of any type are limited to a maximum of 1 per 1,000pts. Land Raiders may not be taken.
- ‘Armoured Ceramite’ may not be chosen
- Only ‘The Roma’ of the Ursh Empire, and the Stormbird of the Yndonesic Bloc, may select units with the Flyer type. All flyers in games set in the Age of Unity may only operate in ‘Skimmer’ mode – they may never Zoom. They may begin the game on the board.
- No other flyers may be selected.
- No Lords of War may be selected.
- One model per unit may select Rad Grenades for 10pts. Rad Grenades are neither Defensive nor Assault Grenades; instead, during a turn in which a unit equipped with Rad Grenades assaults, or is assaulted, the opposing unit(s) count their Toughness as 1 point less than normal (note - this does effect the threshold for Instant Death).
- Only a single Independent Character may be attached to a unit.

Map of Unification-Era Terra

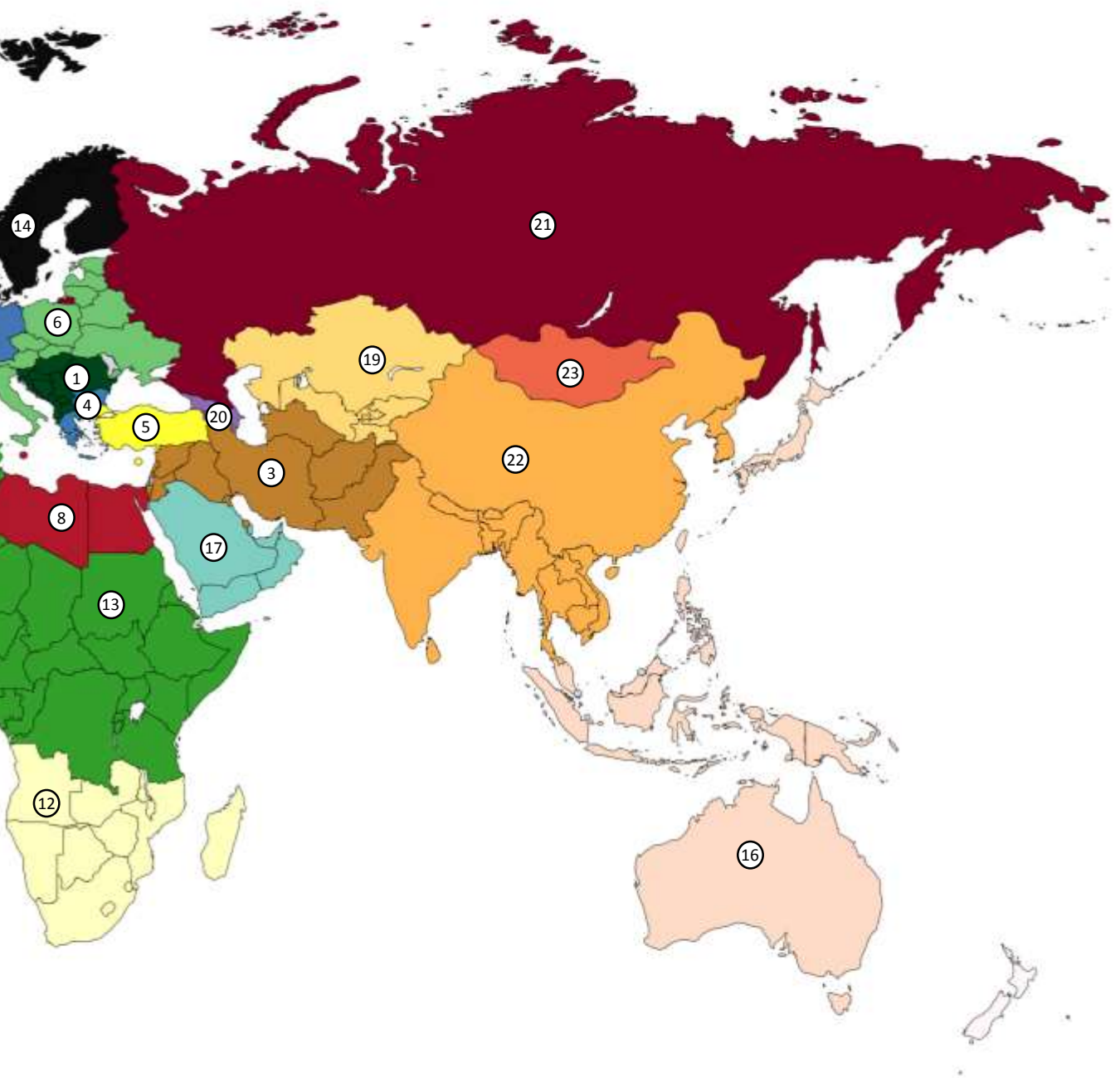
The map below shows the rough distribution of factions during the early stages of the Unification Wars.

It should be noted that, as the wars continued, many smaller states were subsumed by the larger factions until eventually, the Forces of Unity were to claim total control of the globe, united under the lightning-enblazed banner of the Master of Unity.



	1. Albia
	2. Albyon
	3. Achaemenid Empire
	4. Boetia
	5. Caucasus Wastes
	6. Europia






	7. Franc
	8. Gyptus
	9. Hy Brasil
	10. Jermani
	11. Merica
	12. Nama Gola



15

Created with mapchart.net ©

	13. Nordafrik Enclaves
	14. Nordyc
	15. Orioc
	16. Pan-Pacific Empire
	17. Saragorn Enclave
	18. Timbuk

	19. Terrawatt Clan (Urals)
	20. Urartu
	21. Ursh
	22. Yndonesic Bloc
	23. Himalazia

ALBIA:

Notable Warlords: Steel Generals
Notable Units: Proto-Dreadnoughts and ‘Ironside Clan’ heavy infantry

Background:
Only fragmented details remain of the history of this small nation-state, save that it was located on the south-east fringes of the vast European rad-wastes and bordered the Salt Sea Flats of what was once the Mediterranean. What is still remembered is their frequent, grinding wars of attrition against the Panpacific Empire. Rumours persist, even to this day, that the ruling Albian clan-lords were aided by the nascent Forces of Unity in their conflicts, though the truth of this has never been verified.

The Albians are remembered for their use of heavy infantry units named the ‘Ironside Clans’ and the earliest recorded deployment of proto-Dreadnoughts. Whether these bipedal warmachines were of Albian design, or a gift from the self-styled Lord of Unity, it may never be known.

The armies of Albia are led by the Steel Generals. These dogged warriors are the veterans of a lifetime of strife, and have learnt to rely on the strength of their proto-Dreadnoughts above all else; in Iron they Trust...

Army Allowances and Restrictions:

- Albian armies make extensive use of heavily armoured ‘Ironside Clan’ infantry units, and so appropriate Provenances for tabletop forces drawn from the ‘Imperial Cults & Militia’ book are appropriate (though not mandatory) choices.
- Any Albian army may select Steel Generals as HQ choices.
- Proto-Dreadnoughts are another staple of Albian warhosts. Any Albian army led by an Albian ‘Steel General’ may take 0-1 Legion Dreadnought Talon (from the Legion Crusade book) as an Elites choice in either a Solar Auxilia or Cults & Militia army. Note that this Dreadnought Talon is allowed *in addition* to the usual 0-1 vehicle per 1,000pts allowance.

Steel General (60pts)

The Steel Generals were the military commanders of the Albian polity. They relied heavily on the use of cybernetics, modifying their own bodies with all manner of mechanical upgrades, trusting iron and steel more than their own weak flesh.

	WS	BS	S	T	W	I	A	Ld	Sv
Steel General	5	4	4	5	3	3	3	9	5+

Composition:

- One Steel General

Special Rules:

- Independent Character
- Feel No Pain (5+)

Unit Type:

- Infantry (Unique Character)

Options:

- The Steel General may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Wargear:

- Las pistol
- Close Combat Weapon
- Flak Armour
- Frag & Krak Grenades
- Melta Bombs



An augmented Steel General

ALBYON:

Notable Warlords: Uilleam the Red
Other Notable Characters: Unknown
Notable Units: Unknown

Background:

Albyon was a fiercely independent state situated on the eastern edge of the vast Atlantean Depression. Formerly a great and proud empire in the earliest recorded histories of Terra, Albyon is now a relatively small kingdom, constantly at war with the Jermani and Franc tribes.

During the Age of Strife, Albyon was led by the tyrannical Uilleam the Red, a fearsome warrior who, legend remembers, fought completely nude, save for the daubed blue woad that was smeared across his pale skin in intricate geometric spirals. Uilleam was finally defeated by the Forces of Unity and imprisoned in the dungeon of Khangba Marwu in the strongholds of the Himalazian Mountains.

Army Allowances and Restrictions:

- No special allowances or restrictions apply to Albyon armies.
- Any Albyon army may select Uilleam the Red as an HQ choice.

Uilleam the Red (75pts)

Uilleam the Red was a mighty warrior of great renown during the final years of the Age of Strife. He was famed for leading berserk charges against his enemies, and somehow surviving against even the most overwhelming of odds.

	WS	BS	S	T	W	I	A	Ld	Sv
Uilleam the Red	6	3	4	4	3	5	4	9	5+

Composition:

- 1 x Uilleam the Red

Wargear:

- Laspistol
- Close Combat Weapon
- Frag & Krak Grenades
- Flak Armour

Special Rules:

- Independent Character
- Berserk Fury

Unit Type:

- Infantry (Unique Character)

Options:

- Uilleam the Red may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Berserk Fury: Uilleam the Red is renowned for shrugging off even the most grievous of injuries. He counts as having a 4++ invulnerable save and Feel No Pain (5+). Additionally, he has the Fearless, Hit & Run, Rage and Preferred Enemy special rules.

ACHAEMENID EMPIRE

Background:

The Achaemenid Empire was a rich, though not very populous techno-barbarian state situated in the Middle East in the area of the pre-1st millennium Persian Empire, centred roughly in the ancient nation-state of Iran. The Achaemenid Empire is noted as being made up of many wealthy tribes who were quick to swear allegiance to the nascent Forces of Unity early on in the Unification Era, and therefore avoided the worst horrors of atomic war and invasion by the Forces Of Unity's superior armies of genetically-engineered soldiers.

A monarchical empire, the population were separated into tribal factions and were apparently a culture of truth and discourse. As a result of the relatively peaceful nature of the region and the protection enjoyed by their early allegiance with the Forces of Unity, the Achaeminians sported few of the genetic defects and abnormalities seen amongst humans during this time and were therefore selected as a recruiting source for the infant Legiones Astartes at the end of the Unification Era.

The Achaeminians provided the initial Terran intake assigned to Legion XV. The Achaeminians appeared to possess a form of superstitious belief in the mystical power of their ancestors; emblems of Dhul-Qarnayn (their greatest King) were used as talismans against harm.

Army Allowances and Restrictions:

- No special allowances or restrictions apply to Achaemenid_armies.



The Achaemenid flag

BOEOTIA

Notable Warlords: The Yesalti clan

Background:

Located in the area where the ancient Hellenic civilisation of lore once prospered, Boeotia is remembered largely as holding out against full Unification for some considerable time. Whilst tacitly recognizing the dominance of the Forces of Unity, the ruling monarchy of Boeotia used all manner of diplomacy in order to avoid losing power. In a show of great patience and benevolence, the leader of the Forces of Unity allowed the ruling family of Boeotia - the Yeselti - to carry on like this for over 150 years, with the intention that they would integrate themselves into Unified Terra at their own speed and with as much dignity as possible. Instead, the Yeselti clung onto their independence to the point where, firstly, the Imperial Army was forced to invade the province and finally, proto-Astartes of the XV Legion were assigned to quash the truculent state.

The state of Boeotia was notable for the presence of heavy industry and the ability to manufacture many of the tools the nascent Forces of Unity required to continue their drive for global domination. It is likely that this was the real reason behind the patience shown by the Forces of Unity in the face of their benign resistance to full integration.

Army Allowances and Restrictions:

- No special allowances or restrictions apply to Boeotian armies.

Caucasus Wastes (ruled by Ethnarchy)

Notable Warlords: The Ethnarchy
Notable Units: Gene-augmented
"Ur-Khasis" troops
Covens of Warp Psykers

Background:

The Caucasus Wastes was a techno-barbarian state located in the Caucasus Peninsula of Europa. The ruler of the state encouraged an aggressive brand of eugenics, hoping to breed more powerful soldiers through the selective breeding of his people.

The conquest of the Caucasus Wastes was one of the last great battles of the Unification Wars. While few in number compared to the zealots of the Yndonesic Bloc or the savage warbands of Ursh, the Caucasus Ethnarchy's power was based on scores of relic-technologies and the terrible weapons in their possession which dated back to before the Age of Strife, while its military forces ranged from the armoured, gene-augmented "Ur-Khasis" troops, roughly analogous to the Master of Unity 's Thunder Warriors, to narcotically-enslaved covens of psykers. The Ethnarchy's strongholds were concealed kilometres deep beneath the hollowed-out mountains of the Wastes and shielded from attack from above by near-impregnable laser defence grids.

An initial attempt by the Forces of Unity to take the Ethnarchy's mountain-strongholds by storm early in the Unification Wars had met with bloody defeat, with the loss of almost 10,000 Thunder Warriors and more than a million other casualties.

The Caucasus Wastes were finally unified with the rest of Terra in one of the final campaigns of the Unification Era, when shock-troops of the new XVIII Legion overran the subterranean cities of the Ethnarchy by deploying from Termite boring machines, thus bypassing the surface-mounted laser defence grids. Its ruler, the Ethnarch, was finally defeated by the Forces of Unity and imprisoned at Khangba Marwu, The Vault, in the Himalazian Mountains.

Caucasus Wastes (continued):

Army Allowances and Restrictions:

- Any Caucasus army may select an Ethnarch as an HQ choice.
- Ethnarchy armies may include the following two units, using the profiles shown below/overleaf:
 - Ur-Khasis Shock Toops may be selected as Fast Attack choices for armies drawn from the Cults & Militia list
 - Psyker Covens may be chosen as Elite choices for armies drawn from the Cults & Militia list



Unification Wars-era infantryman

Ethnarch (75pts/unit)

The Ethnarch encouraged an aggressive brand of eugenics, hoping to breed more powerful soldiers through selective breeding of his people.

	WS	BS	S	T	W	I	A	Ld	Sv
Ethnarch	4	5	4	4	3	2	3	8	3+

Composition:

- One Ethnarch

Special Rules:

- Independent Character
- Narco Slaves

Unit Type:

- Infantry (Unique Character)

Wargear:

- Twin-Linked Beam Pistol
- Vibri-Sword
- Frag Grenades

Options:

- The Ethnarch may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Narco-Slaves: The Ethnarch was renowned for the routine drugging of his warriors, in order to suppress their free will and better ensure their devotion to the Ethnarch's grand plans. All non-vehicle units selected as part of this detachment gain the Stubborn USR and suffer a -1 penalty to their Initiative (note that this has already been included in the Ethnarch's profile).

Ur-Khasis Shock Troops (130pts/unit)

The Ur-Khasis were the armoured & gene-augmented warriors of the Caucasus, roughly analogous to the Thunder Warriors of the nascent Forces of Unity.

	WS	BS	S	T	W	I	A	Ld	Sv
Ur-Khasis Shock Troop	4	4	4	4	1	2	2	7	4+
Ur-Khasis Sergeant	4	4	4	4	1	2	3	8	4+

Composition:

- 9 Ur-Khasis Shock Troops
- 1 Ur-Khasis Sergeant

Unit Type:

- Infantry

Wargear:

- Frag & Krak Grenades
- Melta Bombs
- Blast Carbine
- Close Combat Weapon

Special Rules:

- Stubborn
- Fleet

Note that the above profile already includes the -1 penalty to Initiative caused by the Ethnarch's 'Narco-Slaves' rule.

Transport:

- May take dedicated transports from the parent Solar Auxilia or Cults & Militia list, as per a regular Troops choice from that list.

Options:

- You may add up to 10 additional Ur-Khasis Shock Troops at 10pts/model
- The Sergeant may exchange his Close Combat weapon with one item from the Melee Weapons list in the Wargear section.
- One model per unit may be equipped with Rad Grenades for 10pts.

Psyker Coven (65pts/unit)

The Ethnarchy made great use of the offensive possibilities of the latent psykers in his empire. Arranging them into ad-hoc bands of like-powered psykers, each coven was a potent force on the battlefield, capable of unleashing the full fury of the warp on their unsuspecting enemies.

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	3	3	3	3	1	3	1	7	5+
Coven Mage	3	3	3	3	2	3	2	8	5+

Composition:

- Four Rogue Psykers
- One Psyker Coven Mage

Unit Type:

- Infantry

Wargear:

Special Rules:

- Brotherhood of Psykers (mastery level 2)
- Force Weapon
- Flak Armour

Transport:

- May take dedicated transports from the parent Solar Auxilia or Cults & Militia list, as per a regular Troops choice from that list.

Psychic Disciplines:

- The unit may choose it's powers from the Biomancy, Pyromancy, Telekinesis and/or Telepathy disciplines in the Warhammer 40,000 rulebook

Options:

- You may add up to five additional Rogue Pskers at 12pts/model
- All models in the squad may be equipped with Narco-Stims for 3pts per model.

Narco-Stims: On occasion, the Ethnarch may dope his psykers covens with Narco-Stims. These psycho-reactive drugs turn the highly-strung pskers into unhinged lunatics with little control over themselves or the powers they possess. Once per game, a Psyker Coven may activate their Narco-Stims. This is done at the start of the movement phase, and lasts until the end of their opponent's following turn. While the Narco-Stims are active, the unit counts as having the Fearless, Fleet and Preferred Enemy special rules, and may reroll any psychic tests they attempt. In the Movement phase, they must move directly toward the nearest enemy unit they can harm. In the Combat phase, they must attempt to charge the nearest enemy unit they can harm.

Europia

Background:

Based across the expanses once occupied by the second millennia European Union, large swathes of Europia are now completely uninhabitable due to the ravages of centuries of thermonuclear war wrought by the mutually-assured destruction policies of the governments that ruled before the onset of the First Age of Strife. Where life can still exist, it hangs on precariously, with those lucky survivors eking out what pitiful existence they can in the vast rad-wastes of the European subcontinent.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Franc

Notable Warlords: Havuleq D'agross
Notable Units: Unskilled militia

Background:
Havuleq D'agross was the last independent ruler of the Franc, leading a rebellion against the imposed rule of the Forces of Unity and killing the appointed territorial governor. His rebellion began in the city of Avelroi, but rapidly spread until he could muster a force of 50,000 rebels, which was largely composed of unskilled militia. They eventually fought the Master of Unity 's forces at the Battle of Gaduare, a line of high hills by the ruins of Guaduaire Bastion. There, they were wiped out by a force of less than 5,000 Imperial troops, including an early generation of Space Marines from the XIV Legion.

- Army Allowances and Restrictions:**
- No special allowances or restrictions apply
 - Any Franci army may select Havuleq D'agross as an HQ choice.
 - Armies formed of roughly equal mix of both male and female fighters due to the Franc's philosophies on equality.
 - Franci armies make extensive use of untrained militia, and so forces drawn from the 'Imperial Cults & Militia' book are appropriate, especially those comprising large units of Inducted Levy Squads.

Havuleq D'agross & Standard Bearer (100pts/unit)
Renowned for his powers of oratory, D'Agross was a noble leader who led his peoples from the front in battle, inviting them to acts of fervour and heroism despite overwhelming odds.

	WS	BS	S	T	W	I	A	Ld	Sv
Havuleq D'agross	5	4	3	3	3	3	3	9	4+
Standard Bearer	3	3	3	3	1	3	1	7	5+

- Composition:**
- 1 x Havuleq D'Agross
 - 1 x Standard Bearer

Special Rules:

- Havuleq D'Agross:
 - Independent Character
 - Inspirational Leader
- Standard Bearer:
 - Loyal Retainer

Unit Type:

- D'Agross: Infantry (Unique Character)
- Standard Bearer: Infantry (Unique Character)

Wargear (D'Agross):

- Laspistol
- Close Combat Weapon
- Frag grenades

Wargear (Standard Bearer):

- Laspistol
- Close combat weapon
- Standard of Franc

Options:

- D'Agross may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Inspirational Leader: All friendly units with at least one model within 12" of D'Agross gain the Zealot special rule on the turn that they charge into combat (measured at the beginning of the Assault phase, prior to any charges being attempted).

Standard of Franc: Any unit with at least one model that has line of sight to the Standard of Franc may re-roll any failed charge roll (both dice must be re-rolled).

Loyal Retainer: The Standard Bearer must always accompany D'Agross, and as such they form a unit. If D'Agross decides to join another unit, the Standard Bearer must also join that unit.

Gyptus

Background:

The Gyptus Dominions were characterised by the great, swirling sandstorms that have ravaged the land since time immemorial. These storms created a mysterious, impenetrable realm where crazed mystics worshipped long-forgotten Gods in temples half-buried in the all-pervasive sands of the deserts. The ruling caste of the Gyptus mystics spent the long centuries of the Ages of Strife stockpiling all manner of Doomsday tech, in preparation for the prophesied rise of a great and fearsome Warlord in the east...

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Hy Brasil

Notable Warlords: Dalthoth Kyn, Lord Pherom Sichar

Other Notable Characters: Unkwown

Notable Units: Dracos, latterly rearranged into the Ouranti Draks

Background:

Hy Brasil was a powerful techno-barbarian state centred in the former territory of ancient Brazil on the continent of Sud Merica. Hy Brasil was considered the most powerful of all the Sud Merican cantons. During the Unification Wars it was ruled by the despot Dalthoth Kyn, one of the last tyrants to hold out against the Forces of Unity. Once he was defeated by the Armies of Unity, rule of Hy Brazil passed to Lord Pherom Sichar, a direct descendant of Kyn. Through the direct intervention of Malcador the Sigillite, it was determined that Sichar would never have a seat on the Council of Terra that preceded the establishment of the Senatorum Imperialis as the rulers of a united Terra and, eventually, the Sol System.

Hy Brasil is ruled from the Planalto, a massive hive city cluster or conurbation. Its government is based in the hive city of Sao Paol. The hives of the Planalto draw their power from a series of massive plasma reactors buried in the heart of the main conurbation, whose heat exchange processes mean that the reactor district is caked in thick sheet-ice all year round, forming a gigantic frost park 30 kilometres square. This area was known as the "Winter Fields" and was used for recreation by local inhabitants. Although nominally controlled by the Lord of Hy Brasil, the area (at least following the Unification) also possessed a bicameral parliament. The parliament was divided into upper and lower chambers and was located at the Parliament House on the edge of the Winter Fields in Sao Paol. The building was described as "a splendid structure built from filaments of silvered steel and pylons of a pale stone."

The military forces of Hy Brasil were known as the Dracos, and were allowed to maintain their existence even after the establishment of the Imperial government. The Dracos were known to wear green scaled armour. Elements drawn from the Dracos may well have made up the regiment called the "Ouranti Draks," an Imperial Army Regiment that campaigned with the Word Bearers Legion much later, during the Great Crusade. They are described as "swarthy-skinned fighters exclusively recruited from the desiccated jungle regions of Sud Merica" and wear scaled cloaks and reptilian helmets.

Army Allowances and Restrictions:

- Any Brazilian army may select Dalthoth Kyn as an HQ choice.

Dalthoth Kyn (75pts/unit)

Dalthoth Kyn was the warlord of the Hy Brazilian enclaves. He ruled the Sud Amerikan wastes with his armoured cohort of Dracos heavy infantry.

	WS	BS	S	T	W	I	A	Ld	Sv
Dalthoth Kyn	4	4	3	3	3	3	3	9	3+

Composition:

- 1 x Dalthoth Kyn

Unit Type:

- Infantry (Unique Character)

Special Rules:

- Independent Character
- Armoured in Steel

Wargear:

- Beam Pistol
- Vibro-Sword
- Frag Grenades

Options:

- Dalthoth Kyn may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Armoured Steel: Dalthoth Kyn's Dracos are renowned for the ornate, heavy battle plate they wear to war. Any model in a Hy Brazilian army with a 3+ armour save gains 6+ Feel No Pain, but becomes Slow & Purposeful.

Jermani

Background:

Jermani was a small techno-barbarian state composed of the territory of the ancient central European nation of Germany. Little is known of the warriors or peoples of this empire.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Merica

Background:

Merica was a massive and powerful techno-barbarian state composed of the hive cities located on the Nord Merican continent. The Merican Warlords made great use of the legacy tech and the vast underground military complexes left over from the ancient superpower which once straddled the continent.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Nama Gola

Background:

Nama Gola is a small nation-state situated to the south of the Afrik continent. Little is known of this secretive enclave.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Nordafrik Conclaves

Notable Units: Techno-Mages

Background:

The Nordafrik Conclaves were comprised of the territory of much of the northern portion of the continent of Afrik and thrived during the Age of Strife. The Nordafrik states were rich in money and in the possession of great amounts of ancient legacy-tech, left over from the periods of humanity’s expansion into the stars before the coming of Old Night.

The Chronicles of Ursh, an ancient volume dating back to the millennia before the Unification Wars, tells the tale of the long and brutal conflict fought between the Nordafrik Conclave and the state of Ursh. The Chronicles also describe how the dark powers of the Warp were employed by both sides, unleashing unimaginably destructive energies on their enemies and the conjuration of unspeakable, hellish creatures from beyond the veil. The Conclave was eventually defeated, overrun and absorbed into the burgeoning empire of Warlord Kalagann of Ursh.

Army Allowances and Restrictions:

- The Nordafrik Conclaves had a myriad fighting forces, which may be represented by armies drawn from either the Cults & Militias or Solar Auxilia lists.
- The Techno-Mages of the Nordafrik Conclaves also revelled in their ability to summon the creatures of the Warp to do their bidding in war (or, so they thought...). Any Cults & Militia or Solar Auxilia army created to be a Nordafrik force may choose a Techno-Mage (using the following profile) as an HQ choice. If it does, then an Allied force drawn from the Chaos Daemons codex may be selected as Sworn Brothers (see the Horus Heresy Allies Matrix section for details).

Nordafrik Techno-Mage (100pts)

	WS	BS	S	T	W	I	A	Ld	Sv
Techno-Mage	4	3	3	3	3	3	3	9	3+

Composition:

- 1 Nordafrik Techno-Mage

Unit Type:

- Infantry (Character)

Special Rules:

- Psyker (Mastery Level 2)
- Independent Character

Wargear:

- Laspistol
- Force Weapon
- Frag Grenades

Psychic Disciplines:

- The Techno-Mage may choose his powers from the Biomancy, Pyromancy, Telekinesis and/or Telepathy disciplines in the Warhammer 40,000 rulebook

Options:

- The Techno-Mage may upgrade to being Mastery Level 3 for an additional 25pts.
- The Techno-Mage may exchange his Force Weapon for a Blade of Nightmares for an additional 15pts (see profile below).
- The Techno-Mage may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Blade of Nightmares:

The Blade of Nightmares contains the enraged, bound soul of a Warp-Prince within it’s crystalline form. In combat, the power of the captive Daemon is unleashed upon the hapless victim.

Name	Range	Str	AP	Type
Blade of Nightmares	-	5	3	Melee, Nightmare Blade

Nightmare Blade: Any ‘to wound’ roll of a 6 causes Instant Death and Rending.

Nordyc (aka Skand)

Background:

Nordyc was a techno-barbarian state located in the lands of what was once northern Europe. The warriors of the Nordyc block were especially noted as being tall, powerful and ferocious, preferring close-quarters combat to ranged war.

The Nordyc warbands were known to follow a nomadic lifestyle, and so the state really consisted of a loose group of inter-related clans, who would make and break allegiances as the whim took them.

Army Allowances and Restrictions:

- No special allowances or restrictions apply



Orioc

Notable Warlords: Priest Kings

Background:

Orioc was a city-state of Old Earth. Buried in a hollowed-out mountain in Ancient Terra's ice-bound south, it stood throughout the darkness of Old Night, weathering the storms of strife for thousands of standard years. The people of Orioc believed they were the chosen of Ancient Terra's blighted children, and that they alone would outlast the anarchy that had broken so much else. This certainty came from their faith in protection from the spirits of death and life, an ancient pantheon of gods worshiped by the people of Orioc.

During the Unification Wars, when the focus of the Forces of Unity finally turned to the mountain city, it was soon realised that soft words and diplomatic overtures would be of little use in swaying the peoples of Orioc to come to unity. The XVII Space Marine Legion, the Imperial Heralds, came to the city and gave it a choice -- kneel and accept unity, or be destroyed. The Priest Kings of Orioc did not even hear the message before they gave their answer. Fire met the Imperial Heralds' transport and as it fell to the ice plains, the XVII Legion began their attack. Macro-bombers came out of the snow-filled sky and the mountain cracked under a rain of seismic charges.

All burned; none were spared, and when it was done, the XVII Legion overloaded the geothermal power plants beneath the mountain, causing lava to fill the caverns, swallowing the stone idols, and exploding the city-state from the wounds in the mountain's flanks. So fell Orioc, and the message of its death carried across Ancient Terra and beyond: faith in false gods would bring only ruin and ashes.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Panpacific Empire

Notable Warlords: Narthan Dume
Notable Units: Crimson Walkers

Background:

The Pan-Pacific Empire was a techno-barbarian state composed of the Pacific Islands and what had once been the territories of parts of East Asia, Australia and the Japanese Islands that flourished during the Age of Strife.

Narthan (aka Nathaniel) Dume, the Tyrant of the Pan-Pacific Empire, is described in ancient sources as being "half-mad/half-genius" and is considered the most infamous of all the tyrannical rulers who dominated Terra during this dark period. He was eventually defeated by the forces of Unity during the Unification Wars, removed from power and imprisoned within the great Imperial prison of Khangba Marwu, releasing his people from his terrific oppression.

Of the many domains that made up the Pan-Pacific Empire, one of the most formidable was the Vhnori Enclave, a naturally-fortified city which nestled in the walls of a series of easily-defensible chasms in what was once the Pacific Basin. Vhnori had been one of the last of the tyrant Narthan Dume's domains to fall during the Unification Wars. Despite the strong walls which made the city virtually unbreakable, Vhnori's greatest strength was the Crimson Walkers, a cabal of psykers and gene-splicers who had served Narthan Dume since the dying days of the Age of Strife.

Toward the end of the Unification Wars, the Master of the Forces of Unity despatched the VIII Legion to bring Vhnori to unity. Though numbering less than 500 in all, the VIII Legion made up for their small size by carrying out a campaign of fear against the trapped peoples of Vhnori. Their war of terror started with a six-hour orbital bombardment, followed by a chemical assault which covered the VIII Legion's lightning-fast drop assault.

The Crimson Walkers responded by unleashing an army of mutant monstrosities, but still the VIII Legion came on, slicing abominations apart as they came. Soon, the remaining Crimson Walkers faced their doom fragmented, harrowed and cut-off from one another, until they were cornered and eliminated by the midnight-clad Seeker Squads of the VIII Legion.

Army Allowances and Restrictions:

- No special allowances or restrictions apply
- Any Panpacific Empire army may select Narthan Dume as an HQ choice.
- Any Panpacific Empire army may select Crimson Walker squads as Elites choices.
- Any Panpacific Empire army may select Bands of Mutants as Fast Attack choices.

Narthan Dume (75pts/unit)

Narthan Dume was the warlord of the Pan-Pacific Empire. He was the half-mad, half-genius tyrannical ruler who led one of the most powerful warrior-states on Terra.

	WS	BS	S	T	W	I	A	Ld	Sv
Narthan Dume	4	4	3	4	3	3	3	9	3+

Composition:

- 1 x Narthan Dume

Unit Type:

- Infantry (Unique Character)

Special Rules:

- Independent Character
- Master Tactician

Wargear:

- Laspistol
- Frag grenades
- Blade of Lost Souls

Options:

- Narthan Dume may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Master Tactician: When choosing a Warlord trait, an army with Dume as it's Warlord may roll a D6 and choose from any table to which that army list is allowed to draw it's Warlord trait from (ie any table from the Main Rulebook or the Solar Auxilia or Cults & Militia list, as applicable). Also, in missions which use them, Narthan Dume and any unit he is attached to, counts as a scoring unit.

Blade of Lost Souls: Narthan Dume wields the unique Blade of Lost Souls, a weapon which seemingly changed appearance from battle to battle. It is reputed that the weapon contained the souls of every mortal enemy slain by the lunatic warlord who revelled in the slaughter of his enemies.

Name	Range	Str	AP	Type
Blade of Lost Souls	-	+2	3	Melee, Instant Death, Bound Soul

Bound Soul: any roll of a 1 to wound causes an automatic strength 6, AP- hit on the bearer, at that initiative step.

Crimson Walkers (60pts/unit)

The Crimson Walkers were a cabal of rogue psykers and gene-splicers who had served Narthan Dume since the dying days of the Age of Strife.

	WS	BS	S	T	W	I	A	Ld	Sv
Crimson Walker	3	3	3	3	1	3	1	7	4++
Crimson Magister	3	3	3	3	1	3	2	7	4++

Composition:

- 4 x Crimson Walkers
- 1 x Crimson Magister

Unit Type:

- Infantry

Special Rules:

- Brotherhood of Psykers (mastery level 2)

Wargear:

- Slug Pistol
- Force Halberd (counts as Force Axe)
- Frag Grenades
- Soul Forged Armour

Psychic Disciplines:

- The unit may choose it's powers from the Biomancy, Pyromancy, Telekinesis and/or Telepathy disciplines in the Warhammer 40,000 rulebook

Transport:

- May take dedicated transports from the parent Solar Auxilia or Cults & Militia list, as per a regular Troops choice from that list

Options:

- You may add up to 5 additional Crimson Walkers at 10pts/model

Soul Forged Armour: grants the wearer a 4++ invulnerable save.

Warp-Tainted: If the unit rolls any double when attempting to cast any psychic power, instead of rolling on the Perils on the Warp table, the unit should instead immediately make a Leadership test. If the test is passed, there is no further effect (this time...). If the test is failed, the entire unit (not including any attached characters) is immediately removed from play and replaced by a unit of 10 Bloodletters or Plaguebearers, which come under the control of that player.

Band of Mutants (70pts/unit)

Of all the horrors released on the world by the Crimson Walkers, the mutant abominations they created rank highest of all. These fell beasts are part human, part warp-entity and strike horror into those who face them.

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant Abomination	4	0	5	5	3	5	3	7	5+

Composition:

- 3 x Mutant Abominations

Unit Type:

- Beasts

Special Rules:

- Fear
- Rampant Charge
- Chaotic Mutation

Wargear:

- Two sets of Rending Claws (additional attack for two close combat weapons already included in the above profile)

Options:

- You may add up to three additional Mutant Abominations at 20pts/model

Rampant Charge:

Units of Mutants always count as being equipped with assault grenades

Chaotic Mutation:

Before deployment begins, roll on the following table. The effect lasts for the entire game. Roll separately for each separate unit of Mutants, if you have selected more than one unit!

Chaotic Mutation Table:

1. Add +3” to any Move, Run and Charge ranges
2. Add +D3 Attacks when fighting in an assault (roll afresh at the start of every assault phase)
3. Add +D3 to Strength when fighting in an assault (roll afresh at the start of every assault phase)
4. Gain 5+ Feel No Pain
5. Add +D3 Initiative when fighting in an assault (roll afresh at the start of every assault phase)
6. The unit’s armour save becomes Invulnerable

Saragorn Enclave

Background:

The Saragorn Enclave was a minor techno-barbarian state during the Wars of Unification. Little is known of the warriors or peoples of this empire.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Timbuk

Background:

Timbuk is a small city-state situated in the mid-west of the Afrik continent. Due to it's location in a deep, wide hollow, it is easily overlooked and so the peoples of Timbuk were spared from the worst atrocities of the Wars of Unification.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Terrawatt Clan (in Ural Mountains)

Notable Warlords: Theologitek

Background:

Home to the Terrawatt Clan, the Urals territory was a small techno-barbarian state located in the areas around the Ural Mountains that flourished during the Age of Strife. Beneath Mount Narodnya was the greatest forge of the Urals, where the toiling forge-masters once served the Terrawatt Clan during the Unification Wars.

The Terrawatt Clan was a polity of Terra during the Age of Strife. Said to spring from the same ideology that gave birth to the Martian Mechanicum, the Terrawatt Clan's Theologitek rulers constructed great forges in the Ural Mountains. For most of the Age of Strife the clan existed underneath the Urals, isolating themselves and few knew of their existence. When they did reappear, many Terran warlords came to them asking for their advanced weaponry and technology. However they listened to only one, the Master of the Forces of Unity, as he shared with them technology that dated back to the Dark Age. In exchange for the technology he shared with them, the Terrawatt Clan provided the Master of Unity with many weapons he would give his forces during the Unification Wars.

Army Allowances and Restrictions:

- As befits a mighty nation built on the strength of their forges, armies representing the Terrawatt Clans may take one more vehicle per 1,000pts than is usually allowed. However, the 0-1 Land Raider per army limitation still applies.
- Any Terrawatt army may select a Theologitek as an HQ choice.

Theologitek (75pts/unit)

The Theologitek of the Terrawatt Clans are amongst the most scientifically advanced of all the peoples of Terra. Their use of technology in warfare gives them a mighty advantage against the barbarian hordes of the lesser clans.

	WS	BS	S	T	W	I	A	Ld	Sv
Theologitek	4	5	3	4	3	3	3	9	2+
Steel Sentinel	3	3	5	5	3	2	3	7	4+

Composition:

- 1 x Theologitek & 0-5 Steel Sentinals

Unit Type:

- Theologitek: Infantry (Unique Character)
- Steel Sentinels: Infantry

Special Rules (Theologitek):

- Independent Character
- Grav-Upgrade
- Deepstrike

Special Rules (Steel Sentinels):

- Deepstrike
- Sentinel Guard

Wargear (Theologitek):

- Volkite Serpenta
- Close Combat Weapon
- Melta Bombs

Wargear (Steel Sentinel):

- Volkite Caliver
- Power Fist

Options:

- The Theologitek may choose 0-5 Steel Sentinals as his personal guard at 30pts each.
- The Theologitek may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Sentinel Guard: If one or more Steel Sentinels are chosen, they become a single unit with the Theologitek. In this case, the Theologitek loses the 'Independent Character' rule.

Grav-Upgrade: Any vehicle selected in a detachment containing a Theologitek may choose to upgrade it's engines with a grav-repulsor for 30pts. The vehicle adds 'Fast Skimmer' to it's Unit Type.

Urartu (Asia Minor)

Background:

The Kingdom of Urartu, located in the province once known as Asia Minor, was the last of the techno-barbarian states to be conquered militarily by the Forces of Unity, and it's conquest marked the end of the Unification Wars and the birth of the Imperium of Man.

Imperial historical chronicles tell that the last battle of the Unification Wars, known as the Battle of Mount Ararat, was fought within the territory of Urartu atop a mountain that had once been flooded and lay underwater. During this final battle the chronicles say that the remaining Imperial Thunder Warriors were slain to a man. The chronicles recorded that the famed Thunder Warrior Arik Taranis, known as the "Lightning Bearer," raised the Banner of Lightning at the final declaration of Unity which established the rule of the Master of Unity over the entirety of Terra before dying of his wounds. In truth, the Thunder Warriors were all secretly culled from existence on the Master of Unity's own orders after the Battle of Mount Ararat by his other servants because they were no longer necessary to his grand design and he wished to replace them with a more advanced genetic template for his genetically-engineered supersoldiers who would become the Space Marines.

Army Allowances and Restrictions:

- No special allowances or restrictions apply

Ursh (Central Asia/Russia)

Notable Warlords:	Warlord Kalagann of Ursh
Notable Characters:	Lurtois Sheng (aka Shang) Khal Qualloodon
Notable Units:	The Roma Red Engines Tupelov Lancers Oneirocriticks Wrathsingers

Background:

Ursh, the most populous of all nations on Terra, was located in the steppes of what had once been Russia and Central Asia. Ursh was the mightiest of the techno-barbarian empires on Terra before the Unification Wars and was therefore the largest and strongest opponent that the Forces of Unity had to face during that long conflict.

Many high positions within the government of Ursh were filled by lesser military warlords including Lurtois, Sheng Khal (also known as Shang Khal) and Qualloodon, but the state itself was ruled by the despot named Kalagann at the time of the Unification Wars, a cruel and ruthless warlord of great renown. Kalagann commanded vast armies of techno-barbarians during the Wars of Unity. Kalagann was known for wearing a distinctive artificer-wrought suit of Power Armour known as the Armour of Pearl, which by the time of the Horus Heresy was kept as a trophy in the atrium of the Eternity Gate of the Imperial Palace.

Kalagann's infamous exploits were documented in the ancient manuscript called the Chronicles of Ursh, which would later be considered by Imperial scholars as a classic work of human literature that provided valuable insight into this pre-Unification state's rise and the wars of the Ursh against the Nordafrik Conclaves.

The Chronicles of Ursh mentions the influence of "primordial gods" upon Kalagann and the peoples of Ursh. Also, the sorcerous powers of Kalagann mentioned in the Chronicles of Ursh formed the main part of Ursh's military power. As such, it is highly likely that the Chaos Gods were the true

lords of Ursh, and Kalagann was merely one of their puppets, manipulated to do their bidding. Despite their influence and favour, the Dark Gods failed to save Kalagann when he faced the Forces of Unity, which eventually resulted in the defeat of Ursh and Kalagann's death. The armies of Ursh consisted mostly of unaltered human soldiers. Kalagann also employed powerful psykers within his armies, using their arcane abilities to unleash the foul powers of the Warp upon his enemies.

Though Ursh was a strong empire, it was not as technologically advanced as several of the other techno-barbarian states. For example, the acquisition of superior military machines from the Nordafrik Conclaves was the main reason cited in the Chronicles of Ursh for Kalagann's decision to launch that infamous ancient war against its southern neighbour.

Some of Ursh's troops are still known to legend by name, including:

Roma – these were organised mercenary fliers who fought for the forces of Ursh. Highly-skilled pilots, they were said to never touch the earth beneath them. They were trained to carry out pinpoint aerial attacks, and were therefore of great value to the generals of Ursh.

- Units of Roma may be chosen as Fast Attack choices in Ursh armies

The Red Engines - Both the Red Engines and the Tupelov Lancers followed the command of the warlord Sheng Khal. The Red Engines were masters of siege warfare, and possessed siege engines able to raze whole fortresses or hive cities to the ground.

- Units of Red Engines may be chosen as Heavy Support choices in Ursh armies

(Continued...)

The Tupelov Lancers - The Lancers are described as screaming berserkers. These warriors were trained for close-combat action, and proved ruthless and deadly. In many ways they were a model for the later tactics of the World Eaters Legion of Space Marines.

- Units of Tupelov Lancers may be chosen as Fast Attack choices in Ursh armies

Oneirocriticks - The Oneirocriticks were the personal counsellors of the Ursh warlord Sheng Khal. Their name means "interpreters of dreams" in the ancient Urshian dialect of Low Gothic. It is likely that they used some kind of Warp sorcery to guide Shang Khal in his actions.

- Units of Oneirocriticks may be chosen as Elite choices in Ursh armies
- **Wrathsingers** - This specialised unit was likely comprised of practitioners of sorcery that bent the powers of the Warp to their will. They were able to use their psychic abilities (or “battle-magicks” as the Chronicles of Ursh named their abilities), to change the environment to their advantage and to kill men from afar with their spells.
 - Units of Wrathsingers may be chosen as Fast Attack choices in Ursh armies

Army Allowances and Restrictions:

- Any Ursh army may select Warlord Kalagann and/or Sheng Khal as Unique HQ choices.
- The armies of Ursh are best represented by forces drawn from the Cults & Militias list, to represent the low-tech, human-wave aspects of their military.
- In addition, a force representing the armies of Ursh may take units of Roma, Red Engines, Tupelov Lancers, Oneirocriticks and Wrathsingers – see the specific unit entries for details.



An artist's impression of Warlord Kalagann of Ursh

Warlord Kalagann (125pts/unit)

Kalagann was a fierce, power-mad tyrant who would stop at nothing to enforce his rule over the peoples of Terra. Legend tells that he consorted with the Powers of the Warp to increase his strength, though the penalty he ultimately paid was more than he ever bargained for...

	WS	BS	S	T	W	I	A	Ld	Sv
Warlord Kalagann	6	3	4	4	3	4	3	9	3++

Composition:

- 1 x Warlord Kalagann

Unit Type:

- Infantry (Unique Character)

Special Rules:

- Independent Character
- Daemon
- Psyker – mastery level 3
- Eternal Warrior
- Daemonic Protection (3++ invulnerable save)

Wargear:

- Slug Pistol
- Daemon Blade
- Frag Grenades

Warlord Trait:

- Transfiguration

Options:

- Warlord Kalagann may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Warlord Trait ‘Transfiguration’: Instead of rolling for a Warlord Trait, Kalagann always uses the ‘Transfiguration’ trait instead. Any non-vehicle unit in a detachment with Kalagann as the Warlord may be given the ‘Daemon’ special rule for +20pts. In addition, at the start of any of the owning player’s movement phases, the owning player may choose to replace one of his units with a unit of 3D6 Bloodletters or Plaguebearers.

Daemon Blade: Kalagann wields a unique weapon which contains the bound essence of a Greater Daemon of Khorne. The weapon uses the following profile:

Name	Range	Str	AP	Type
Daemon Blade	-	+1	3	Melee, Instant Death

The Roma (75pts/unit)

These organised mercenary fliers fought for the forces of Ursh. Highly-skilled pilots, The Roma were said to never touch the earth beneath them. They were trained to carry out pinpoint aerial attacks, and were therefore of great value to the generals of Ursh.

	BS	Fr	Sd	Rr	HP
The Roma	3	11	10	10	2

Composition:

- 3 x Roma

Unit Type:

- Vehicle (Fast Skimmer)

Wargear:

- 2 x Slug Cannons

Options:

- You may add up to three additional Roma at 25pts/model
- Any model may exchange either of it's Slug Cannons with a weapon from the Special & Heavy Weapons list in the Wargear section for 5pts less than the listed value.

The Red Engines (100pts/unit)

Coming under the command of the warlord Sheng Khal, the Red Engines were masters of siege warfare, and possessed siege engines able to raze the fortresses and hive cities of the enemies of Ursh to the ground.

	BS	Fr	Sd	Rr	HP
Red Engine	3	12	11	10	3

Composition:

- 1 Red Engine

Unit Type:

- Vehicle (Heavy Tank)

Transport Capacity:

- 20 models

Wargear:

- Trebuchet
- Assault Ladders
- Breaching Ram

Options:

- You may add up to two additional Red Engines at 100pts/model

Assault Ladders: The Red Engine is part siege gun, part transport vehicle. The assault ladders mean a Red Engine counts as an Assault Vehicle.

Breaching Ram: The front of a Red Engine is a mighty battering ram, fashioned to carve great rents in any reinforced fortification. The Breaching Ram gives +3 Strength to any Ramming action carried out against a fortification.

Trebuchet: The Red Engine is equipped with a mighty kinetic bombard capable of launching shells strong enough to breach even the most durable of citadels. The Trebuchet uses the following profile:

Name	Range	Str	AP	Type
Trebuchet	12"-24"	9	-	Heavy 1, Large Blast, Sunder

Tupelov Lancers (100pts/unit)

The Lancers are best described as screaming berserkers, under the leadership of the mighty Ursh warlord Sheng Khal. These warriors were trained for close-combat action, and proved ruthless and deadly. In many ways they were a model for the later tactics of the XII Legion.

	WS	BS	S	T	W	I	A	Ld	Sv
Tupelov Lancer	4	3	3	3	1	4	1	7	4+
Lancer Sergeant	4	3	3	3	1	4	2	8	4+

Composition:

- 9 x Tupelov Lancers
- 1 x Lancer Sergeant

Unit Type:

- Infantry

Wargear:

- Slug Pistol
- Vibrospear
- Frag & Krak Grenades

Special Rules:

- Fleet
- Furious Charge
- Combat Stims

Transport:

- May take dedicated transports from the parent Solar Auxilia or Cults & Militia list, as per a regular Troops choice from that list

Options:

- You may add up to ten additional Tupelov Lancers at 10pts/model

Combat Stims: At the start of the game, before deployment begins, roll on the following table:

- | | |
|---------------------|-------------------------------|
| 1. = +D3 Initiative | 4. 6+ Feel No Pain |
| 2. +1 Attack | 5. Gain the Crusader USR |
| 3. = +1 Strength | 6. Gain the Counterattack USR |



Female Tupelov Lancer of the state of Ursh

Oneirocriticks (75pts/unit)

The Oneirocriticks were the personal counsellors of the Ursh warlord Sheng Khal. Their name means "interpreter of dreams" in the ancient Urshian dialect. It is likely that they used some kind of Warp sorcery to guide Shang Khal in his actions.

	WS	BS	S	T	W	I	A	Ld	Sv
Oneirocritick	2	2	3	3	2	4	1	7	4++

Composition:

- 5 x Oneirocritick

Unit Type:

- Infantry

Wargear:

- Laspistol
- Force Staff

Special Rules:

- Brotherhood of Psykers (mastery Level 2)
- Master of the Veiled Paths

Psychic Disciplines:

- The unit may choose it's powers from the Divination discipline in the Warhammer 40,000 rulebook

Master of the Veiled Paths: The Oneirocriticks use their witchsight to view the ever-changing ebbs and flows of a battle. An army which has a unit of Oneirocriticks on the board at the start of a game turn may re-roll any Reserves roll (failed or successful) and any Outflank rolls. In addition, one unit with at least one model within 6" of a unit of Oneirocriticks at the start of the shooting phase gains the Preferred Enemy USR for the duration of the Shooting phase.

Wrathsingers (100pts/unit)

This specialised unit was comprised of practitioners of sorcery that bent the powers of the Warp to their will. They were able to use their “battle-magicks” (as the Chronicles of Ursh named their abilities), to change the environment to their advantage and to kill men from afar.

	WS	BS	S	T	W	I	A	Ld	Sv
Wrathsinger	5	3	3	3	2	3	2	8	4+
Wrathsinger Sergeant	5	3	3	3	2	3	3	9	4+

Composition:

- 4 x Wrathsingers
- 1 x Wrathsinger Sergeant

Unit Type:

- Infantry

Special Rules:

- Brotherhood of Psykers (mastery level 2)

Wargear:

- Two-Handed Daemon Axe
- Frag & Krak Grenades

Transport:

- May take dedicated transports from the parent Solar Auxilia or Cults & Militia list, as per a regular Troops choice from that list

Psychic Disciplines:

- The unit may choose it’s powers from the Biomancy, Pyromancy, and/or Sanctic disciplines in the Warhammer 40,000 rulebook

Options:

- You may add up to five additional Wrathsingers at 20pts/model

Two-Handed Daemon Axe: The Wrathsingers are armed with potent weapons which pulse with the eerie non-light of the warp. These weapons use the following profile:

Name	Range	Str	AP	Type
Two-Handed Daemon Axe	-	+1	2	Melee, Force Weapon, Unwieldy, Bound Soul

Bound Soul: Any roll of 1 to wound causes an automatic strength 6, AP- hit on the bearer.

Warlord Sheng Khal (75pts/unit)

Though a mighty warlord in his own right, Sheng Khal was ultimately a subordinate of the supreme Warlord of Ursh, Kalagann. Sheng Khal was lord to the Red Engines and the Tupelov Lancers, who emulated his ferocity and tenacity in battle.

	WS	BS	S	T	W	I	A	Ld	Sv
Sheng Khal	6	4	4	4	3	4	3	9	4+

Composition:

- 1 x Warlord Sheng Khal

Unit Type:

- Infantry (Unique Character)

Special Rules:

- Independent Character
- Fleet
- Furious Charge
- Zealot
- Combat Stims

Wargear:

- Slug Pistol
- Vibro-Spear

Warlord Trait:

- Berzerk Aura

Options:

- Warlord Sheng Khal may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Warlord Trait “Berzerk Aura”: Instead of rolling for a Warlord Trait, Sheng Khal always uses the ‘Berzerk Aura’ trait instead. Any Ursh units with the Combat Stims special rule (including Sheng Khal himself) may roll two dice on the Combat Stims table and choose the result they prefer. This warlord trait also confers the Fleet and Furious Charge USR’s (for the remainder of the player turn) to any unit from the Ursh detachment with at least one model within 12” of Sheng Khal (as measured at the start of the shooting phase).

Combat Stims: See table in the Tupelov Lancers unit entry.

Yndonesic Bloc (Indonesia)

Notable Warlords: Cardinal Tang
Other Notable Characters: Unkown
Notable Units: Stormbird (aka Warhawk VI) flyers

Background:

The Yndonesic Bloc was a techno-barbarian state located in what was once Southeast Asia. As late as the time of the Horus Heresy in the 31st Millennium, the Yndonesic Bloc, though an integral part of the Imperium of Man, still retained a distinct regional identity on Terra.

The Yndonesic Bloc was ruled by a man named Cardinal Tang, the tyrannical Ethnarch, during the closing years of the Age of Strife before the Unification. He wished to return the world to a pre-technological age, burning scientists, mathematicians and philosophers who opposed his church's views. Tang imposed a genocidal policy that consisted of forced breeding between only "genetically compatible" citizens of the Bloc, combined with a eugenics program that aimed for the pursuit of racial hygiene through the use of compulsory sterilizations and the genocidal extermination of "undesirables." Those that defied these enforced edicts were punished brutally. Imperial history would later characterise Tang's rule as one of bloody pogroms, death camps and genocides.

Tang was eventually overthrown by his own people during the rise of the nascent Imperium and was imprisoned in the notorious penal colony of Nusa Kambagan (which would later become a productive Imperial Hive City). Once incarcerated, Tang tried to conceal his true identity and hide amongst the general population of the penal colony, but only a few days after his arrival, Tang's fellow inmates learned of his true identity and murdered the former despot.

The military unit known as the Warhawk VI was developed by the Yndonesic Bloc and used against the Pan-Pacific Tribes during the Unification Wars. The Warhawk VI was later reclassified as the 'Stormbird' and integrated into the fledgling Imperial Navy of the post-Unification Imperium.

Army Allowances and Restrictions:

- Any Yndonesic Bloc army may select Cardinal Tang as a Unique HQ choice.
- The Yndonesic Bloc made use of a great many different fighting forces, which may be represented by armies drawn from either the Cults & Militias or Solar Auxilia lists.
- Lists representing armies from the Yndonesic Bloc may select a single Stormbird flyer (note that this still counts toward the 0-1 vehicle per 1,000pts limit!). Refer to the appropriate Horus Heresy book for the unit entry. Note the restrictions listed for Flyers at the start of this supplement.



Artist's Impression of an Yndonesic Bloc Warrior

Cardinal Tang (75pts/unit)

Cardinal Tang was the totalitarian dictator of the Yndonesic Bloc and was rightly feared as one of the most terrible men of this – or indeed any other – era of mankind’s long history. His pograms of censure resulted in the extermination of millions of peaceful scientists, artists and philosophers, and dragged his empire back into a self-imposed dark age over which the Cardinal ruled.

	WS	BS	S	T	W	I	A	Ld	Sv
Cardinal Tang	4	3	3	3	3	3	3	10	4+

Composition:

- 1 x Cardinal Tang

Unit Type:

- Infantry (Unique Character)

Wargear:

- Laspistol
- Close Combat Weapon
- Frag Grenades

Special Rules:

- Independent Character
- Zealot
- Draconian Master
- Gene Tyrant

Options:

- Cardinal Tang may take items from Pistols, Ranged, Melee, Armour and Wargear and Grenades sections of the Character Equipment Upgrades list.

Draconian Master: If any unit in an Yndonesic Bloc detachment fails a Morale or Pinning test, the owning player may immediately choose to execute D3+2 models from the unit. These models are immediately removed from play with no saves of any kind allowed. The unit may then re-roll that test (no subsequent re-rolls are allowed from this rule!).

Gene Tyrant: One non-vehicle unit in the Yndonesic Bloc detachment may be given a genetic upgrade. Roll once on the following table:

Gene Tyrant Table:

1. The unit gains +1 Toughness but suffers -1 Initiative
2. The unit gains +1 Strength but suffers -1 to Move, Run and Charge ranges
3. The unit gains +1 Weapon Skill but suffers -1 Ballistic Skill
4. The unit gains +1 Ballistic Skill but suffers -1 Weapon Skill
5. The unit gains the Preferred Enemy USR but any roll of a ‘1’ to Wound inflicts a strength 3, AP- hit on the unit (randomly select the effected model(s))
6. The unit gains +1 Initiative but any charges they make count as disordered

The History of Luna

Luna is the traditional name for the moon of Terra which the Imperium of Man classifies as both a Dead World and a Civilised World that is home to billions of people in hive cities built below the surface of the lunar regolith. Humans first landed on Luna in the year 969.M2, making it the first world ever explored by Mankind in the ancient past. In the subsequent centuries, it was one of the first worlds colonised by humanity, who erected great domed cities above and below its airless surface.

Luna became a center of scientific research and zero-gravity manufacturing during the Dark Age of Technology, when it was the home of the Selenar gene-cults who saw the perfection of advanced genetic engineering techniques as a necessary component of a faith similar in some ways to that of the Cult Mechanicus of the Mechanicum of Mars. The Master of Unity conquered and united Old Earth during the Unification Wars following the Age of Strife in the middle of the 30th Millennium and then sent his forces to occupy the human colonies on Luna.

It was in the lunar gene-laboratories of the Selenar that the Master of Unity began the Primarch Project, the massive genetic engineering research initiative necessary to create the Primarchs from his own genome. However, the Primarchs' actual gestation was carried out in his secret gene-laboratories beneath the Himalazian (Himalyan) Mountains to provide greater protection from the interference of the Dark Gods of Chaos. Unfortunately, these arcane protections ultimately proved inadequate and the Primarchs, still developing infants locked into their gestation capsules, were scattered across the galaxy after the Ruinous Powers opened a Warp Rift within the Imperial laboratories. Yet from the Primarchs' remaining genetic material the Master of Unity was able to create the first proto-Astartes Legions, using the organs cultured from the Primarchs' gene-seed to transform ordinary human men into transhuman warriors.

Luna was Terra's only natural satellite. Although not the largest natural satellite in the Segmentum Solar,

it is the largest relative to the size of the planet that it orbits. Luna is in synchronous rotation with Terra, always showing the same face with its near side marked by dark volcanic maria that fill between the bright ancient crustal highlands and the prominent impact craters. Once, the satellite had been a mottled stone wasteland where humans had ventured in their first infantile steps away from their birth world. They had built colonies there, testing their mettle in the pitiless cold of the void in preparation for future voyages to other planets, but as Terra's people had advanced, Luna had become little more than a way station, a place to pass by on the journey to the interplanetary -- and later, interstellar -- depths. This age of exploration and technology came to an end with the coming of Old Night, the chaotic and highly fragmented period of human history between the 25th and 30th Millennia.

By the end of the Age of Strife, Luna had become the bastion of a conglomeration of resurrectionist gene-cults known as the Selenar, whose members believed that human nature was both fractal, fractured and transcendent. To them, the true nature of Mankind was visible in the flesh and mind of the individual, but each person was an echo of archetypes that persisted throughout human existence. Each Selenar gene-cult clung to a different set of archetypes: some represented them as anthropomorphic figures, some as numbers, and some as symbolic systems. Shot through with low occultism, most fell short of deification, but all pursued understanding through their craft of gene-forging. Each cult member was a product not of random breeding, but creation by the cult's gene-wrights according to formulae born in the Dark Age of Technology. Resurrected in body time and time again, they attempted to reach a true personification of a single human archetype. In their subterranean complexes, the cults were powerful, insular and resistant to the Imperial Truth. Such resistance was hardly a novelty, and would normally have been dealt with in the usual manner -- by obliteration. The fact that the gene-cults had something that the growing Imperium needed complicated that position.

Clouded as it might have been by occultism, the gene-craft of the Selenar Luna cults was unequalled save within the Master of Unity's own facilities on Terra. With Terra teetering on the edge of complete Unification by 798.M30, the conquest of the Sol System and the galaxy beckoned. For the Great Crusade there would need to be more and more Space Marines. The Terran gene-engineering facilities would not be able to cope with such a huge increase in the creation of recruits for the Space Marine Legions, so the newborn Imperium of Man needed Luna's wealth of gene-craft and technological capacity added to its own. But the Selenar gene-cults would not bow willingly to the hunger of the new-born Imperium, and had fought off the machinations of Terran warlords and Martian Magi in the past. The Selenar had received Imperial ambassadors with courtesy, but always answered their offers, threats and entreaties with silence. As the threats began to outnumber the offers, the Luna cults began to turn away the ambassadors and gird themselves for war. Normally highly factional, the possibility of Terran domination overcame all doctrinal disagreements between the Selenar cult matriarchs and gene-wrights -- they would resist the Imperium together and without limit. The final Imperial deputation to Luna was returned to Terra as a still-screaming soup of fused liquescent flesh in the dead shell of their shuttle. So it was that the Master of Unity finally ordered Luna to be pacified by the sword, their superstitious beliefs cast down before the Imperial Truth and their gene-craft yoked to the needs of the Imperium. As such, Luna would become the site of the first off-world Imperial Compliance action ever undertaken by the early Astartes Legions, even while the Unification Wars were still raging on Terra before the year 800.M30.

First Pacification of Luna

To the task of conquering Luna, the Master of Unity set three of His newborn Space Marine Legions most suited to this purpose on what some Imperial chroniclers name as the first true battle of the Great Crusade. The combined force of the VII, XIII and XVI Legions (later named the Imperial Fists, Ultramarines and Luna Wolves) lifted from the surface of Terra in a scattering of rocket flame. The as-yet-unnamed XVI Legion had been chosen to

serve as this Space Marine force's vanguard, and had brought its full strength to bear. Cutting power to their assault craft, the Astartes of the XVI Legion drifted silently towards Luna from Mankind's birthworld through the void like arrows fired into the night. As the smaller wave of assault craft belonging to the VII and XIII Legions approached the airless world, the Selenar defensive weapon systems embedded in Luna's surface lashed the oncoming Imperial force. The XVI Legion's assault craft, unlooked for and unseen, struck their targets like a dagger in the night. Within six solar hours of the first shot being fired, Luna had been pacified and brought into Imperial Compliance, the first off-world conquest of the Imperium of Man. Faced with annihilation, the surviving Selenar cultists bent the knee instead, their surrender communique transmitted to Terra calling for the Master of Unity to "call off his wolves." Broken and humbled, the enslaved gene-wrights of Luna would help forge the next generation of Space Marine who would carry out Mankind's conquest of the stars. As for the XVI Legion, they had earned their name -- the Luna Wolves.

For a time during the Age of Strife when Terra was engulfed in war and blood, the Moon had become desolate and empty once again despite the small population of Selenar, but after the rise of the Master of Unity and its conquest by the Imperium, Luna knew a rebirth. Waxing and waning, the satellite came full circle as the Age of the Imperium brought it new life. Bisecting the grey stone sphere across its equator lay a man-made valley many kilometres wide. This was the Circuit, an artificial canyon that laid open the rock and stone beneath the dusty lunar surface. All along the length of the chasm lay gateways into the Moon's interior, vast doors to the honeycomb of spaces carved by Mankind in the heart of Luna. The ancient, dead boulder of the Moon became the largest military complex ever built by humans. A vast shipyard for the armada of the Imperium, thousands of starships from the smallest shuttle to the largest Battle Barge, were built and maintained there, and across the face of the Far Side there were complex stations for observation of the great void beyond. Port Luna was the cold, stone heart of humankind's great fleets.

The History of Mars

Mars, also known as "The Red Planet," is the greatest Forge World of the Imperium of Man, producing vast numbers of weapons, vehicles and other technology for the Imperial war efforts throughout the galaxy. Mars is also the homeworld and headquarters of the Adeptus Mechanicus and a planet sacred to the faith of the Cult Mechanicus, which is one reason why travel to the Red Planet for Imperial personnel who are not members of the Mechanicus and share its peculiar faith is restricted. Mars is encircled by a massive conglomeration of thousands of drydocks and other starship manufacturing facilities that encircle the Red Planet in a geosynchronous equatorial orbit that is known as the Ring of Iron. It was the shipyards of the Ring of Iron that constructed the vast exploratory and expeditionary fleets of the Great Crusade and even today produce the majority of the Imperial Navy's capital ships.



Unification-era Mars

Mars is the twin planet of Terra, and one of many long-inhabited colony worlds located near the Cradle of Humanity. It is the homeworld and primary power centre of the Adeptus Mechanicus, the ancient and byzantine priesthood of the Machine God, and the heart of their galaxy-spanning monopoly on human science and technology. Following the Unification Wars in which the Master of Unity defeated the techno-barbarians of Terra and reunited humanity's homeworld under a single government, he concluded the Treaty of Mars (known as the Treaty of Olympus within the Mechanicus) with the Cult Mechanicus to unify both Terra and Mars under the

umbrella of the newborn Imperium of Man in the 30th Millennium. The Mechanicus recognised the Master of Unity as the Omnissiah incarnate and swore to lend their technology, the mighty war machines of their Titan Legions and all of their production facilities to the purpose of his Great Crusade to reunite all the scattered worlds of Mankind beneath the rule of the Imperium. In return, the Master of Unity promised the Mechanicus that it could maintain its political autonomy on Mars and all of its other Forge Worlds and that it would remain immune from adherence to the atheistic doctrines of the Imperial Truth. This ensured that the Adepts of the Mechanicus could still maintain their faith in the Machine God. Therefore, Mars is just as important to the Imperium's survival as Terra itself.

More than any other world, Mars possesses huge repositories of technical knowledge. Its immense libraries and databanks are highly eclectic and disorganised; one delving for secrets may find a crystal storage device containing vital genitor-level data tucked inside a scrollprint for militarised locomotives. The planet itself is a wilderness of polluted ochre desert broken by metropolises the size of tectonic plates. Here the rockcrete spires, marble arches and flying buttresses of a standard



Mars at the height of the Unification Wars

Imperial world are joined by corroded steel, iron ventilation chimneys and shining glass pipes. Extensive travel tubes pass above crackling tesla coils that power construction sites and ancient industrial wastes alike. Shining new buildings braced with riggings of steel contrast with shattered condensation traps and the ruins of millennial wars. The older districts are dotted with broken plastel slabs and twisted girders, the occasional solitary tower pointing purposelessly toward the Martian sky. In ancient times, Mars had a fully terraformed atmosphere and ecosystems very similar to that of ancient Terra during the Dark Age of Technology, but the constant warfare of the Age of Strife destroyed the world's manufactured oxygen-nitrogen atmosphere and restored the Red Planet's surface to its primordial desert state, absent surface water and breathable oxygen. The only inhabitable regions of the planet are now the Adeptus Mechanicus' Hive Cities.

Mars is strictly stratified in its social order. Mars is ruled over by the Adeptus Mechanicus' Fabricator General, and he possesses almost every known piece of Standard Template Construct (STC) technology or designs currently in Imperial hands.

This is ostensibly so he can construct better and more durable vehicles and technology for the Imperium, although it is fairly clear that the Mechanicus is simply hoarding them. The lowest level consists of the citizens, mainly unaugmented human populations who labour en masse at simple tasks such as sorting isotope scrap, tending hydroponics, breaking ore, stoking forges and so on. Most citizens aspire to gaining status by joining the Skitarii. In the process, they will receive their first battle-grade bionics and perhaps a way of later entering the priesthood. Lesser citizens may sport tattoos and piercings suggestive of such bionics, but dress in common work clothes – filthy coveralls, rad-tabards or cabled environ-suits. Regardless of station, Martians have a tendency to be burly, saturnine and shaven headed, usually with a temper to match their dour aspect. All sport electroos -- subcutaneous cyberware that ranges from code-patches through which personal data is monitored to thick veins of electric cabling. Through these electroo circuits can the glory of the Omnissiah be channelled. In times of great strife, the masters of Mars' populace can use these interfaces to turn even the most gormless hab-worker into a dauntless warrior of the Machine God.



Sources:

Much of the bulk text presented in this supplement originates directly from Games Workshop materials, collated and collected on the following website:

warhammer40k.wikia.com

I am indebted to the Warhammer 40,000 community as a whole, especially those who have contributed to the above wikia website.

Graham ('Grazer') Sanders
December 2016