Bell Of Lost Souls Presents:

Warhammer 30,000

Battles in the Age of Heresy v2.5

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Dedicated to Jervis Johnson, Alan Merrett, and Dan Abnett

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Fly Lords of Terra

"They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear."

-The Emperor, on the creation of the Space Marines

Fly Lords of Terra

"If the sole trait these Astartes share in common with we mere mortal masses is their bond of brotherhood, then one must dare to ask the question – if that were lost to them, what would they become? "

-Ignace Karkasy, remembrancer

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INTRODUCTION

Welcome Brother, to a dark age of wonder. Find herein the Legions of the Space Marines, the greatest warriors that Humanity has ever produced.

FROM THE AUTHOR

Welcome to what we hope is an exciting and innovative Warhammer 40,000 campaign. For over a decade it has been our dream to take the hundreds of pages of text and illustrations from Games Workshop and forge from them a coherent set of rules to allow for fun games in one of the greatest historical settings of the 40k universe: the Age of Heresy.

It is an age of wonder and hope with a newly optimistic Mankind closer to a true understanding of its technology. It is a time filled with wondrous items reclaimed from the Golden Age of Technology. It is an age of giants, with Primarchs and their legendary lieutenants, walking through the universe carving the borders of the Imperium with their bare hands.

This campaign book is not a comprehensive reference, but a travel guide through the Heresy. It is intended to get your creative juices flowing and to allow a set of enthusiast gamers and modelers a chance to dive into an exotic but very familiar place.

It has been a labor of love and I sincerely hope you have a great time playing in this new sandbox.

-bigred

BATTLES IN THE AGE OF HERESY

Welcome to Warhammer 30,000: Battles in the Age of Heresy, the definitive guide to collecting, painting and gaming with a Pre-Heresy Space Marine army. Within these hallowed pages you will also find campaign rules, guidelines and missions that allow you to re-create some of the most legendary battles in the Warhammer universe.

HOW THIS CAMPAIGN BOOK WORKS

This campaign book is broken into five main sections that deal with different aspects of the Age of Heresy.

• **Age of Heresy Rules:** The first section introduces us to the age and the special rules that are used in Heresy Era games. This section also includes new units available to players in the Age of Heresy.

• **Astartes Legion Rules:** The second section details each of the Legions from the era and describes their special rules. This section also includes Legion Special Characters.

• **Apocalypse Legion Rules:** This section details a host of new exciting Legion formations that are used with Codex: Apocalypse.

• **Age of Heresy Campaign Rules:** All of the rules that you will need to play an Age of Heresy Campaign are described in this section. This also includes a suggested chronology for the campaign as well as suggested missions.

• **Modeling in the Age of Heresy:** At the end of the campaign book, we've included a section on modeling pre-Heresy armies and a trove of information to help you build your own Space Marine Legion.

TIME LINE

M21-M24 (Golden Age of Technology): Navigators emerge and humanity crosses the galaxy in real numbers. A golden age of technological discovery propels Mankind to its apex of civilization. Large empires are formed and the alien menace is kept at bay through both arms and diplomacy.

M24-M29 (Age of Strife): Warp storms wreak havoc with interstellar travel. Humanity is set upon by alien marauders and its great empires tear themselves apart. Humanity is plunged into a 5,000 year dark age.

M29 (Great Crusade): The Emperor arises and conquers Terra using the first Space Marines in the Wars of Unification. He enters into an alliance with the Mechanicum of Mars to forge the Imperium. He begins the Great Crusade reclaiming over two million human worlds in a two hundred year galaxy-spanning campaign.

Mid M29: The Great Crusade draws to a close. The Emperor appoints his greatest warrior Horus, Primarch of the Luna Wolves to the title of Warmaster He returns to Terra to begin the reconstruction and administration of the Imperium. However, deep in the Warp, the Ruinous Powers have set in motion plans of their own…

AGE OF HERESY RULES

It is an age of conquest. Humanity is in ascension. From one end of the galaxy to the other, the Astartes Legions have built the Imperium of man, casting back all who would stand against them. Now their greatest enemy lay within.

GENERAL RULES

The following rules are used during all games set during the Age of Heresy. These rules override any conflicting text found in individual army codices.

• **Codices**: All Legions use Codex: Space Marines unless noted otherwise. Certain Legions may have access to Codex: Chaos Space Marines, Codex: Dark Angels, Codex: Blood Angels, and Codex: Space Wolves.

• **Large Formations:** During the Great Crusade the Legions were much larger than their current sizes, and made heavy use of large infantry formations. Tactical Squads and Blood Claws have a unit size of 5-20. Squads with more than ten members may not use the *Infiltrate* or use the *Combat Squads* rule.

• **Ground Assault:** With jump packs being a rarity, Assault Squads use other methods to reach their prey. Assault Squads without jump packs may purchase Rhino or Drop Pod transport options for the same cost as Tactical Squads.

• **Commanders Above All:** In the days before the Librarian Controversy and the Chaplain Edict, these forces did not exist within the legions with a few minor exceptions. Librarians and Chaplains are not allowed unless otherwise noted.

• **Legendary Heroes:** During the Great Crusade, each Legion had great warriors that shaped the history of the Imperium. Regardless of codex, no Marine Special Characters are allowed. Only the Pre-Heresy characters listed in this document may be used by the Legions.

NEW TRAITS

The Space Marine Doctrine system found in Codex: Space Marines is used. A number of new Space Marine Doctrines are also available to the First Founding Legions.

• **Death from Above:** No restriction on jump pack units. In addition, Legions with this doctrine may upgrade 0-1 Command squads (without heavy weapons or the *Infiltrate* ability) with jump packs at the cost of +5 points per model.

• **Pious:** These chapters are often led by gifted orators well versed in the arguments of the Imperial Creed. These firebrands inspire their brethren to perform great acts of bravery. Chaplains are allowed and may purchase the *Demagogue* ability for +35points.

• **Hardened Legion:** Some Legions, above their brethren, were renowned for their sheer determination and resilience in the face of the overwhelming circumstance. These warriors were counted on to hold the line, no matter the odds. *Hardened Legion* units ignore negative modifiers due to being outnumbered in assault.

• **Rule through Fear:** Some Legions crossed the line into tyranny and brutality, instilling great fear in their enemy at the cost of their Astartes noble demeanor. Enemy units suffer a -1 on all Leadership tests.

• **Strike from Shadows:** Some Legions trained heavily for stealthy, covert operations; appearing as if from nowhere to strike at their opponents. Any Tactical, Veteran, Assault, Devastator and Command squads may take the skills *Stealth* and *Move through Cover* at a cost of +3 points per model for both skills. Models with jump packs may not buy the *Strike from Shadows* ability.

• **Sorcerous**: Some Legions used proscribed arcane rituals and dabbled in the Warp to gain power and knowledge over their foes. A *Sorcerous* chapter may use Librarians. Additionally, after deployment is complete but before *Scout* moves are taken, a *Sorcerous* army with a Librarian may re-deploy one friendly unit within his deployment zone.

• **Be Swift as the Wind:** This doctrine remains as it appears in Codex: Space Marines, but additionally allows all models of a Command squad (without heavy weapons or the *Infiltrate* ability) to be upgraded with Marine Bikes at the cost of +15 points per model, OR from infantry to jetbikes at the cost of +20 points per model.

HERESY ERA EQUIPMENT AND UNITS

The Emperor walks among the living. The Mechanicum of Mars toil to meet the demands of the Great Crusade. It is an age of technology unlike any other.

ERA: GREAT CRUSADE THROUGH THE SIEGE OF TERRA

• **Assault Cannons**: The assault cannon is a new, experimental and fairly temperamental weapon. They are rarely seen and are just replacing the older Reaper autocannon. Assault cannons are a 0-2 (in total) choice in any army. Units normally equipped with assault cannons may always replace them with Reaper autocannons for 5 points less than the listed assault cannon cost.

• **Jump Packs:** A newly introduced piece of equipment, the jump pack is not commonly seen on the battlefield. Jump pack equipped units are a 0-1 choice (in total) unless noted otherwise.

• **Havoc Launchers:** The reliable Havoc missile launcher is used on Legion vehicles to break up light infantry formations. Units normally equipped with hunter-killer missiles may always replace them with Havoc launchers for 5 points more than the listed hunter-killer missile cost.

• **Multi-meltas:** The multi-melta is a new weapon, most often used in concentrated numbers to maximize their capabilities. Land Speeders, Attack Bikes, Dreadnoughts, Techmarine Servitors, and 0-1 Devastator squads (no Tactical, Veteran or Command squads) may be equipped with multi-meltas.

• **Plasma Cannons:** The plasma cannon is an uncommon sight on the battlefield and are most used in Devastator squads. Dreadnoughts, Techmarine Servitors, and 0-1 Devastator squads (no Tactical, Veteran, or Command squads) may be equipped with plasma cannons.

• **Autocannons:** The ubiquitous autocannon is both reliable and trusted within the Legions. All infantry squads with access to missile launchers may purchase autocannons for the same price.

•**Storm Bolters:** The twin-linked bolter is a state of the art sidearm as the storm bolter is still in development as part of the ongoing Terminator project. Storm bolters are replaced by twin-linked bolters for 1 point less than the listed cost of storm bolters.

• **Venerable Dreadnoughts:** The oldest Dreadnoughts are only a few centuries old, veterans of the War of Unification. Venerable Dreadnoughts are unavailable unless noted.

• **Land Raider Crusader, Razorbacks and Predator Annihilator:** These vehicles will not be devised for many millennia in the future. They are unavailable unless otherwise noted.

• **Jetbike Formations:** A legacy of the Golden Age of Technology, the Imperial jetbike is a wondrous, graceful tool used in small numbers by many Legions. A Space Marine Character may upgrade his bike to a jetbike for +5 points. 0-1 Space Marine Bike squads (without attached Attack Bike) may be upgraded en masse to be jetbikes for +5 points per bike.

• **Ancient Relics:** Many glorious weapons and items have been crafted or discovered during the Great Crusade and are awarded to the mightiest of Legion leaders. The vast majority of officers make do with their trusted standard gear. Master-crafted weapons, Artificer Armor, Iron Halos, Adamantium Mantles, Rune Armor, Frost Blades (or similar items) are a 0-1 (in total) choice in your army. Relics used by Legion Special Characters do not count against this total.

• **Legio Cybernetica Robot Maniples:** A hallowed treasure of the Mechanicum, these thinking machines are deployed in small numbers throughout the Legions. Legio Cybernetica Robot Maniples are a new Elite choice for all Legions.

• **Adeptus Custodes Honor Guard:** On rare occasions, the Emperor will dispatch a squad of his Custodian Guard to a Legion. This is a clear message for all to see that the Emperor's eye was on the matter at hand. This new HQ choice is available to all Legions.

Reaper Autocannon: R:36" S:7 AP:4 Heavy 2, Twin-Linked
Havoc Launcher: R:48" S:5 AP:5 Heavy 1, Blast, Linked
Autocannon: R:48" S:7 AP:4 Heavy 2

• **Sisters of Silence:** When the taint of the Warp lay upon a foe, the Sisters of Silence would appear without warning to aid a campaign. They would vanish as mysteriously as soon as the psyker thread was destroyed. Sisters of Silence are a new HQ choice available to all Legions.

ERA: POST-ISTVAAN V THROUGH THE SIEGE OF TERRA

• **Traitor Legions:** The Emperor's Children, Iron Warriors, Night Lords, World Eaters, Thousand Sons, Death Guard, Sons of Horus, Word Bearers, and Alpha Legion rebelled against the Imperium. Traitor Legions may no longer use Adeptus Custodes or Sisters of Silence units.

• **Cult Legions:** After the events at Istvaan V, the Ruinous Powers each took their own chosen Legion to their bosom and made them a dark reflection of their terrible power. When these Legions arrived at Earth they bore little resemblance to those that had broken orbit at Istvaan V. Plague Marines (Death Guard), Noise Marines (Emperor's Children), Khorne Berzerkers (World Eaters), and Chaos Sorcerer (Thousand Sons) units may be selected by their respective Cult Legions as described in the Codex: Chaos Space Marines.

• **Daemons:** After the events at Istvaan V, the Ruinous Powers made their daemonic minions readily available to the Traitor Legions. Their offer was not rebuked by their new found followers. Summoned Greater Daemon and Summoned Lesser Daemon units may be selected as by any Traitor Legion as described in the Codex: Chaos Space Marines. In addition to the models listed in the Codex: Chaos Space Marines, Summoned Greater Daemons may possess any Space Marine character or independent character in his own army. Summoned Lesser Daemons are not destroyed if an Icon of Chaos is not present, but instead enter the game using the *Deep Strike* rules (i.e., are placed and scatter normally).

Figure 1: Legio Metallica Reaver overlooking a battle

New Heresy Era Units

Several new units are available to the Space Marine Legions. These rare and wondrous units are all but forgotten in the mists of time by 40th Millennia. They are offered here as an inspiration to dedicated Heresy Era modelers to really add something unique to their forces.

HQ (0-1) Adeptus Custodes Honor Guard 320pts

The Praetorians of the Emperor. Adeptus Custodes loyalty, training, and battlegear are unmatched by any forces in the Imperium. It is said that over the 200 years of the Great Crusade, only three Custodes fell in combat, their names immortalized upon the Emperor's Breastplate.

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

Unit Type:
- Infantry

Number/Squad:
- 5

Wargear:
- Twin-linked bolter
- *Custodes halberd*
- Artificer armor
- Frag grenades
- *Banner of Terra*

Special Rules:
- *Resolute*
- *Nimbus of Purity*
- *Emperor's Grace*

SPECIAL RULES

Resolute: The unit may choose to pass or fail Leadership tests. This ability is conferred to any independent character joining the unit.

Custodes Halberd: This treasured weapon is the trademark of the Adeptus Custodes. It combines a twin-linked bolter with a power weapon that adds +2 to the bearer's Strength (included above).

Nimbus of Purity: The unit is completely immune to all psychic powers, whatever the source.

The Emperor's Grace: Adeptus Custodes models are immune to Instant Death and gain a 5+ Invulnerable save.

On rare occasions, the Emperor will dispatch a squad of his Custodian Guard to a Legion. Flying the standard of the Emperor, each of these warriors is a fierce hero of the Imperium. Their mere presence is a signal for all to see that the eye of the Emperor is upon them.

Banner of Terra: One member of the Custodes unit may be upgraded to a Standard Bearer for free and carries the Banner of Terra. As long as he lives, any friendly Space Marine units within 12" of the Banner may re-roll failed Morale and Pinning tests.

HQ (0-1) Sisters of Silence Prosecutor Squad 200pts

The chamber militant of the Adeptus Astra Telepathica. Sisters of Silence seek out the psyker threat and cull the Imperium of those unworthy of their gifts. They man the black ships and ensure the steady tithe of the damned is delivered to Terra.

	WS	BS	S	T	W	I	A	Ld	Sv
Sisters of Silence	4	4	3	3	1	5	2/3	9	3+
Oblivion Knight	5	5	3	3	2	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 4 Sisters of Silence
- 1 Oblivion Knight

Options:
- Up to two Sisters of Silence may replace their bolt pistol and power weapon with an incinerator for free.

Wargear:
- Bolt pistol
- Power weapon
- Power armor
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- *Dodge*
- *Soulless*
- *Psychic Abomination*
- *Nimbus of Purity*

SPECIAL RULES

Dodge: Even encumbered by heavy power armor, the Sisters of Silence are preternaturally graceful and rarely find themselves in harm's way. They have a 4+ Invulnerable save.

Soulless: Any unit (friend or foe) with a model within 12" of the Sisters of Silence unit counts as having Leadership 7, unless it would normally be less than this.

Psychic Abomination: Any psyker within 6" of a Sisters of Silence unit at the start of their turn must make a Morale test or fall back along with any squad they are leading.

Nimbus of Purity: The unit is completely immune to all psychic powers, whatever the source.

On rare occasions, the Emperor will dispatch a squad of Sisters of Silence to a Legion. They are uniquely equipped to destroy the psyker threat.

Bearers of the Pariah Gene, the Sisters of Silence are psychic nulls. Utterly abhorrent to psykers and immune to their witchcraft, they are perfectly suited to their order's unique tasks.

"No world shall be beyond my rule; no enemy shall be beyond my wrath."

-The Emperor

ELITE (0-1) Legio Cybernetica Robot Maniple

One of the wonders of the Mechanicum. The robot maniples of the Legio Cybernetia are among the most advanced machines built by man. With barely understood organic-polymer logic units, the robots are capable of semi-autonomous combat operations.

	Pts/Model	WS	BS	S	FA	SA	RA	I	A
Crusader	50	3	3	5	10	10	10	2	2
Colossus	60	3	3	5(10)	12	12	10	2	1
Cataphract	60	3	3	5	11	11	10	2	1
Castellan	60	3	3	5(10)	12	12	10	2	2
Conqueror	70	3	3	5(10)	11	11	10	2	1

Unit Type:
- Walker

Number/Squad:
- 3-5 (identical robots)

Wargear:
- By robot type

Special Rules:
- *Automaton*
- *Battle Program*
- *Will of the Omnissiah*

Crusader: Lascannon, power weapon, *Fleet*
Colossus: Twin-linked bolter, meltagun, Dreadnought close combat weapon, *Slow and Purposeful*
Cataphract: Lascannon, twin-linked bolter, flamer
Castellan: Heavy bolter, Dreadnought close combat weapon, *Slow and Purposeful*
Conqueror: Heavy bolter, autocannon, Dreadnought close combat weapon

SPECIAL RULES

Automaton: Robots ignore *Stunned* and *Shaken* results. If a robot is immobilized and starts its turn more than 6" away from the rest of its Maniple, it will self-destruct for the protection of friendly forces. Remove it from play.

Battle Program: After deployment, each Robot Maniple must be assigned a single Program Objective token as described below. Once placed, it remains static, and the robots will follow their Battle Program exactly, even if this leads them into unusual or odd situations.

Will of the Omnissiah: If, at the beginning of controlling player's turn, a friendly Techmarine is within 6" of a Robot Maniple, you may control it like any normal unit (ignoring the Maniple's Battle Program).

Legio Cybernetica Battle Program

Immediately before battle, Legio Cybernetica adepts will insert the Battle Programs into their robot charges, changing them in an instant from docile machines into deadly warriors.

After deployment, each Robot Maniple must be assigned a single Program Objective token as described below. Once placed, it remains static, and the robots will follow their Battle Program exactly, even if this leads them into unusual or odd situations.

After Deployment

- Mark any spot on the table with a Program Objective token (visible to both players).

Movement Phase

- If Robot is not in base contact with the token then advance at full speed in a straight line towards it, only turning to avoid impassible terrain and enemy units.
- If in base contact with the token the turn to face the closest enemy unit in line of sight.

Shooting Phase

- If not in base contact with the token, then fire all weapons at the closest enemy unit within 18" and in line of sight (normal targeting restrictions apply). If no targets are in range, then the Robot must *Fleet*, if allowed.
- If in base contact with the token, then fire all weapons at the closest enemy unit within 36" and in line of sight (normal targeting restrictions apply).

Assault Phase

- Robots will fight normally if in close combat.
- If not in base contact with token, the robot will do nothing.
- If in base contact with token, then the robot will assault the closest enemy unit within 6".

Notes

- If any member of a Maniple is in base contact with its token, the entire unit is considered to be on the token.
- The Maniple will consider a mission objective that must be destroyed (e.g., enemy bunkers) as an enemy unit.

"A fortress is built with blood and toil.
Only with blood and toil may it be taken."

-Leman Russ, Primarch of the Space Wolves

ASTARTES LEGION RULES

The Legions were incredible fighting forces, composed of Mankind's greatest warriors and armed with its most advanced weaponry and equipment.

Legion Special Rules

Each of the Space Marine Legions differs from their Brethren in sometimes subtle and, in other times, dramatic ways. This section details any Traits or special rules used by the Legion.

Most Legions use the Codex: Space Marine rules, but several Legions use variant codices. Although other rulebooks are referenced, all pre-Heresy rules restrictions remain in place.

Legion Special Characters

The Great Crusade was an age of heroes and some of the greatest Astartes fought under the Imperial banner.

All the listed Legion Special Characters follow all of the Independent Character rules in the Warhammer 40,000 Rulebook and have the *Move through Cover* and *Skilled Rider* abilities. They may lead a command squad from their relevant codex.

Only one Special Character per army.

Legio-I: The Dark Angels Legion Rules

With a sinister demeanor and a nod towards secrecy, the Dark Angels serve proudly at the forefront of the Great Crusade.

Traits:
- None

Special Rules:
- use Codex: Dark Angels

instead of Codex: Space Marines

Legio-I: The Dark Angels Special Characters

ASTELAN

Astelan is a Chapter Master of the Dark Angels. His disciplined training and a level head under fire ensure the men he leads meet his exacting standards for marksmanship.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Astelan	185	5	5	4	4	3	5	3/4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Combi-plasmagun
- Master-crafted power sword
- Artificer armor
- Adamantine mantle
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Fire Discipline*

Fire Discipline: *Astelan and any Dark Angels squad he leads may re-roll misses on their shooting to hit rolls with Bolt Pistols, Bolters, and Heavy Bolters.*

HADWYN

Hadwyn is a stalwart Dark Angels infantry Captain. His training stresses dedication and selflessness, and his men are famous for holding the line when lesser forces would flee.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Hadwyn	150	5	5	4	4	2	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Power weapon
- Power armor
- Frag grenades
- Krak grenades

Special Rules:
- Stubborn
- Independent Character
- Rites of Battle
- *Hold the Line*

Hold the Line: *As long as Hadwyn is in Line of Sight, all friendly Dark Angels Tactical squads are Stubborn.*

Legio-III: The Emperor's Children Legion Rules

With a perfectionist ideology, a haughty attitude and a combat record to match, the Emperor's Children are one of the most effective tools of the Emperor.

Traits:
- Purity above All
- Have Pride in Your Colors

Special Rules:
- None

Legio-III: The Emperor's Children Special Characters

LUCIUS

Captain Lucius is the highest regarded sword fighter in his Legion. A fact he is happy to share with anyone willing to pick up a blade.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Lucius	170	7	5	4	4	2	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Master-crafted power sword
- Power armor
- Iron Halo
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Martial Pride*

Martial Pride: *Lucius gains 2 Attacks if fighting any foe with a WS5 or higher. If all of his foes have WS3 or less his Attacks are reduced by 1.*

SAUL TARVITZ

A veteran of the War of Unification, decorated by the Emperor himself, First Captain Tarvitz kept his faith and loyalty as his Legion fell to ruin around him.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Saul Tarvitz	170	5	5	4	4	3	5	3/4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolter
- Bolt pistol
- Master-crafted power sword
- Artificer armor
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Pure of Heart*

Pure of Heart: *Once per game, Sault Tarvitz may use an Act of Faith without the need for a Test of Faith. This ability affects him and any unit he leads. See Codex: Witch Hunters.*

EIDOLON

Lord Commander Eidolon is one of the most senior officers of his Legion. While his personal honor roll is a litany of conquest and victory, commanders from other Legions have noted his arrogant pride and vanity have left many to question his tactical decision making.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Eidolon	200	6	5	4	4	3	5	3/4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Thunder hammer
- Adamantium mantle
- Artificer armor
- Combat shield
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- *Siren's Scream*
- Rites of Battle
- *Vanity*

Vanity: *In missions with a set Game Length, Eidolon's opponent may choose to end the game one turn early. The opponent must decide at the beginning of that turn.*

Siren's Scream: *On a turn in which he charges, Eidolon may use his thunder hammer at Initiative 4.*

Legio-IV: The Iron Warriors Legion Rules

With back-breaking determination, the Iron Warriors are the Emperor's siege-masters, laying waste to every mighty citadel that lay in their path.

Traits:
- Suffer Not the Work of Heretics
- Honor Your Wargear
- Eye to Eye

Special Rules:
- *Hardened Legion*
- Landspeeders are unavailable
- Jetbikes are unavailable

With their penchant for slow methodical siege work, the Iron Warriors give little thought to exotic maneuver elements used by many other Legions.

Legio-IV: The Iron Warriors Special Characters

FORRIX

Captain of the Iron Warriors 1st Grand Company, Forrix is an imposing Siege-master. His signature tactic is an overwhelming curtain of fire under which his men launch their assaults.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Forrix	185	5	5	4	4	3	5	3	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Twin-linked bolter
- Lightning claw
- Terminator armor

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Arsenal*

Arsenal: *Forrix provides his army a Preliminary Bombardment in all missions. Additionally, once per turn the Iron Warriors player may re-roll the Scatter die (not the Distance die, just the Directional die) when firing an ordnance weapon.*

DRADENOR

Calculating Siegemaster of the Iron Warriors, Dradenor is known for his impeccably timed operations. His foes are left wheeling with no time to regroup under the constant pressure of his assaults.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Dradenor	150	5	5	4	4	2	5	3	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Twin-linked bolter
- Power weapon
- Power armor
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Time on Target*

Time on Target: *Dradenor allows the Iron Warriors player to re-roll one Reserves roll per turn, and to re-roll the dice when determining if a unit is hit by a Preliminary Bombardment.*

Legio-V: The White Scars Legion Rules

Master raiders, the White Scars make high-speed maneuver warfare a form of art.

Traits:
- Be Swift as the Wind
- Trust Your Battle Brothers
- Flesh over Steel

Special Rules:
- Dreadnoughts are unavailable

Legio-V: The White Scars Special Characters

JUBAL KHAN

Jubal Khan is Captain of the White Scars 1st Company. Striking before opponents can even sense the danger, he leaves few foes alive to attest to his mastery of the lightning raid.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Jubal Khan	200	5	5	4	4	3	5	3/4	10	2+

Unit Type:
- Bike

Number/Squad:
- 1

Wargear:
- Bolt pistol
- *Thunderhead*
- Jetbike
- Artificer armor
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Hit & Run
- *Marauder*

Thunderhead: *Jubal's lance is a master-crafted power weapon. On the turn he assaults, it counts as two-handed, but adds +2 to Jubal's Strength and Initiative.*

Marauder: *Jubal's tactical mastery grants all friendly White Scars units a pre-game move of D6" (ignoring difficult and dangerous terrain) after deployment is complete but before Scout moves.*

RANGTAI

A swaggering Captain of the White Scars, Captain Rangtai leads his land speeder forces with aplomb and grace, cutting across the flanks of his enemies and causing havoc in their rear areas

	Pts	BS	FA	SA	RA
Rangtai's Land Speeder	130	5	11	10	10

Unit Type:
- Fast, Skimmer

Number/Squad:
- 1

Wargear:
- Multimelta
- Heavy flamer

Special Rules:
- Rites of Battle (Ld10)
- *Jink*

Jink: *When Rangtai's land speeder suffers a glancing or penetrating hit, he may re-roll the result rolled on the Vehicle Damage charts. The second roll must be accepted, even if it is worse than the first. His land speeder treats crewed stunned results as crew shaken instead.*

Legio-VI: The Space Wolves Legion Rules

Proud warrior clans shaped by their arctic home world, the Space Wolves are both fierce enemies and fierce allies.

Traits:
- None

Special Rules:
- use *Codex: Space Wolves* or 13th Company rules (Eye of Terror) instead of *Codex: Space Marines*
- Rune Priests are allowed

Grounded shamanistic leaders attuned with nature, the Rune Priests know instinctively to be wary of the malignancy of the Dark Powers.

Legio-VI: The Space Wolves Special Characters

BJORN

Mightiest of the Wolfguard, Bjorn is a whirling dervish of bloody destruction. Few are those who can best him in single combat.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Bjorn	170	6	5	4	4	2	5	4	9	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Special Rules:
- Fearless
- Independent Character
- Furious Charge
- Counter Attack
- *Marked by Fate*

Wargear:
- Bolt pistol
- Master-crafted lightning claw
- Power armor
- Wolf tooth necklace
- Wolf pelt
- Frag grenades
- Krak grenades

Marked by Fate: *Bjorn is destined for a long life of service. He has a 3+ Invulnerable save and is immune to Instant Death.*

DOLMAR GUNNARRSSON

Wolfpriest of the 13th Company, Dolmar tends to his fierce warriors in this life and the next.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Dolmar Gunnarrsson	200	5	5	4	4	3	5	4/5	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Special Rules:
- Fearless
- Independent Character
- Fleet of Foot
- Counter Attack
- *Wolf-kin*

Wargear:
- Bolt pistol
- Power fist
- Power armor
- Healing potions and balms
- Fang of Morkai
- Iron wolf amulet
- Wolf pelt
- Mark of the wolfen
- Frag grenades
- Krak grenades

Wolf-kin: *Dolmar takes to the field leading his own pack of four Fenrisian Wolves. He may purchase up to four more Fenrisian Wolves for 12 points per wolf.*

Legio-VII: The Imperial Fists Legion Rules

Stoic defenders of the Imperium, the Imperial Fists are as aloof as they are stalwart, much to the irritation of many of their brother Legions.

Traits:
- Suffer Not the Work of Heretics
- Death before Dishonor

Special Rules:
- *Hardened Legion*
- only 0-2 Fast Attack available

Legio-VII: The Imperial Fists Special Characters

SIGISMUND

First Captain and Mighty Champion of the Imperial Fists, Sigismund calls out those who would stand before the Imperium of Man.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Sigismund	185	5	5	4(6)	4	3	5	3	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Storm shield
- *Sword of Champions*
- Terminator armor
- Adamantium mantle

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Ritual Challenge*

Sword of Champions: *Sigismund's sword is a powerful relic of his Legion. It counts as a master-crafted power weapon that adds +2 to his Strength (included above).*

Ritual Challenge: *Sigismund may challenge a single character or independent character involved in the same close combat. Swap models to put the model in base contact with Sigismund. They fight a separate round of close combat and may not be attacked by any other unit. The combat resolution from this challenge is used to determine the overall winner of the close combat.*

NAVARRA

Captain Navarra keeps his company's teleport equipment in perfect running order and staffs it with the best Mechanicum adepts available. His Terminator strikes are known for their unerring accuracy.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Navarra	155	5	5	4	4	2	5	3	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Twin-linked bolter
- Power fist
- Terminator armor

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Teleport Master*

Teleport Master: *Navarra and any Terminator squad (or Terminator command squad) he joins reserve in together (one roll) when deployed by Deep Strike and do not deviate.*

Legio-VIII: The Night Lords Legion Rules

Sadistic warriors with an undercurrent of criminality, the Night Lords are a bitter reflection of their shrouded home world. They are best known for using fear tactics as effectively as any weapon of war.

Traits:
- Be Swift as the Wind
- Flesh over Steel

Special Rules:
- *Hardened Legion*
- *Rule through Fear*
- *Strike from Shadows*
- *Death from Above*
- Do not have *And They Shall Know No Fear*

Legio-VIII: The Night Lords Special Characters

ZSO SAHAAL

Called the Talonmaster, Zso Sahaal uses calculated acts of savagery to inflict maximum psychological harm on his foes.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Zso Sahaal	185	5	5	4	4	3	5	3	10	3+

Unit Type:
- Jump Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Power armor
- Jump pack
- Iron halo
- Master-crafted lighting claw
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Fear the Night*

Fear the Night: *As long as an enemy unit has a model within 6" of Zso that unit loses the benefits of the* Fearless *and* Counter-Attack *rules, if applicable.*

KRIEG ACERBUS

A cunning raider, Captain Acerbus give his foes good reason to fear the darkness. His forces appear from the shadows to cut down their foes as often as they vanish into the night without a trace.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Krieg Acerbus	145	5	5	4	4	2	5	3/4	10	3+

Unit Type:
- Bike

Number/Squad:
- 1

Wargear:
- Plasma pistol
- Power weapon
- Power armor
- Bike
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Night Rider*

Night Rider: *In missions that use Dusk and Dawn, Krieg may choose the result of the die roll.*

Legio-IX: The Blood Angels Legion Rules

Noble and ferocious, the Blood Angels tear through their foes in daring assaults.

Traits:
- Blessed be the Warriors
- No Mercy, No Respite
- Eye to Eye

Special Rules:
- *Death from Above*
- Baal predators are allows from Codex: Blood Angels (don't count against the assault cannon limit)

Discovered by the Legion during the Great Crusade, the Baal predator gave the Blood Angels insight into the proper use of the assault cannon.

Legio-IX: The Blood Angels Special Characters

RALDERON

Noble Chapter Master of the Blood Angels, Ralderon leads in men forth in unstoppable assaults, throwing back all who stand against them.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ralderon	185	5	5	4	4	3	5	3/4	10	3+

Unit Type:
- Jump Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Master-crafted power weapon
- Power armor
- Iron halo
- Jump pack
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Furious Charge
- *Fury of the Just*

Fury of the Just: *Friendly Blood Angels units within 6" of Ralderon are Fearless in close combat and are unaffected by* No Retreat!

VINEUM

Captain Vineum is the undisputed master of the bolt pistol within the Astartes. The heroic exploits of the "Pistoleer" are lauded throughout the Imperium.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Vineum	170	5	5	4	4	2	5	3/4	10	3+

Unit Type:
- Jump Infantry

Number/Squad:
- 1

Wargear:
- Two master-crafted bolt pistols
- Power armor
- Iron halo
- Jump pack
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Pistoleer*

Pistoleer: *Vineum can shoot with two weapons in the Shooting phase, once with each master-crafted bolt pistol. If he remains stationary, he may shoot each pistol twice, giving him four shots in total. Such is his skill with pistols that he continues to fight with them in close combat where he counts as being armed with a power weapon and an extra close combat weapon.*

Legio-X: The Iron Hands Legion Rules

Taciturn, focused adherents to the primacy of The Machine, the Iron Hands wage war with cold methodical efficiency, much to the horror of their foes.

Traits:
- Heed the Wisdom of the Ancients
- Scions of Mars
- Eye to Eye

Special Rules:
- *Venerable dreadnoughts are available*

With a philosophy finely attuned to the Mechanicum of Mars, many secrets of technology have been opened to the Iron Hands.

Legio-X: The Iron Hands Special Characters

GABRIEL SANTAR

Merciless First Captain of the Iron Hands, Santar and his hand-picked command squad are more machine than man, making them almost un-killable on the battlefield.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Gabriel Santar	200	5	5	5	4	3	4	3/4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Power weapon
- Artificer armor
- Iron halo
- Servo harness
- Bionics
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Rites of Battle
- Feel No Pain
- Independent Character
- Blessing of the Omnissiah
- *Touch of the Omnissiah*

Touch of the Omnissiah: *A single Command squad in an army led by Santar may buy the Feel No Pain ability for +3 points per model.*

CAPTAI BALHAAN

Captain of the Strike Cruiser Ferrum*, Balhaan is a meticulous leader. His battle plans are synchronized to engage targets with perfect efficiency.*

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Captai Balhaan	140	5	5	4	4	2	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Perdition pistol
- Power fist
- Power armor
- Bionics
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Efficient Tactician*

Perdition Pistol: *This pistol may be fired as a meltagun, but counts as a normal pistol in close combat.*

Efficient Tactician: *As long as Balhaan is alive, friendly Iron Hands squads automatically pass Target Priority tests.*

Legio-XII: The World Eaters Legion Rules

Aggressive, bloodthirsty warriors, the World Eaters tear their foes apart in hand-to-hand combat. They fight on the very edge of uncontrollable rage due to illicit psycho-surgical procedures performed when initiated into the Legion.

Traits:
- None

Special Rules:
- use *Codex: Blood Angels* instead of *Codex: Space Marines*
- *Death from Above*
- No Baal predators
- only 0-1 Devastator squads available

With dangerously unbalanced mental focus, the World Eaters put little thought into combat tactics that did not emphasize close order actions.

Note: Death Company units that start their Movement Phase with a model within 6" of a World Eaters special character may ignore the Black Rage.

Legio-XII: The World Eaters Special Characters

KHÂRN

Berzerker champion of the World Eaters, Captain Khârn does not "lead" his men in battle so much he plunges headlong into his foes in an orgy of bloodletting and charnel house slaughter.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Khârn	175	6	5	4	4	3	5	4/5	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Plasma pistol
- *Gorechild*
- Power armor
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Furious Charge
- *Berzerker*

Gorechild: *Khârn's close combat attacks always hit on a 2+. Gorechild is treated as a power weapon and, against vehicles, adds an extra D6 to Khârn's armor penetration rolls.*

Berzerker: *Khârn's wild rage provides him with a 5+ Invulnerable save, but forces his allies to give him a wide berth. His Leadership may not be used by any squad he joins.*

"The Space Marines fear no evil, for we are fear incarnate."

-Conrad Curze, Primarch of the Night Lords

EHREN GAK

A Terran from the War of Unification, Captain Gak has focused on utilizing the element of surprise to enhance his men's violent demeanor.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ehren Gak	185	5	5	4	4	3	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Master-crafted bolt pistol
- Power fist
- Power armor
- Adamantine mantle
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Furious Charge
- *Ambush!*

Ambush!: *Gak and a single Honor Guard squad (without Jump Packs) he commands may* Infiltrate. *Additionally, Gak may choose to deploy his infiltrators first instead of rolling a die.*

ARGUS BROND

Furious Captain of the World Eaters, Argus Brond is a master of the hunt, ever pushing his men forward once he had engaged the enemy.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Argus Brond	150	5	5	4	4	2	5	3/4	9	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Power weapon
- Power armor
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Furious Charge
- *Go, Go, GO!*

Go, Go, GO!: *Brond and any friendly World Eater units within 6" may ignore the base contact requirement to perform a Sweeping Advance. Additionally, Brond counts as Initiative 6 when performing a Sweeping Advance.*

Figure 2: Space Wolves Land Speeders engage a Death Guard position

Legio-XIII: The Ultramarines Legion Rules

Noble, just warriors unwavering in both their battle ethos and their basic humanity, the Ultramarines are the definitive Space Marine Legion.

Traits:
- None

Special Rules:
- None

Legio-XIII: The Ultramarines Special Characters

MARIUS GAGE

With a benevolent demeanor and unshakable faith, Chapter Master Gage inspires his men to feats of unmatched self discipline.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Marius Gage	200	5	5	4	4	3	5	4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Twin-linked bolter
- Master-crafted power weapon
- Terminator armor
- Adamantium mantle

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Resolute*

Resolute: *Friendly Ultramarine units within 6" of Gage may choose to pass or fail any Leadership test. Even Fearless units may choose to fail Morale or Pinning tests.*

Fly Lords of Terra

LUCIUS MYSANDER

Noble Captain of the Ultramarines, Mysander has inspired his men through unspeakable circumstance.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Lucius Mysander	150	5	5	4	4	2	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Plasma pistol
- Power fist
- Power armor
- Iron halo
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Noble*

Noble: *While Mysander lives, all friendly Ultramarine Tactical squads may always re-group, regardless of restrictions, and automatically pass Last Man Standing tests.*

Legio-XIV: The Death Guard Legion Rules

Dogged, tough warriors from a blighted home world, the Death Guard can fight where none other could stand.

Traits:
- Cleanse and Purify
- Trust your Battle Brothers
- Eye to Eye
- Flesh over Steel

Special Rules:
- Hardened Legion

Focusing on the primacy of the infantryman, they hold their ground and grimly allow their foes to smash themselves to bits in futile attempts to dislodge them.

Legio-XIV: The Death Guard Special Characters

TYPHON

Power hungry First Captain of the Death Guard, Typhon's ambition led his Legion into the arms of his Patron...and their Doom.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Typhon	210	5	5	4(5)	4(5)	3	5	4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Twin-linked bolter
- *Manreaper*
- Terminator armor
- Adamantium mantle

Special Rules:
- Fearless
- Independent Character
- Rites of Battle

Manreaper: *Typhon's legendary scythe counts as a master-crafted +1S power weapon (included above). So envenomed are his attacks that he wounds on a 4+ regardless of his target's Toughness.*

IGNATIUS GRULGOR

Vain, simple-minded Commander of the Death Guard, Grulgor takes the direct path to victory.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ignatius Grulgor	160	5	5	4	4	3	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolter
- Bolt pistol
- Power weapon
- Power armor
- Adamantium mantle
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Direct*

Direct: *Grulgor may always choose to play a mission at the Alpha level. This ability may not be used in Missions of Note.*

NATHANIEL GARRO

A Veteran of the War of Unification, decorated by the Emperor himself, Battle Captain Garro kept his faith and loyalty as his Legion fell to ruin around him.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Nathaniel Garro	170	5	5	4(5)	4	3	5	3/4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolter
- Bolt pistol
- *Libertas*
- Artificer armor
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Pure of Heart*

Libertas: *Garro's legendary weapon counts as a master-crafted power weapon that adds +1 to his Strength (included above).*

Pure of Heart: *Once per game, Garro may use an Act of Faith without the need for a Test of Faith. This ability affects him and any unit he leads. See Codex: Witch Hunters.*

Legio-XV: The Thousand Sons

Embroiled in the energies of the Warp, the Thousand Sons value arcane knowledge above all else. Their opponents are undone by their unnatural witchcraft.

Traits:
- None

Special Rules:
- *Sorcerous*
- Librarians allowed and are a 1+ HQ choice
- only 0-1 Fast Attack choice available

Magnus the Red teaches his sons to hone their minds above all, leaving little energy for hand-to-hand combat.

Legio-XV: The Thousand Sons

AHRIMAN

Unmatched curator of forbidden knowledge and eldritch artifacts, Chief Librarian Ahriman was the most powerful psyker in the Legions.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ahriman	225	5	5	4	4	3	5	3	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Psychic Powers:
- *Doombolt* (C:CSM)
- *Fear of the Darkness*
- *Vortex of Doom*
- *Warptime* (C:CSM)
- *Wind of Chaos* (C:CSM)

Wargear:
- Bolt pistol
- *The Black Staff of Ahriman*
- Power armor
- Adamantium mantle

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Eldritch Master*

The Black Staff of Ahriman: *The Black Staff is a potent focus of psychic energy. It counts as a force weapon. In addition it gives Ahriman a 5+ Invulnerable save.*

Eldritch Master: *Ahriman may make up to three Psychic tests in the same turn (one may be to use the special ability of his force weapon). This allows him to use several powers that count as firing a weapon in the same shooting phase, but he must target the same unit with all of them. No power may be used more than once per turn.*

PHOSIS T'KAR

Leader of a large sect within the Legion, T'kar was one of Arhiman's most powerful understudies.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Phosis T'Kar	170	5	5	4	4	2	5	3	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Psychic Powers:
- *Bolt of Change* (C:CSM)
- *Gift of Chaos* (C:CSM)
- *Storm of the Emperor's Wrath*
- *Veil of Time*

Wargear:
- Bolter
- Force weapon
- Artificer armor

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Eldritch Adept*

Eldritch Adept: *Phosis may make up to two Psychic tests in the same turn (one of these may be to use the special ability of his force weapon). This allows him to use two powers that count as firing a weapon in the same shooting phase, but he must target the same unit with all of them. No power may be used more than once per turn.*

Figure 3: Legio Tempestor Reaver titan engages Loyalists on the Eastern Fringe

Legio-XVI: The Luna Wolves (Sons of Horus)

The personal Legion of the Warmaster, the Luna Wolves Legion is a proud, potent force. They are forged under the constant testing of both foe and Primarch.

Traits:
- Trust your Battle Brothers
- Death before Dishonor

Special Rules:
- None

Note: The Luna Wolves were renamed the Sons of Horus after the successful Ullanor campaign.

Legio-XVI: The Luna Wolves (Sons of Horus)

EZEKYLE ABADDON

Powerful First Captain of the Sons of Horus, Abaddon would follow the Warmaster into the mouth of Hell itself.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ezekyle Abaddon	220	5	5	4	4	3	5	4	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Twin-linked bolter
- Master-crafted lightning claw
- Terminator armor
- Adamantium mantle

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Spear Tip*

Spear Tip: *All members of a friendly Luna Wolves Terminator unit led by Abaddon gain +1 Attack.*

HORUS AXIMAND

Cunning Captain of the Sons of Horus, "Little Horus" follows the Warmaster down the path of damnation.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Horus Aximand	165	5	5	4	4	2	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolter
- Bolt pistol
- Master-crafted power sword
- Power armor
- Iron halo
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Drop Master*

Tactician: *Once per turn, Aximand may choose the result of a single reserves die roll.*

GARVIEL LOKEN

A veteran of the Great Crusade, Captain Loken keeps his faith and loyalty as his Legion fell to ruin around him.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Garviel Loken	165	6	5	4	4	3	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolter
- Bolt pistol
- Master-crafted power sword
- Power armor
- Adamantium mantle
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Pure of Heart*

Pure of Heart: *Once per game, Loken may use an Act of Faith without the need for a Test of Faith. This ability affects him and any unit he leads. See Codex: Witch Hunters.*

Figure 4: Night Lords Terror Raid disembarks from a Legion Thunderhawk

Legio-XVII: The Word Bearers Legion Rules

Warrior-zealots, the Word Bearers spread the Divinity of the Imperium to those who stand before them. They spare those who heed the Word and smite those who turn their backs on the Light of Mankind.

Traits:
- Uphold the Honor of the Emperor
- Death before Dishonor

Special Rules:
- *Pious*
- Chaplains are allowed and become a 1+ HQ choice

The Word Bearers see the field of combat as an evangelist tending to his flock. With rousing oratory, they view their battle lines as mighty pulpits, preaching the faith to the pious and striking down the sin of disbelief.

Legio-XVII: The Word Bearers Special Characters

KOR PHAERON

One of the first Chaplains, Black Cardinal Phaeron is an unyielding adherent to the primacy of the Higher Powers.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Kor Phaeron	185	5	5	4	4	3	5	3	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Twin-linked bolter
- Master-crafted crozius
- Terminator armor
- Rosarius

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Litanies of Hate
- *Demagogue*

Demagogue: *All friendly Space Marine units within 6" of the user will automatically pass any Morale tests they are required to make.*

EREBUS

In his stone-grey Mark IV plate, inscribed with bas-relief of his deeds, Erebus is a somber, serious figure. Black Cardinal Erebus is first chaplain of the Word Bearers and chief council of Lorgar.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Erebus	215	5	5	4	4	3	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- *Anathame*
- Power armor
- Rosarius
- Adamantium mantle

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Litanies of Hate
- *Demagogue*

Anathame: *Erebus' crozius counts as a master-crafted power weapon that wounds on a 2+, regardless of the target's Toughness.*

Legio-XVIII: The Salamanders

Dour and dutiful warrior-smiths, the Salamanders strike with blade and flame to burn away those who would stand before the Imperium of Man.

Traits:
- Cleanse and Purify
- Never Despair
- Eye to Eye

Special Rules:
- Tactical, Veteran and Devastator squads may replace their heavy bolters with heavy flamers at no additional cost

The somber Legion of Vulkan fights not for glory or favor, but for the betterment of all mankind.

Legio-XVIII: The Salamanders

TH'UBAN

Few could face the flames of the Salamander's Chapter Master without breaking in terror.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Th'Uban	190	5	5	4	4	3	5	3	10	2+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Heavy flamer
- *Vulkan's Fury*
- Terminator armor
- Adamantium mantle

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Cleaning Flame*

Vulkan's Fury: *This ancient weapon counts as a master-crafted thunder hammer.*

Cleansing Flame: *All friendly Salamander units within 6" of Th'Uban re-roll failed rolls to wound with template weapons.*

HARMOKAN

Dour Captain of the Salamanders, Harmokan's Firedrakes live up to their namesake as they blast all foes apart in gouts of promethium.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Harmokan	130	5	5	4	4	2	5	3	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Combi-flamer
- Power weapon
- Power armor
- Iron halo
- Frag grenades
- Krak grenades

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Firedrake Squad*

Firedrake Squad: *Two additional models in a single Command squad may be armed with a flamer at +6 points per weapon (maximum of four flamers).*

Legio-XIX: The Raven Guard Legion Rules

Cold and cautious warriors, the Raven Guard study their prey at length before striking at the perfect time. They are masters of the single, shattering strike.

Traits:
- Blessed be the Warriors
- No Mercy, No Respite
- Flesh over Steel

Special Rules:
- *Death from Above*

The Raven Guard do not lend themselves to ill-advised headstrong tactics, but in clinical precision operations, that hit the enemy at his most vulnerable point.

Legio-XIX: The Raven Guard Special Characters

VINCENTE SIXX

Cautious Chapter Master of the Raven Guard, Sixx planned his combat operations to the second and left nothing to chance.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Vincente Sixx	200	5	5	4	4	3	5	4	10	3+

Unit Type:
- Jump Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Master-crafted lightning claw
- Power armor
- Iron halo
- Jump pack

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Furious Charge
- *Raven's Strike*

Talon Strike: *One-half of friendly Raven Guard reserves (rounded up) arrive on turn two. All other friendly Raven Guard units in Reserve arrive on turn three. No rolling is required.*

ARENDI

Captain Arendi is the head of the Primarch's personal guard. His skills at stealth and subterfuge are only matched by his skill in battle. His way of war is patient, but sure.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Arendi	145	5	5	4	4	2	5	3	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Master-crafted lightning claw
- Power armor
- Iron halo

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Patient Warrior*

Patient Warrior: *In missions where players take turns deploying their force, Arendi can choose to deploy last. In addition if the mission does not use the Reserves rule, Arendi can force his opponent to deploy D3 units before starting to deploy his own forces.*

Legio-XX: The Alpha Legion

Cunning and secretive tacticians, the Alpha Legion strike from unexpected directions to destroy their foes in a synchronized symphony of devastation.

Traits:
- See But Don't Be Seen
- Death before Dishonor
- Faithful unto Death

Special Rules:
- *Strike from Shadows*
- Veteran Sergeants gain the *Rites of Battle* ability
- No HQ unit required

More independent-minded than any other Legion, the Alpha Legion trains each squad to take the initiative and fight through changing circumstance unassisted. Their seemingly random, unfocused strikes-forces mask a byzantine cunning that has caught many a foe wrong-footed.

Legio-XX: The Alpha Legion

ARKOS

Embodying the Hydra, Chapter Master Arkos' battle plans were unmatched in their complexity and effectiveness.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Arkos	185	5	5	4	4	3	5	3	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Combi-melta
- Master-crafted power weapon
- Power armor
- Iron halo

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- Infiltrate
- *Cunning*

Cunning: *Arkos gains a +1 on the die roll to ascertain who goes first. Additionally, Arkos may move d3 pieces of Terrain up to 6" before deployment. He may not move terrain pieces inside of his opponent's deployment zone.*

FORTRONUS

Captain Fortronus of the Alpha Legion is almost a nightmarish myth among the enemies of the Imperium. His warriors inflict stinging defeat after defeat upon their foes, yet not one could point to personal accounts or descriptions of him.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Fortronus	145	5	5	4	4	2	5	3/4	10	3+

Unit Type:
- Infantry

Number/Squad:
- 1

Wargear:
- Bolt pistol
- Power fist
- Power armor
- Combat shield

Special Rules:
- Fearless
- Independent Character
- Rites of Battle
- *Nondescript*

Nondescript: *Does not count as an Independent Character in close combat. In addition, if Fortronus is attached to a unit he can never be targeted directly (e.g., torrent of fire, Mind War, Vindicare's Marksman ability, etc.).*

AGE OF HERESY APOCALYPSE FORMATIONS

The Astartes Legions are vast military organizations. Some individual legions number 100,000 warriors. Each is shaped by their Primarchs, and takes to the battlefield in a dizzying array of formations.

APOCALYPSE FORMATION RULES

• **General Info:** Codex Apocalypse presents a set of comprehensive rules for fighting large battles of over 3000 pts per side. This ruleset is perfectly suited to games set in the Age of Heresy. With huge Legion armies facing off on dozens of worlds supported by the divided Adeptus Mechanicus, large games a perfect setting for some of the Era's famous battles. Events such as the Ullanor Campaign, The Istvaan Landings, and the Siege of Terra will make for amazing Apocalypse games.

• **Formation Rules:** The existing formations found in the Apocalypse book all stand. Remember that the standard Age of Heresy Equipment limitations are still in place, so certain formations may no longer work, or lose some options.

• **Legion Formations:** The 13 formations listed in this section are new and may only be taken by the legions listed on the Formation sheet. The standard Battle Company found in the Apocalypse book is prohibited and replaced by the Formations listed here.

• **Non Legion Formations:** From the Tank Companies of the Imperial Guard to the Flyers of the Eldar, the existing formations found in Apocalypse stand. As long as they conform with the Age of Heresy equipment restrictions, they are allowed.

Fly Lords of Terra

Figure 5: Death Guard Century in parade ground formation

LEGION BATTLE COMPANY

POINTS: 200 + MODELS

The Battle Company is the lynchpin formation used by several Astartes Legions. 100 warriors composed of a mixture of Tactical, Devastator, and Assault squads under the command of a Captain, the Battle Company is the standard force deployed to achieve specific objectives. It forms the core about which specialized units such as terminators, jump troops, and vehicles can be added.

Deployed from strike cruisers, the Battle Companies can face foes that are difficult for the standard Imperial Army. With lightning speed, a Battle Company can purge a city of alien threats, lay siege to a rebel world, or strike hard to cut the heart out of an enemy army. Armed with the finest equipment and fleet support assets the Imperium can provide, there is little an Astartes Battle Company cannot achieve.

LEGION FORMATION USERS:

Dark Angels	Blood Angels
Emperor's Children	Ultramarines
White Scars	Luna Wolves/Sons of Horus
Imperial Fists	Word Bearers
Night Lords	Salamanders

FORMATION:
1 Space Marine Captain *(Chaplain available for Word Bearers)*
1 Command Squad *(Jump Packs available for Blood Angels, Night Lords)*
6 ten-man Tactical Squads
2 ten-man Assault Squads *(Jump Packs available for Blood Angels, Night Lords)*
2 ten-man Devastator Squads
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
For the Legion!: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Careful Planning
- Orbital Bombardment

IRON WARRIORS SIEGE COMPANY

POINTS: 250 + MODELS

The Iron Warriors Siege Company is the doom of enemy citadels. 100 warriors composed of a mixture of Tactical, Devastator, and Assault squads under the command of a Siegemaster, the Siege Company is the standard force deployed to achieve specific objectives. It forms the core about which specialized units such as terminators, jump troops, and vehicles can be added.

Deployed for lengthy campaigns, the Siege Companies can face enemy fortresses that are impervious to the Imperial Army. With integral Vindicator support and combat engineer cross training, a Siege Company can pulverize alien cities, lay siege to a rebel world, or fight relentlessly to crush the heart of an enemy army. Armed with the heaviest equipment and fleet support assets the Imperium can provide, there are few defences a Siege Company cannot breach.

COMMAND SQUAD

TACTICAL SQUAD

TACTICAL SQUAD

TACTICAL SQUAD

TACTICAL SQUAD

ASSAULT SQUAD

LINEBREAKER SQUADRON

ASSAULT SQUAD

DEVASTATOR SQUAD

DEVASTATOR SQUAD

DEVASTATOR SQUAD

DEVASTATOR SQUAD

LEGION FORMATION USERS:
Iron Warriors

FORMATION:
1 Space Marine Siegemaster (Captain)
1 Command Squad
4 ten-man Tactical Squads
2 ten-man Assault Squads
4 ten-man Devastator Squads
1 Linebreaker Squadron (Apocalypse Formation)
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
Iron Within, Iron Without!: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Orbital Bombardment
- *Tank Hunters USR* applies to all units (even the Linebreakers)

SPACE WOLVES GREAT COMPANY

POINTS: 250 + MODELS

The Great Company is the primary formation used by the Fenrisian Lords, the Space Wolves. 100 warriors composed of a mixture of Grey Hunter, Blood Claw, and Long Fang packs under the command of a Wolf Lord, the Great Company is the standard force deployed to achieve specific objectives. It forms the core about which specialized units such as terminators, speeders, and heavy vehicles can be added.

Deployed from strike cruisers, the Great Companies can face foes that are impossible for the standard Imperial Army. With lightning speed, a Great Company can tear apart a xenos city, cull a wayward rebel world, or strike hard to cut the heart out of an enemy army. Known for their ferocity and love of hand to hand combat, Great Companies are usually at the forefront of Legion actions, where they can easily get to grips with their foes.

LEGION FORMATION USERS:
Space Wolves

FORMATION:
1 Space Wolf Wolf Lord
1 Wolfguard Bodyguard
6 ten-man Grey Hunter Packs
2 fifteen-man Blood Claw Packs
2 five-man Long Fang Packs

Each Pack may add a single Wolfguard Leader as described in CODEX: Space Wolves (replacing a unit member for Grey Hunters)
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
Fenrisian Fury!: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Orbital Bombardment
- *Furious Charge USR* applies to all units

IMPERIAL FIST SHIELD WALL

POINTS: 150 + MODELS

The Imperial Fist Legion are the best defensive troops in the galaxy. With specialized combat engineer cross training, the Legion can throw up fortifications and hold tham against all comers.

A specialized formation used by the legion during large engagements is the Shield Wall. This mixed squadron usually held in reserve, is designed to surge forward at key moments, blunting enemy breakthroughs. Their mandate is to stop an enemy advance dead in its tracks, and buy time for reserves to be brought up to fortify the line.

*A senior Captain, designated the **Master of the Keep** will gather around him, a command squad and 2 other Terminator squads. These three elite units are carried into battle in Land Raider Transports, supported by a pair of Vindicators.*

At key moments during a battle when the enemy has breached the Legion defensive positions, the Squadron will swing into action, using their specialized training regimens. They smash into the enemy at pointblank range with a devastating fusilade of fire; covering the assault of the Terminators into the breach.

FORMATION:
1 Space Marine Captain *(in terminator armor)*
1 Terminator Command Squad
2 five-man Terminator Squads
3 Land Raiders Transports *(one must be designated as a command vehicle)*
2 Vindicators
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

LEGION FORMATION USERS:
Imperial Fists

SPECIAL RULES:
•**Strike Force**: All units in the Legion Raiding Squadron must be deployed within 6" of the Command Tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Command Tank.

•**Wall of Steel:** On any turn all remaining squadron vehicles fire their smoke launchers, they may also fire their weapons at BS:2. They may do this while moving up to full speed, and disembark squadron occupants as normal.

WORLD EATERS GLADIATOR COMPANY

POINTS: 250 + MODELS

The Gladiator Company is the standard formation used by the World Eaters Legion. 100 brutal warriors composed of a mixture of Tactical, Devastator, Assault, and frenzied Berzerker squads under the command of a Captain, the Gladiator Company is the standard force deployed to achieve specific objectives. It forms the core about which specialized units such as terminators and vehicles can be added.

Deployed from strike cruisers, the Gladiator Companies can rip apart foes too daunting for the standard Imperial Army. With lightning speed, a Gladiator Company can hack down a xenos threat, purge a rebel world, or rip out the beating heart of an enemy army. Frenzied barely controlled troops with a penchant for bloody hand to hand combat a World Eaters Gladiator Company is more a vicious force of nature than a military machine.

FORMATION:
1 Space Marine Company Captain
1 Honor Guard *(Jump Packs may replace Rhino)*
1 ten-man Berzerker Squad *(Death Company; Jump Packs may replace Rhino)*
4 ten-man Tactical Squads
4 ten-man Assault Squads *(Jump Packs may replace Rhino)*
1 ten-man Devastator Squad
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
Let None Survive!: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Orbital Bombardment
- *Furious Charge USR* applies to all units

LEGION FORMATION USERS:
World Eaters

IRON HANDS FERRUM COMPANY

POINTS: 250 + MODELS

The Ferrum Company is the hallmark formation used by the Iron Hands Legion. 100 warriors composed of a mixture of Tactical, Devastator, and Assault squads under the command of a Captain and his Council of Ancients, the Ferrum Company is the standard force deployed to achieve specific objectives. It forms the core about which specialized units such as terminators, and vehicles can be added.

Deployed from strike cruisers, the Ferrum Companies can face foes that are difficult for the standard Imperial Army. With determination and speed, a Ferrum Company can purge a city of alien threats, lay siege to a rebel world, or strike hard to cut the heart out of an enemy army. Under the wisened eyes of their Ancients, there are few enemy strategems or battlefield ploys a Ferrum Company cannot overcome.

COMMAND SQUAD

Captain

ANCIENTS CONCLAVE

TACTICAL SQUAD

Squad 1

TACTICAL SQUAD

Squad 2

TACTICAL SQUAD

Squad 3

ASSAULT SQUAD

Squad 4

ASSAULT SQUAD

Squad 5

DEVASTATOR SQUAD

Squad 6

DEVASTATOR SQUAD

Squad 7

LEGION FORMATION USERS:
Iron Hands

FORMATION:
1 Space Marine Captain
1 Command Squad
3 twenty-man Tactical Squads
2 ten-man Assault Squads
2 ten-man Devastator Squads
3 Dreadnoughts
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
For the Legion!: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Careful Planning
- Orbital Bombardment
- Wise: You may redeploy d6 Ferrum Company units immediately before the game starts

DEATH GUARD CENTURY

POINTS: 200 + MODELS

The Century is the hallmark formation used by the Death Guard Legion. 100 warriors on foot composed of a mixture of Tactical, Devastator, and Terminator squads under the command of a Captain, the Century is the standard force deployed to achieve specific objectives. It forms the infantry core about which specialized units such as jump troops, and vehicles can be added.

Deployed for lengthy campaigns, a Century can face foes that are difficult for the standard Imperial Army. With dogged determination, the force can purge an enemy in a war of attrition, lay siege to a rebel world, or hold objectives against all comers. Famed for their ability to hold a position against impossible odds, many a foe has dashed himself to bloody bits trying to dislodge a Death Guard Century from their lines.

FORMATION:
1 Space Marine Captain
1 Command Squad
4 five-man Terminator Squads
3 twenty-man Tactical Squads
2 ten-man Devastator Squads
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
For Barbarus!: In addition to his normal strategic assets, the player gains the following assets:
• Hold at All Costs
• Careful Planning
•*Stubborn USR* applies to all units

LEGION FORMATION USERS:
Death Guard

RED SORCEROR SECT

POINTS: 200 + MODELS

The Thousand Sons Legion is divided into Sects, each under the command by one of the mighty Red Sorcerors. 100 warriors composed of a mixture of Terminator ,Tactical, Devastator, and Assault squads fight under under their master, dedicated to the pursuit of his strategic objectives. Sects form the core about which specialized units such as jump troops, and vehicles can be added.

Deployed from strike cruisers, the Red Sorceror Sects can face foes that are seemingly impossible for other forces. With speed and foresight a Sect can purge a city of alien threats, reclaim a rebel world, or strike with eldritch force to cut the heart from an enemy army. Reknown for their byzantine tactics and armed with eldritch knowledge, the Red Sorcerors use guile and misdirection in the stead of brute force.

COMMAND SQUAD

TERMINATOR SQUAD — Squad 1

TERMINATOR SQUAD — Squad 2

TACTICAL SQUAD — Squad 3

TACTICAL SQUAD — Squad 4

TACTICAL SQUAD — Squad 5

TACTICAL SQUAD — Squad 6

TACTICAL SQUAD — Squad 7

TACTICAL SQUAD — Squad 8

ASSAULT SQUAD — Squad 9

DEVASTATOR SQUAD — Squad 10

DEVASTATOR SQUAD — Squad 11

FORMATION:
1 Space Marine Librarian
1 Command Squad *(may be upgraded to Terminator Command Squad)*
2 five-man Terminator Squads
6 ten-man Tactical Squads
1 ten-man Assault Squad
2 ten-man Devastator Squads
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
Eye of the Cyclops: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Orbital Bombardment
- **The Seer Knows**: You may take an extra 5-minutes over your setup bid to complete your Force setup.

LEGION FORMATION USERS:
Thousand Sons

WORD BEARERS CRUSADE OF FAITH

POINTS: 100 + MODELS

The Word Bearers Legion are firm adherants to the Imperial Creed. During campaigns on human worlds, Word Bearer chaplains will often whip up the local populace into a religous fervor, and launch great Crusades of Faith against their chosen foes. With smiles on their faces, mob weapons in their hands and faith in their hearts, thousands will heed the call of their Word Bearer saviors and march headlong into the heretical enemy. While casualties are often catastophicly high, the Crusades of Faith are effective. Enemies often literally run out of ammunition before being overrun and torn apart by the zealot mobs. While some would chastise the Word Bearers' cavalier use of Imperial citizens, they proudly point to the miracle of faith, and the power it can bring to bear on the enemies of the Imperium.

Zealot Mob — **80 Points**

	WS	BS	S	T	W	I	A	Ld	Sv
Zealot	3	2	3	3	1	3	1/2	7	6

Unit Type:	Number/Squad:	Wargear:	Options:
•Infantry	•20	•Las pistol •CCW	•Up to 2 Zealots may take Flamers at no cost

FORMATION:
1 Space Marine Chaplain
1 Command Squad
2-6 twenty-man Zealot Mobs
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
Without Number: Zealot mobs use the *Without Number* special rule.

Protect the Chosen One!: The Chaplain's Command Squad may not be be targeted if there is a closer Zealot Mob within LoS to the firing unit.

LEGION FORMATION USERS:
Word Bearers

RAVEN GUARD TALON COMPANY

POINTS: 250 + MODELS

The Talon Company is the hallmark formation used by the Raven Guard Legion. 100 warriors composed of a mixture of Tactical, Devastator, and Assault squads under the command of a Captain, the Talon Company is the standard force deployed to achieve specific objectives. It forms the core about which specialized units such as terminators, veterans, and vehicles can be added.

Deployed from strike cruisers, the Talon Companies can face foes that are difficult for the standard Imperial Army. With lightning speed, a Talon Company can secure defended positions, wage war deep behind enemy lines, or strike hard to cut the heart out of an enemy army. Known for their daring precision strikes, a Talon Company will choose its time to strike with care before falling on the key components of the enemy in a blitzkrieg assault that is not easily turned aside.

FORMATION:
1 Space Marine Captain
1 Command Squad *(Jump Packs may replace Rhino)*
4 ten-man Tactical Squads
4 ten-man Assault Squads *(Jump Packs may replace Rhino)*
2 ten-man Devastator Squads
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
Gaze of Deliverance: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Careful Planning
- **Raven Strike:** Raven Guard units who Deep Strike MAY assault the turn they arrive.

LEGION FORMATION USERS:
Raven Guard

ALPHA LEGION HYDRA COMPANY

POINTS: 200 + MODELS

The Hydra Company is the lynchpin formation used by the Astartes Alpha Legion. 100 warriors composed of a balanced mixture of Terminator, Tactical, Devastator, and Assault squads under the command of a Captain, the Hydra Company is the standard force deployed to achieve specific objectives. It forms the core about which specialized units such as jump troops, and vehicles can be added.

Deployed from strike cruisers, the Hydra Companies can face foes that are impervious to the standard Imperial Army. With tactical genius, a Hydra Company can capture a city under xenos control, subvert a rebel world, or strike quickly to cut the heart out of an enemy army. With a reputation for complex multi-faceted operations, the Hydra Companies overwhelm their foes with byzantine attacks on all fronts. Many a foe has underestimated the Alpha Legion to their doom.

LEGION FORMATION USERS:
Alpha Legion

FORMATION:
1 Space Marine Captain
1 Command Squad
2 five-man Terminator Squads
3 ten-man Tactical Squads
3 ten-man Assault Squads
3 ten-man Devastator Squads
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

SPECIAL RULES:
The Hydra's Pride: In addition to his normal strategic assets, the player gains the following assets:
- Hold at All Costs
- Orbital Bombardment
- Flank March (Reserves may arrive from any board edge)

LEGION RAIDING SQUADRON

POINTS: 150 + MODELS

Some Legions heavily emphasize maneuver warfare, cutting their foes apart in a series of lighting raids, that slice deep into their rear lines causing untold havoc. The Raiding Squadron is a specialized formation used by these cunning Legions to bring the enemy to their knees. Bringing together some of the Legions's fastest maneuver assets, a Captain well skilled in the art of raiding will take to field, hammering his foe from unexpected quarter, before darting to safety.

Dark Angel Ravenwing, White Scars Cataphracts, Night Lords Terror Raids. All are famous names for these dreaded warriors. With lightning speed, a Raiding Squadron can encircle and bleed dry an isolated enemy army, destroy supply lines, and strike fast and hard at distant Command and Control assets. When facing these Legions, the enemy know no rest or comfort as no place is truly safe.

COMMAND SQUAD

Captain — **OPTIONAL: Command Squad**

BIKE SQUADRON — **Squad 1**

BIKE SQUADRON — **Squad 2**

BIKE SQUADRON — **Squad 3**

LAND SPEEDER SQUADRON — **Squad 4**

ATTACK BIKE SQUADRON — **Squad 5**

FORMATION:

1 Space Marine Captain on Bike *(Jetbike available)*
0-1 Command Squad on Bikes *(Jetbikes available)*
3 three-ten man Bike Squadrons
2 Land Speeder Squadrons OR Attack Bike Squadrons
Note: All units must conform to the Age of Heresy *Legion and equipment restrictions.*

LEGION FORMATION USERS:

Dark Angels
White Scars
Night Lords

SPECIAL RULES:

Strike Force: All units in the Legion Raiding Squadron must be deployed within 18" of the Captain, or, if coming on from reserve, they must enter the table within 18" of the point entered by the Captain.

Outflank: The Legion Raiding Squadron can use its high speed to encircle the foe. The models in the formation have the *Flank March* strategic asset.

Strategic Redeployment: Highly mobile and independent, a Legion Raiding Squadron moves quickly across the battlefield. The models in the formation get a single Strategic Redeployment strategic asset.

LEGION FELLBLADE SUPER-HEAVY TANK

POINTS: 600

The Fellblade super-heavy tank is one of the largest vehicles used by the Astartes Legions. Manufactured by the Mechanicum, and provided to the Legions, Fellblades are among the most dreaded sights to the enemies of the Imperium. These are formidable machines, armed with a variety of weapons ranging from the large caliber Fellblade cannon to the many small defensive heavy bolters festooning its hull.

Fellblades are fitted with the most advanced compact Machine Spirits available and are above all, crewed by the mighty Astartes themselves. This combination makes the Fellblade an even greater threat than the ubiquitous Baneblade used by the Imperial army.

Each Legion uses the Fellblade based upon their own tactical doctrines. Thus, while dozens are in the inventory of the Iron Warriors, the master-raiders of the White Scars and Night Lords eschew thier use altogether.

Noted Fellblades:
Dominator - Death Guard
Khatek - Sons of Horus
Hydra's Claw - Alpha Legion
Millstone - Iron Warriors

UNIT: 1 Fellblade

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

ARMOUR			
BS	FRONT	SIDE	REAR
4	14	13	12

WEAPONS AND EQUIPMENT:
- Turret mounted Fellblade cannon with co-axial autocannon;
- Hull-mounted Demolisher cannon and twin-linked heavy bolters;
- Two sponsons, each with one lascannon and one twin-linked heavy bolter;
- Searchlight and Smoke Launchers
- Power of the Machine Spirit

WEAPON	RANGE	STR	AP	SPECIAL
Fellblade Cannon	72"	9	2	Ordnance 1, 10" blast Primary Weapon
Autocannon	48"	7	4	Heavy 2, Co-axial
Demolisher Cannon	24"	10	2	Ordnance 1, 5" blast
Heavy Bolter	36"	5	4	Heavy 3
Lascannon	48"	9	2	Heavy 1

OPTIONS:
A Fellblade may be given the following vehicle upgrades from the Space Marine codex: Hunter-killer missile, Pintle-mounted twin-linked bolter.

A Fellblade may replace it's two side sponsons with armour plates, increasing its side armour to 14 at no extra cost.

Command Tank: 50pts
A high-ranking marine officer is using the Fellblade as a mobile field HQ. The Fellblade has the Rites of Battle ability (codex: Space Marines p. 28) and uses a Ld value of 10. This ability extends only to friendly Astartes forces from the same Legion.

LEGION USERS: All Legions except White Scars, Night Lords

SUGGESTED CAMPAIGN CHRONOLOGY

Herein lay an accounting of the most grievous schism to ever befall the Imperium of Man. The Horus Heresy tore the galaxy apart as brother took up arms against brother, and Holy Terra herself became a battlefield of untold horror.

GENERAL CAMPAIGN RULES

• **9-Week Campaign:** This set of suggested missions is designed for a 2 month league that will take a group of players from the close of the Great Crusade, on through the days of the Heresy and culminate with the Siege of Terra.

• **Narrative Battles:** The goal of this campaign setting is to provide a set of Heresy- Era gamers the opportunity to recreate the heady days of the Great Crusade, building up kinships with their fellow Legion players, before being pulled painfully apart by the Heresy and forced to take arms against their former brothers. It will also hit upon several of the "Hallmark" events of the period and give players a chance to take part in these actions while still keeping the overall historical narrative moving forward.

SCORING THE CAMPAIGN

• **Glory and Battle Honors are the Goals:** With a heavy emphasis on narrative and historical missions, this league is designed not as a tightly balanced tournament-style setting. Instead, players are invited to recreate a series of small actions set within a much larger context. They will be keeping "score" from week to week using a set of post mission results to build up and decorate their own personal "Legion Company Banner" that tells of their glorious victories and their humbling losses. As the campaign wears on, and concludes, each player will have earned through his battlefield performance a unique visual memento to recall his Legion's history and to compare to his fellow legionaries in the future.

• **Filling out the Banner:** At the start of the Campaign, fill out our Army Name and Legio Number (if you are a Legion player) on the banner. At the end of each battle, score it normally using the 40k rules to determine Margin of Victory results (BGB p.86). Circle the icon representing YOUR performance. If your weekly game is a memorable one for your army, circle the weekly number as a reminder of this critical battle. At the end of the Campaign, you will have a narrative reminder of your games, tracking your army's performance across the nine week period.

Figure 6 Legions with Mechanicus support engage an Ork empire during the Great Crusade

AGE OF HERESY CAMPAIGN RULES

The campaign is designed as a suggested series of missions for up to two dozen players. Here are a set of additional rules to custom tailor it to your local group.

Not Enough (or Too Many) Legions!

The Age of Heresy involved many Astartes Legions and it is very unlikely that you will have a single player representing every Legion.

If your campaign is missing Legions, then simply follow through the campaign scenarios using the Legions that you have available. For example, both the Luna Wolves and Emperor's Children are key players but if no one in your gaming group has them, it doesn't have to stop the campaign.

Also don't shy away from re-writing history if it suits the players in your campaign. No Emperor's Children playing, but you want to try out the Laeran campaign mission? Feel free! Also don't worry about skipping entire weeks of the campaign – many players are going to want to jump to the end. Again, it's your campaign and this is a tool to help you make it fun!

Having too many of a particular Legion may not seem like a problem, but if two players want to play the same mission it can be a problem.

There are two ways to handle this: You can either allow the players to form a team that carries through the entire campaign. This can be a lot of fun, especially if both players have small armies. Alternatively, you can allow both players to play key missions with their own army. Each of them want to experience the Battle at Atoll19? That's fine!

Not Enough Xenos!

If you don't have enough Xenos armies, then simply skip the early weeks of the campaign. They are primarily there to build excitement and allow players time to complete their modeling projects.

Multi-player Games

Many of the campaigns of the Great Crusade and the most furious battles of the Heresy involved Legions fighting side-by-side with their battle brothers.

Several of the missions included in the campaign involve multiple players per side. To minimize confusion in these large and complicated games, we've included some guidelines.

1. Team Captain: Each team must nominate a Team Captain who is responsible for rolling any dice required for Mission Set-Up. The Team Captain is responsible for keeping the game moving and minimizing any time delays caused by his team.
2. Deployment: Teams must take turns deploying their units. For example, one team member may not deploy two units in a row unless all of his other team members have completed their deployment. This may force a side to deploy out of sequence (e.g., one team member may be forced to deploy an Elite choice while there are Troops choices on his team that have not deployed). This is okay.
3. Reserves: Team members must take turns deploying their Reserves on the table.
4. Unless otherwise specified, powers that affect friendly units will work on teammates that meet the power's requirements (e.g., Hadwyn's *Hold the Line* ability would affect a teammate's Dark Angels Tactical squad).
5. *Rites of Battle* only affects the owning player's army.
6. A Legion with the *Rule through Fear* ability must select a single opponent for this ability.
7. A Legion with *Preliminary Bombardment* (or a similar ability) must select a single opposing army as the target.
8. A Legion which must leave a game early for any reason (for example Eidolon) will remove all its models from the table at the end of the designated turn. VPs are only scored against the Legion leaving for units which were destroyed or falling back at the time of departure.

HERESY ERA BANNER OF HONOR

Circle your Weekly Battle Results:

Heresy Battles Key

- Victorious Slaughter
- Victory
- Tie
- Defeat

Fill in Your Legio #
(if applicable)

Army Name: _____

Age of Heresy Galactic Map

* Location unknown

Week I: The Great Crusade Wears On

The Legions are in ascendance. The galaxy is mostly pacified, and the Age of the Imperium is begun. One of the final great Legion campaigns is led by Horus at Ullanor, against the ork warlord Urrlak Urruk. Meanwhile across the galaxy, the Emperor's Children, start an ill-omened campaign to purge the xenos of Laer.

ULLANOR CAMPAIGN

At Ullanor, the mightiest known Ork warlord was vanquished, cementing the rise of Horus from Primarch to Warmaster.

Legions Present:
- Luna Wolves
- Ultramarines
- White Scars

Enemies Present:
- Orks

Missions:
- Random General

Points and Players:
- 3000 per side

THE CULLING OF THE XENOS ENCLAVES

On various secondary fronts throughout the galaxy, smaller Xenos empires were put under the jackboot of the Legions

Legions Present:
- Iron Warriors
- Imperial Fists
- Night Lords
- Dark Angels
- Death Guard
- Blood Angels
- World Eaters
- Thousand Sons
- Space Wolves
- Word Bearers
- Salamanders
- Raven Guard
- Alpha Legion
- Iron Hands

Enemies Present:
- Any Xenos (except orks)

Missions:
- Random General

Points and Players:
- 2000 per side
- 2 Legion vs 1 Xenos

Special Rules: *Recommended Legion teams:*
- *Iron Warriors & Imperial Fists*
- *Night Lords & Dark Angels*
- *Thousand Sons & Space Wolves*

Figure 7: Ultramarines campaigning during the Great Crusade

THE BATTLE FOR ATOLL 19

The Battle on Atoll 19 would later be described as a minor, opening skirmish in the Cleansing of Laeran; a footnote to the fighting that was yet to come, but to the warriors in the speartip of Solomon Demeter's Second Company of Emperor's Children, it felt considerably more intense than a skirmish.

SET-UP

1. Both players roll a D6, the winner chooses his deployment zone. Units must be deployed within 12" of the table edge. The player that scored the higher result now deploys one unit in his deployment zone. The players take turns deploying a unit at a time until both their entire forces are on the table.
2. Roll a D6. Highest score may choose whether to go first or second.

SCENARIO SPECIAL RULES

Victory Points, Infiltrate.

GAME LENGTH: *The game last for 6 turns.*

HISTORICAL BATTLE

Legions Present: *Emperor's Children.*

Xenos Opponent: *The Laer (see below).*

Recommended Point Levels: *1500 per side.*

Recommended Special Rules:

Vox-Net Compromised: Legions do not benefit from Rites of Battle when facing the Laer.

Worthy Opponents: The Laer can be represented with Codex:Tau and the additon of Tyranid Ravenors and Warriors to represent thier high technology weaponry and genetically enhanced warriors.

Figure 8: Titan duel near Ultramar

Week II: The Great Crusade Comes to a Close

The Warmaster is beginning to shoulder the burden of his new rank. Across the galaxy, all major threats to the Imperium are defeated. Many Legions continue on to stamp out the final embers of various and sundry minor xenos fiefdoms, while others turn back towards their home worlds. On the isolated world of Murder, the Blood Angels and Emperor's Children step into disaster.

FINAL LIBERATIONS

With all major Xenos threats vanquished, the Legions each took on a series of singular campaigns in the final days of the Great Crusade, as much to earn the respect of their brother Legions as to finally stamp out the last embers of the Xenos across the Imperium.

Legions Present:
- Dark Angels
- White Scars
- Imperial Fists
- World Eaters
- Ultramarines
- Death Guard

Enemies Present:
- Any Xenos

Missions:
- Random General

Points and Players:
- 2000 per side
- 1 on 1

DAVIN

The Warmaster took on Plague-cultists on the feral planet of Davin. It was here that his path took a fateful turn .

Legions Present:
- Luna Wolves

Enemies Present:
- Imperial Guard OR LatD

Missions:
- Rescue

Points and Players:
- 2000 per side
- 1 on 1

FORTREA-QUINTUS

Eyebrows were raised as the Word Bearers sacrificed millions of faithful citizens in their campaign on the rebel world of Fortrea-Quintus.

Legions Present:
- Word Bearers

Enemies Present:
- Imperial Guard

Missions:
- Strongpoint Assault (Legion attacking)

Points and Players:
- 2000 per side
- 1 on 1

> **"To admit defeat is to blaspheme against the Emperor."**
>
> -Roboute Guilliman, Primarch of the Ultramarines

Special Rules:

Endless Faith: *Word Bearers may purchase Zealot Units described in their Apocalypse"Crusade of Faith" formation. These units do not have the Sustained Attack rule.*

TESTRA-PRIME

On Testra Prime, the Alpha Legion deliberately extended their campaign to employ a number of byzantine strategems to lay low their enemy.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Alpha Legion	• Imperial Guard	•Ambush (Legion attacking)	•2000 per side • 1 on 1

THE SCOURING OF PROSPERO – INITIAL LANDINGS

Magnus the Red enraged the Emperor by sending Daemonic warnings of Horus' impending treachery. In turn, the Space Wolves under Leman Russ were unleashed on Prospero. Their goal: the utter destruction of the Thousand Sons.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Space Wolves	•Thousand Sons	•Bunker Assault (SWs attacking)	•2000 per side • 1 on 1

Special Rules:

Heroes Present:

- *Dolmar Gunnarrsson*
- *Ahriman*

Fly Lords of Terra

THE PURGING OF OLYMPIA – PART 1

Returning from the Great Crusade, the Iron Warriors found their homeworld in open rebellion. In an unhinged rage, Perturabo ordered the heavy handed culling of his own people.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Iron Warriors	• Imperial Guard	•Domination (Cities of Death)	•2000 per side • 1 on 1

THE TSAGUAISA CAMPAIGN

After the destruction of Nostromo, the Night Lords embraced bloody lunacy. Striking from their new base on Tsaguaisa, they fell on faithful worlds, inflicting nightmarish brutality at the slightest pretext of wrongdoing.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Night Lords	• Witch Hunters	•Night Fight	•2000 per side • 1 on 1

SERPENT AND THE RAVEN – PART 1

With the xenos empires crushed, Vulkan and Corax embarked on a campaign to rid their sectors of the newly resurgent Eldar Cabalite raiders. They located their quarry by using their own forces as bait.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Salamanders • Raven Guard	• Dark Eldar	•Breakout (DE defending)	•3000 per side • 2 on 1

THIS WORLD IS MURDER

Officially named One-forty-twenty, this planet of nightmares was informally renamed Murder by a Blood Angel officer who was stranded on its surface. A botched series of initial landings and an ill-advised rescue attempt left isolated elements of Blood Angels and Emperor's Children fighting for their lives against the constant pressure of Megarachnid attack.

SET-UP

1 Both players roll a D6, the winner chooses either of the long table edges as his deployment zone. He may deploy his forces up to 12" onto the board.

The opposing player gets the opposite table edge. He may deploy his forces up to 12" onto the board.

2 Both players roll a D6. Starting with the player that rolled lowest, the players take it in turns deploying a unit at a time until both armies are fully deployed. Units are deployed inthe following order: Heavy support, Troops Elites, HQ, Fast Attack.

3 Roll a D6. Highest score may choose whether to go first or second.

LINE OF RETREAT: *Units which are forced to fall back will do so towards the nearest board edge of their deployment zone. Megarachnid units forced to fall back and reduced to less than 50% strength can be removed from the table and reused. They do not have to fall back off the table first. (See the Sustained Attack rules)*

GAME LENGTH: *The game last for 6 turns.*

MISSION OBJECTIVE

The Legion forces are fighting for their lives. If at the end of the game, the Legion player has no forces left, the Megarachnid player wins. If any Legion forces remain, the Legion Player wins.

HISTORICAL BATTLE

Legions Present: *Emperor's Children, Blood Angels.*

Xenos Opponent: *The Megarachnid (see below).*

Recommended Point Levels: *1000 per side.*

Recommended Special Rules:

"This World is Murder": The entire board is a Jungle map (see Codex: Catachans)

Botched Landings: Both 500pt Legion forces must deploy at least 24" apart.

Spiderland: The Megarachnid can be represented with Codex:Tyranids

SCENARIO SPECIAL RULES

Deep Strike, Infiltrate, Random Game Length Sustained Attack.

HISTORICAL NOTE

Optional heroes present: *Lucius, Saul Tarvitz, Eidolon*

HUNT FOR THE DIASPOREX

After a long hunt with the help of the Emperor's Children, the Iron Hands successfully trapped and destroyed the Diasporex in an epic space battle that involved several boarding actions.

Legions Present:
- Iron Hands
- Emperor's Children

Enemies Present:
- Diasporex (Tau)

Missions:
- Maximum Attrition (Cities of Death)

Points and Players:
- 2000 per side
- 2 on 1

Special Rules:

Space borne Combat: *All successful armour saves are rerolled. All Infantry units gain the Fleet USR. Only Infantry, Monstrous Creatures, and Vehicle Walkers allowed.*

Week III: Dire Portents

The Warmaster is gathering around him his most trusted brother Primarchs and legions. All around the galaxy, there is disquieting news, and ill-omens. Oaths are taken and broken, and slowly, the Legions begin to split apart into two troubled factions.

LANDINGS OF ISTVAAN EXTREMIS

Gathering his most trusted legions together, the Warmaster sets in motion a series of events in the Istvaan system that will tear the Galaxy apart. It begins with the landings on Istvaan Extremis against a wayward Imperial Governor.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Death Guard • World Eaters	• Imperial Guard	•Random Special	•2000 per side • 2 on 1

THE PURGING OF OLYMPIA – PART 2

Deep into their unhinged purge of their home world, the Iron Warriors move in for the kill, and eradicate the last of the rebel faction down to a man.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Iron Warriors	• Imperial Guard	•Total Devastation (Cities of Death)	•2000 per side • 1 on 1

SERPENT AND THE RAVEN – PART 2

With the Cabalite raiders located, Vulkan and Corax crushed them utterly in a a carefully orchestrated trap in an urban setting.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Salamanders • Raven Guard	• Dark Eldar	•Grand Assault (Cities of Death)	•3000 per side • 2 on 1

THE BATTLE OF CALTH – SHOCK AND AWE

Far from the Istvaan system, the Warmaster has ordered the Word Bearers to devastate the Ultramarines at their home kingdom of Ultramar. The fighting was as bloody as it was unexpected.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Ultramarines	•Word Bearers	•Rearguard (WBs attacking)	•2000 per side • 1 on 1

Special Rules:

Heroes Present:

- *Kor Phaeron*
- *Lucius Mysander*

SHATTERING THE SECTS

With their initial landing sites secure, Leman Russ unleashed his Legion against the Red Sorceror Sects of Prosero. The beautiful Silver Towers were cast down, and city after city was razed as the Thousand Sons were slowly being ground to dust. With their foe on the run, the Space Wolves moved in for the kill. Magnus the Red prepared to make a daemonic pact for his Legion's soul to ensure their survival.

SET-UP

1. The Thousand Sons are the Attacker.
2. The Space Wolves choose a long table edge. The Thousand Sons get the opposite edge.
3. The Space Wolves set up their entire army along their table edge, up to 6" in. All Fast Attack and Elites units are held in reserve.
4. The Thousand Sons declare an entry point along their table edge, and an exit point on the Space Wolves table edge.
5. The Thousand Sons go first, moving as much of their army as they choose onto the board from any point on the table edge within 6" of his entry point. They may leave any units they wish in reserve.

RESERVES: *When available, the Thousand Sons reserves move on from any point on the board edge within 6" of their entry point. Space Wolves reserves move on from any point along their own board edge.*

SCENARIO SPECIAL RULES

Cityfighting Strategems, Random Game Length, Reserves

MISSION OBJECTIVE

The Thousand Sons must evacuate. They must get as many units off the board as possble, via the exit point. If they get half or more of the units in their army off the table via any point on the table edge within 6" of their exit point, they win. A unit with any survivors or a damaged vehicle count towards this. If the Thousand Sons fail to do this, the Space Wolves win.

HISTORICAL BATTLE

Loyal Legion Present: *Space Wolves.*

Renegade Legion Present: *Thousand Sons.*

Recommended Point Levels: *2,000 per side.*

Recommended Special Rules: **Cities of Death**

No Quarter: All Space Marines and Space Marine Dreadnoughts gain the Preferred Enemy rule against their opposing Space Marine Legion.

Silver Tower: Thousand Sons automatically pass psychic tests. Blasted power grid results in possible nightfighting rules; rolled for each turn on a d6 roll of a 4+

HISTORICAL NOTE

Optional heroes present: *Bjorn, Phosis T'Kar (presumed dead), Adeptus Custodes Honor Guard*

DANGEROUS LIASONS

As Horus prepared his trap at Istvaan V, Fulgrim parlayed with Ferrus Mannus and attempted to convert him to the Warmaster's side. The talks went badly, and both Primarchs and their staffs had to fight their way out of the area.

Legions Present:
- Iron Hands

Enemy Legions Present:
- Emperor's Children

Missions:
- Relief Force (Cities of Death) (IHs attacking)

Points and Players:
- 2000 per side
- 1 on 1

Special Rules:

Space borne Combat: *All successful armour saves are rerolled. All Infantry units gain the Fleet USR. Only Infantry, Monstrous Creatures, and Vehicle Walkers allowed.*

MURDER – PART 2

With the arrival of Sanguinius and Horus, the Blood Angels and the Luna Wolves joined forces and purged Murder of the Megarachnid once and for all.

Legions Present:
- Blood Angels
- Luna Wolves

Enemies Present:
- Megarachnid (Tyranids)

Missions:
- Meatgrinder (Legions attacking)

Points and Players:
- 3000 per side
- 2 on 1

Special Rules:

Heroes Present:
- *Ezeykel Abaddon*
- *Horus Aximand*
- *Garviel Loken*
- *Ralderon*
- *Lucius*
- *Saul Tarvitz*

"This World is Murder": *The board is a Jungle map (see CODEX: Catachans).*

Note: *This mission is out of order with the Battle of Davin, to facilitate the overall campaign schedule.*

SHIFTING TIDES

As Istvaan unfolded, the other Legions carried on in their duties, but the Farseers of the Eldar knew the dark path that lay before them. In a subtle shifting of policy, they began to actively engage the future Traitor legions.

Legions Present:
- White Scars
- Imperial Fists
- Night Lords
- Alpha Legion

Enemies Present:
- Any Xenos (Eldar will only attack future Traitor Legions)

Missions:
- Random Special

Points and Players:
- 2000 per side
- 1 on 1

> "Give me a hundred Space Marines; or failing that, a thousand other troops."
>
> -Rogal Dorn, Primarch of the Imperial Fists

CALIBAN - THE SACRIFICE OF ANGELS

On the Dark Angels world of Caliban, treachery most foul had twisted half the Legion to the dark powers. Alone and unseen, they tore themselves and their home world apart to purge their Legion of the taint of the heretic.

Legions Present:
- Dark Angels

Enemy Legions Present:
- Fallen Dark Angels

Missions:
- Bunker Assault (Loyalists attacking)

Points and Players:
- 2000 per side
- 1 on 1

Special Rules:

Friend of Foe?: *Target Priority checks are taken at -2 Ld.*

Historical Variant: *At this time, the Dark Angels were actually campaigning in the Veridan systems against xenos forces. However, this is such a critical event that we won't deny the Dark Angels a chance to play it.*

To fight the historical version, play the SHIFTING TIDES mission instead..

Figure 9: Ultramarine column advancing on Avallorn

Week IV: Heresy is Declared on Istvaan III

The Warmaster plays his hand, and the Heresy is declared. His declaration of war is the viral bombing of his own legion's Loyalists and the death of Istvaan III. Traitor Legions and chaos uprising erupt around the galaxy. On Mars, the Mechanicus tears itself in two, as the Dark Mechanicus swear fealty to Horus.

BROTHER VS BROTHER

On Istvaan III, the Heresy began in earnest. Four Traitor Legions tore themselves apart and betrayed their remaining loyalist brethren; bombing them from orbit with the deadly Life-Eater virus. The survivors fought a valiant campaign on the now ashen, blighted, virus tainted world of death to reclaim their honor and deal a stinging blow on their traitorous kin. It was on Istvaan III, that loyalists Saul Tarvitz, and Garviel Loken met their fates.

SET-UP

1 Divide the board into quarters. Both players roll a D6, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 Starting with the player that scored lowest, the players take it in turns deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.

3 Roll a D6. Highest score may choose whether to go first of second.

GAME LENGTH: *The game last for 6 turns.*

HISTORICAL BATTLE

Loyal Legions Present: *Emperor's Children, Death Guard, Sons of Horus, World Eaters.*

Renegade Legions Present: *Emperor's Children, Death Guard, Sons of Horus, World Eaters.*

Recommended Point Levels: *4,000 per side.*

Recommended Special Rules:

Life Eater: All successful armor saves are re-rolled. Glancing hits are treated as penetrating hits.

Friend or Foe?: Reroll successful Target Priority tests.

SCENARIO SPECIAL RULES

Night Fighting (ash-choked world), Infiltrate, Hidden Setup, Victory Points (Annihilation)

HISTORICAL NOTE

Optional heroes present: *Garviel Loken (presumed dead), Saul Tarvitz (presumed dead), Lucius, Typhus, Kharn Argus Brond, Ehren Gak, Ezekyle Abaddon, Horus Aximand*

THE BLOODING OF SIGNUS – PART 1

Trusting in their Warmaster, the Blood Angels were set into a Daemonic trap in the Signus system. What was supposed to be a minor uprising was in fact a totally corrupted daemonic empire which tested the Sons of Sanguinius to their limit.

Legions Present:
- Blood Angels

Enemies Present:
- LatD/Witch Hunters

Missions:
- Firesweep (Cities of Death)

Points and Players:
- 2000 per side
- 1 on 1

THE BATTLE OF CALTH – THE FURY OF ULTRAMAR

The Ultramarines stabilized their lines at great cost, and began to slowly but surely push the Word Bearers back.

Legions Present:
- Ultramarines

Enemy Legions Present:
- Word Bearers

Missions:
- Breakout
(UMs attacking)

Points and Players:
- 2000 per side
- 1 on 1

Special Rules:
Heroes Present:
- *Erebus*
- *Marius Gage*

CALIBAN - THE DOOM OF THE FALLEN

On the Dark Angels world of Caliban the loyalists had made planet fall and pushed the forces of Luther back into their fortress monastery. Alone and unseen, the Lion now focused on the complete destruction of their heretic brethren and their leaders, hoping to keep their secret hidden for eternity.

Legions Present:
- Dark Angels

Enemy Legions Present:
- Fallen Dark Angels

Missions:
- Assassination
(Cities of Death)
(Loyalists attacking)

Points and Players:
- 2000 per side
- 1 on 1

Special Rules:

Friend of Foe?: *Target Priority checks are taken at -2 Ld.*

Historical Variant: *At this time, the Dark Angels were actually campaigning in the Veridan systems against xenos forces. However, this is such a critical event that we won't deny the Dark Angels a chance to play it.*

To fight the historical version, play the OPEN WARFARE mission instead.

BATTLE OF TALLARN

As the Warmaster made his move, the Alpha legion began seeking out difficult Imperial outposts to destroy purely as a show of force and skill. On Tallarn, they attacked after an Iron Warriors viral bombardment and inflicted a stinging defeat to the White Scars in a large sweeping tank-based campaign.

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Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• White Scars • IG Armoured Company	•Alpha Legion	•Cleanse	•3000 per side • 2 on 1

Special Rules:

Life Eater: *All successful armor saves are re-rolled. Glancing hits are treated as Penetrating hits.*

Shifting Sands: *All successful Difficult Terrain rolls are re-rolled.*

MARTIAN REVOLT –PART 1

Responding to the Istvaan III events, Rogal Dorn sent a large force to Mars to secure munitions and equipment for the Loyalists on Terra. Once on-planet, they were caught up in an uprising of Dark Mechanicus.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Imperial Fists	•Dark Mechanicus (Necrons)	•High Ground (Cities of Death)	•2000 per side • 1 on 1

OPEN WARFARE

With the Heresy in full swing, waves of insurrection erupted all over the Galaxy. Loyalists and Traitors alike were embroiled in a myriad of minor actions to deal with local matters, while the Xenos took the opportunity to begin raiding the Imperium for their own benefit.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Iron Warriors • Space Wolves • Night Lords • Iron Hands •Thousand Sons • Salamanders • Raven Guard	• Any Xenos (Eldar will only attack Traitor Legions)	•Random Breakthrough (Xenos attacking)	•2000 per side • 1 on 1

Week V: The Imperial Landings on Istvaan V

The Warmaster's grand trap is set on Istvaan V. While open warfare tears the Imperium apart on a thousand worlds, three Loyalist Legions are virtually wiped out in one of the darkest days of the Imperium. Mars falls to the Dark Mechanicus, and for the first time, the Defenders of Terra know the bite of fear.

NOTE: Traitor Legion Equipment Changes now in effect.

ISTVAAN V – THE DROPSITE LANDINGS

Responding to the Warmaster's Treachery, the Iron Hands performed an initial landing supported by six other legions, and cut a path through the Traitor's lines, coming face to face with the Heresy of their brothers the Emperor's Children. On this spot, Fulgrim laid low his brother Ferrus Mannus, only after exposing the full horror of what was to come of the duped loyalist legions

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Legions Present:
- Iron Hands

Enemy Legions Present:
- Emperor's Children
- Death Guard
- World Eaters
- Sons of Horus

Missions:
- Blitz
(IH s attacking)

Points and Players:
- 3000 per side
- 4 on 1

Special Rules:

Heroes Present:
- *Ezeykel Abaddon*
- *Horus Aximand*
- *Eidolon*
- *Lucius*
- *Gabriel Santar (killed in action)*
- *Kharn*
- *Ehren Gak*
- *Argus Brond*
- *Typhus*

MARTIAN REVOLT – PART 2

The Imperial Fists are caught up in an uprising of Dark Mechanicus on Mars. They have to fight a delaying action at great cost to buy time for valuable war supplies to be ferried to Terra.

Legions Present:
- Imperial Fists

Enemies Present:
- Dark Mechanicus
(Necrons)

Missions:
- Thunder Run
(Cities of Death)

Points and Players:
- 2000 per side
- 1 on 1

THE BLOODING OF SIGNUS – PART 2

With painful effort, the Blood angels fought their way clear of a Daemonic trap in the Signus system. What was supposed to be a minor uprising was in fact a totally corrupted daemonic empire nearly broke the Sons of Sanguinius.

Legions Present:
- Blood Angels

Enemies Present:
- LatD/Witch Hunters

Missions:
- Breakout
(BA s attacking)

Points and Players:
- 2000 per side
- 1 on 1

THE DROPZONE MASSACRE

With the death of Ferrus Mannus, Horus sprang his deadly trap. Four of the Imperial Legions of the second landing wave revealed their true colors and cut down their brothers from the now surrounded first landing wave. It was a dark hour for the Salamanders and Raven Guard who fought a hopeless battle to save their precious gene-seed and bring word of this treachery to Terra.

SET-UP

1. Both players roll a D6, the winner chooses to deploy first or second.
2. There are no deployment zones. All units deploy before the start of the game using the Deep Strike special rule. Each player takes turns placing a single unit of their choice until all of their models are on the tabletop.
3. If an entire unit is destroyed by scattering off the table, landing within 1" of an enemy model or entering impassible terrain, that unit is placed into Reserves.
4. Roll a D6. Highest score may choose whether to go first or second.

HISTORICAL BATTLE

Loyal Legions Present: *Raven Guard, Salamanders.*

Renegade Legions Present: *Alpha Legion, Iron Warriors, Night Lords, Word Bearers.*

Recommended Point Levels: *4,000 per side.*

Recommended Special Rules:

Price of Betrayal: All Loyal Space Marines and Space Marine Dreadnoughts gain the Preferred Enemy rule against Renegade Legions.

Surprise Attack: Renegade team gains a +1 on the D6 to choose first turn, but must choose to go first.

LINE OF RETREAT: *Renegade Legions fall back normally toward the closest board edge. Loyal Legions fall back toward the board center. Once they reach the board center, they regroup automatically (ignoring any restriction).*

GAME LENGTH: *The game last for 6 turns.*

SCENARIO SPECIAL RULES

Victory Points, Reserves, Concealment.

RESERVES: *When available, reserves may enter play from any board edge.*

HISTORICAL NOTE

Optional heroes present: *Harmokan (presumed dead), Vincent Sixx (presumed dead), Arendi, Fortronus, Dradenor*

BATTLE OF NIKAEA V

Regrouping from their exile from Prospero, the Thousand Sons began to gather together eldritch artifacts from nearby systems. On the world of Nikaea V, they were caught by the White Scars.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• White Scars	•Thousand Sons	•Ambush (WSs attacking)	•2000 per side • 1 on 1

OPEN WARFARE

With the Heresy in full swing, waves of insurrection erupted all over the Galaxy. Loyalists and Traitors alike were embroiled in a myriad of minor actions to deal with local matters, while the Xenos took the opportunity to begin raiding the Imperium for their own benefit.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Ultramarines • Space Wolves • Dark Angels	• Any Xenos (Eldar will only attack Traitor Legions)	•Random Raid (Xenos attacking)	•2000 per side • 1 on 1

Week VI: The Drive to Terra

With the Istvaan Massacre behind him, the Warmaster begins his march to Terra. Several Traitor legions are sent to distant corners of the galaxy, with orders attack and tie down most dangerous Loyalists, keeping them from coming to the Emperor's side.

NOTE: Traitor Legion Equipment Changes now in effect.

AMBUSH AT CHONDAX

In a series of blocking actions, the Warmaster sent several of his Legions on missions to attack and delay distant Loyalists in a attempt to buy time for the siege of Terra. In a series of space bound fleet actions, the Space Wolves and White Scars were ambushed by the Alpha Legion in the Chondax system.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• White Scars • Space Wolves	•Alpha Legion	•Maximum Attrition (Cities of Death)	•2000 per side • 2 on 1

Special Rules:

Space borne Combat: *All successful armour saves are rerolled. All Infantry units gain the Fleet USR. Only Infantry, Monstrous Creatures, and Vehicle Walkers allowed.*

Fly Lords of Terra

TREACHERY AT PHALL

In a series of blocking actions, the Warmaster sent several of his Legions on missions to attack and delay distant Loyalists in a attempt to buy time for the siege of Terra. In a series of space bound fleet actions, the Imperial Fists were ambushed by the Iron Warriors in the Phall system.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Imperial Fists	•Iron Warriors	•Urban Assault (Cities of Death)	•2000 per side • 2 on 1

Special Rules:

Space borne Combat: *All successful armour saves are rerolled. All Infantry units gain the Fleet USR. Only Infantry, Monstrous Creatures, and Vehicle Walkers allowed.*

LION AND THE NIGHT – PART 1

In a series of blocking actions, the Warmaster sent several of his Legions on missions to attack and delay distant Loyalists in a attempt to buy time for the siege of Terra. In a series of space bound fleet actions, the Dark Angels were attacked by the Night Lords near the Tsagualsa system, but the sons of Night Haunter bit off more than they could chew…

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Dark Angels	•Night Lords	•Maximum Attrition (Cities of Death)	•2000 per side • 2 on 1

Special Rules:

Space borne Combat: *All successful armour saves are rerolled. All Infantry units gain the Fleet USR. Only Infantry, Monstrous Creatures, and Vehicle Walkers allowed.*

BATTLE OF THRANX

As the Warmaster advanced on Terra, many seemingly unrelated worlds came under Traitor attack. On Thranx, a beleaguered and bloodied company of Salamanders making their way back to Nocturne were attacked by elements of the Emperor's Children. The timely arrival of an Eldar strike force, paved their way to victory.

.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Salamanders • Eldar	•Emperor's Children	•Random General • 2 on 1	•3000 per side

"Make no mistake. We do not fight for your Emperor. We fight those you call Traitors for reasons of our own."

-Eldar commander at the Battle of Thranx

BATTLE OF VANAHEIM

As the Warmaster advanced on Terra, many seemingly unrelated worlds came under Traitor attack. On Vanaheim, a Blood Angel company making their way to Terra was attacked by elements of the World Eaters, while refueling.

.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Blood Angels	•World Eaters	•Random General • 1 on 1	•2000 per side

BATTLE OF EL'PHANOR

As the Warmaster advanced on Terra, many seemingly unrelated worlds came under Traitor attack. On El'Phanor, an Ultramarines force making their way to Terra was attacked by elements of the Luna Wolves, while responding to an Imperial distress call.

.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Ultramarines	•Sons of Horus	•Random General • 1 on 1	•2000 per side

BATTLE OF STYGIES VIII

As the Warmaster advanced on Terra, many seemingly unrelated worlds came under Traitor attack. On the Mechanicus Forgeworld of Stygies VIII, an Iron Hands force linking up with Legio Titanicus forces, came under attack from a Word Bearer company supported by elements of the Traitor Legio Tempestor titan legion. The timely arrival of an Eldar strike force, paved the way to Imperial victory.

.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Iron Hands • Eldar	•Word Bearers	•Random General • 2 on 1	•3000 per side (plus 1 titan per side)

"Treat these Eldar as non-hostile, but don't take your eyes off them for a second."

-Iron Hands commander at the Battle of Stygies VIII

BATTLE OF JARELPHI II

As the Warmaster advanced on Terra, many seemingly unrelated worlds came under Traitor attack. On the shrouded world of Jarelphi II, a beleaguered and bloodied company of Raven Guard making their way back to Deliverance were attacked by elements of the Thousand Sons. The timely arrival of an Eldar strike force, blunted the advance of the Red Sorcerers.

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Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Raven Guard • Eldar	•Thousand Sons	• Night Fight • 2 on 1	•3000 per side

Figure 10: Emperor's Children advancing on Terra

FLIGHT OF THE EISENSTEIN

Fleeing the treacherous affairs of the Istvaan system, Death Guard Captain Garro commandeered the frigate Eisenstein and made way for Terra. His journey to bring word of the Warmaster's treachery to the Emperor's ear is legend. First however, he had to deal with a traitorous rival onboard, and the Ruinous Powers had plans of their own...

SET-UP

1. Captain Grulgor's compulsory Force Org. units are placed anywhere on the board more than 12" from any table edge. All other units start in reserve.
2. Captain Garro's HQ, and Elite units start within 6" of any single board edge. All other units start in reserve.
3. Captain Garro's forces go first.

RESERVES: *When available, Garro's reserves move on from any point on their board edge. When available, each of Grulgor's reserve units arrive at any point on a randomly selected board edge.*

GAME LENGTH: *The game lasts for 6 turns.*

SCENARIO SPECIAL RULES

Cityfighting Strategems, Random Game Length, Reserves

MISSION OBJECTIVE

Both sides are trying to take control of the ship. The first captain to eliminate the other wins at the end of the turn. If both captains fall in the same turn, use Victory Points to resolve the tie-breaker.

HISTORICAL BATTLE

Loyal Legion Present: Death Guard *(Garro commanding).*

Renegade Legion Present: Death Guard (Grulgor commanding); Plague Marines, Deamon Packs (CSM) are allowed.

Recommended Point Levels: *1000 per side.*

Recommended Special Rules: **Cities of Death**

Space-borne Combat: All successful armor saves are re-rolled. All Infantry units gain the Fleet USR. Only Infantry, Monstrous Creatures, and Vehicle Walkers allowed.

Close Quarters: This small mission should be played on a urban themed, congested 4x4 foot table.

HISTORICAL NOTE

Heroes present: *Nathaniel Garro, Ignatius Grulgor (presumed dead)*
This mission is out of order, to facilitate the overall campaign schedule

Figure 11: Warhound titan moving flat out to outflank a traitor position

Week VII: The Siege of Terra

The Warmaster has arrived at Terra. His fleet batted aside the orbital defenses, destroyed the Loyalist fleets, and Mars has been captured by the Dark Mechanicus. As the skies over the Imperial palace turned black, tens of thousands of landers began their decent. The siege of Terra had begun.

NOTE: Traitor Legion Equipment Changes now in effect.

THE TERRAN LANDINGS

The invasion of Terra has begun. From countless ships and drop-pods, the Traitor Legions made planetfall on Holy Terra. They consolodated their landing zones and threw back all who stood before them. The traitor's now twisted forms marked them for all to see. Here at the start of the Terran Siege, the Ruinous Powers were at their zenith.

SET-UP

1. Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
2. The Loyalists set up all their forces in their deployment zone. Any forces not set up are held in Strategic Reserve
3. The Traitors set up all their forces except Heavy Support and super-heavies in their deployment zone. Heavy Support, super-heavies and any other forces not set up are held in Strategic Reserve.
4. Roll a D6. On a 2+, the Traitors go first.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrate
Loyalist Strategic Asset pool: Hold at all Costs, Bunkers, Obstacles
Traitor Strategic Asset Pool: Precision Strike (x2)
Blind Barrage

MISSION OBJECTIVE

The Loyalist forces are trying to hold their outer defense lines in the face of the unending mass of Traitor forces. Use the standard Apocalypse objective rules to determine victory, taking the *Hold the Line* rule into account.

HISTORICAL BATTLE

Loyal Forces Present: *Blood Angels, Imperial Fists, Imperial Guard, Adeptus Titanicus*

Renegade Forces Present: *Emperor's Children, World Eaters, Thousand Sons, Death Guard, Sons of Horus, Adeptus Titanicus*

Recommended Point Levels: *10,000 per side.*

Recommended Special Rules: **Apocalypse Battle**

Fire from the Sky: Traitor forces recieve one Orbital Bombardment strategic asset per turn.

Hold the Line: All 6 Apocalypse objectives are equally spaced across no-man's land.

GAME LENGTH: *The game last for 6 turns.*

HISTORICAL NOTE

Optional heroes present: *Ralderon, Vineum, Sigismund, Navarra*
Kharn, Argus Brond, Typhon, Eidolon, Lucius, Ahriman, Ezekyle Abaddon, Horus Aximand

THE SALLY OF THE KHAN

The finest hour of the White Scars. Surrounded and cut off, the Khan ordered a lightning raid to capture the Warmaster's now secure Lion's Gate spaceport and cut the supply lines of the traitors in half overnight.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• White Scars	•LatD/Imperial Guard • Word Bearers	•Strongpoint Attack (WSs attacking)	•2000 per side • 1 on 2

LION AND THE NIGHT – PART 2

In a series of daring boarding actions the Dark Angels overtook key elements of the Night Lords fleet, and began to maneuver their vessels to cut off their would-be attackers. The Night Lords, broke from combat and fled, leaving the Sons of the Lion to make best speed to Terra

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Dark Angels	•Night Lords	•Total Devastation (Cities of Death) (DAs attacking)	•2000 per side • 2 on 1

Special Rules:

Space borne Combat: *All successful armour saves are rerolled. All Infantry units gain the Fleet USR. Only Infantry, Monstrous Creatures, and Vehicle Walkers allowed.*

BATTLE OF AVELLORN

As the invasion began several loyalist legions continued their march to Terra. On Avellorn, an Ultramarines task force fell on a minor Iron Warriors garrison world in a effort to secure supplies.

Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Ultramarines	•Iron Warriors	•Bunker Assault (UMs attacking)	•2000 per side • 1 on 1

Fly Lords of Terra

BATTLE OF YARANT

As the invasion began, the Alpha legion continued seeking out difficult Imperial outposts to destroy purely as a show of force and skill. On Yarant, they inflicted a stinging defeat to a Space Wolves company.

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Legions Present:	Enemy Legions Present:	Missions:	Points and Players:
• Space Wolves	•Alpha Legion	•Cleanse	•2500 per side • 1 on 1

OPEN WARFARE

With the Terran invasion underway, several legions were embroiled in a series of minor actions to deal with local matters, while the Xenos took the opportunity to begin raiding the Imperium for their own benefit.

Legions Present:	Enemies Present:	Missions:	Points and Players:
• Iron Hands • Salamanders • Raven Guard	• Any Xenos (Eldar will only fight Traitor Legions)	•Special (Legions attacking)	•2000 per side • 1 on 1

Week VIII: Against the Walls

With their landing sites secure, the Traitors surround the Imperial Palace proper and bring up their siege works. Titans belch nuclear fire on both sides, as the Traitors make a push against the palace walls. The loyalists will do anything to stop them, knowing that once breached, there will be no stopping the endless hordes of chaos.

NOTE: Traitor Legion Equipment Changes now in effect.

BREACHING THE PALACE WALLS

With the Imperial Palace surrounded, The Traitors began their assault of the Palace proper. Under the supervision of Iron Warriors Siegemasters, and with the support of several traitor Titan Legions, the breaching attempts moved forward. Under ancient Iron Warriors tradition, once the siege-lines were drawn, quarter was neither asked for nor given.

SET-UP

1. Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
2. The Traitors set up all their forces in their deployment zone. Any forces not set up are held in Strategic Reserve
3. The Loyalists set up all their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
4. Roll a D6. On a 2+, the Traitors go first.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrate
Loyalist Strategic Asset pool: Hold at all Costs, Minefields (x2), Obstacles (x2)
Traitor Strategic Asset Pool: Scheduled Bombardment (x2) Blind Barrage (x2), Tunnels

GAME LENGTH: *The game last for 6 turns.*

MISSION OBJECTIVE

The Loyalist forces are trying to hold the Palace walls in the face of the siege works of the Traitor Legions. Use the standard Apocalypse objective rules to determine victory, taking the *Against the Walls* rule into account.

HISTORICAL BATTLE

Loyal Forces Present: *Blood Angels, Imperial Fists, White Scars, Imperial Guard, Adeptus Titanicus*

Renegade Forces Present: *Emperor's Children, World Eaters, Thousand Sons, Death Guard, Word Bearers Iron Warriors, Sons of Horus, Adeptus Titanicus*

Recommended Point Levels: *20,000 per side.*

Recommended Special Rules: **Apocalypse Battle**

Palace Walls: Stretched across the front edge of the Loyalist Deployment Zone is a large solid wall. Each 12" section is a 200pt, 1 Structure Point, AV14 vehicle with a 36" range battlecannon. The walls are impassible terrain and block LoS for the Traitors. Loyalists on and within 6" behind the walls can trace LoS through them.

Against the Walls: All 6 Apocalypse objectives are equally spaced along the wall.

HISTORICAL NOTE

Optional heroes present: *Ralderon, Vineum, Sigismund, Navarra, Jubal Khan, Rangtai Kharn, Argus Brond, Typhon, Ahriman, Ezekyle Abaddon, Horus Aximand, Erebus, Kor Phaeron, Forrix, Dradenor*

Designer's Note: Only the Legions listed were present, but I can't think of a more fitting way to end a campaign than a crazy Apocalypse Mega-Battle with titans. If you wish, expand the game to include ALL the legions, and up the point values to suit.

"The difference between gods and daemons largely depends upon where one is standing at the time."

-Lorgar, Primarch of the Word Bearers

Week IX: The Inner Sanctum

The outer palace has fallen. Stripped of all their secondary troops , the remaining Loyalist Legionaires, Custodes Guard, and Titan Princeps prepare to sell their lives in one last effort to buy time for the Emperor. Deep below the Imperial Palace, the Emperor unseats himself from the Golden Throne and goes to meet his fate.

NOTE: Traitor Legion Equipment Changes now in effect.

INNER SANCTUM BESIEGED

With a wellspring of bitterness that knows no end, the tattered remnants of both sides regrouped and plunged headlong at each other in a final push to decide the fate of the Inner Sanctum of the Imperial Palace. High above, the Emperor and Horus faced each other one final time to decide the fate of the galaxy

SET-UP

1. Mark the center of the table, and determine the deployment zone vector based off of it using the standard Apocalypse setup rules.
2. The Loyalists set up all their forces in their deployment zone. Any forces not set up are held in Strategic Reserve
3. The Traitors set up all their forces in their deployment zone. Any forces not set up are held in Strategic Reserve.
4. Roll a D6. On a 3+, the Loyalists go first.

SCENARIO SPECIAL RULES

Deep Strike, Infiltrate
Loyalist Strategic Asset pool: Hold at all Costs, Vortex Gr. Minefields, Obstacles (x2), Supreme Headquarters
Traitor Strategic Asset Pool: Scheduled Bombardment (x2) Blind Barrage (x2), Camouflage

GAME LENGTH: *The game last for 6 turns.*

MISSION OBJECTIVE

The Loyalist forces are trying to hold the blasted remnants of the Inner Sanctum in a play for time. Use the standard Apocalypse objective rules to determine victory, taking the *To the Bitter End* rule into account.

HISTORICAL BATTLE

Loyal Forces Present: *Blood Angels, Imperial Fists, White Scars, Imperial Guard, Adeptus Titanicus*

Renegade Forces Present: *Emperor's Children, World Eaters, Thousand Sons, Death Guard, Word Bearers Iron Warriors, Sons of Horus, Adeptus Titanicus*

Recommended Point Levels: *20,000 per side.*

Recommended Special Rules: **Apocalypse Battle**

Blasted Ruins: Concentrate all terrain on the table into many tightly packed "Urban Blocks" that are 12"-18" from each other. Fill "no-man's land" first, then expand into both side's Deployment Zones if terrain allows. "Urban Blocks" are impassible terrain for vehicles and give 4+ cover saves.

To the Bitter End: All 6 Apocalypse objectives must be placed in different Blasted Ruins.

HISTORICAL NOTE

Optional heroes present: *Ralderon, Vineum, Sigismund, Navarra, Jubal Khan, Rangtai, Adeptus Custodes Honor Guard Kharn, Argus Brond, Typhon, Ahriman, Ezekyle Abaddon, Horus Aximand, Erebus, Kor Phaeron, Forrix, Dradenor*

Designer's Note: Only the Legions listed were present, but I can't think of a more fitting way to end a campaign than a crazy Apocalypse Mega-Battle with titans. If you wish, expand the game to include ALL the legions, and up the point values to suit.

"The day will not save them, and we own the night."

-Horus at the Siege of Terra

ENEMIES IN THE AGE OF HERESY

The Astartes Legions were not the only forces in existence during the Age of Heresy. Herein lay an accounting of the available forces of the galaxy and how to use them in your campaigns.

DIRECT CODICES

• **Imperial Guard:** All manner of human armies fought both alongside and against the Legions during the Great Crusade and through the Heresy Itself.

• **Eldar:** The enigmatic Eldar were present throughout this period forming a common foe during the Great Crusade. There are many Heresy accounts of the Eldar arriving to fight not on behalf of the Loyalists but against the Traitor Legions.

• **Orks:** Perhaps the most common alien threat that had to be beaten back during this period, the Orks were endemic across the galaxy.

• **Lost and the Damned (Eye of Terror):** Thousands of isolated human worlds fell to the Ruinous Powers during the Age of Strife, or turned their backs on the Emperor during the dark days of the Heresy.

• **Dark Eldar:** These barbaric marauders were present throughout this period forming a rare threat during the Great Crusade and on through the Heresy-era.

• **Forgeworld Imperial Armour**: As the Legions spread across the galaxy, they fought alongside the Titan Collegios of the Adeptus Mechanicus, and encountered the Titans of many Xenos races. During the Heresy, the Mechanicum tore itself asunder and the Collegios fought on both sides of the conflict.

"COUNTS AS" CODICES

• **Tyranids:** While not a literal representation of the Hive Fleets, many monstrous races such as the *Megarachnid* were met during the Great Crusade.

• **Tau Empire:** While the Tau were still millennia away from their racial awakening, several alien races and confederacies such as the *Laer,* with a higher technological level than Mankind were met during this period.

• **Necrons:** Cut off and alone during the millennia of the Age of Strife, several advanced Human empires turned to the proscribed arts of artificial intelligence and thinking machines to stave off the horrors of a hostile universe. Many of these human enclaves were destroyed by their creations and had to be crushed by the Legions.

• **Chaos Space Marines:** Isolated during the millennia of the Age of Strife, some advanced Human empires thrived. These were not keen to kneel to the Master of Mankind, and presented warriors who were the equal to the Astartes in all but their loyalty to the Imperium.

• **Other Codices:** The Witch Hunter codex offers some great ideas for armies, particularly in the Adversaries section. The Daemonhunters Adversaries and Kroot Mercenary lists can also provide some interesting and very alien opponent for Great Crusade battles. We also recommend the Chaos Renegades list from *Imperial Armour V: The Siege of Vracks*.

• **Other Ideas:** Age of Heresy battles are a great opportunity to dust off some out of print and unofficial army lists, such as the Genestealer Cult list and Tim Huckleberry's Adeptus Mechanicus list (see the links section for the address). Just make sure to find (or make up) appropriate culture to crush with the Imperial might of the Space Marine Legions!

> **"Why? You ask me why? Have all these millennia taught you nothing? Weak fool, your timidity prevented you from binding the forces of Chaos. You shied away from the ultimate power. I have bound it to my will and will lead humanity into a new age. I, Horus, Master of Chaos"**
>
> -Horus to the Emperor

MODELING IN THE AGE OF HERESY

The Heresy Era offer a host of exciting modeling and painting opportunities to a Warhammer 40k player. From baroque armor, to original Traitor Legion color schemes and more you are guaranteed to end up with a beautiful, unique army.

INTRODUCTION

One of the most fun aspects of playing in the Age of Heresy is the opportunity to do a lot if "Historical Modeling". I would recommend first getting your hands on the *Horus Heresy Art Books Volumes I-IV from Black Library*. These essential visual guidebooks provide a dazzling array of artwork to inspire your Heresy Era Modeling.

HERESY ERA MARINE ARMOR

• **Mark II (Crusade Armor):** This early armor was used extensively during the early portions of the Great Crusade. By the Heresy era it would be mostly replaced with later versions, but still in use in limited numbers. You can get Mark II armor from Games Workshop:

Games Workshop Collectors Range:
Marine MK2 Crusade Armor 9947010132203

• **Mark IV (Maximus Armor):** This armor was used extensively during the later portions of the Great Crusade and will be readily available during the Heresy Era. You can get Mark IV armor from Games Workshop and Forgeworld:

Games Workshop Collectors Range:
Marine MK4 Maximus Armor 9947010132205

Forgeworld Red Scorpions Veterans:
Product Code IA-ISM-I-008 (11 helmets and torsos)

• **Mark V (Heresy Armor):** This armor was used extensively during the Heresy itself, being easy to manufacture and repair. You can get Mark V armor from Games Workshop:

Games Workshop Collectors Range:
Marine MK5 Heresy Armor 9947010132204

• **Mark VI (Corvus Armor):** This classic "beaky" armor was used during the Heresy itself in limited numbers, mainly by the Traitor legions who secured large stocks of it from the Dark Mechanicus. You can get Mark VI armor in the standard Space Marine plastic ranges.

• **Mark VII (Eagle Armor):** This armor was very rare, being a late heresy introduction by the Mechanicus. It should be used very sparingly. You can get Mark VII armor in the standard Space Marine plastic ranges.

Games Workshop: *www.games-workshop.com*

Forgeworld: *www.forgeworld.co.uk*

Figure 12 Mixture of Mk II, IV, VI armor

HERESY ERA MARINE VEHICLES

• **Land Raiders (Mark 2B):** This early variant of the Land Raider has a more brutal appearance than its later more familiar forms. You can get Mark 2B Land Raiders from Forgeworld:

Forgeworld: MK2B Pre-Heresy style Land Raider:
Product Code IA-ISM-T-YYY

• **Dreadnoughts (Mark IV):** This early variant of the Dreadnought is a beautiful work of art compared to the harder feel of later designs. You can get Mark IV Dreadnoughts from Forgeworld:

Forgeworld MK IV Dreadnought

HERESY ERA DECALS

• **Decals:** The Loyalist Legions still retain their original Legion insignia. You can use existing Games Workshop decal sheets for these Legions. The Traitor legions however changed their iconography Post Heresy. You will need to obtain logo-sheets of their original Legion insignias. You can get downloadable logo sheets for the Traitor Legions from *Bell of Lost Souls*:

Logo Sheets:
http://belloflostsouls.blogspot.com/search/label/logo%20sheet

Decal Tutorial:
http://belloflostsouls.blogspot.com/2007/07/tutorial-custom-decal-sheets.html

Aquilas: *One of the easiest things a Heresy Era modeler can do to start is understand the use of the Aquila.*

Single Headed Aquila: *This is the personal symbol of the Emperor since the War of Unification. It could appear on his Custodes guard, and any marines who are old Terran veterans of the Unification Wars.*

Double Headed Aquila: *This new symbol represents the union of the Emperor and the Mechanicum of Mars. Any Legion may use the Aquila on equipment, but its use on personal marine armor and chestplates is limited to the Emperor's Children Legion.*

Figure 14 Custom Decals and Supplies

Figure 13 Mk IV Maximus armor

Titans of the Traitor Legio Tempestor, and the Loyalist Legio Metalica. (top left, lower right)

Dark Angels assault. (bottom left)

A White Scars Raiding Squadron tears into a World Eater position during the siege of Terra. (top left)

Ultramarines muster on the Eastern Fringe. (center)

Warhound Titan of the Loyalist Legio Metalica. (bottom left)

Kor Phaeron and bodyguard leave his personal Thunderhawk. (top left)

Emperor's Children advance on Laeran. (center)

Space Wolves Great Company faces a Death Guard line. (bottom left)

Arkos leads his Alpha Legion troops. (top left)

Traitor Legio Tempestor Reaver titan, supporting Night Lords forces on the Eastern Fringe. (center)

Captain Garro leads his command squad during the Great Crusade. (bottom left)

Loyalist Legio Metalica titan forces with Ultramarine support push back rebel army elements during the Heresy.

Captain Arkos hacks away at a xenos threat. (center, left)

Death Guard Fellblade (center,right)

Kor Phaeron culls unbelievers on Fortrea Quintus. (bottom left)

Captain Kharn and World Eater Berzerkers charge on Istvaan V. (upper, left)

A Thousand Sons Red Sorcerer leads his men during the defense of Prospero (center,right)

Iron Hands wade into Traitor lines on Istvaan V. (bottom left)

REFERENCES IN THE AGE OF HERESY

GW has provided a treasure trove of Heresy Era Art books, novels, and models. Take a look at the listing below to begin your journey into this period.

RECOMMEDED READING

• **Horus Heresy Art Books, Volumes I-IV** (Black Library): These essential visual guidebooks provide much of the background and story of the Heresy itself, told in a straightforward manner, along with a dazzling array of artwork to inspire your Heresy Era modeling.

• **Index Astartes, Volumes I-IV** (Games Workshop): This seminal series describes the early history, tactical doctrines and famous individuals of all the original First Founding chapters.

• **Adeptus Titanicus** and **Codex Titanicus** (Games Workshop): These early games layout much detail and artwork describing the Titan Legions and how they fought during the Heresy Era

• **The Horus Heresy Novel Series** (Black Library): This detailed series introduces the Heresy Era and its characters and major events in unheard of detail.

- ***Horus Rising*** by Dan Abnett (2006)
- ***False Gods*** by Graham McNeill (2006)
- ***Galaxy in Flames*** by Ben Counter (2006)
- ***Flight of the Eisenstein*** by James Swallow (2007)
- ***Fulgrim*** by Graham McNeill (2007)
- ***Descent of Angels*** by Mitchel Scanlon (2007)
- ***Legion*** by Dan Abnett (2008)

ON THE INTERNET

- **Games Workshop**: http://www.games-workshop.com/
- **Forgeworld**: http://www.forgeworld.co.uk/
- **Black Library**: http://www.blacklibrary.com/
- **Bell of Lost Souls (home to Tactics, Modeling, News and Opinion from Deep in the Heart of Texas)**: http://belloflostsouls.blogspot.com/

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