

WARHAMMER[®] THE HORUS HERESY[®]



The Burning of Ohmm-Mat

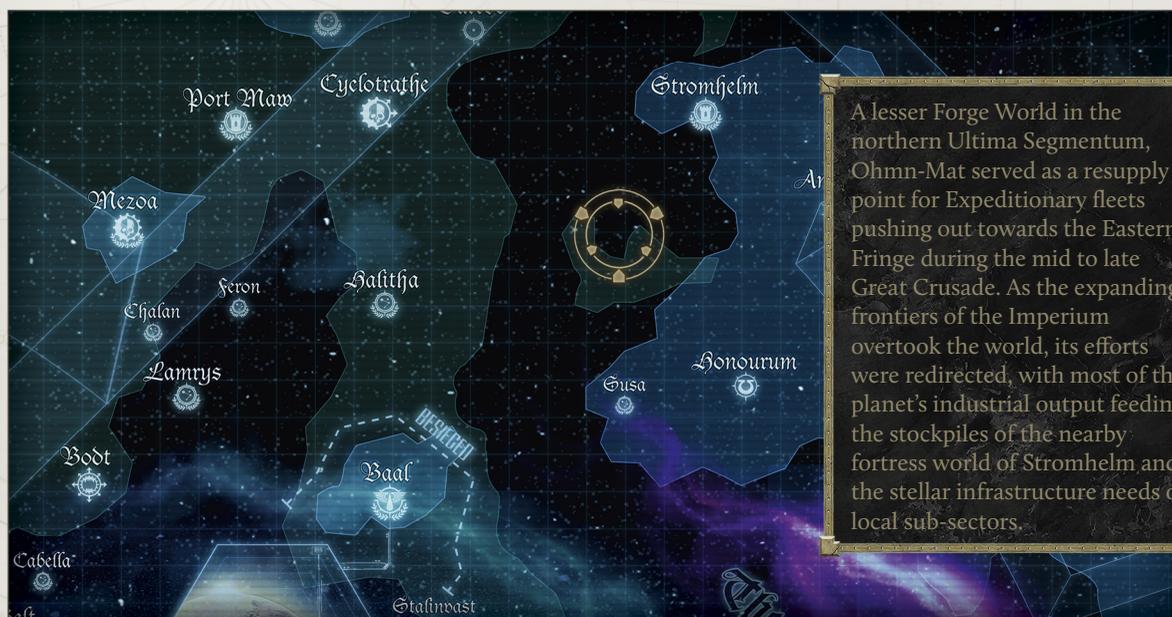


EXEMPLARY BATTLES OF
The Age of Darkness

EXEMPLARY BATTLES OF THE AGE OF DARKNESS

THE BURNING OF OHMN-MAT

As the Age of Darkness ground ever onwards, the fires of war would spread throughout the entire galaxy, consuming everything in their path. Armies and worlds were reduced to nothing more than ash, in many cases leaving no one alive to bear witness to the sacrifices made or the atrocities committed. Plunged into a war of unprecedented scale, the hosts which fought during the Horus Heresy were forced to employ new formations and weapons out of desperation or pragmatism, foes unlooked for demanding a new paradigm of warfare. Many of these formations would be lost during the dark years of the Horus Heresy, their traditions wiped out and the last stockpiles of their weapons exhausted, but their memory is preserved in these records.



A lesser Forge World in the northern Ultima Segmentum, Ohmn-Mat served as a resupply point for Expeditionary fleets pushing out towards the Eastern Fringe during the mid to late Great Crusade. As the expanding frontiers of the Imperium overtook the world, its efforts were redirected, with most of the planet's industrial output feeding the stockpiles of the nearby fortress world of Stromhelfin and the stellar infrastructure needs of local sub-sectors.

By the time the vanguard of Horus' Dark Empire encroached upon the region of space around Ohmn-Mat midway through 008.M31, it was a world already gripped by war. Word of the atrocities committed by those who had turned against the Emperor, carried by panicked Chartist Captains and a warband of Dropsite Massacre survivors, had reignited long-simmering disputes among the Forge World's ruling synod, plunging the planet into open conflict before the Warmaster had even departed the Isstvan system. A victim of the Martian Mechanicum's capricious politics, Ohmn-Mat had been stripped of much of its value once the Great Crusade's Expeditionary fleets had passed it by, the resources and personnel of entire forge-fanes transplanted wholesale to provender sectors far from Ohmn-Mat's barren corner of space. Almost two years of internecine conflict had eroded the Forge World's wealth even further, reduced in the eyes of the Traitors to little more than a wasteyard to be pillaged as they drew up plans in preparation for the conquest of the Ultima Segmentum's northernmost reaches.

This duty fell to Captain Jharran Deygen of the XVIth Legion. Still bedecked in laurels earned during the fierce boarding actions at Port Maw, he was dispatched at the head of an armada of thousands of Sons of Horus and Word Bearers Legionaries, with millions of Solar Auxilia and Traitor Militia troops following behind. Spearheaded by Deygen's own 84th Company, 'The Strife Bringers', this fleet was assigned to bring the Warmaster's so-called 'Dark Compliance' to the warp routes between Cyclothrathe and Honorum, cowing planets into subservience with mass executions and seeding overseer cadres to facilitate the extraction of tithes of both materiel and flesh for the Cyclothrathe Mechanicum.

Upon Ohmn-Mat itself, Captain Deygen bestowed a purpose far greater than mere carrion for the forges of Cyclothrathe, the scale of death already unleashed upon the world making it a perfect offering for the dark benedictions of his assigned Esoterists – once the appropriate preparations had been made. For two years,

Deygen let the misery and despair produced by Ohmn-Mat's ongoing civil war reach ever greater heights as his fleet orchestrated a campaign of surgically-precise butchery on the surrounding systems in accordance with schema laid down by his lodge masters and Word Bearers Diabolists. The already brutal and opportunistic battle doctrines of the 84th Company were transformed into something altogether more sinister, resembling ritual killings on a mass scale as recalcitrant worlds were rendered into charnel tributes to the Traitors' glory.

At the close of 010.M31, the spearhead of Jharran Deygen's fleet breached realspace at the edge of the Ohmn-Mat system, over two years of ritual culling producing such turmoil in the æther that only a handful of Traitor Navigators could guarantee local warp transit with any degree of certainty. With the Ohmnian shipyards and local fleet devastated early in their civil war, Deygen's fleet, bearing his 84th Company alone, moved unchallenged into orbit of Ohmn-Mat. Here they gazed down upon a world wracked by four years of internecine war, a blasted orb pock-marked with the carcasses of forge-fanes annihilated in atomic barrages and ravaging phosphex wildfires, the handful of forge-fanes and redoubts which had endured standing vigil over the graves of billions. Desperate vox-hails were broadcast to the Strife Bringers' fleet from the surviving enclaves only to be met with silence; Captain Deygen immediately dismissing what paltry aid any Traitor-aligned hosts might lend to their cause, valuing only the pain they would suffer in the hours to come.

Alone in the void, the Sons of Horus fleet deployed for a full combat drop above the Loyalist forge-fane of Thyaetira, marked by Ohmn-Mat's bloodiest battles as the perfect altar for the Traitors' unfolding ritual. As a volley of assault claws spiked downwards into the skies of Ohmn-Mat, Thyaetira's defence lasers began to align skyward with perilous haste, their ill-suitedness for intercepting such small and manoeuvrable craft briefly mitigated by the density of targets as the incendiary veil of atmospheric entry blinded the assault claws' sensors. Warnings signalled from the fleet above drove the senseless landing craft apart as the defence lasers' first blasts lit the skies, a dozen heavier Kharybdis assault claws proving too slow to scatter, obliterated in an instant by a coruscating beam of energy. A handful more of the Dreadclaws would be caught in the defence lasers' apocalyptic glare, but the Sons of Horus' attack had weathered the most dangerous stage of the orbital drop; each kilometre gained bringing them further inside the lasers' minimum effective targeting range.

Of almost two hundred assault claws loosed upon Thyaetira, nine in every ten thundered home intact, melta cutters blasting through layers of ablative ceramite and hardened ferrocrete as they smashed through the upper levels of the forge-fane's superstructure. Despite puncturing almost half a kilometre into Thyaetira's bulk, bypassing much of the forge-fane's outer defences, each assault claw's complement of Legionaries faced a frantic battle in isolation as they fought through a warren of tangled ducts and corridors to regroup. Alarm claxons blared into life as the work designations of servitors were suddenly overridden, sending the half-living drones juddering into the path of the invading Legionaries who tore through them with chainblade and bolt pistol; the servitors' lives spent for the simple purpose of buying time for the encroaching forces of the Thyaetiran Taghmata.

Maniples of Scyllax Guardian-automata were the first military presence encountered by the Strife Bringers, swarming up through transit shafts and maintenance ducts or awoken in pockets as Sons of Horus squads stumbled upon slumbering garrison-cloisters seeded throughout the forge-fane's workings. Whirling mechadendrites and point-blank bolt rounds chewed into ceramite, but these sporadic counter-attacks could do little to stall the Sons of Horus, whose upbringings in the suffocating underworld of Cthonia had shaped them into some of the most brutal tunnel fighters in the galaxy.

Reaching the lower levels of outer Thyaetira, the Strife Bringers regrouped first in clusters of one or two squads but soon as scores of Legionaries, overwhelming the sparse defences as they amassed before one of the vast ingress-portals to the inner forge-fane. While the 84th Company's core of line troops had survived to reach the rendezvous relatively intact, the Strife Bringers' heavy assets had fared far worse, the greater portion of their number embarked upon the wing of Kharybdis assault claws which had burned in the skies above.

Mustering his company's remaining strength, Captain Deygen gestured forth the Strife Bringers' lone surviving Leviathan Dreadnought to rupture the seals into the inner Thyaetiran domain, its cyclonic melta lance blasting apart the ingress-portal's mechanisms to send the vast blast doors crashing to the ground. As the amassed Legionaries crossed the threshold into Thyaetira's inner depths, lodge masters chanted profane litanies, promising their brothers boons of arcane strength and resilience that would in turn bring them the Warmaster's favour as, below, Thyaetira roused to action like the hive of some insectoid swarm.

Waves of Adsecularis Tech-thralls were driven into the Traitors' path at the cybertheurgic instigation of their Lacyraemarta masters, fusillades of las blasts only succeeding in bringing down a handful of already-wounded Legionaries while the volleys of precise bolter fire unleashed in response made a bloody ruin of the crudely augmented thralls. Falling back on doctrines mastered during the years of the Great Crusade, the Sons of Horus employed flame, volkite and chainblade to clear a path forwards, only stymied when sudden openings in the Adsecularis horde spewed forth maniples of ferocious Vorax Battle-automata, hewing open great clefts in the Traitor line before they could be brought down with krak grenades and melta blasts. Captain Deygen knew these would be but the forerunners of the Thyaetiran Taghmata's elite, its swiftest and most numerous agents sent to harry and bleed the Sons of Horus. Whatever the nature of the greater counter-attack he assumed was yet to come, the Strife Bringers' mauled heavy reserve would have to be deployed sparingly should they reach the destination where Deygen intended to play his final hand.

The hidden agenda which drove the 84th Company onwards, utterly inscrutable to their foes, served as one of the few factors in the Traitors' favour, now buried intractably within the Loyalist forge-fane and bereft of support. Logic told the Thyaetiran synod that the Sons of Horus would push down into Thyaetira's innermost districts, either seeking to sabotage the forge-fane's atomantic reactor array or seize control of their defence laser's command locus. Instead, the Strife Bringers' Esoterists dictated a route following their own occult auguries, drawn towards an amalgamation of seething ætheric energy concentrated in Thyaetira's depths.

As the 84th Company advanced further, scattered reports from seeker and recon squads screening their flanks told of a slow but inexorable mass of Battle-automata welling up from the forge-fanes' heart. While the Traitors' unexpected route avoided the bulk of this host, those units which formed the Strife Bringers' rearguard suffered heavy casualties to a force of Arlatax Battle-automata, clearly intended to encircle the Sons of Horus should they have pursued the route predicted by the Thyaetiran defence. A trio of the Traitors' diminished reserve of Contemptors were grudgingly assigned to hold back the Arlatax, freeing their main host to press onwards. Increasingly drawn-out skirmishes ensued as the Strife Bringers' skirted the edge of the main Taghmata force, the Sons of Horus leveraging their brutal fighting discipline to encircle and hew apart assaulting Thyaetiran automata, though for every Castellax or Domitar dragged down, several Legionaries fell in kind, crushed under crackling shock chargers or scythed apart by screeching power blades.

At length, the Strife Bringers resorted to collapsing tunnels and intersections with breaching charges to cut off routes of approach, abandoning entire squads in delaying actions against the relentless Cybernetica as they sought to avoid being drawn into a protracted battle that would delay their advance. Such efforts allowed Captain Deygen's assault force to reach their target almost three hours into their descent, the sacrifice of over two hundred Legionaries forging a path into Thyaetira's vast Lacyraemarta harvesting precincts; every fallen warrior paving the way for their brothers' promised exaltation. Here was found the nucleus of the ætheric disturbance detected by Deygen's Esoterists, the Lacyraemarta's domain of torturous fleshworks governing the processes of thrall-conversion, servitor assembly and biomass reclamation; all of which had leached the pain and torment of entire generations of Mechanicum helots into the Warp. This miasma of suffering had reached new heights during Ohmn-Mat's civil war, as whole hosts of captured enemies had been cast into the harvesting precincts, either subjected to involuntary cyber-surgery and mind-caging to join the ranks of the Adsecularis or

rendered apart into nutrient slurry. Magnified by the ætheric tumult unleashed by the Traitors' ritual campaign over the past two years and the pall of death which loomed over Thyaetira and Ohmn-Mat at large, this aura of anguish stretched the veil which divided the Warp from realspace perilously thin, marking it as a perfect locus for the profane invocation around which the entire Traitor effort revolved.

But the Strife Bringers' dark ritual would not go unopposed, for even as the Sons of Horus cut down the last dregs of Adsecularis cast from the Lacyraemarta's thrall-silos, a phalanx of blackened gunmetal approached from the far reaches of the harvesting precincts, their reinforced augmetics a breed apart from the crude cybernetics grafted onto the dying thralls. Some four hundred Iron Hands Legionaries marched to meet the Traitors, slab-faced shields marking them out as death-sworn Medusan Immortals, the tell-tale signs of effaced iconography also borne by the handful of Dreadnoughts and Inducted automata which walked among their number. Leading this ominous host strode Warleader Durante Osch, once a scion of Clan Lokopt and Thaumaturge of the Legion's shuttered Librarius, long-repressed psychic senses having forewarned him of the Traitors' target. No words of parley were passed between Captain Deygen and the Warleader, the barked death-oaths of the Medusan Immortals and howled Cthonian war cries the only greeting given as the hated foes' lines erupted in bolter fire.

Even as the vanguard of the 84th Company crossed blades with this fresh foe, the pursuing Thyaetiran Taghmata pressed forward relentlessly. Recon squads deposited as pickets in the wake of the Strife Bringers' advance

continued to harry the Mechanicum forces, Nemesis bolter fire felling a handful of Tech-Priests and lesser Magi to deprive the surrounding automata of direction, but soon Myrmidon Destructor covenants who could not be so easily dissuaded were pressed forward, burning the Legionaries from their cover with torrents of fire. Pinned between the two forces, the Strife Bringers reformed into a defensive posture, Captain Deygen committing the very last of his heavy assets against the Thyaetiran Taghmata, while the 84th Company's Breacher squads formed a shieldwall mirroring the Iron Hands' own line. Between these rapidly established front lines, the Sons of Horus lodge masters and Esoterists began to prepare their final ritual, hastily assembling a half-dozen altars from the industrial debris scattered across the mag-lev loading bays where the Warmaster's own would make their stand.

Reaver squads launched sudden assaults via jump packs wherever the Medusans' shieldwall buckled or broke, chainaxes sparking against hardened plate and power fists crunching through flesh and bone. Every time they were thrown back, the Reavers dragged severely injured and near-dead Loyalist Legionaries with them, commanded to gather sacrifices to fuel the unfolding invocation. Several such attempts were stymied as the would-be captives clutched detonating grenades to their chests, while Warleader Osch, recognising the Traitors' grim intent, prowled the front line, countering the Reavers' assaults with great swings of his thunder hammer and directing the Medusans to deliver the Emperor's mercy to their fallen brothers rather than see them captured. Nevertheless, several Iron Hands were too injured or insensate to effectively resist, carried back within the Traitors' defensive cordon towards makeshift ritual sites even now being anointed with blood.

At the opposite front of the Traitors' defence, the full force of the Thyaetiran Taghmata was finally levelled against the Sons of Horus, barrages of super-heated plasma unleashed by Myrmidon Covenants and Thanatar Siege-automata blasting craters in the mag-lev embankment adopted by the Strife Bringers as an ad-hoc defence line. Sheets of bolter fire hammered against the approaching automata from hundreds of Legionaries, and while maybe one in ten Cybernetica fell under the onslaught, most marched on unperturbed, mass reactive rounds glancing off hardened ceramite or detonating preemptively as they were caught in crackling energy fields. Against this seemingly unstoppable tide of iron charged forth the Strife Bringers' last remaining Dreadnoughts, a pair of Contempts thundering into the Battle-automata moments before the following trio of Castraferrum Dreadnoughts and single accompanying Leviathan. Brutal weapons smashed through actuators and crushed limbs, toppling Domitars to the ground and leaving the Castellax in sparking ruin, their torsos caved in by crushing fists or shredded asunder by whirring claws. For two minutes, the Thyaetiran Taghmata were halted, the six Sons of Horus Dreadnoughts outnumbered perhaps a hundred to one by the Loyalist automata which slowly enveloped them, inevitably cast down one by one as point blank melta blasts turned limbs to molten slag and graviton hammers pulped ancients inside their sarcophagi. The single Leviathan which had survived the Strife Bringers' orbital assault held out the longest, immolating a trio of Arlatax Battle-automata in its death throes as it pushed its cyclonic melta lance beyond tolerances, its torso rammed through by a half-dozen screeching power blades.

Amidst the fighting, the first signs of Captain Deygen's unfolding invocation began to manifest, the sensor-ghosts of strange figures registering on augur systems and vox channels filling with barely-audible chanting. Sheltered between the Strife Bringers' two parallel defensive lines, clusters of lodge devotees encircled a half-dozen ritual vivisections in progress, lodge masters and Esoterists extending the dying agonies of their Iron Hands and Tech-Priest victims to tempt forth the denizens of the warp. To Warleader Osch, this surge of tainted ætheric energy pressed down like a leaden weight, his every sense warning of impending catastrophe.

Across the length of the battlefield, his Iron Hands attempted several times to reach their captive brothers, a single blasted Contemptor managing to power through the throng of Traitor Legionaries to obliterate one of the ritual sites with a half-ruined conversion beamer, its atomantic reactor breaching at the same moment to erupt in sympathetic annihilation. A second invocation was also overrun before reaching its wretched culmination, falling victim to a force of Thallax and Ursurax which descended from one of the loading bays' ceiling vents; some lingering human instinct perhaps driving the lobotomised cyborgs to destroy the accursed ritual out of sheer revulsion. Even as these two ritual sites burned, the dark liturgies echoing from their surviving counterparts reached fever pitch; each barked syllable painful to hear and every shadow writhing with nightmarish forms, the actinic glare of the loading bays' flood lights seeming to retreat from the invocation.

Half-veiled by the encroaching darkness which shrouded the lodge masters' gruesome altars, forms began to tear themselves from the corpses of the Strife Bringers' brutalised captives, flesh distending and snapping as daemonkind fashioned the still-twitching cadavers into gateways to realspace. From between the parting ranks of the Sons of Horus surged creatures which stood taller than a Terminator, monstrous horrors of immaterial sinew and twisted bone, dredged from nightmare and bound to the will of the Traitors. Howling in voices at once painfully unnatural and nauseatingly familiar, the first trio of Daemons charged forth into the onrushing Iron Hands with a detonation of ceramite and gore, hurling Legionaries aside as immaterial blades and teeth carved ragged wounds into the Immortals' panoply.

Throughout the battlefield, Sons of Horus Esoterists ushered forth dozens of brutish Daemons into realspace, each ritual completed allowing more of their daemonic kin entry into the material realm. Each stood alike in stature, hulking beings conjured forth to overpower the Loyalist Space Marines and their automata counterparts, though none were truly uniform; some formed from weeping, putrid flesh, some were chased in dancing balefire and others manifested in a dizzying array of horrific configurations besides. Regardless of their appearance, all were equally lethal, hewing apart Legionaries and Cybernetica both with daemonic weapons fashioned in the likeness of vicious blades and hammers, seemingly uncaring of anything but the carnage they wrought.

As the wave of Daemon Brutes poured forth from the Strife Bringers' host into the enveloping Loyalists, the already ragged lines of battle began to dissolve into a frenzy of sprawling melees, the Iron Hands almost overrun and the overpowering host of Thyaetiran automata suddenly stalled. At the centre of the carnage, Jharran Deygen stood exultant, the profane runes scored into his ceramite now slick with freshly-spilled viscera. Over the course of two long years he had acquiesced to the obscure demands of the warrior lodges, redirecting his fleet and reshaping his company's doctrines to fulfil the needs of a ritual which promised to deliver not only the entirety of Ohmn-Mat into his hands, but which would also endow him and his warriors with arcane power. Even lacking psychic potential, Deygen could feel the Warp seething around him as the ritual took hold, but before his promised reward, it seemed one last trial would be laid at his feet.

Warleader Osch, his armour rent in a half-dozen places and his thunder hammer slick with daemoniac gore, staggered forward from the nearest throng of fighting. With a bloodlust born of desperation, Osch unshackled powers he had held in check since the Edict of Nikaea, scything through Deygen's Chieftain retinue with a volley of howling, immaterial shards even as contact with the Warp's tumult wracked his body with pain. Spitting curses, Osch bellowed his challenge to Captain Deygen, who gestured for his surviving bodyguards to withdraw as the battered Iron Hand approached. Deygen raised his ornate blade in mocking salute, meeting Osch's faltering charge with complete surety of his own martial supremacy and convinced that the arcane liturgy inscribed across his plate would ward off whatever sorcery the weakened psyker could muster. The duel lasted for less than a minute, with Osch left kneeling upon the pitted decking at its conclusion, Deygen's longsword lodged in his abdomen. With all the swagger of a Cthonian pit fighter, Deygen postured for his brothers, relishing his victory over a foe he laughingly declared 'twice-broken', a final insult which perhaps gave Osch the ire-fuelled strength for one final, killing blow.

Burning out his augmetics to propel his mauled body forward, the Warleader lurched upwards as Captain Deygen turned back to gloat once more, one remaining arm swinging his thunder hammer backhanded with inescapable force. Captain Deygen's head was caved inwards mid-sneer, but even as the Cthonian's vengeful retinue moved to butcher the downed Iron Hand, the Captain's body remained disturbingly upright, a mass of black flame flickering in vague approximation of a skull atop his shoulders. The thing which had once been Jharran Deygen turned to regard Warleader Osch, uttering one fateful invocation before it reshaped the Captain's flesh into a form which had haunted the nightmares of humanity for millennia: "*Samus is here*".

At the exact moment in which the Daemon Beast known to those party to such fell knowledge as 'Samus' tore itself into realspace through the ruined flesh of Captain Deygen, hell was unleashed upon Ohmn-Mat's entire surface. Scores of immaterial rifts sprang into being across the Forge World, spewing forth endless tides of daemonkind in every form imaginable, as if shaped by the essence of death which stained the world. Upon the rad-suffused wastes east of Thyaetira, a horde of cadaverous, hunched figures crawled forth, their skin sloughing off and their eyes weeping blood. Within the cramped arcology-manufactora at the heart of the Akkaron forge-fane, twisted flesh-metal beings clawed apart everything within reach, while the bastion wall of Sardys was overrun by monstrous cavalry caparisoned in brass and bone. Unlike the summoned daemonkind which battered the defenders of Thyaetira, these Warp-born horrors played no heed to the allegiance of those they fell upon, sparing nothing living as they poured across Ohmn-Mat in an apocalyptic tide. Even Samus, a creature of hateful and perfidious malice, remained bound to the will of the Sons of Horus thanks to the efforts of the 84th Company's Esoterists and the binding wards intended to contain Captain Deygen's apotheosis, but those Daemons which manifested freely about Ohmn-Mat followed no purpose but their own.

Whether an expected consequence of the ritual intended to apotheosise Deygen and his Strife Bringers or simply the result of its ultimate failure upon the Captain's death, this was the true culmination of the invocation which had determined the 84th Company's path for the two years previous, the fathomless horror of the Immaterium unleashed upon Ohmn-Mat wholesale. For the Loyalists, all hope of defence or survival was extinguished in an instant, though those embroiled in the fighting within Thyaetira's core would be unable to determine the truth of what was occurring above for three more hours as a handful of their number escaped into the depths of the forge-fane. For many this knowledge would have likely made little difference, the battle for Thyaetira itself all but lost as fresh waves of lumbering Daemon Brutes wrought havoc among the Loyalist forces. Clusters of Myrmidon priests fought and died back-to-back amidst the chaos, data-feeds cataloguing the efficacy of every weapon in their arsenal against the daemonic horrors even as they were torn apart. Cybernetica flailed erratically at creatures which registered as half-formed anomalies upon their sensors, increasingly shorn of direction as the Strife Bringers' remaining Seekers and Recon Legionaries hunted down the Thyaetiran Magos. The Iron Hands, facing the same unforeseen annihilation which had doomed their brethren upon Isstvan V, cast aside their boarding shields and drew their blades, resolved to deliver spiteful, personal deaths to as many of the Sons of Horus as they could.

Samus, now fully manifested in its hideous, lupine form, prowled along the periphery of the slaughter, chasing down pockets of Loyalists as they attempted to escape into Thyaetira's warren of ducts and serviceways, every part the nightmarish hunting beast its immaterial flesh seemed to mock. The only force which managed to slow its bloody pursuit was a trio of Iron Hands Contemptors that blocked the Daemon's path as Warleader Osch's somehow still-living body was carried from the field by the Taghmata's surviving Magi, the vile instincts which drove Samus to relish in every kill likely all which spared the Loyalists as they withdrew into the forge-fane's last holdfast. Encased in adamantium-chased ceramite, each of the three Dreadnoughts was a masterwork of the Xth Legion's artificers, but against a being of such unfettered hate as Samus, little could stand and yet live. Lascannon blasts tore at the Daemon's sinuous hide and power fists hammered into its wolfish maw, but the beast's unnatural flesh re-knit and jagged bone cut at the Dreadnoughts even as they struck. In response, the blades of Samus parted ceramite effortlessly, shearing off limbs and hacking through torsos, the Daemon slowly and deliberately butchering each Dreadnought in turn to reveal the entombed Legionary within, delivering a final death with its ravenous jaws.

As the desperate reality of what was unfolding across Ohmn-Mat became clear to Osch's last enclave of Loyalists, the host of Traitor Legionaries and conjured Daemons closing about them like a noose, they turned to their own well of accursed lore to deny the Traitors their victory. Sequestered within Thyaetira's depths was a device that had once rested within one of the myth-shrouded Vaults of Mimir, repositories of techno-arcana deemed by the slain Primarch Ferrus Manus too perilous for any within the Imperium to possess. As Samus and its coterie of bound Daemons breached the inner defences of the Loyalists' sanctuary, the weapon was activated, immolating the air within the forge-fane instantaneously and initiating a conflagration which spread beyond Thyaetira to ignite Ohmn-Mat's very atmosphere, shrouding the Forge World in fire within a matter of minutes. All but the very bedrock of the planet was immediately set ablaze, the atomantic reactors of the surviving forge-fanes adding their own detonations to the inferno as oceans were flash-boiled away and cities dissolved into seas of molten slag.

In moments life itself was erased from Ohmn-Mat, but even with the entire planetary orb set alight, the fire still spread. Impossibly, every voidcraft, planetary outpost and space-bound installation with an active vox-link to Ohmn-Mat at the time of the inferno was engulfed in the same blaze, a hundred pyres igniting across the solar system simultaneously and transmitting the conflagration further via their own web of active vox-links. The 84th Company's fleet detonated as the Traitor Ohmnian enclaves' desperately transmitted pleas for aid doomed them, first setting the flagship Grand Cruiser *Admonisher* ablaze, with the fleet-wide vox-net ensuring her accompanying ships immediately followed.

This conflagration burned across the void until every active vox-link was spent, the gulf of space at the system's edge the only effective firebreak against its spread. Only when the weapon could proliferate no more did the infernos raging across the system gradually begin to gutter and die, the intensity of their heat ensuring nothing touched by the accursed flame persisted. For Ohmn-Mat itself no such end to the destruction was forthcoming, the planet forevermore fixed in the void as a ball of unquenchable fire, denied in its immolation to the hands of both human and daemonkind alike.

THE CEASELESS PYRE

Brought to the Forge World by Durante Osch's warband in the aftermath of the Dropsite Massacre, the archaeotech device which set the Ohmn-Mat system aflame bears some resemblance to a handful of other weapons encountered during the Great Crusade and chronicled in the bleak histories of Old Night. According to the nature of the devastation it unleashed and the vector through which this destruction was spread, the device can be broadly classified as belonging to a class of heretek known as *'mimetic annihilators'*. Why Warleader Osch brought such a weapon to the backwater Forge World can only be guessed at, whether intending Ohmn-Mat a target for its power or simply seeking a refuge to conceal it from the hands of the Traitors. Indeed, it cannot be assumed that the Warleader even understood the device's capabilities, those artefacts concealed in the Vaults of Mimir being esoteric devices of wildly varying natures. Regardless, its activation ended the daemonic incursion upon the planet and ultimately prevented the Warmaster's forces from unearthing the truth of what had occurred upon Ohmn-Mat, impeding the refinement of the Traitors' ritual into a form that may have granted access to daemonic apotheosis far earlier in the war.

Due to the weapon's potency and its use of vox networks as a delivery method, little record of Ohmn-Mat's death survived to indicate what occurred at its end, this account being primarily drawn from two intact sources as well as later examination of the Ohmn-Mat system. The first such source was a damaged Ohmnian kill-sat, its vox interlink destroyed early in the war but its sensor arrays and data-stacks having remained intact and active throughout the events described. The second source was a lone Magos who had fled the slaughter in Thyaetira's depths and reached orbit via an improvised escape craft, modified from an atomic missile and secreted away in anticipation of the forge-fane's destruction, albeit at the hands of other Ohmnian Magi.

BOUND DAEMONS SUPPLEMENTARY LIST

The following section presents rules for using Bound Daemons in games of Warhammer: The Horus Heresy – Age of Darkness.

These rules are treated as a separate Army List with the Faction Agents of the Warmaster and Sub-faction Bound Daemons, and must be used to compose Allied Detachments of that Faction and Sub-faction.

The following additional rules apply to Detachments of this Sub-faction:

THE BOUND UNIT SUB-TYPE AND BOUND MALEFICA SPECIAL RULE

The units presented here represent Daemons called forth from the Warp and bound to the service of a summoner through the use of some esoteric ritual, rather than those manifested spontaneously from the Immaterium. To better represent this specific nature, many of the models in this Supplementary List have the Bound Sub-type and the Bound Malefica special rule, which modify the Daemon Unit Type accordingly.

"The dead cannot judge your crimes, for the generations you annihilated are long gone, their like never to be seen again. These cultures which endured since before you crawled from the primordial ooze will hold no tribunals and render no verdict over your twisted empire of death.

Instead I must take solace in the fact that your end will be as cruel and uncaring as you. There is no better mirror for your hate than those that dwell Beyond, and they draw closer with every passing moment. You thought yourselves the greatest beings in the Galaxy, but to Them you are merely livestock, and the feast is past due."

Suppressed address of the last Apostate Philosopher of Somnium IV, prior to their execution



BOUND SUB-TYPE

Whether conjured into realspace through arcane pacts or occult deception, successfully Bound Daemons are sublimated to their summoner's will, though their anchor in the material world – and their obeisance – lasts only as long as this summoner can endure.

The following rules apply to all models with the Bound Sub-type:

- Models with the Bound Sub-type do not modify their Strength and Toughness values according to the current Game Turn as detailed in the Daemon Unit Type.
- While there are no models from the same army with both the Psyker Unit Sub-type and the Independent Character special rule on the battlefield or Embarked upon a unit with the Transport Sub-type that is on the battlefield, models with the Bound Sub-type suffer a penalty of -1 to their Strength and Toughness characteristics to a minimum value of 1.
- During deployment, in order for units entirely composed of models with the Bound Sub-type to be deployed on the battlefield, a model from the same army with the Psyker Unit Sub-type and the Independent Character special rule which is already deployed (or Embarked upon a unit with the Transport Sub-type which is already deployed) must make a Psychic check for each such unit, one at a time. For each successful Check a single unit containing models with the Bound Sub-type may be deployed as normal, but once a Psychic check is failed, that and all further units containing models with the Bound Sub-type must be placed in Reserves. The controlling player may choose not to make a Psychic check for any unit containing models with the Bound Sub-type, instead placing it directly into reserves and allowing Psychic checks to be made to deploy any further units containing models with the Bound Sub-type. Note that failing a Psychic check in this manner does not inflict Perils of the Warp.
- Units placed in Reserves which are entirely composed of models with the Bound Sub-type do not have Reserve rolls made for them, instead the controlling player may have a model with the Psyker Sub-type and the Independent Character special rule make a Psychic check when Reserves rolls would be made in order for them to enter play from reserves as normal. Note that this only applies when deploying units containing models with the Bound Sub-type from Reserves, and does not affect special deployment types such as Deep Strike Assaults and the Breach the Veil Psychic Power.

NEW WARLORD TRAIT: MALEFIC SUPPLICANT

This Warlord Trait is available to any Character model selected as an army's Warlord, regardless of Faction, but that model must have the Traitor Allegiance.

Malefic Supplicant

Some warlords turned to dark powers during the bloody battles of the Horus Heresy in order to gain advantage over their foes. Few of these warriors truly understood the price they would pay, having only the few scraps of knowledge they could discover in ancient tomes and xenos archives to make their bargains. Most would pay for these bargains with their soul, but for those that it brought victory, it was a pact worth the price.

A Warlord with this Trait gains the Psyker unit Sub-type, but does not gain any Psychic Disciplines, Psychic Weapons or Psychic Powers. However, they may make Psychic checks in order to deploy Bound Daemon units at the start of the mission or to bring Bound Daemon units into play from Reserves (see the Bound Unit Sub-type). In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Assault phase as long as the Warlord has not been removed as a casualty.

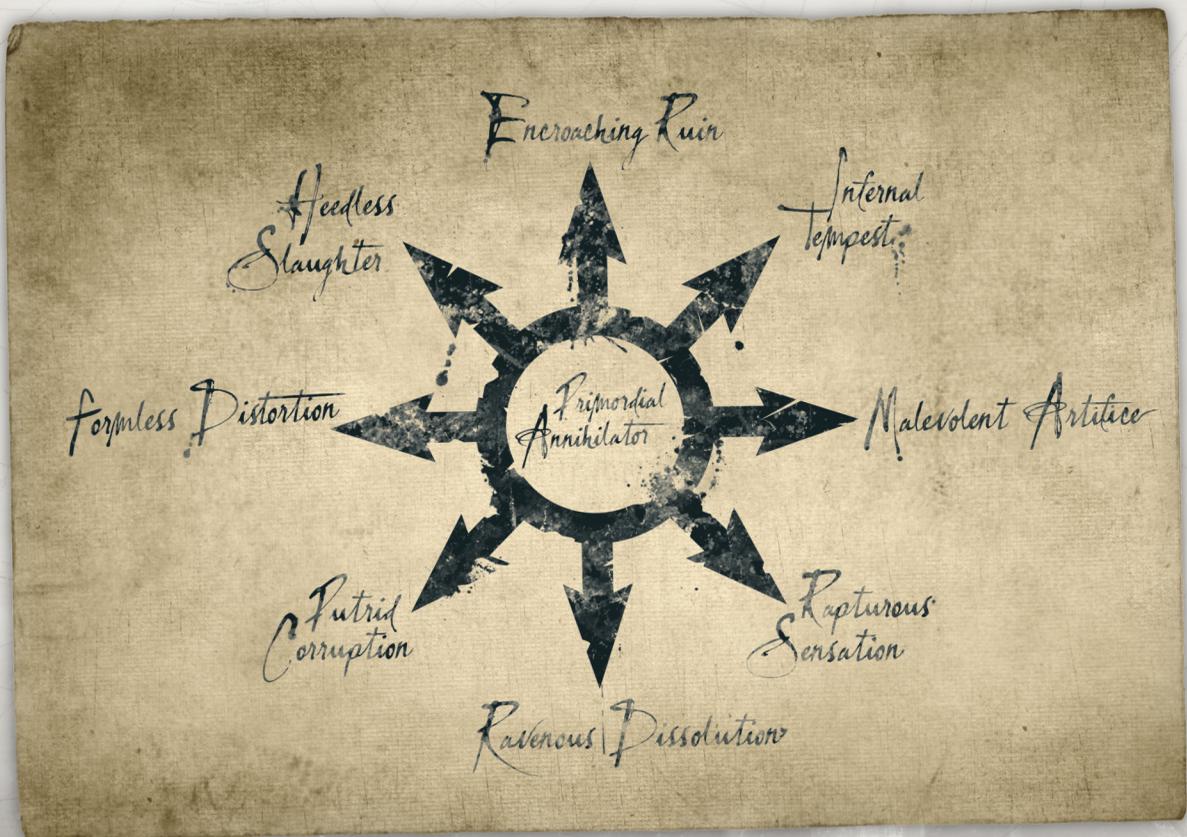
BOUND MALEFICA

Units entirely composed of models with the Bound Malefica special rule are considered to be part of the Ruinstorm Daemon Army List for the purposes of any special rule which allows Ruinstorm Daemon units to be included in a Detachment drawn from a different Army List, or which grants Ruinstorm Daemon units an alternative method of deploying from Reserves, such as the Legion Esoterist's Breach the Veil Psychic Power or High Chaplain Erebus' Harbinger of Chaos special rule (see page 321 of the *Liber Hereticus: Traitor Legiones Astartes Army Book*). Units selected in this manner retain the Agents of the Warmaster Faction and Bound Daemons Sub-faction.

THE ÆTHERIC DOMINION (X) SPECIAL RULE

Though mortal man might see the forces of the Warp as a unified host of monsters, this was far from the truth. Within the depths of the Warp there stirred a number of powers, each with its own agenda and desires, and each with its own hosts. While those daemonic incursions spawned from the nightmare of the Ruinstorm might align to one particular immaterial host, for even the most practised summoner, the intricacies of the Warp's byzantine power structures were utterly unknowable. As a result, summoned Daemons were often unwittingly drawn from across the vast multitudes of daemonkind, inscrutable allegiances subsumed by the binding rituals that drew them together.

Each Ætheric Dominion represents one of the innumerable hosts of daemonkind, and any unit with the Ætheric Dominion (X) special rule will have a number of additional special rules and abilities specific to their Ætheric Dominion. A unit which includes models with this special rule may only have one variation of the Ætheric Dominion special rule, e.g., Ætheric Dominion (Encroaching Ruin), and no model with this special rule may join a unit which includes any models with a different variation of the Ætheric Dominion (X) special rule. A unit which includes models with this special rule without a specific Ætheric Dominion listed in brackets must select one Ætheric Dominion from the list below during the army selection process (before the start of a battle) for no additional cost and is thereafter treated as having that variation of this special rule – unless specified otherwise, a Detachment may contain units with different variations of the Ætheric Dominion (X) special rule.



ÆTHERIC DOMINION (ENCROACHING RUIN)

Chaos in its purest form is a terror that few can stand before and remain sane. It hungers only for destruction, that all things mortal meet their predestined end and crumble into dust to be forgotten. To this singular end it moves inexorably, driven by a nightmarish purpose which subsumes the petty divisions of daemonkind.

When a unit entirely composed of models with this special rule and the Daemon Unit Type fails a Morale check, it only suffers a single automatic Wound with no Saves of any kind allowed instead of D3 Wounds as specified in the Daemon Unit Type. In addition, models with this special rule gain the Move Through Cover special rule.

ÆTHERIC DOMINION (HEEDLESS SLAUGHTER)

The dark fury of battle and the red joy of life's final end. For some among the hordes of the Warp, the only goal was to fight and to die – it mattered not where or why as long as blood flowed. Such vile entities would appear garbed in the trappings of conquerors and executioners, caring only for the tally of skulls and death they might reap from the mortal world, irrespective of such concerns as 'friend' or 'foe'.

A unit entirely composed of models with this special rule must declare a Charge if able when they begin the Assault phase within 8" of an enemy unit. If there is more than one eligible target, the controlling player chooses the target of any Charges made so long as that target is within 8". Note that this does not allow models with this special rule to Charge a different unit to one that they made a Shooting Attack against in the previous Shooting phase, even if they have made Shooting Attacks against a unit which is further than 8" away and there are eligible targets for a Charge within 8".

Additionally, a unit entirely composed of models with this special rule adds +1 to the score used to determine if they win a Combat in the Assault phase (this modifier is cumulative with other modifiers to Combat Resolution) and adds +1 to the value of any rolls made to determine the result of a Sweeping Advance.

ÆTHERIC DOMINION (FORMLESS DISTORTION)

Even as Daemons manifest as obscene parodies of mortal forms, the true essence of Chaos is endlessly shifting and unknowable, twisting, changing and perverting everything it touches. Some Daemons who crossed the veil into realspace embodied this ceaseless distortion to its fullest extent, shaping themselves into roiling agglomerations of immaterial flesh and bone, for whom death was simply one component of the eternal metamorphosis they would inflict upon the material world.

When selecting a combat at the beginning of the Fight sub-phase, roll a D3 for each unit entirely composed of models with this special rule that is locked in combat. All close combat attacks made by models in the combat with this special rule gain additional special rules corresponding to the D3 roll until the end of that combat phase:

D3 RESULT

- 1 Coruscating Ectoplasma:** Concussive (1), Lance
- 2 Lashing Pseudopods:** Reach (1)
- 3 Vorpal Talons:** Shred, Sunder

ÆTHERIC DOMINION (PUTRID CORRUPTION)

A slow corruption, rotting away body and soul, with no final release in death. Among the hosts of Chaos there were those who cared nothing for victory or defeat, only that suffering was spread to as many as possible. Such creatures were ushered forth into the material world in a miasma of disease and filth, content to spread their vile gifts to the world of mortals.

Models with this special rule gain the Heavy Unit Sub-type and may make a special Corrupted Resilience roll to avoid being Wounded (this is a Damage Mitigation roll which is made after unsaved Wounds are suffered). Corrupted Resilience rolls may not be taken against unsaved Wounds that have at least one of the following special rules: Instant Death, Psychic Focus or Force. To make a Corrupted Resilience roll, roll a D6 each time an unsaved Wound is suffered. On a result of 6+, the unsaved Wound is discounted – treat it as having been saved. On any other result the Wound is taken as normal.

ÆTHERIC DOMINION (RAVENOUS DISSOLUTION)

Such is the hatred that swirls within the Warp that it encompasses all things, and like the dragon of eternity that feasts upon its own tail, this hatred extends even to itself. To expect rational and sane logic from creatures such as these would be foolish, for Chaos was both its name and nature. Yet, in its self-destructive hatred there was no ally to be found, only a new and more unpredictable foe.

Any model with this special rule adds +1 to all To Hit rolls during the first round of any close combat where they are locked in combat with a unit containing at least one model with either the Daemon Unit Type, Corrupted or Psyker Unit Sub-type, or the Independent Character special rule.

The effects of this special rule only apply when a unit which has it begins an Assault phase not locked in combat and then either Charges or is Charged by an enemy unit. If an enemy unit Charges this unit when it is already locked in combat then that does count as a new 'first' turn of combat for the effects of this special rule.

ÆTHERIC DOMINION (RAPTURIOUS SENSATION)

A maddening screech of sensation and wild impulses. For some among the numberless tide of Chaos the ends of violence truly mattered not, merely that they were there to take part and to experience its vicissitudes, inflicting overwhelming pain and gorging on mortals' fear. These daemonkind revelled in the sensory overload of war, bounding over shell-sundered battlefields to deliver blissful death as they exulted in each blinding flash and deafening blast.

On a turn in which they make a successful Charge, unless that Charge is Disordered, models with this special rule make their attacks in an assault at one Initiative step higher than normal – after any Initiative modifiers from other special rules have been taken into account. Units entirely composed of models with this special rule also gain a bonus of +1" to the distance they can move as part of all Run moves, Charge moves and any move they make as part of a Reaction.

Additionally, units entirely composed of models with this special rule must re-roll all failed Initiative tests to determine if they suffer the effects of the Blind special rule as well as all failed Leadership tests to determine if they suffer the effects of the Concussive (X) special rule.

ÆTHERIC DOMINION (MALEVOLENT ARTIFICE)

Just as Chaos reflects back a twisted mockery of humanity's every facet, so too is the very drive to create perverted into a malevolent and destructive force within the Immaterium. Conjured forth into realspace, such daemonkind harnessed the works of mortals as a vector for their own annihilation, their monstrous machine-entity forms at once a mimicry of flesh and artifice, every action made to demonstrate their supremacy over both mortal beings and everything they deigned to create.

Models with this special rule may re-roll all failed Armour Saves taken against any Wounds resolved at a Strength value lower than their Toughness Characteristic. This special rule has no effect on Cover Saves or Invulnerable Saves.

ÆTHERIC DOMINION (INFERNAL TEMPEST)

Some hosts of daemonkind brought forth a maelstrom of raw warpstuff with them, manifesting the energy of the Immaterium as sheer elemental power. Around these entities roiled tempests of prismatic balefire, the air riven with crackling arcs of unreal lightning as the earth twisted into fragments of shimmering crystal. To these Daemons there was no higher purpose than the promulgation of that power and of its profligate use on the battlefields of the material realm.

Models with this special rule gain the Hammer of Wrath (1) special rule or, if they already have a version of the Hammer of Wrath (X) special rule, they increase the value in brackets by +1. All wounds inflicted by any variant of the Hammer of Wrath (X) special rule possessed by a unit with this special rule also gain the Deflagrate special rule.

Additionally, models with this special rule gain a Shooting Attack with the following profile:

Weapon	Range	Str	AP	Type
Elemental Eruption	8"	User	5	Assault 2, Deflagrate, Retaliation

Retaliation: Attacks may only be made using weapons with this special rule as part of a Reaction and automatically hit the target unit without needing to roll To Hit.



HQ

A constant presence in the legends and history of Sixty-Three Nineteen, the malignant whispers of Samus were said to have driven entire civilisations insane with paranoia and fear. Capable of possessing any but the most warded of souls, the Daemon Prince took great pleasure in turning its host upon their companions, slaughtering those who moments before had been comrades-in-arms, friends or even family.

A blight on those loyal to the Emperor during the Horus Heresy, little is recorded regarding the Imperium's first encounter with Samus as a bound servant of one of many enemies vanquished during the Great Crusade. Throughout the Age of Darkness, Samus would wreak a trail of devastation across the wounded Imperium, encountered in a form bound to the will of the Traitor hosts as well as manifested fully of its own volition, the advent of the Ruinstorm letting it plague the worlds of Mankind once again.

BOUND SAMUS380 POINTS

The End and the Death, Daemon Prince of the Primordial Annihilator

	M	WS	BS	S	T	W	I	A	Ld	Sv
Bound Samus	8	6	5	8	7	7	7	4	9	3+

Unit Composition

- 1 Bound Samus

Wargear

- Blades of Samus

Unit Type

- Daemon (Bound, Monstrous, Character, Unique)

Special Rules

- Ætheric Dominion (Encroaching Ruin)
- Bound Malefica
- Æthereal Invulnerability (4+)
- Empyrean Avatar
- Whispers of Madness
- Fleet (2)
- It Will Not Die (5+)
- Rage (3)
- Bulky (7)
- Move Through Cover*
- Traitor
- **Warlord:** The End and the Death

*This is included as part of the Ætheric Dominion (Encroaching Ruin) special rule

Warlord: The End and the Death

Death and bloodshed are drawn to Samus like crows to carrion.

Samus may always be selected as an Army's Warlord even if it is not part of the Primary Detachment or a HQ choice. If chosen as the army's Warlord, Bound Samus replaces the Empyrean Avatar special rule with the Eternal Warrior special rule and automatically has The End and the Death as its Warlord Trait and may not select any other.

The End and the Death - When fighting in a Challenge, successful Invulnerable Saves taken against Bound Samus' attacks must be re-rolled. In addition, an army with Bound Samus as its Warlord may make an additional Reaction during the opponent's Movement phase as long as Bound Samus has not been removed as a casualty.



Æthereal Invulnerability (X)

As creations of congealed warp-stuff, the manifested forms of Daemon entities seemed at times to all but ignore the damage caused by mortal weapons.

A model with this special rule gains an Invulnerable Save equal to the value listed in brackets. This Invulnerable Save cannot be taken against attacks made with weapons with the Force special rule.

Empyrean Avatar

The manifested forms of the greatest among the Daemon hordes were all but impervious to mortal weaponry, consuming their destructive energies or regenerating grievous wounds within moments.

When a model with this special rule suffers an unsaved Wound with the Instant Death special rule, it is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it.

Whispers of Madness

With treacherous whispers from within the Warp, Samus sows mistrust and paranoia among its foes. Once it has torn its way into realspace, these whispers become a cacophony of maddening gibberish and hateful chatter.

The Whispers of Madness special rule grants the following benefits:

- If Bound Samus has been placed in Reserves and has not yet arrived on the battlefield, Reserves rolls made by an opposing player to bring units into play from Reserve are modified by -1. This modifier does not stack with any other negative modifiers to Reserves rolls – use the highest single modifier instead.
- Any model within 18" of Bound Samus must reduce its Leadership by -2 when making Psychic checks. This modifier is cumulative with other effects that reduce Leadership for the purposes of making Psychic checks.
- While locked in combat, Bound Samus increases the value of its Fear (1) special rule to Fear (2).

Blades of Samus

Samus cared not for which implement it wields to spill blood and end lives. All blades are worthy tools of murder in the hands of the End and the Death.

In combat, this is counted as a single weapon and is considered to be a 'Daemonic' weapon for those rules that affect such weapons:

Weapon	Range	Str	AP	Type
Blades of Samus	-	User	2	Melee, Armourbane (Melee), Murderous Strike (5+)



HQ

While many might assume Daemon Brutes are simple creatures by dint of their loping stature and brutal mass, as with much of the Warp's intricacies the labyrinthine hierarchies of daemonkind exist beyond the ken of most sane mortals. Among these Daemons named 'Brute' in a futile attempt at classification exist dominions all of their own, the constant turmoil embodied by the Warp's denizens giving rise to ever-changing networks of power.

The most powerful among the Daemon Brutes are the Regents, bellicose enforcers for greater entities or capricious overlords in their own right, swollen with power and often accompanied by daemonkind of similar stature. For those capable of summoning and binding Daemons to their will, such figureheads prove valuable for securing the obeisance of larger hosts of Daemons, chains of fealty ensnaring other Neverborn within a Daemon Regent's sphere of influence.

BOUND DAEMON REGENT 130 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Bound Daemon Regent	8	5	3	5	6	4	5	4	8	4+
Bound Daemon Attendant	8	4	3	5	5	3	5	3	7	4+

Unit Composition

- 1 Bound Daemon Regent

Wargear

- Regent blade (Daemon Regent only)
- Brute armaments (Daemon Attendants only)

Unit Type

- Bound Daemon Regent: Daemon (Bound, Character)
- Bound Daemon Attendant: Daemon (Bound)

Special Rules (Daemon Regent)

- Ætheric Dominion (X)
- Bound Malefica
- Hammer of Wrath (1)
- Ætherial Invulnerability (4+) (Daemon Regent only)
- Ætherial Invulnerability (5+) (Daemon Attendants only)
- Chosen Warriors (Daemon Attendants only)
- Bulky (3)
- Traitor

Options

- The unit may take:
 - Up to 2 Bound Daemon Attendants +45 points each

Ætherial Invulnerability (X)

As creations of congealed warp-stuff, the manifested forms of Daemon entities seemed at times to all but ignore the damage caused by mortal weapons.

A model with this special rule gains an Invulnerable Save equal to the value listed in brackets. This Invulnerable Save cannot be taken against attacks made with weapons with the Force special rule.

Daemonic Armaments

Variously forming colossal blades, cudgels or hammers, the monstrous weapons wielded by these Daemons were alike only in their cruelty and the devastation they wrought.

All weapons listed here are counted as 'Daemonic' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Brute armaments	-	User	3	Melee, Two-handed, Murderous Strike (5+), Rending (6+)
Regent blade	-	User	2	Melee, Two-handed, Murderous Strike (5+)

TROOPS or ELITES

Hulking creatures of twisted muscle and sharpened bone, Daemon Brutes are manifestations of sheer brutality, called forth to break the fragile ranks of mortal armies as animate weapons of war. Each of these brutish monsters towers over even the enhanced warriors of the Legiones Astartes and is capable of shrugging aside the mass reactive projectiles of boltguns as though they were mere irritations.

Thundering forth from the depths of the Warp in a charge that shakes the earth upon which they tread, a phalanx of these terrifying monsters can sunder any formation and break any line set against them. Worse yet, these beasts exhibit the same twisted cunning common to their ilk, ever devising new ways to torment their foes and confound the efforts of Mankind to stand against the Daemon and its fel masters.

BOUND DAEMON BRUTES135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Bound Daemon Brute	8	4	3	5	5	3	5	3	7	4+

Unit Composition

- 3 Bound Daemon Brutes

Wargear

- Brute armaments

Unit Type

- Daemon (Bound)

Special Rules

- Ætheric Dominion (X)
- Bound Malefica
- Æthereal Invulnerability (5+)
- Hammer of Wrath (1)
- Bulky (3)
- Traitor

Options

- The unit may take:
 - Up to 3 additional Bound Daemon Brutes.....+40 points each

Æthereal Invulnerability (X)

As creations of congealed warp-stuff, the manifested forms of Daemon entities seemed at times to all but ignore the damage caused by mortal weapons.

A model with this special rule gains an Invulnerable Save equal to the value listed in brackets. This Invulnerable Save cannot be taken against attacks made with weapons with the Force special rule.

Brute Armaments

Variouly forming colossal blades, cudgels or hammers, the monstrous weapons wielded by Daemon Brutes were alike only in their cruelty and the devastation they wrought.

All weapons listed here are counted as 'Daemonic' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Brute armaments	-	User	3	Melee, Two-handed, Murderous Strike (5+), Rending (6+)

LORDS of WAR

Of all the dark legends spawned by the nightmarish incursions that would hit the Imperium during the Age of Darkness, that of Ka'Bandha would cast a vast shadow across history. This bat-winged terror, clad in impenetrable bronze plate and capable of cleaving a dozen men with each swing of its talons and hell-forged weapons, would bring about the end of dozens of worlds, scouring them clean with fire and with fury.

Of those worlds and armies it appeared before, none would survive as anything other than burnt-out ruins and blackened corpses or ritually stacked bones – none, except for the Blood Angels and their angel-winged sire. It would be Ka'Bandha's battle against the IXth Legion that would define it and shake the very foundations of the Imperium, from the bloody plains of Signus Prime to the gates of the Imperial Palace on Terra. By its clawed hand would a Primarch be brought low and a Legion branded with a curse born of a Daemon's hatred and their own hubris.

Whether conjured forth in a lesser form by a particularly ambitious summoner or torn free from the Warp of its own volition, time and again Ka'bandha loosed fury and hatred upon the Imperium, and though repulsed each time, the cost in lives and ruined worlds would never be cheap.

BOUND KA'BANDHA..... 525 POINTS

Daemon General of Signus

	M	WS	BS	S	T	W	I	A	Ld	Sv
Bound Ka'Bandha	8	8	5	8	8	8	6	7	9	3+

Unit Composition

- 1 Ka'Bandha

Wargear

- The Armaments of Ka'bandha
- Incarnadine Wings

Unit Type

- Daemon (Bound, Character, Gargantuan, Unique)

Special Rules

- Ætheric Dominion (Heedless Slaughter)
- Bound Malefica
- Æthereal Invulnerability (4+)
- Adamantium Will (3+)
- Eternal Rivalry
- Hammer of Wrath (D3)
- Hatred (Sanguinius)
- It Will Not Die (5+)
- Rampage (D3+1)
- Scythe of Hatred
- Traitor
- **Warlord:** Skull Keeper

Warlord: Skull Keeper

Ka'bandha may always be selected as an Army's Warlord even if it is not part of the Primary Detachment or an HQ choice. If chosen as the army's Warlord, Ka'bandha automatically has Skull Keeper as its Warlord Trait and may not select any other.

Skull Keeper – All models with the Daemon Unit Type and the Ætheric Dominion (Heedless Slaughter) special rule within 12" of Ka'bandha gain the Rage (3) special rule. In addition, an army whose Warlord has this Trait may make an additional Reaction in the Movement phase as long as Ka'bandha has not been removed as a casualty.

Ka'bandha may be selected as part of a Lords of War Detachment for any army with the Traitor Allegiance, subject to the restrictions on Lords of War and Primarch points totals. However, if selected as part of an Army List which does not include any models with both the Psyker Unit Sub-type and the Independent Character special rule, Ka'Bandha will be unable to be deployed on the battlefield or enter play from Reserves, as per the Bound Unit Sub-type.



Æthereal Invulnerability (X)

As creations of congealed warp-stuff, the manifested forms of Daemon entities seemed at times to all but ignore the damage caused by mortal weapons.

A model with this special rule gains an Invulnerable Save equal to the value listed in brackets. This Invulnerable Save cannot be taken against attacks made with weapons with the Force special rule.

Incarnadine Wings

At the start of the controlling player's Movement phase, or when entering play from Reserves or via the Breach the Veil Psychic Power, a model with Incarnadine Wings may set its Movement Characteristic to a value of 14 for the duration of the controlling player's turn (sometimes referred to as 'activating' this special rule). This allows a model with Incarnadine Wings to move up to 14", regardless of the Movement Characteristic shown on their profile and gain any other benefits of a Movement Characteristic of 14 (including the bonus to Charge distance). In addition, models with Incarnadine Wings that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain. A model with Incarnadine Wings that has been activated treats all Difficult Terrain as Dangerous Terrain and may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit.

A model with Incarnadine Wings may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Sub-type to Run). When making a Run move for a model with activated Incarnadine Wings, add the Initiative Characteristic of the model to 14 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with Incarnadine Wings as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.

During a Reaction made in any Phase, a player may not choose to activate a model's Incarnadine Wings to gain any bonus to its Movement Characteristic.

Eternal Rivalry

If any enemy army includes Sanguinius, the following Secondary Objective comes into effect:

Eternal Rivalry: If Sanguinius is removed as a casualty while fighting in a Challenge against Ka'bandha, Ka'bandha's controlling player scores 2 Victory points – this is in addition to any points scored for Slay the Warlord. However, if Ka'bandha is removed as a casualty while it is fighting in a Challenge against Sanguinius, Ka'bandha's controlling player instead loses 1 Victory point.

Scythe of Hatred

At the end of any Assault phase, after the results of any combats have been worked out and Sweeping Advances and Consolidations have been completed, Ka'bandha may make a special Scythe of Hatred attack. To resolve this attack, the controlling player places a Hellstorm template with the narrow end in contact with Ka'bandha's base. Any unit with models underneath the template suffers a number of automatic S6, AP- Hits equal to the number of unsaved Wounds caused by Melee Attacks made by Ka'bandha during the preceding Assault phase (this does not include any modifiers to the score used to determine who won a Combat).

The Armaments of Ka'bandha

This weapon has two profiles – the first is used only when locked in combat (counting as a single weapon) and the second is only used during Shooting Attacks. This is considered to be a 'Daemoniac' weapon for those rules that affect such weapons:

Weapon	Range	Str	AP	Type
Armaments of Ka'bandha (Melee)	-	User+4	2	Melee, Two-handed, Sunder
Armaments of Ka'bandha (Ranged)	6"	6	2	Assault 7

NEW UNIT SUB-TYPES

This unit includes two new Unit Sub-types. These Unit Sub-types are presented here for easy reference and operate under the rules established for Unit Sub-types in the *Horus Heresy: Age of Darkness* rulebook:

GARGANTUAN UNIT SUB-TYPE

The following rules apply to all models with the Gargantuan Unit Sub-type:

- Models with the Gargantuan Unit Sub-type have the Eternal Warrior and Fearless special rules.
- Models with the Gargantuan Unit Sub-type are not affected by special rules that negatively modify their Characteristics (other than Wounds).
- Models with the Gargantuan Unit Sub-type are not slowed by Difficult Terrain and automatically pass Dangerous Terrain tests – but may not pass through or end their move in Impassable Terrain.
- Models with the Gargantuan Unit Sub-type count as ten models for the purposes of determining if the model is outnumbered by another unit.
- Models with the Gargantuan Unit Sub-type may only make Reactions triggered by models with the Armiger, Dreadnought, Primarch or Vehicle Unit Type, or any model with a Wounds Characteristic of 8 or more.
- Successful Wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against models with the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type may attack with all weapons they have in each Shooting Attack they make, including as part of a Reaction.
- A model with the Gargantuan Unit Sub-type may make Shooting Attacks with Heavy and Ordnance weapons, counts as Stationary even if it moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- No model that does not have the Gargantuan Unit Sub-type may join a unit that includes a model with the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type ignores all effects (both detrimental and beneficial) of all Psychic Powers and cannot be Wounded or affected by any Attack with the Psychic Focus special rule. Weapons with the Force special rule that are used to make Attacks against a model with the Gargantuan Unit Sub-type are not affected and are resolved normally.

UNIQUE UNIT SUB-TYPE

The following rules apply to all models with the Unique Sub-type:

- An army may not include more than a single instance of a unit with this Sub-type. For example, if Unit A and Unit B both have the Unique Sub-type then a single army could include one of Unit A and one of Unit B, but no more than one of either unit.
- A model or unit composed entirely of models with the Unique Sub-type may not select any options other than those included on its Army List Profile (this includes Legion specific Wargear for models with the Legiones Astartes (X) special rule).



THE BURNING OF OHMN-MAT LEGENDARY MISSION

DISRUPT THE RITUAL

*F*acing defeat within the depths of the Thyaetiran forge-fane, the Sons of Horus turned to rituals long in the making to summon daemonic forces to their aid, each bloody invocation drawing the denizens of the Warp closer to manifesting. Against such profane arts, the Loyalists resorted to destroying as many of the Traitor ritual sites as they could, victory still within their grasp should they stem the tide of Daemons long enough to cut down the remaining Sons of Horus.

In this mission, one player will be the Defender, representing the Traitor forces attempting to unleash a daemonic host upon Ohmn-Mat, and the other will be the Attacker, representing the Loyalists attempting to disrupt the ritual so they can destroy their enemy.

VICTORY CONDITIONS: ACCURSED INVOCATION

This mission uses five Ritual Site Objectives, all of which have different effects on the Victory point total of both players, as well as having other in-game effects:

- If the Defender controls a Ritual Site Objective at the end of their player turn, they score 1 Victory point.
- If the Attacker controls a Ritual Site objective at the end of their player turn, they destroy the Objective and remove it from play, scoring D3 Victory points.
- If the Attacker causes an enemy unit to be entirely removed as casualties (units that Fall Back off the battlefield count for this purpose) before the Defender performs a Deep Strike Assault, they score a Victory point. If the enemy unit was also an Elites choice or a HQ choice, then an additional Victory point is gained.
- If the Defender successfully performs a Deep Strike Assault, they score 5 Victory points.

At the end of the battle, if the Defender has a higher total of Victory points then the ritual succeeds, summoning a tide of Daemons and securing victory for the Defender. If the Attacker has a higher total of Victory points then the ritual fails and the Attacker secures victory.

Players may not score Victory points for any Secondary Objectives, or any special Objectives granted by other special rules, Warlord Traits or Rites of War.

SELECTING ARMIES

Both players should select armies with a points limit of 3,000 points and using the Crusade Force Organisation chart – the Defender's army must include an Allied Detachment drawn from the Bound Daemons Supplementary List. The Defender may not include any units with the Lords of War or Fortification Battlefield Role as part of their army.

SETTING UP THE MISSION

The battlefield terrain should be set up to represent the mechanical sprawl around the mag-lev loading bays, with ruins, industrial clutter and buildings.

OBJECTIVES

Before any models are deployed onto the battlefield, the Defender must place three Ritual Site Objectives anywhere in their Deployment Zone. Following this, the Attacker must place two more Ritual Site Objective markers anywhere on the battlefield that is not within any player's Deployment Zone.

All Ritual Site objectives must be placed at least 6" from any battlefield edge, at least 12" from any other Objective marker and not within any area of Impassable Terrain.

DEPLOYMENT

This Exemplary Mission uses the Ambush Deployment Map from page 303 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

Prior to Deployment, the Defender must assign at least 25% of their army's total points value to a Deep Strike Assault, but may not make a Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves. The Attacker may not make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves.

Once all Objectives have been placed, the Defender deploys their entire army in the Side B Deployment Zone, after which the Attacker deploys their entire army in the Side A Deployment Zone. Once both players have deployed all of their units, the first turn is begun.

THE FIRST TURN

The Attacker takes the first turn, unless the opposing player can Seize the Initiative.

GAME LENGTH

The battle lasts for four Game Turns. At the end of the fourth turn the player with the highest total of Victory points wins – if both players have the same total of Victory points the Attacker is considered to have won.

MISSION SPECIAL RULES

This Legendary Mission has the **Ritual Calling**, **Daemonic Reinforcements** and **Æther Surge** special rules.

- **Daemonic Reinforcements:** Four units in the Defender's army gain the Deep Strike special rule for no additional cost. When selecting which units from their army list gain this special rule, the Defender must first select any units with the Daemon Unit Type. Once any units with the Daemon Unit Type have been selected, any units with the Infantry Unit Type may be selected to gain Deep Strike if any of the four selections remain.
- **Ritual Calling:** When the Defender makes a Reserve roll for units assigned to a Deep Strike Assault, the roll required is 6+ instead of 3+. For each Ritual Objective controlled by the Defender when they roll for Reserves, the value required by this roll is decreased by -1, to a minimum required roll of 2+. When the Defender rolls for Reserves as part of a Deep Strike Assault, the value of their roll may not be modified by any other special rule or effect.
- **Æther Surge:** Once the Defender has successfully performed a Deep Strike Assault, all models with the Infantry and Cavalry Unit Types in their army gain the Corrupted Unit Sub-type for the remainder of the battle.





Permission to download/print for personal use only.
© Copyright Games Workshop Limited 2023
www.forgeworld.co.uk

CITADEL
MINIATURES

Forge World
MINIATURES



WARHAMMER.COM