WARHAMMER 40,000



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ACT II : THE BOOK OF FIRE

WAR ZONE CHARADON



'Our enemies have wrought devastation across worlds we swore to defend. They have sown pestilence. They have brought famine and desperation. They have conjured malevolent witchery, slain storied heroes, brought this entire sub-sector to its knees. On this day I say no more.

'Metalica herself stands in gravest peril, girdled by warp storms, pressed beyond endurance by our foes. Her vassal systems heave with corruption. Our own honoured dead assail us in mindless masses, the dignity of their repose stolen by unclean entities slithered from the darkest myth. On this day I say no more!

'The heretics mock the Omnissiah by the mere fact of their existence within the bounds of this, his realm. They mock us also! Every breath of Imperial air they steal is another proof that we lack the strength, the faith, the fortitude to purge them from these lands. Well, my lords and ladies. Shall we allow these insults to stand?

'On this day, I say, NO MORE!'

- Princeps Grevan of House Raven, from his Address Defiant to the Duralim Court of Defence

WAR ZONE CHARADON

ACT II: THE BOOK OF FIRE





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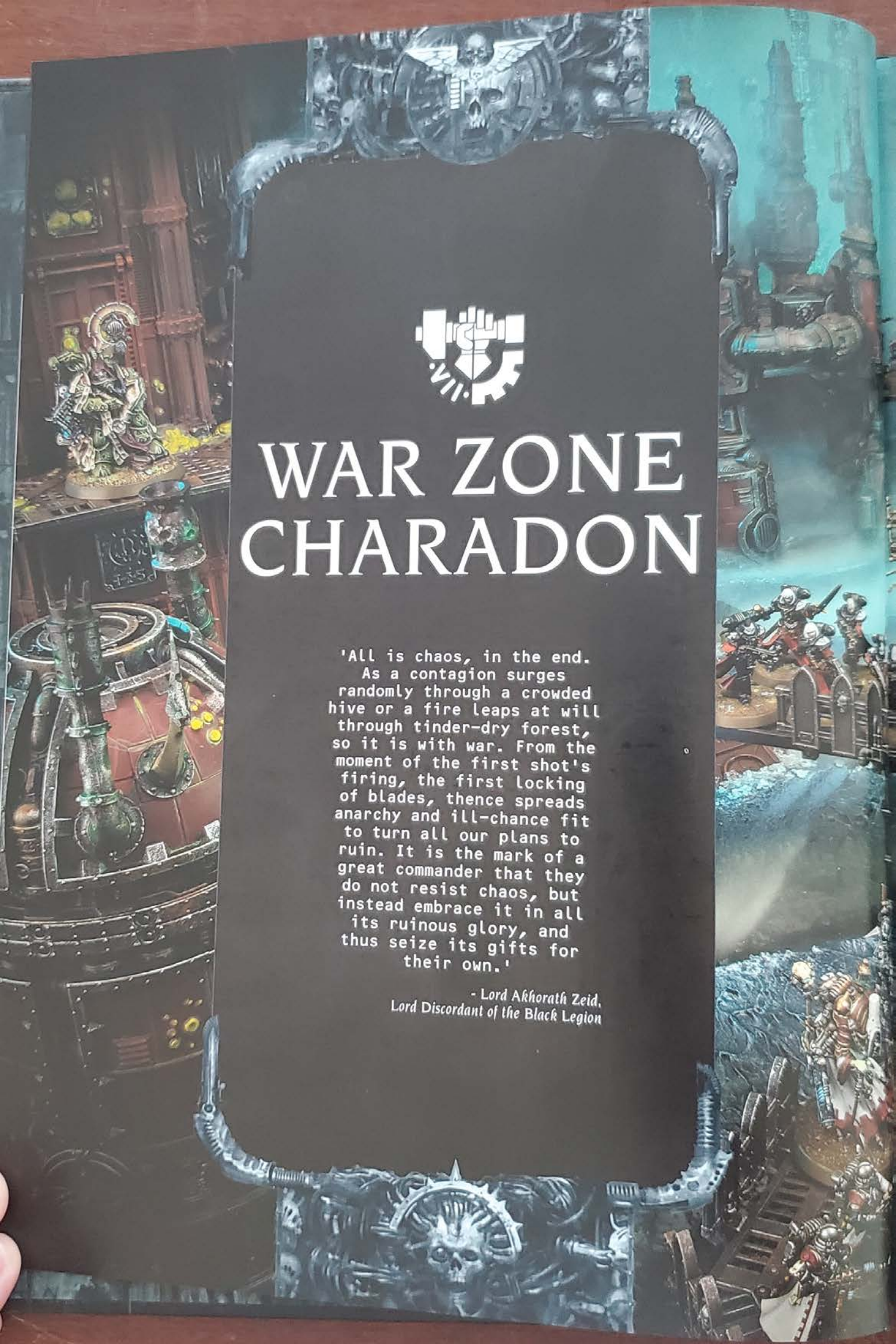
INTRODUCTION

The survival of the Charadon Sector hangs in the balance. Long have xenos empires sought to overrun its fortified borders, and long have the legions of the Obolis and Lirac Sub-sectors been instrumental in hurling them back. Now those same heartlands are themselves beset by deadly peril. A horde of heretic invaders seeks to overthrow this bastion of Imperial might. Cycle by cycle, hour by hour, they draw closer to achieving their insidious goals…

It is an age of catastrophe and desperate heroism, of totalitarian oppression, brutal rebellion and the darkest sorcery. Not since the Horus Heresy have the fires of the Long War raged so. Amidst their fever heat, old certainties crack and shatter, revealing nightmare visions of a future darker than anything Humanity could have feared. The sundered Imperium heaves in what some fear may be its death throes. The Emperor still sits the Golden Throne on Terra, the defenders of his Imperium Sanctus rallying to his banner against the unclean hordes pouring from the Great Rift. Beyond that raging chain of warp storms, bending his will against that of the Master of Mankind is the Warmaster, Abaddon the Despoiler. By his hand have the fires of anarchy and destruction been set. Now he seeks to fan the blaze.

One region in which Abaddon's agents sow fresh anarchy is the Charadon Sector. Located deep within the Ultima Segmentum, this swathe of Imperial space is well provided with mineral-rich planets, and has long served as a hub for arms manufacture and materiel supply. It is also located within navigable distance to reinforce the stellar empire of Ultramar, and to command one of the few apparently stable channels through the Great Rift. Abaddon has precious little interest in conquering and holding the Charadon Sector, for his eyes rest upon the crimson path to Terra. However, if he can bring ruin to this powerful Imperial stronghold then he will draw vital loyalist reinforcements away from other battle fronts and leave Charadon unable, in turn, to lend it's aid to the wider Imperium.

Abaddon has appointed this task to Typhus, First Captain of the Death Guard and favoured of the Plague God Nurgle. A mighty warlord and figure of fear in his own right, Typhus leads an immense invasion force into the core of the Charadon Sector: the Obolis Sub-sector, wherein lies forge world Metalica, and the neighbouring Lirac Sub-sector, home of the Knights of House Raven. Against them are ranged not only the Metalican and House Raven forces, but also those Imperial allies they have rallied to their sides. Still that force has proven insufficient to prevent the traitors from carving deep into war zone Charadon, and now the forge world of Metalica itself stands imperilled. Typhus' ultimate goal is not to outright destroy the ancient forge world, but to infect it with the monstrous plague known as the Nemesis Wurm.



WAR ZONE CHARADON

'All is chaos, in the end. As a contagion surges randomly through a crowded hive or a fire leaps at will through tinder-dry forest, so it is with war. From the moment of the first shot's firing, the first locking of blades, thence spreads anarchy and ill-chance fit to turn all our plans to ruin. It is the mark of a great commander that they do not resist chaos, but instead embrace it in all its ruinous glory, and thus seize its gifts for their own.'

- Lord Akhorath Zeid, Lord Discordant of the Black Legion



THE WAR OF SLIME AND METAL

Like the bow wave of some hulking ghost ship, the invasion of war zone Charadon was preceded by a surge of ill-omened phenomena. The shadows of the Noctis Aeterna had barely faded from the Obolis and Lirac Sub-sectors before cult uprisings and unclean warp-maladies surged in to take their place.

Palatine Luminas and her Mission, vanished amidst the swelling darkness on Martyr's Rest; the aquifers of Hive Achtorian on Dyroch's Reach, running with blood; a plague of mutation sweeping the prison planet of Unhallow, and another of witch-madness upon the shrine world of Alexistor; demagogue-led mass suicides on the mining world of Heliotyr; the list of ghastly portents grew ever longer. With proximity to the Great Rift distorting temporal flow, Fabricator General Khleng of Metalica had decreed the systems of the Charadon Sector would keep a new calendar of Metalican Circumscribed Chronology. Now, every labour-cycle of that calendar seemed marred by fresh atrocities.

The Metalican tech-clergy practise an extreme branch of the Omnissian faith. To them, industrial purity is all, and extraneous biological life eradicated wherever possible. As the horrors piled up, so the cries for action from Khleng's priesthood grew more blaring. The Fabricator General held them in check for fear of the – in his opinion – illogical responses that might come from his various Imperial allies in the region. When the plague-dead of St Espin's Gift reanimated and assaulted the hive spires in a ravenous swarm, however, Khleng had the excuse he needed to unleash his eradication arks. Archeotechnological void ships armed with macro-rad-cleanser batteries, the trio of craft settled over St Espin's Gift and blasted it's cities to molten slag, it's embattled population and their enemies alike to ashes.

The hive world was the first victim of the eradication arks, but it would not be the last. The outcry from other Imperial authorities in the Obolis Sub-sector increased as the Metalicans put their doctrine of bio-purgation into practise, and civil war might have erupted were it not for the arrival of their true foe.

On the orders of Abaddon the Despoiler, Typhus and his Black Legion ally Akhorath Zeid launched a three-pronged assault against the Obolis Sub-sector. One force, under the methodical and merciless Lord Thraxoplasmox, ploughed into the Chromyd System. They found worlds whose defenders were already sorely out of position, caught up in anti-piracy manoeuvres against the elusive Drukhari. So began a gruelling meat-grinder that consumed the worlds of Okharium, Torthusa, Dyroch's Reach and Martyr's Rest.



At the same time, the second prong of the invasion struck the remote Alumax System. Riding ruinous warp tides no Imperial vessel could have braved, Oghlosmus Bilge and his fleet of plague ships employed the element of surprise to savage the outnumbered Imperial defenders. Despite remarkable heroics from the Cadian soldiery of Colonel Elena Broski, the region fell in short order, opening the way to richer systems beyond it. Yet the most savage blow fell against the Duralim System, an Imperial strongpoint not only pivotal to the defence of Metalica itself, but also commanding the only comparatively stable warp channel to the Lirac Sub-Sector. Here, Typhus and Zeid led in person, the former toppling the beleaguered shrine world of Alexistor while the latter sowed anarchy across hive world and agri world alike.

Alarmed at the suddenness of the invasion, and seeking to stymie heretic momentum, Fabricator General Khleng ordered his forces to retreat. The famed Skitarii Marshal Decitor Septrax-Tertian, the Iron Skulls Titan Legion of High Princeps VanKassen and countless cohorts of Metalican soldiery withdrew to the highly fortified trio of systems known as the Metalican Gates. These were the only star systems with stable empyric links to the Metalica System itself, and so Khleng reasoned that if they could be held, the enemy's onslaught could be kept at bay. While this strategy saw the Feiror, Brezantius and Rhodior Systems massively reinforced, it also abandoned swathes of Adeptus Astartes, Adepta Sororitas and Imperial Guard to fight on alone in the evacuated outer systems. It also left Typhus' hosts with far greater strategic latitude. Rather than dash his elites against the Metalicans' defences, the Traveller instead concentrated



upon the sowing of myriad Miasmic Malignifiers, and on dark rituals that summoned immense daemonic legions to fall upon the Metalican Gates in his stead. Supported by wave after wave of fanatical cultists, mutants, and renegades, the empyric hosts pinned the Imperial defenders in place while Typhus prepared for his coup de grâce.

The besiegement of the Metalican Gates was one of the most nightmarish phases of the entire war. Imperial forces dug in behind massive fortifications found themselves outmanoeuvred by malevolent entities that spilled through tears in reality itself. Rivers and chemical sumps transformed into clotted gore. Crystalline fire rained from the heavens, driving all those it touched insane. Entire macroclades of Metalican cult-soldiery were sacrificed to hold the lines, their minds wiped through the application of draconian neural inloads that reduced them to fearless automata. With every cycle that passed, the mountains of corpses rose higher; but still the Metalican Gates held fast against their heretic attackers.

Before Typhus' blow could fall, however, the Imperial cause received fresh hope. Typhus had deployed blocking forces to the Lirac Sub-Sector to occupy the Knights of House Raven. But his allies had betrayed him, and now Princeps Grevan led the full fury of his Knights into the Duralim System to strike at the traitors' rear lines. At the same time, another Imperial force broke warp in the Rhodior System – the macroclades of the forge moon of Deimos had arrived, accompanied by an elite force of Grey Knights. The cycles that followed saw a bloody reversal of fortunes, with Typhus and his hosts driven back from the Feiror, Brezantius and Duralim fronts to their bolthole in the Alumax System.

Here, fatal hesitation cost the loyalists dear. So furiously did the warp rage and so ravaged was the infrastructure of the sub-sector that centralised control was all but impossible. Worse, Fabricator General Khleng was trapped within a recursive logic-loop as he sought to comprehend how organic and heretical foes had repeatedly bested the mechanical purity of his own forces. By the time Chapter Master Tanielu of the Excruciators defied protocol to lead a massed Space Marine strike into the Alumax System, it was too late. Typhus' slave-sorcerers completed a titanic ritual within their plague fane upon the conquered world of St Bartolph's Throne. In doing so they triggered the revolting network of empyric mycelia that had grown between the numberless Miasmic Malignifiers seeded by heretic forces. The network pulsed with unholy energy and – upon dozens of war torn worlds – billions upon billions of diseased dead rose to assail the Imperial forces.

Suddenly-beset, the defenders reeled, trying to stave off the seething warp plagues and cannibalistic neverdead that threatened to drown them in filth. At the same time, the benighted world of St Bartolph's Throne collapsed into a rotting abyss that chewed through the flesh of time and space. With Typhus' flagship *Terminus Est* at their head, the cream of his invasion force surged into the warp rift – soon to be known and dreaded by the defenders as The Sore – and burst from its other end, directly into the Metalica System.

CHAMPIONS OF WAR

Both sides fighting in War Zone Charadon had their share of famous – and notorious – commanders. Some were storied heroes, names that would become legend amongst their people. Chapter Master Dhane Tanielu and his Chief Librarian Mosu Ioanu of the Excruciators were two such exemplars, courageous warriors who took the fight to the foe time and again. Typhus was, himself, a dark force of nature whose infectious influence no loyalist force could contain, while the merciless Balequeen Lathfyr – whose monstrous Imperator-class Engine *Despair Incarnate* led the traitor Titans of Legio Morbidus – was the terror of her foes. Indeed, the invading hosts counted many competing champions amongst their ranks, for such is the way of the Heretic Astartes. From the cruelly methodical Lord Thraxoplasmox or the ambitious and aggressive Fecuthrott the Reaper to the cunning and self-interested masters of the Disciples, those beneath Typhus and Abaddon's banners jostled constantly for the favour of the Dark Gods. Then there were the more cunning commanders, lurking killers like Lord Discordant Akhorath Zeid. So were there masterful void captains like Lieutenant Heraldus-Class Lihua Sheradane of Battlefleet Charadon, or the anarchic but deadly Ork Freebooter Kaptin Dregbad Skullbusta, who wrought havoc amidst loyalist and traitor flotillas alike. Coldly logical strategists fought amidst the madness, such as the conservative Princeps Wynsten VanKassen or the uncompromising Skitarii Marshal Tertian. Famed regiments there were too, from the Freeblades of the Forgotten Company to the relentlessly brutal vectorium known as the Hollow Ones. A war of such scale and bloody grandeur could not help but forge new champions amidst its irradiated crucible, whilst also honing the towering reputations of those already steeped in infamy.

Of course, the relentless war machine crushes countless champions within its grinding gears. For all those who rise to prominence upon the battlefield, a bloody fate awaits far more of them than do the laurels of victory. Plague Captain Oghlosmus Bilge, the conjoined Daemon Princes known as the Cystlings, Canoness Commander Joghilde of Our Martyred Lady, Rear-Admiral Vordkin of Solari Anchorage – these are but a few of the great names this war zone had already consumed, and as yet it's voracious appetite was far from sated.



CREEPING DOOM

With much of War Zone Charadon mired in anarchy and corruption, and Typhus leading his invasion against the isolated Metalica System, matters looked bleak for the Imperial defenders. Worse was yet to come, as dark forces stirred in the most remote shadows of the region. Yet still the loyalists fought on, driven by their faith and hatred to resist the servants of the Ruinous Powers no matter the terrible odds stacked against them.


OBOLIS SUB-SECTOR
FEIROR SYSTEM
ALUMAX SYSTEM
DURALIM SYSTEM
GILDRAS SYSTEM
M'BOR SYSTEM
THORLAF'S STRAIT
(Warp route)
TETHRAS SYSTEM
CYCLOS SYSTEM
DEATH GUARD
HOUSE RAVEN
METALICA
CHAOS (OTHER)
THOUSAND SONS
GENESTEALER CULTS
IMPERIUM (OTHER)
ORK PIRATES
DRUKHARI
DEIMOS



WAR ON THE METALICAN FRONT

For the first time in the war, Metalica faced battle within its own system. Worse, the invasion was the most concentrated and ferocious of the conflict to date, as Typhus led the vast bulk of his remaining forces against the forge world. Fighting erupted across multiple worlds and raged in space between them.

The Sore billowed into being within the deep void of the Metalican System. It expanded until it was visible from the Corona Militaris as a rot-hued blemish against the star field. Entropic plague flares vomited from its churning depths. They battered the hive world of Munis Ferrum, which had the misfortune of lying closest to the warp rift's emergence point. The planet's interlocking cities erupted with empyric plagues and daemonic incursions. Meanwhile, many of the Skitarii control ships in orbit were possessed by scrapcode entities that flowed down the ships' data-tethers to corrupt the cyborg soldiery on the planet below. By the time the priests of the Dark Mechanicum descended upon Munis Ferrum, the world was already being consumed by nightmarish urban warfare.

As waves of heretic invasion craft thundered out of The Sore, more worlds were beset. The armoured asteroid fortress of Ferrovigilum, which played host to the system's astropathic relay, was targeted by the Legio Morbidus and their attendant hunting packs of Chaos Knights. Expecting swift victory, the heretics instead met resistance from an outnumbered but highly elite Imperial host. The Skitarii Marshal Decitor Septrax-Tertian led his cohorts into battle to support the Titans of the Iron Skulls and the unconventional Freeblades of the Forgotten Company. Imperial casualties were heavy as this force fought to defend the astropathic relay for as long as they could. Their clockwork-smooth hit-and-run tactics saw them take a punishing toll upon the heretics' strength.

At the same time, the quarry world of Plenitas and the battery world of Ohmex Magnifica both saw ferocious fighting. On the former, the Death Guard Lord Fecuthrott the Reaper sought to drown his enemies in endless waves of revolting slave-cultists, only to meet stiff resistance from cohort after cohort of Skitarii backed by lumbering Ordinatus war engines. On the latter, the legions of the Omnissiah were able to corner and

THE METALICAN BLITZ

While battle raged through the rest of the system, Typhus launched his real offensive. First came the attack upon the deep-void battle station of Solari Anchorage. Rear-Admiral Vordkin sent evacuation ships fleeing beneath the watchful guns of the battleship *Mercy of the Blade*. This was his only victory that day, however. Typhus' warships bulled through the Anchorage's defence grid and landed massive forces upon the station itself. Soon after, Solari Anchorage was seized as prize and beachhead both. Pausing only for rearming, resupply and the most expedient of sacrificial rites, Typhus drove his fleet on towards the forge world itself.

Metalica's orbital space was dominated by chains of manufatora known as the Corona Industris, and by a halo of semi-autonomous defence platforms called the Corona Militaris. Squadrons of void ships prowled its orbital envelope, Explorator craft and war arks joined by the sleek warships of the Adeptus Astartes and several of the craft that had escaped the fall of Solari Anchorage. Employing a flurry of diversionary feints, Typhus steadily teased out the Imperial battle lines, probing for gaps in their defence. Seven hours into the escalating engagement, he spotted his opening and ordered the *Terminus Est* suddenly forward with an escort of Nurgle-blessed cruisers drawn tight about it. Employing his comrades' ships as ablative shielding, the Traveller drew close to the Corona Militaris and he, his Blightlord bodyguard and a conclave of Dark Mechanicum priests boarded platform Archimed-Tri.

Employing parasite shrines, the Dark Mechanicum priests channelled datagheists into the defence platform while Typhus and his warriors provided covering fire. The gheists overwhelmed the defence platform's machine spirit, possessing it before surging through sanctified couplings and data tethers into the neighbouring platforms. Now, with several of the Corona Militaris' fortresses possessed by hostile daemons and opening fire upon their former allies, Typhus commanded his entire fleet to advance. Space hulks, plague ships and countless piratical renegade cruisers surged into the fight. As anti-orbital guns spat fury from the planet's metal surface, and the first drop craft screamed down through the polluted atmosphere, there could be no doubt – the siege of Metalica had begun.

annihilate the Khornate Daemonkin with methodical efficiency. Such localised victories might have been cause for celebration, but that they were but secondary actions intended by Typhus to draw Metalican forces away from his true targets.

The Metalica system was not only beset, it was also cut off and isolated. The warp rift growing unchecked within its bounds threatened the safety of every world within its reach and caused localised empyric destabilisation. The Immaterium was whipped into a frenzy that consumed even the most stable of warp routes, insofar as any warp route could ever be deemed stable. When Navigators in the Rhodior, Brezantius and Feiror systems – those solar systems known collectively as the Metalican Gates – turned their third eyes toward Metalica, they could find no sign of the Astronomican's light. There was only a sickening maelstrom of madness and violence into which no Imperial craft would dare venture.

Some wished to try all the same, when fragmented word of the catastrophe reached them. Princeps Grevan of House Raven was oathsworn to fight for Metalica no matter the odds. VanKassen of the Iron Skulls was a servant of his forge world, and had maniples of his carefully husbanded God-Engines trapped within the system. The assorted Marshals, Tech-Priests and other cult leaders of the Metalican legions wished to aid their forge world, and had even been sent a primary motive directive to do just that. More than one Metalican void ship was obliterated amidst the whirling storms as its masters sought with the desperation of compulsion to answer their Fabricator General's call.

Yet there were also plenty of Imperial leaders scattered throughout the war zone who saw precious little cause to rush to Metalica's aid. The Imperium is a brutally oppressive place, a horrific totalitarian dictatorship where life for the vast majority is short and miserable. Yet even within the context of such a crushing dystopia, the Metalicans' blanket rad-cleansing of entire worlds would not soon be forgotten. Such unapologetic genocide had alienated the forge world among some of its allies.

In truth, most Imperial forces throughout the Obolis Sub-sector were in no position to answer Khleng's cry for help, even if they wished to. From the war-torn spires of Resplendis and the blackened fields of Sustace, to wave-tossed Fathom, the bullet-manufactora of Laboritum and the last mountaintop strongholds of poor, ravaged Sabhira, the power of entropy had taken hold.



Linked by mycelial roots that flourished through warp space, energised by the grand ritual upon St Bartolph's Throne, the thousands of Miasmic Malignifiers seeded through the war zone had unleashed a plague storm of unparalleled horror. Uncountable dead lurched to their feet. Their putrescent flesh writhed with mutation and their eyes glowed an eerie green. Swarms of plague flies erupted from every dark corner and hidden crevice. They boiled into the skies, their collective wingbeats roaring loud as promethium thrusters, then swept across the lands like storm clouds. Esoteric plagues spread like wildfire through loyalist and renegade ranks alike. The Vostroyan 64th and 817th were ravaged by an outbreak of slitherpox while defending the gates of Hive Moshivan from a swarm of ten thousand ravenous dead. The devastating Red Ridge offensive launched by Maardek Khal's Iron Warriors ground to a halt after their vehicles succumbed to ferric blight. As Operation Sanctuary sought to transport vital personnel to safety on the industrial world of Ferryk, the loyalist Titan *Will of Fire* was infested with parasitic churnworms. Reduced to gibbering sacks of offal and insanity, the crew turned their guns on friend and foe alike before overloading their reactor and annihilating three square miles of the battlefield.

So it went on, localised conflicts erupting like wildfires throughout the Duralim, Brezantius, Feiror, Chromyd and even Rhodior Systems. Void ships were stricken as they dealt with insurrections from within their morgues. Others were forced to quarantine themselves in deep void as sickness swept their decks. Weary warriors took to their ramparts again to defend battered fortifications against legions of foes they had already slain once before. Where the Adeptus Astartes, the Sisters of Battle or the Knights of House Raven fought, the tide of horrors was held at bay. Other Imperial forces were not so fortunate, and dozens of regiments of Astra Militarum vanished beneath the flood.

Only on the Chromyd front – where Cryptoemissarius L'au and her Deimosian cohorts had recently joined the fight – did Imperial forces manage true forward momentum. They targeted the industrial world of Okharium. There they relieved Captain Glaine Kherrus and the last of his Savlar soldiery, still holding out against overwhelming heretic forces. Thus, did L'au secure a foothold in the Chromyd System and, having driven her foes from the ruin of Sabhira, prepared to push on Torthusa. Yet word of these victories did not carry through the entropic maelstrom consuming the Obolis Sub-sector, and they did little to relieve the pressure on dozens of beleaguered worlds. Nor could they prevent another dark development which was even now taking place in the neighbouring Lirac Sub-sector. On the backwater world of Dhaku, another dread ritual was nearing completion. Its consequences for the Imperium would be dire indeed…

Yarron Thayl lurked upon the edge of the subterranean shrine that he and his fellow Disciples had fought so hard to capture. As a Sorcerer of the Alpha Legion, his ability to endure sanity-blasting sights was considerable. Still, the macabre grandeur of this place threatened to overwhelm him if he stared for too long. Several Banelord Titans could easily have assembled side by side here with space to spare. The walls were in constant motion, needle-studded blocks of onyx and gleaming silver interlocking then unmeshing again like some ever-changing puzzle. The only constants were the ornate balconies, upon many of which Thayl's warriors crouched in shadow. Cyclopean columns held the ceiling aloft. Each was a hundred feet across and carved top to bottom with legions of agonised faces – Humans, and things that were definitely not Human, all mingled into an endless yawning scream. The floor was black marble, shot through with golden veins.

At the fane's far end rose a titanic statue seemingly graved from pure shadow. It was humanoid but devoid of features. Light did not reflect from its smooth planes, instead plunging into it as though it fell into an abyss. It was unnatural, disorienting to look upon for too long. Between its feet rose a sacrificial altar of needled black and silver, at whose corners four torches burned: one of brass, it's flame a fierce crimson; one of gold, it's flame dancing through blue, pink, green and yellow; one a rusted lump whose flame burned dirty green and belched foul smoke; one a finely carved thing of bone and coral that looked slick as sweat and burned with a barely visible lilac-white fire.

The xenocultists had fought fanatically to keep the Disciples from claiming this place. Thayl suspected they had believed the idol to represent their own nebulous star gods, and had perhaps even offered prayer to it for deliverance. The misapprehension amused him.

'This delay grates upon my nerves,' said Vekhus over their squad vox. His voice emerged distortedly from the speakers in Thayl's helm. There was something strange about this place that warped even the closest-range transmissions.



Thayl glanced at his Chosen, arrayed around him in the gloom. They wore the armour and insignia of rank-and-file legionnaires, but their appearance was a lie. The warriors within that armour were Thayl's most veteran killers, all of them touched by the gifts of the Dark Gods. Just one of countless deceptions that Thayl and his Alpha Legionnaires practised as instinctively as breathing.

'Patience, the ritual progresses,' replied Thayl. He made no physical gesture, but a blink of one eye exloaded runic designators to his comrades' helm displays, highlighting the eight ritual circles of robed Word Bearers arrayed about the feet of the towering idol.

The crimson-armoured gene-sons of Lorgar were even now sheathing their sacrificial knives, laying the last slain bodies of Genestealer Cultists in carefully arranged mounds within each circle. The ichor of the slain xenocultists ran along deep silver blood-channels cut into the floor, pooling in a ring around the sacrificial altar.

The Word Bearers had begun a sonorous chant, their voices echoing through the cavernous temple. Thayl blink-sent another rune to his warriors, arrayed in a ritualistic imitation of ambush around the chamber. As one, the Alpha Legionnaires joined the chant. Their voices were pitched at a hiss that cut through the deeper vocalisations of the Word Bearers and mingled in an eerie susurrus.

Now came Tsorr'Kanath, Dark Apostle and high priest of the Disciples. He and his seven hand-picked brothers entered through the fane's vast arch and made their way towards the idol holding burning brands aloft. They were clad in elaborate robes, which were decorated with manifold eight-pointed stars. Behind them, three huge servitors plodded along. Their bodies were a mass of tumorous muscle and piston-driven augmetics. Their heads had been replaced with blazing braziers. Between them, its body mutilated and wrapped in adamantine chains, they carried the Patriarch of Dhaku's Genestealer Cult.

Thayl felt disgusted by this alien thing. It had exterminated his own cultist operatives upon this world and had duped Dhaku's mining clans into worshipping false gods. It seemed only fitting that it would now be offered up as sacrifice in its turn.



The Patriarch writhed and snarled. Murder glittered in its eyes. With its limbs hacked off and its body bound, though, the creature's fury was impotent.

The chanting and hissing continued as Tsorr'Kanath and his high priests advanced in procession across the fane and stood, at last, within the blood-circle before the idol. Thayl magnified his helm's optics until he could watch the ritual as though he were standing just beyond the circle. His helm's customised subroutines recorded everything for later dissection, its devious machine spirit examining the smallest details and compiling analytic data-scripture. Thayl would review it later, to see whether anything he had seen this day might reveal a secret or lend him an edge in some future confrontation. These Word Bearers were the closest allies Thayl's band had fought with for centuries; that didn't mean that he would abandon the cunning and distrust that were the birthright of all Alpharius' gene-sons.

Thayl's twin hearts beat a little quicker as Tsorr'Kanath gave a command and the trio of servitors raised their captive high. They brought the squirming Patriarch down with bone-shattering force upon the altar. Ichor jetted across the servitors, smoking as it ate away at flesh and metal. The Patriarch gave an insectile screech. If the sound communicated any emotion it was too alien for Thayl to decipher it. Before its echoes had died, Tsorr'Kanath drew a sacrificial blade as long as a man's arm. Gripping it double-handed, he plunged the weapon into the Patriarch's chest. Its shrieks redoubled. Ignoring the corrosive ichor spattering across him, the Dark Apostle wrenched the blade free and plunged it down again, again, again. Eight times the blade sank into the alien monster. As the last blow fell, the chanting and hissing in the shrine swelled to a tumult so loud that the audio-dampers cut in on Thayl's helm. The ichor in the blood channels bubbled madly, venting thick black vapour that billowed into the air and wound about the towering idol. Thayl's eyes widened as the huge, void-dark figure flickered, shivered, then moved.

The darkness that fell then was absolute. Thayl couldn't tell whether every torch, brazier and suit lumen had winked out at once, or whether he had instead been struck blind. His instincts cried a warning. He felt as though he were trapped in a confined space, unable to see some predatory thing as it stalked slowly closer. Gossamer strands slid across his flesh – ice cold – a void-spun shroud slithering over him in preparation for his death. The voice, when it came, was the dread rush of air escaping a breached hull. It was the soughing of the wind through battle-strewn bones on a world blasted of all life. It was the death rattle of hope itself. It slithered into his ear as though spoken by lips that almost touched his flesh. Thayl's skin drew taut across his muscles at the sound, prickling with waves of fever heat and painful cold. His hearts thumped. Did it speak just to him? Or was every one of the Disciples experiencing this same malevolent visitation at the same instant?

He knew one thing. It was the voice of the being the Disciples had come here to summon. The one they worshipped as a deity, as the true champion of the Dark Gods, the first and ever chosen, and the only one worthy of their support. Hanging in absolute darkness, Yarron Thayl heard the voice of the Dark Master, the voice of Be'lakor.

'You have served me well,' rasped the voice, its echoes chasing through Thayl's mind. *'You are worthy of my favour. I watch, peering through the veil at the futile scurrying of the once-born. I see all.'*

Thayl felt excitement surge through his body like an electric current. They had summoned the Daemon Prince, and it was pleased with their efforts. The Disciples would have Be'lakor's favour.

'I give you a chance to serve me,' said the daemon, 'for am I not benevolent? Take ship to Kolossi. There, we shall begin…'

Light and sound rushed back in so suddenly, it was as though a shell had detonated right before him. Thayl staggered, let out an explosive breath and almost dropped to one knee. Around him, the other Disciples looked similarly disoriented. Some had fallen and were even now struggling to their feet. He felt strangely dislocated, as though he had been returned to a reality twisted subtly out of true. Cautious, he quested out with his psychic senses, seeking the source of the sensation. Despite his masterful grasp of the smallest minutiae, it took the insistent chiming of his machine spirit's subroutines to finally draw Thayl's attention to what had changed.

It was so huge that at first, his mind had not grasped it.

At the far end of the shrine, the shadowy colossus had vanished. The statue that had dominated the subterranean temple with its presence was gone.





MET/CI/CHRON – 990LRC-1014LRC

BE'LAKOR'S PRIZE

Kolossi, home world of the Knights of House Raven, was the great bastion of the Lirac Sub-sector. While regional governance fell to the cardinal world of Vikatrina in the Eladagh system, Kolossi provided the true force of arms that kept the sub-sector defended from encroaching threats. It's might was uncontested – until now.

THE KEEP INVIOLATE

FEW GREATER OR MORE ANCIENT FORTRESSES EXIST IN THE IMPERIUM THAN THE KEEP INVIOLATE, HOME OF HOUSE RAVEN. ONLY THE FANG, ON FENRIS, AND THE EMPEROR'S PALACE ITSELF ARE BIGGER. THIS MOUNTAIN OF BUTTRESSED BASTIONS, ARCHEOTECH SHRINES, ARMOURED TOWERS, BUSTLING COURTYARDS AND ECHOING SANCTUMS STRETCHES SO HIGH THAT IT'S TOPMOST PENNANTS DRIFT LANGUIDLY IN THE VOID OF SPACE. ITS ROOTS STRETCH DEEP INTO THE CRUST OF KOLOSSI, PLAYING HOST TO CATHEDRUM-LIKE VAULTS IN WHICH THE HOUSE'S PRECIOUS RELICS GLITTER.



Barring the battle-scarred training moon of Lith, Kolossi was the only body to orbit the Tethras System's bloated star. It was a huge planet, it's atmosphere wreathed in pollutants, its continents ravaged by thousands of years of continuous mining and manufacture. The majority of the planet's population dwelt in industrial complexes sunk into the walls of fissures that ran for hundreds of miles across the world's surface. Powered by geothermal generatora, these rift cities thronged with serfs who worked the deep-core mines, laboured in forge-shrines and farmed the nutrient-gruel vats that kept them fed. Each settlement fell under the jurisdiction of one of the Barons and Baronesses of House Raven. Yet those Noble rulers were more often than not away on campaign, their mundane duties foisted onto lesser administrators.

Such was certainly the case at this time. House Raven boasted a huge number of Knight suits and Noble pilots, but at least four fifths of them had departed with Princeps Grevan to the Obolis Sub-sector. Sir Havlorn, Grevan's Knight Seneschal, remained to guard the Keep Inviolate. He had the support of a lance drawn from the elite Order of Companions, as well as forty more of House Raven's Noble pilots, three dozen cohorts of cyborg house militia, an army of combat and support servitors, and all those Sacristans who had not accompanied the crusade. Havlorn's army could hold the Keep Inviolate against conventional invaders for months – certainly long enough for a distress call to reach Princeps Grevan and bring the wrath of House Raven down on any who dared trespass upon their home world.

But Be'lakor was not a conventional invader. Scorning physical form, the Dark Master instead seeped into the shadows of Kolossi and the nightmares of its people. He sowed seeds of doubt and distrust amongst civic leaders and downtrodden labourers. The Daemon Prince fomented disquiet, stoked resentments and fanned the fires of unrest. Whenever he slithered into another mind, Be'lakor leveraged hidden resentments and shameful secrets. He manipulated the biddable. He gained dominance over the minds of susceptible victims all across the planet, enslaving them to his will. The daemon's tools were mere drops in Kolossi's ocean of Humanity, yet they were a spreading poison. While he plied his whispers amongst the Kolossan people, Be'lakor bent all his sorcerous might to affect a subtle change across the planet.

To begin with, faulty instrumentation or organic error was blamed, but soon the truth was undeniable – though the cycles on Kolossi remained the same length, their nights were lasting longer. It was illogical, impossible. The planet's rotation hadn't altered, its location relative to its star had not changed. Yet within twenty-four cycles, the faltering light of day barely showed at all. The Knights of House Raven and the masters of the forge cities did everything they could think of to reverse this unnatural phenomenon. Alleged heretics and witches were cast to the flames of industrial macro-pyres, or ritually caged and drowned in chemical sumps to appease the Omnissiah and beg for daylight's return. Several Nobles of House Raven declared quests to discover the source of the disturbance and bring it to an end, departing the world aboard swift void craft along with entourages of household retainers. Sire Havlorn himself even descended into the bowls of the Keep Inviolate accompanied by several of his House's most skilled sacristans,

to explore whether some ancient and ill-understood archeotech device might have activated deep within the vaults and triggered the disaster. Nothing worked.

Panic spread as it became clear the long nights were haunted by malefic presences. Unseen predators stalked beyond the glow of artificial lumen, snatching serfs in dark alleys and plucking sentries from their posts. Knights marched from the Keep Inviolate, hunting the gloom for the unseen killers. They found nothing. Panic grew as the planet's serf class whispered that their Noble masters could not protect them. The only place not touched by the unnatural night was the Keep Inviolate itself. There, dawn broke at its usual time and the night held no hunting terrors. Rumours began – thanks to some of Be'lakor's thralls – that the Omnissiah was displeased with Kolossi, that he had cursed all but the Nobles. Penitents electro-flagellated themselves in the streets of the rift cities and offered binharic prayer in the shrines for forgiveness. Still the unnatural nights lengthened.



On the first cycle that daylight did not come at all, Sir Havlorn did what honour had made him loathe to do. He ordered astropathic communiques sent from the Keep Inviolate's sanctum, warning Princeps Grevan that something threatened Kolossi. He also sent his militia out to round up the those of the planet's populace who dwelt close enough and escort them to sanctuary behind the walls of the Keep Inviolate. As he said at the time:

Whoever or whatever this enemy is, they are an honourless and cowardly cur that lurks in shadow and preys upon the weak. Let them test themselves against our blessed and indomitable fortress. They shall be found lacking.

Of course, many cities were too far away for evacuation to be practicable. These settlements looked to their own defence, powering up their lumen while their soldiery peered into the perpetual night. One by one, these settlements dropped off the planetary vox network. They were not heard from again. Equally, not every column of evacuees made it to the so-called Holy Circle of the Keep Inviolate. More than one vanished, lost along with their escorting cohorts without so much as a whisper. Still, many hundreds of thousands of refugees did make it to safety. The Keep's immensity easily accommodated their numbers. Its militia were glad of additional recruits. None knew that amongst the grateful masses moved those who Be'lakor had tainted in mind and soul, and who even now sought to do their Dark Master's bidding.

THE HEAVENS BURN

Having abandoned the corpse-strewn ruins of Dhaku to pursue their summoned demigod, the Disciples reached the Tethras System during the time that Kolossi was falling into full darkness. Tsorr'Kanath and Yarron Thayl ordered their small flotilla to make for the planet with all speed. Before they reached high orbit, however, they were interrupted by sudden and wholly unexpected arrivals. Burning in from around the dark side of Lith came two enormous Adepta Sororitas Piety-class cruisers. The lumbering capital ships bore the heraldry of the Order of Our Martyred Lady, and were accompanied by an escort of Navis Imperialis frigates. The Alpha Legionnaires wasted no time in cracking the Imperial vox-codes, discovering that these craft were the front runners to a much larger force. Battle Group Tarsus of Indomitus Crusade Fleet Primus was approaching War Zone Charadon, and it seemed these ships had forged zealously ahead, having intercepted the Kolossan distress calls.

The masters of the Disciples held a swift holoconference. The enemy fleet would outgun them in a straight void-battle, but Thayl suggested that the odds could be addressed if the Disciples were to drive in hard and fast, getting inside the range of the enemy's long guns and launching boarding assaults to bring their post-human might to bear. Tsorr'Kanath concurred, adding that their enemies' haste to rush to Kolossi's aid would make them reckless and divide their focus. Both renegade lords knew they could not fail their Dark Master. They were convinced that Be'lakor must have foreseen this conflict and directed them into it knowing they would prevail.

So did the two small fleets collide in high orbit above Kolossi. Void shields flickered and died as torpedoes slammed into them with explosive fury. Lance beams stabbed through the dark, ripping through adamantine hulls and explosively voiding entire decks. Renegade boarding craft streaked through the darkness to pierce the hulls of several frigates, and one of the two Piety-class cruisers. Yet amidst the havoc, the cruiser's sister ship, the *Vessel of Divinity* crashed recklessly through the tumult and launched its atmospheric drop-lander. The Disciples could only fight on, striving to defeat their foes in the void as the Battle Sisters' invasion cathedrum thundered down through Kolossi's darkened skies towards the Keep Inviolate…

BE'LAKOR

THE DARK MASTER

So diabolically cunning is Be'lakor that few among even the wisest scholars know of his existence. Scraps of mythology reveal that he was the first champion of the Dark Gods ever to be raised to daemonhood. He is also among the most powerful beings ever to receive such a boon.

Known to some as the Dark Master, Be'lakor has long styled himself as a deity in his own right. He is the first-chosen, the Daemon Prince said to have been elevated not by one Chaos God, but by all of them. This affords him the combined might of the undivided pantheon, and that makes him dangerous in the extreme.

Be'lakor is a ferocious force in battle, wielding the warp as a weapon with contemptuous ease. His every stroke with the Blade of Shadows shimmers out of reality, passing through solid armour and force fields before materialising within the suddenly sundered bodies of his foes. Be'lakor's mere presence causes mistrust and unreasoning fear to spread like a sickness amongst the enemy ranks, and shadowy darkness coils into being at his bidding. Countless foes have tried and failed to lay the Dark Master low over the course of the millennia. While on occasion he may have chosen prudent retreat over banishment, he has rarely known true defeat. Worse, he is so cunning a foe that it is never clear whether the daemon has really been bested, or whether he has elected to give that impression – the better to further some as-yet-unrevealed scheme.

Yet for all his power and subtlety, Be'lakor is a fundamentally conflicted being. All Daemon Princes enslave themselves, even as they accept the gift of apotheosis, for immortality bears the unspoken price of becoming a vessel for their patron deities' whims. A Daemon Prince of Khorne might believe themselves liberated at last from the shackles of Imperial servitude, yet will spend the rest of their newfound eternity spilling viscera and taking skulls in the Blood God's name, for they can choose to do nothing else. Likewise, a Daemon Prince of Nurgle will forevermore serve as a sower of plagues and bringer of ruin, while those elevated by the power of Tzeentch or Slaanesh are driven to spend their existences furthering duplicitous schemes or spreading obsessive excess accordingly.

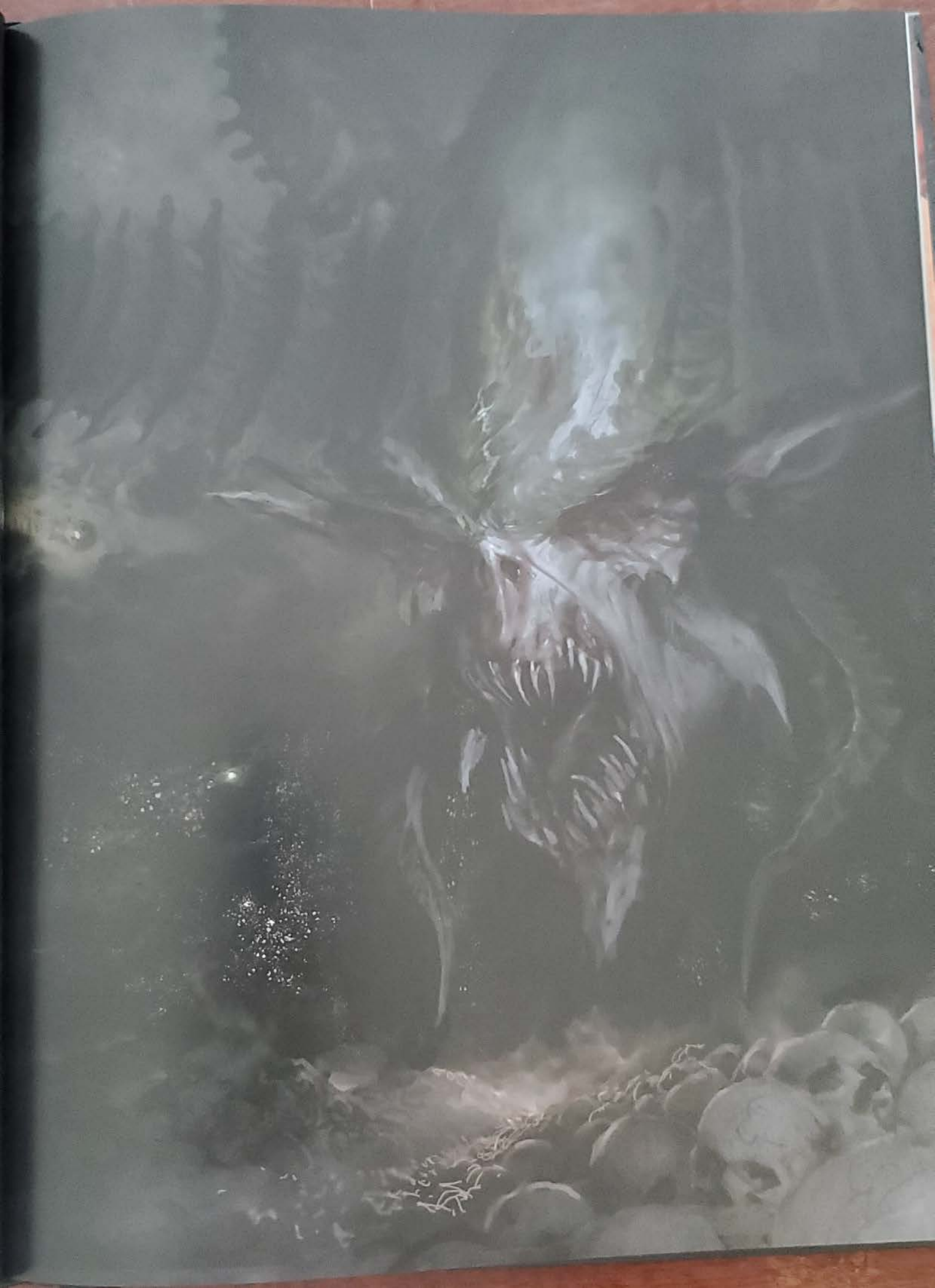
In Be'lakor's case, it is the desires of the pantheon as a whole that inform his fundamental drives. The Dark Master desires the worship of mortal beings, and is himself empowered by this worship. To this end, he has ruled as a god over countless worlds throughout the history of the galaxy. Each time, Be'lakor dominates a planet or system, twisting it to his whims and revelling in the terrified adoration of its peoples. Over time he expends each subjugated civilisation, forcing his worshippers to fight meaningless wars for his amusement, driving them into conflict with the servants of other deities or bidding them to commit vast auto-sacrificial rituals that leave entire worlds as corpse-choked mausolea. Yet Be'lakor is subtle and cunning as well as cruel. He knows that there is power in secrecy, in invisibility. Thus he twists mortals to eradicate what traces of his presence are left scattered across the stars. He exploits the acquisitiveness of lesser beings to erase the trail he leaves behind.

Just like the gods of the Dark Pantheon, Be'lakor is a jealous and spiteful creature, who seeks power for its own sake. He directs his hatred towards any entity that competes for the favour of the Dark Gods. As the deities made him participate in the Great Game they play against one another for eternity, so Be'lakor does the same with those who rise to command the Chaos Gods' favour. He works tirelessly to undermine, wrong-foot and eventually overthrow such individuals. The latest such champion to attract Be'lakor's ire is Abaddon the Despoiler.

Be'lakor has outwardly appeared to aid Abaddon's cause, and even acted as an ally to him on many occasions. The Dark Master manipulated the Khornate Daemon Prince Tallomin into fighting for Abaddon's cause during the Third Black Crusade. He also brought warning, during the Sixth Black Crusade that the warlord Drecarth the Sightless meant to turn upon Abaddon. Armed with this knowledge, the Despoiler instead slew Drecarth and absorbed the vanquished champion's forces into his own. Yet there are those who whisper that Be'lakor's aid in these matters was, in the long run, more detrimental than beneficial. In the case of Drecarth, some seers claim that Abaddon slew a being that could ultimately have become a great ally.

Despite this, by the time of the Thirteenth Black Crusade and the fall of Cadia, Be'lakor had found a place within the Despoiler's inner circle, acting to all intents and purposes as one of Abaddon's chosen champions. Of course, neither Abaddon nor Be'lakor is fool enough to believe their compact is genuine. The Despoiler trusts no daemon. Yet he trusts Be'lakor's duplicity and self-interest. Perhaps he seeks to manipulate these qualities for as long as he is able; if so, then the Warmaster plays a dangerous game. Be'lakor's own motivations are opaque. At the time that Abaddon was subjugating Cadia, the Dark Master joined forces with Warsmith Shon'tu to board the Imperial Fists' macro-battleship *Phalanx* and attempted to use it to bombard the Imperial Palace on Terra. The attack was ultimately unsuccessful. Be'lakor was forced to flee into the warp, abandoning his allies. This appeared a defeat, the daemon stymied while attempting to steal Abaddon's thunder. Yet in the wake of the attack, the *Phalanx* was forced to undergo extensive repairs. During this process, and unbeknownst to most, the Adeptus Custodes snuck operatives on-board the vast battle station, the better to keep a wary eye on its masters. Was this escalation of mistrust Be'lakor's true purpose all along? Did he predict, or foresee that this would come to pass; and if so, will it one day benefit him? Only time will tell.

Since the Great Rift's opening, Be'lakor has haunted the periphery of the Imperium Sanctus. He has preyed upon Imperial forces, apparently continuing to fight for Abaddon's cause – or at least, not actively working against the Warmaster. At the same time, Be'lakor has been spreading his insidious influence. He has gathered new mortal worshippers and champions, the Disciples foremost amongst them. Were any able to follow Be'lakor's subtle, seemingly random movements they might discern the stirrings of a plan, a pattern pointing inevitably to the world of Dhaku and whatever insidious deeds come next.





MET/CI/CHRON – 1015LRC

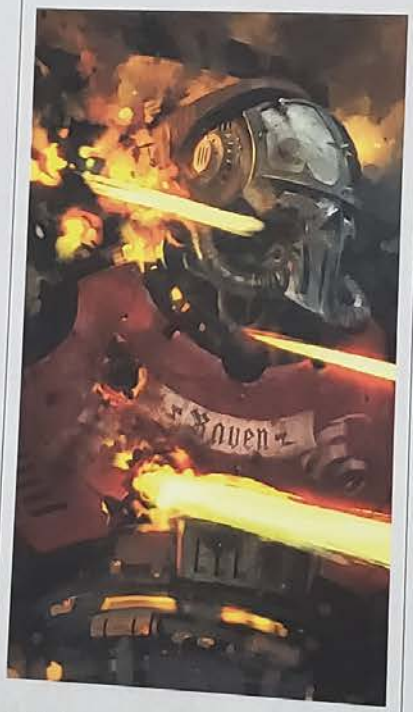
NIGHTFALL

The Disciples were mistaken. Be'lakor had not foreseen the arrival of the Adepta Sororitas above Kolossi. He was, however, contemptuous of these pious Imperial reinforcements. Nonetheless, he took their arrival as a spur to action – it was time to stop tormenting his prey, and instead to land his killing blow.

A cacophony of gibbering cries rolled from the darkness pressing in about the Keep Inviolate. Sentries on the walls trained their guns upon half-seen shapes prowling amidst the murk. Hope flared in their breasts as the invasion cathedrum launched by *Vessel of Divinity* thundered down through the atmosphere to land mere miles from the Keep in a blare of thrusters and vox-amplified hymns. Yet as the light of the cathedrum's arrival faded, so the daemons surged to the attack.

Empyric entities poured from the darkness in waves. Tatters of shadow clung to them, confounding natural and mechanical sight alike, but the defenders could make out enough to know fear. Teeming masses of abominations rushed toward the walls, some on foot, some soaring upon outstretched bat's wings, while others galloped upon malformed steeds. The horrors of myth and parable emerged into the cold light of reality and charged the Keep Inviolate, baying for mortal souls.

Through a vox network bedevilled by unearthly howls and whispers, Sir Havlorn ordered all defenders to take their posts. Knights strode into position to add their fire to that of the Keep's artillery positions, while others stood ready to launch counter-charges should the foe break through the outer gates. Those warriors already on the walls unleashed torrents of fire from man-portable weapons and emplaced turrets. More marched from garrison-blocks in the upper levels to reinforce them. The Nobles who had been at rest or prayer when the attack began now hastened to their Thrones Mechanicum. Sacristans intoned binharic rites as cables and neural jacks connected the Nobles to their Thrones. Only a handful of machine-priests – those secretly corrupted by Be'lakor – knew that the dormant Thrones had been tainted with fleshmetal daemon parasites. None amongst the nobility of House Raven suspected the defilement that was occurring as the Thrones and their occupants were lowered into their Knight suits and sealed in. Generators roared to life. Autoloaders cycled. Servos whined as a full third of Sir Havlorn's Knightly garrison marched out to join their comrades upon the vast marshalling yards within the Keep's outer districts.



Only there, as Havlorn delivered his address to his fellow warriors and readied them to counter any daemonic threat that broke through the Keep's defences, did the corrupted Nobles open fire upon their fellows. Weapon spirits powered up as blares of scrapcode erupted through the Nobles' vox network. Havlorn died first, his cockpit turned to molten ruin around him by a point-blank thermal cannon blast. More than half the remaining loyalist nobles died along with him in the first anarchic moments of the battle. The rest scattered, ion shields tilted desperately against incoming fire, spitting furious oaths of vengeance as they blasted back at the possessed turncoats in their midst.

The betrayal left the Keep Inviolate without it's commanding Noble. Garrison cohort officers attempted to take over, steadying their defence lines, keeping the wall-guns firing while redirecting cohorts behind the lines in an attempt to contain the renegade Knights now rampaging through the keep. That was when Be'lakor struck. The wall of darkness around the keep started to churn, then to whirl faster and faster as bolts of vibrant purple lightning leapt through it. Like a tidal wave suddenly unleashed, the darkness rushed in to smother the Keep's lumen and plunge its defenders into stygian night. In that moment, the faith that the defenders had in the Omnissiah's protection shattered like glass. The cohorts were too disciplined to simply flee in panic, but the same could not be said of the hordes of refugees housed within the Keep. Seeking escape, they surged through the darkened halls and chambers. Many gave in to primal terror and insanity. Some attacked the defenders like rabid animals. Others – those cursed with hidden psychic potential – suddenly became open gateways for further daemonic invasion. It was through a gruesome archway formed from the flesh of these latter that Be'lakor himself strode at the head of a second daemonic legion.

Caught between the ravening hordes outside their walls and the ones now wreaking havoc within, the Keep's defenders fought on. Yet what should have been a prolonged and viable siege had, in a matter of hours, become a nightmarish battle in the dark that they knew they could not win…

The bridge of the *Oathbreaker* thrummed with controlled urgency. Holoscreens showed the furious void battle still raging beyond the ship's crenelated hull. Two Imperial frigates tumbled lazily out of formation, boarded by Word Bearers and Alpha Legionnaires then scuttled when they were taken. A few hundred miles to port, the Iconoclast Destroyer *Anathema* burned from stem to stern having, gotten too close to the combustion projector arrays of the crippled Piety-class cruiser. Battle still raged through the ornate decks of that latter craft, while escort craft and wings of fighters filled the void with the flicker-speckle of their guns. Clad in the armour of a common Legionnaire, anonymous upon his own flagship's bridge, Yarron Thayl watched it all unfold.

Aside from the small garrison amongst whose numbers he currently lurked, Thayl's remaining forces had divided into three boarding parties. Each was led by one of his Chosen masquerading as him. He maintained psychic communion with all three, directing his part of the battle from the shadows. They, in return, employed long-practised techniques to open themselves up to him as vessels. His psychic powers flowed through his lieutenants, manifesting as though at their command, ensuring that all three served as both amplifiers of his will and convincing surrogates also.

For all this, only part of Thayl's attention was upon the void war. The rest was captured by events on the planet below. The vast orb of it was entirely dark, with only a few small clusters of lights showing dimly where Imperial resistance still held on. They were all doomed, Thayl knew. How could they think to pit themselves against the Dark Master? It would go better for them if they submitted. Not like the Adepta Sororitas who had plunged into that cauldron of shadows. Trans-orbital augury showed a massive concentration of artificial light, heat bloom and gun-trace, approximately three miles to the southwest of the Keep Inviolate. Thayl was certain that this marked out the point where the invasion cathedrum had touched down, and where it's defenders still fought against the daemonic tides. Twice, energistic augury had shown probable armoured columns forge out from the cathedrum towards the embattled Keep. Twice, those forces had ground to a halt short of their destination and, after what looked very much like furious last stands amidst the shadows, they had vanished. Thayl despised all those who blindly followed the Imperial Creed, but he could not help feeling grudging admiration for the Battle Sisters' bloody-minded determination to aid their allies. He wasn't sure he had ever fought alongside comrades who would show such devotion or loyalty.

And really, how can you mock their unquestioning faith in their so-called deity when you call yourself Disciple to this daemon?

That was different, though, Thayl told himself. His shows of faith had a purpose. They were transactions: prices paid for desired results. He respected Tsorr'Kanath, but the Word Bearer's zealous faith was not mirrored in Thayl's soul. They walked the same bloody road, but he rather suspected that the destinations they sought at its end were very different.

I cannot think like this, he thought, feeling a stab of unease. *The daemon is beyond ancient, beyond cunning. Ward your thoughts, lest it sense them.*

Thayl's blood turned to ice as threat alarms tolled through the bridge and runic displays warned of malefic displacement from the planet below. Had Be'lakor somehow caught the duplicitous flavour of Thayl's thoughts, despite his best efforts? But no, something strange was happening down there, the darkness growing darker still until it seemed to suck in the light.

++*Disruption on the planet*++ he sent to his lieutenants, lacing the thought with utmost urgency. ++*Disengage and return at once. The Dark Master…*++ Before Thayl could finish the thought he was alone again, trapped in darkness, the bridge of his warship gone and nothing about him but the night-black void. When Be'lakor's voice came, it was a typhoon of susurrating whispers, passing around him, through him.

'More come. Corpse-worshippers pierce the veil with the torch of their hollow faith held high. Let the Despoiler's lackeys deal with them. We have more important tasks to be about, my Disciples. Whichever road we tread…'

With that the daemon was gone and the darkness vanished. Thayl dragged in a breath, steadying himself against a runic command console. Alarms howled all around. The bridge pulsed with crimson lumen and empyric translation alerts.

We are going to warp? He thought, bewildered. *I did not order this*! *What… how…*?

Then Thayl saw the darkness billowing up from below, swallowing Kolossi and all those who fought upon the planet. It roiled like ink in water, rolling outward, engulfing the warring void ships in their turn. He felt a jarring sense of awful acceleration, of falling into a stygian gulf, and then everything was darkness.

THE INDOMITUS CRUSADE

The Indomitus Crusade is the biggest unified Human military operation since the Emperor's Legions tore the galaxy apart in the name of unification. Unlike that ancient campaign, however, the Indomitus Crusade is no war of conquest. Rather, it is Humanity's last desperate attempt to turn back the darkness. It is a fight to survive.

When the Great Rift opened, it spread a bow wave of darkness and anarchy known as the Noctis Aeterna. That raging storm brought the Imperium to its knees. Not only was the Imperium Nihilus lost beyond the rift, but as the shadows of the Noctis Aeterna dissipated they revealed that the Imperium Sanctus fared little better. Entire worlds had been consumed by nightmarish phenomena and bloodshed. Planetary systems long counted amongst the Imperium's foremost bastions teetered on the brink of collapse. Daemonic incursions, psychic mutation and insurrection ravaged the Emperor's realm like a plague.

In that hour of deepest darkness it was Roboute Guilliman, Primarch of the Ultramarines, who offered the light of hope. Not only did he rally Terra's defenders as the Throneworld itself stood besieged, not only did he command the Primaris Space Marines unleashed to bolster the Imperium's armies, but he also launched the Indomitus Crusade.

The tales of how this mighty endeavour began are detailed in many Imperial tomes. So too the unbelievable feat of logistics, grand strategy and uncompromising cruelty that was required to see it thunder into motion. Suffice it to say that Guilliman, aided by many other powerful Imperial leaders and the newly founded Officio Logisticarum, set in motion the muster and departure of the largest military forces the Imperium had fielded in ten millennia. Complements from every branch of the Imperial war machine made up their ranks: vessels from the Navis Imperialis, the Adeptus Mechanicus and even mercenary and merchant flotillas bore them into the stars;





champions ranging from the charismatic and zealous to the calculating, heroic, brutal and monstrous led them. These were the Indomitus Crusade Fleets, and it was their duty to shore up the faltering defences of the Imperium Sanctus before the entire edifice of the Imperium came crashing down.

It took time, of course, to draw the hosts of each Crusade Fleet together. They did not depart all at once nor in numerical order. Moreover, at the point when Fleets Tertius, Secundus, Primus and Sextus had all set forth, Fleets Octus, Nonus and Decimus had not even begun to muster. Fleet Septimus, meanwhile, was shrouded in mystery, the nature and purpose of the 'Silent Seventh' a closely guarded secret. Then there was Fleet Quintus, which soon became known as the 'Cursed Fleet' for the ominous cloud of misfortune and strife that hung about it's mustering and launch. Though the process was far from universally smooth, the Indomitus Crusade Fleets did strike forth one after another, each following their own heading, each with their own ultimate strategic goals.

It would have been foolish overkill for all the void craft and armed forces of each fleet to travel in close formation. Such deployments would almost certainly have bulldozed whatever resistance they met, true; but for every system secured they would leave ten to their flanks and rear untouched and still mired in disaster. Instead, Guilliman organised the Crusade fleets into multiple battle groups, each given its own High Gothic alphanumeric designator. Just as each fleet was ultimately ruled by a fleet master, so each battle group was commanded by a groupmaster who took charge of the massed warships, army groups and logistical train under their command. Battle groups were mostly still huge forces, capable of bringing multiple star systems to their knees and permitted to further divide their strength into task forces assigned to specific campaigns or theatres as necessity dictated. Once he had led his own Fleet Primus out into the maelstrom of battle, Guilliman knew that even he could do little to affect the fates of the other fleets he had commanded to be raised. Yet in furnishing them with this robust and versatile organisational structure, he did all that he could to aid their success. Each Indomitus Crusade Fleet spread its battle groups out across sprawling frontages, not a spear-thrust, but a wall of unsheathed blades rolling forward to butcher the enemies of Mankind.

MET/CI/CHRON – 860LRC-1026LRC

CHARADON AFLAME

During the early days of the Metalican war, astropathic distress calls rang out from Ferrovigilum and Kobolt. Already they had drawn the aid of Knightly House Raven. Now, at last, others came to reinforce the Imperial defenders. Battle Group Tarsus, of Crusade Fleet Primus, had arrived.

The warships of Battle Group Tarsus broke warp in the benighted Phlegyr Sub-sector. Dozens of void craft thundered through the veil, skeins of tattered reality trailing from their baroque hulls. At their head soared the *Martyr's Halo*, the personal warship of Abbess Sanctorum Morvenn Vahl, she who was supreme martial head of the entire Adepta Sororitas. Vahl had been informed of the Charadon Sector's plight. She had immediately paired a battle group off from Fleet Primus' advancing cohorts, whom she was travelling amongst, to answer the astropathic cries for aid. She led a huge force comprising Battle Sisters from the Orders of Our Martyred Lady, the Argent Shroud, the Ebon Chalice and several others, supported by Space Marines, numerous Astra Militarum regiments and Knights of Houses Griffith and Draconis. There was even a small but potent contingent of the Talons of the Emperor.

It spoke to the fury of the local warp tides that Battle Group Tarsus – or at least, the majority of its strength – translated to realspace where it did. Vahl had commanded her Navigators to carve the most direct path to the Obolis Sub-Sector. Instead, they had emerged many light years off course, with handfuls of their smaller craft scattered across even more distant systems and sub-sectors. Of all the Charadon Sector's wild tracts of space, Phlegyr Sub had been hit hardest during the darkness of the Noctis Aeterna. It's Tri-forge Cluster, once famed for its materiel output, had become a churning war zone as the forces of the Death Guard and the Thousand Sons fought over the sub-sector's industrial facilities. Vahl did at least discover some Imperial forces resisting in the region. Several planetary garrisons still held out, and an Inquisitorial strike force from the secret fortress on Vod had been lured into the conflict by Tzeentchian raiders some cycles earlier.

Abbess Vahl's strategy was swift and decisive. Coordinating with Inquisitor Bastobrevian of Vod, she detached the newly formed Task Force III to aid in the ongoing fight for the Tri-forge Cluster. Vahl led the majority of her battle group into a punishingly swift series of short-ranged warp jumps, trusting to massed prayer to ensure the Emperor's protection against the commensurate hazards. These brought them along the Way of Souls and into the Iap and Eladagh Systems of the Lirac Sub. Here, a storm of vox transmissions and psychic communications reached the flotilla. Though they were garbled and frantic, and many were weeks old, it was a quick job to piece together their meaning. It took longer for Vahl and her fellow commanders to believe. Every attempt was made to extrapolate a coded meaning, or to read some alternative sense into the messages but the truth was inescapable. Kolossi, home world of House Raven and stronghold of the neighbouring Tethras System, had vanished from the void. Where it had gone none could say, but confused reports cited heretical activity around the planet before the catastrophe had occurred.



The leaders of Battle Group Tarsus were dismayed and mystified both. Still, they could not delay their advance, for they were also receiving other communications: a storm of damned voices crying out from the Obolis Sub-sector. A handful of void craft had spilled in ones and twos from the Mandeville point around Thorlaf's Strait, even in the short time while Vahl's fleet were mustering in preparation for their next jump. A few were renegade craft, piratical raiders who had snatched up their fill of plunder and thought to flee Imperial retribution. Their fates were swiftly sealed beneath the battle group's guns. The rest were fleeing Imperial craft, bearing hollow-eyed refugees or else swift messengers sent to gather what further aid the Lirac Sub could offer. The majority of these were also slain, for in their cowardice they were deemed to have abandoned the Emperor's cause. Before they died, however, they were excruciated and their scant tactical knowledge collated.

The strategic tapestry that wove itself before Vahl was ugly and tattered. The elite of the traitor force had followed Typhus through The Sore and into the Metalica System. Scant word had escaped that war front in the cycles since,

A BLOODY ROAD

Battle Group Tarsus hit War Zone Charadon like a thunderbolt. Yet their advance was far from untroubled. Several regions were closed off to them: the Alumax System had been all but annihilated by the opening of The Sore, while the storms around Metalica prevented Vahl's battle group from engaging Typhus' main invasion force. Nor could they reach the Chromyd front by any stable route. Instead, they were forced to fight through one nightmarish wasteland after another, salvaging what they could of the sub-sector's outlying systems.

What allies they found were scattered and – in many cases – dangerously demoralised. The Knights of House Raven had heard rumours of their home world's plight and only the harsh discipline of Princeps Grevan was preventing them from rushing back to the Tethras System. How long the Princeps' own resolve would hold was unclear – every cycle living with the uncertainty and crushing dishonour of what had happened only increased his torment. The Metalican cohorts were scarcely less conflicted, unable to answer the command directive to rally to their forge world's defence. The Adeptus Astartes were potent but scattered, their numbers thinned by the failed offensive against Saint Bartolph's Throne, while many of the Astra Militarum regiments still fighting were so ill or depleted as to be barely operational. And of course, this was before even considering the heretic hordes and xenos pirates still raiding and pillaging at will. On the fortress world of Kapston, the Iron Warriors of Gharax the Shatterer pulled together a ragged alliance of renegade warbands and seized the planet's primary orbital batteries before turning them upon incoming Indomitus Crusade warships. The Duralim System was declared secure three times, only for fresh outbreaks of walking plague to erupt each time upon worlds believed cleansed. Ork pirates flying the flag of Kaptin Dregbad Skullbusta strained the Imperial supply lines to breaking point with their deep-void ambushes and headlong attacks. For all this, it was in the Feiror System that the greatest heretic resistance persisted – here, Lord Akhorath Zeid of the Black Legion had made his lair, and he did not intend to surrender it.

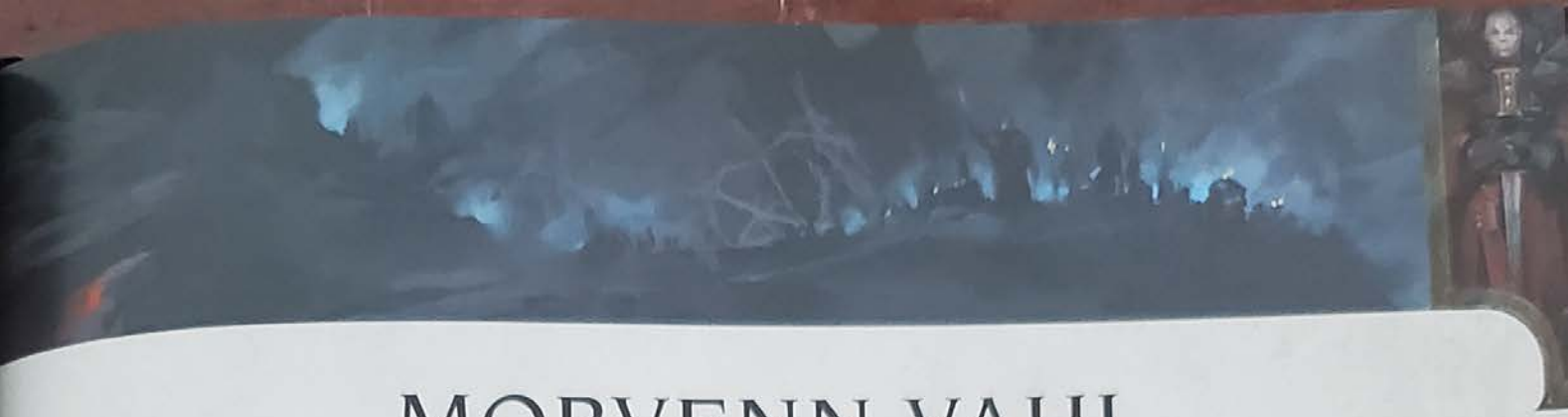
and no Imperial warship had survived passage through either The Sore itself or the warp storms raging beyond the Metalican Gates. Left in Typhus' wake were rebellious populations and risen Chaos cults, renegade raiding bands of Heretic Astartes still moving amongst them to summon daemons and plunder ravaged worlds at whim. These dregs of the invasion were dangerous, for sure, but in normal circumstances they would not have lasted long against the Imperial armies and fleets left in the sub-sector. Yet they were aided by the billions-strong swarms of neverdead and the grotesque plagues boiling across many of Obolis Sub's worlds. The rampant corruption was dragging the Emperor's servants down, miring their efforts to coordinate and drive back the enemy. Abbess Vahl saw what had to be done.

The worlds of the Eladagh System had despatched much of their military might to investigate the catastrophe around Kolossi. What strength they had left, Vahl commanded to join her fleet – every faithful soul would be required for the cleansing to come. It was made inescapably clear that refusal would be viewed as a shortfall of faith and punished accordingly. With the local forces roused and mustering, Vahl commanded them to follow in her wake with all speed – unwilling to brook any further delay, she and the *Martyr's Halo* led the way once more into the immaterium. So did Battle Group Tarsus burst from the roiling warp again amidst the tainted ruins of the Duralim System and there they set to their labours without delay. Led by Vahl herself, Missions of Adepta Sororitas made planetfall upon the zombie-choked cardinal world of Alexistor. Their purge was systematic and exacting, Battle Sisters advancing in miles-long battle-lines, raising their voices in prayer as they mowed down the diseased hordes with bolter, melta and flamer. They were swiftly joined by the Knights, Skitarii and Astra Militarum forces loyal to the Duralim Court of Defence, who carved gory paths out from their strongholds to join the Adepta Sororitas in their cleansing. The already ruined shrineplexes and macrocathedra of Alexistor shuddered again in the grip of raging battle – there would be little but desecrated rubble left by the time the campaign ended.

This spectacle of redemption through destruction played out again and again as Battle Group Tarsus pushed deeper into the Obolis Sub-sector. The agri world of Sustace, so violently contested in the previous months, now endured continent-spanning firestorms that reduced the landscape and the remaining plague cultists alike to ashes. The hive world of Fylenis in the Feiror System was deemed tainted beyond redemption, its last beleaguered defenders martyrs to the Imperial cause; without warning heretic and loyalist both were bombed to atoms from low orbit. On the industrial world of Laboritum, in the Brezantius System, Sisters from the Order of the Bloody Rose almost came to blows with an Ultramarine strike force under Lieutenant Aglepus. This was due to Vahl's decree that – after the planet had suffered widespread daemonic corruption – the Astra Militarum and Skitarii still holding its manufactora should be cleansed alongside the Night Lords and Hollow Ghouls Chaos Space Marines they were fighting. Only the seal of Abbess Vahl upon their orders convinced the Ultramarines to aid the Battle Sisters instead of opposing them. Even still, fighting raged on for many cycles across Laboritum, a vicious and messy three-way war that soon became known as the Flagellation.







MORVENN VAHL

ABBESS SANCTORUM OF THE ADEPTA SORORITAS

Morvenn Vahl is the Abbess Sanctorum of the Adepta Sororitas, the supreme authority for her entire organisation and de facto conduit of the Emperor's manifest will upon the galaxy. She is also amongst the most single-minded and indefatigable warriors of the faith in the entire Imperium.

From a dogmatic standpoint, the God-Emperor himself appointed Morvenn Vahl as Abbess Sanctorum. Certainly this is the way her choosing was described to the suffering masses of Humanity. Golden spills of holy light; inarguable omens of divine judgement; a humble warrior shouldering an unexpected burden, not for her own self-aggrandisement but rather out of duty to the Imperium of Mankind and its divine master. This last, at least, holds truth. However, it was a conclave of powerful priests and High Lords who selected Vahl for this honour, not the Emperor. Moreover, their intention was less to work the will of the Master of Mankind, than it was to install an Abbess Sanctorum whose youth and comparative lack of political experience would render her their puppet. In this, the new Abbess' benefactors failed spectacularly.

Morvenn Vahl – formerly a Celestian Superior amongst the Order of the Argent Shroud – is a being of singular will. She accepted her appointment only after seeking spiritual guidance through days of solitary prayer to the God-Emperor. Since that day she has wielded her newfound power with dynamism, forthright determination and strict adherence to the tenet that a single concrete deed is worth countless well-intentioned words. Vahl eschews the formal robes of her position, continuing to wear her battle-scarred power armour even when walking the halls of power on Holy Terra. Seeing some soft dignitary discomfited by these trappings of war is reportedly one of the few things that brings the ghost of a smile to Vahl's face. Recognising that her strengths lie in military strategy and martial prowess – and wholly unburdened by the egotism so often engendered by a singular position of power – she has appointed veteran Sisters of the Orders Famulous and Dialogus to serve as her voices upon Terra. This has freed Vahl to act as strategic mastermind and battlefield figurehead for the Orders Militant. This she does while piloting the venerable Paragon Warsuit *Martyr's Vengeance* – that the blessed machine spirit of this holy relic has accepted Vahl as worthy means more to her than the approbation of any number of Ecclesiarchal figureheads.

Bolstered by the power of her warsuit, Vahl is a deadly force upon the fields of battle who leads by bloody example, and who expects nothing less than unerring piety from all those she leads. The Abbess Sanctorum sees martyrdom not as a culmination of duty, but a release from it; as such, she will never commit herself or her followers to unwinnable conflicts out of untrammelled zealotry. On the other hand, any display of weakness, no matter how slight, is a failure in the God-Emperor's eyes, and Abbess Vahl punishes such failures without exception.

CRUSADES OF FAITH

Though Morvenn Vahl is counted amongst the High Lords of Terra, she has spent precious little time upon the Throneworld since her ascension. The Abbess Sanctorum chafes at inactivity, and will not remain safe behind the lines while warriors of the Adepta Sororitas fight and die in her place. One of her first decrees was that she would lead, in person, the Ecclesiarch's punitive crusade against the traitorous trade worlds of the Philosopher's Belt. This was a brief but extremely bloody campaign across three interconnected systems whose fall into perfidy had occurred unacceptably close to Terra. It was during the battles in the Philosopher's Belt that Morvenn Vahl hand-picked the Celestians who would form her personal guard, each piloting a Paragon Warsuit of their own in defence of the Imperial faith. That crusade ended with an entire, war-ravaged hive city being transformed into a miles-high pyre, upon which Abbess Vahl commanded hundreds of thousands of heretics burned.

The Philosopher's Belt was but the first such uncompromising victory for the newly appointed leader of the Adepta Sororitas. It was Abbess Vahl who led the purge of Aquitaba Semnoria after unholy entities claimed the minds of the planet's ruling oligarchs. There she cut a bloody path through the dreaded Daemonguard of the Ruby Gates and took the head of Astorgoth the Butcher. It was Vahl, too, who masterminded the crusade into the Lightless Reach in order to destroy the space hulk *Vault of Nightmares*; who led the March of Penance against the Necron invaders of the Chymos Trinity; who cut through three centuries of doctrinal manoeuvring to expose and then burn out the heretical Dogmatrists of Hyperibus VI; and who personally despatched the Witch-Empress of Vastoros alongside the Black Templars of Marshal Gheiden. Now, Vahl leads forces even further afield, joining the battle groups of Indomitus Crusade Fleet Primus for a time to aid her Sisters against a galaxy teeming with heretics.

MET/CI/CHRON – 1027LRC-1057LRC

ZEID'S LAIR

Akhorath Zeid was a Lord Discordant of the Black Legion. He was Abaddon's chosen emissary to Typhus, who had borne the Despoiler's commands and allied his warband to the Traveller's hosts. After The Sore opened, however, Zeid had pursued his own road. Now it became clear that it was one which ended in blood.

After his spectacular escape from the world of Sustace, Lord Zeid had withdrawn his warband from the front-line fighting for a time. Ever the alpha-predator, he wished to observe the conflict, and to determine where he might best stalk and slaughter his prey. The Lord Discordant felt little enough loyalty to Typhus and his grand plan. In truth, even his loyalty to Abaddon had drained away in recent cycles, though Zeid himself did not consciously register the fact. Nor did he recall the meditative trances that he had slipped into for long hours at a time, or the voice that whispered to him then like a cold wind sighing between headstones. What he had come to realise with concrete certainty was that he had been ill-used by his master. Zeid believed it past time that he carved out his own hunting grounds amidst the vast sprawl of War Zone Charadon. Let Typhus carry the fight on to Metalica itself, and infect it with Nurgle's unclean gifts if he could. Zeid had his own plans for a hunting ground spread across star systems, he and his Daemon Engines the predators, and the desperate Imperial survivors their prey.

The Feiror System had proven ideal for Zeid to establish his predator's kingdom. Though the system's defenders had fought as furiously as any during the earlier stages of the war, planets such as Felhelm, Ferryk and Forthras had all been wracked by daemonic incursions. Not only had these abominations brought widespread slaughter and corruption, but even after they were defeated their traces also drew the agents of the Inquisition. The purgation of defence regiments that were deemed tainted was nearly as devastating as the nightmare war against the daemons themselves. Millions of Astra Militarum soldiers were put to death in an attempt to strangle rumours of malefic beings. Battle Sisters and Space Marines were captured and subjected to selective hypnosanctified deconditioning. Skitarii cohorts underwent massed binharic neuroformatting via their control ships or – where their Magi resisted – were swiftly exterminated by co-opted Inquisitorial soldiery. As Valhallan Commander Borshenko said, shortly before he and his surviving soldiery were executed on charges of spiritosanctic corruption:

We have sacrificed all we have in this war, faced nightmares I did not believe could be real, given the Emperor our pound of flesh and our souls besides. And now these faceless bastards dash our offerings to the ground, spit upon our sorrows and punish us for saving their lives. There is no justice in this unkind realm of Man. It does not deserve to endure.

Angry voices such as these were silenced without mercy, their words erased or buried deep in sanctified vaults. To the Agents of the Ordo Malleus, the security of one Imperial sub-sector was as nothing to the widespread spiritual peril against which they fought an endless war.

Commander Borshenko and his ilk might have enjoyed some hollow sense of vindication had they been alive to see what came next. Even as the Feiror System suffered the same pestilences and zombie plagues as it's neighbours, Akhorath Zeid led his own Black Legion and an assortment of lesser renegade warbands to the attack. One world after another fell to Zeid's offensive. Those Inquisitors still in the system attempted to rally an organised defence, but they had barely finished decimating their own potential allies, and were now so roundly hated that even their rosettes had lost their power to command the survivors. The slaughter that followed was painfully one-sided.

The first void ships from Battle Group Tarsus to enter the Feiror system came several months later. A strike cruiser of the Fulminators Chapter, the *Kastoran*, broke warp on the system's edge accompanied by two light escorts provided by Lieutenant Heraldus Sheradane of Battlefleet Charadon. At once the ships' augurs picked up significant signs of a hard-fought war: drifting wreckage-belts marking void battles and the destruction of defence platforms; Inquisitorial interdiction beacons blaring demands to turn back and quit the system; ghostly fragments of repeating vox-transmissions and astropathic cries for aid. Yet, before they could probe deeper into the system, the squadron was set upon by a wolf pack of Black Legion and Night Lords warships. Only the *Kastoran* was seen again, dropping from warp on the edge of the Duralim System some cycles later. Few of the ship's complement of Fulminators still lived, and these had been tortured near to death before being melded to the bulkheads of their craft by dark sorcery. Gasping and broken, the Space Marines reported that the Feiror System had fallen entirely into traitor hands. Shortly afterwards, they and their craft were set upon a merciful course into Duralim's blazing star.

THE FEIROR OFFENSIVE

Abbess Vahl, Princeps Grevan, Chapter Master Tanielu and an assortment of Magi and officers held a counsel of war in the wake of the *Kastoran* atrocity. The prevailing opinion was that, while the Feiror System had clearly fallen, the strike cruiser's gruesome return was an act of provocation. It was bait for a trap. It was also agreed, after minimal debate, that this would not stop the Duralim Court of Defence and Battle Group Tarsus from launching a retaliatory strike. Grevan burned for a chance to vent his loss and fury upon the foe; Dhane

Tanielu was scarcely less wrathful, his natural bellicosity stoked by the defeat upon St Bartolph's Throne. Abbess Vahl, meanwhile, was possessed of the absolute certainty that zeal and overwhelming force would resolve the matter more swiftly than any amount of probing and shadow-games. Besides, with her presence came the Emperor's implicit blessing and divine protection. Led by the Abbess Sanctorum, surely no battle against the followers of the Dark Gods could end in defeat.

So began the Feiror Offensive, with waves of Imperial void ships thundering inward from the system's Mandeville point amidst a vox-wide barrage of deafening war hymns. The invaders met resistance almost at once: shrouded fields of void mines; flocks of Heldrakes bursting from concealed asteroidal roosts to launch hit-and-run raids on escort craft; malefic scrapcode that triggered outbreaks of Gellerpox aboard Imperial warships. As the attackers forged on towards the system's outlying planets, they were next subjected to suicidal attack runs by heretic fireships, strikes by carefully concealed squadrons of renegade warships and the punishing fire of corrupted deep-void defence platforms. Loyalist casualties were high, and multiple void ships were lost with all hands and the troops they transported, but their very belligerence allowed the invaders to maintain their momentum. Had they come to this killing ground piecemeal they would have been picked apart. Instead, their unsubtle sledgehammer bore down upon the worlds of the Feiror system, shedding slain martyrs and dispatching interdiction squadrons to meet the heretic wolf packs head on.

Barely half the Imperial invasion force survived to make planetfall against enemy held worlds. The assault on the hive world of Fylenis was led by a massed spearhead of Imperial- and Mechanicus-aligned Knights, bolstered by maniples of Iron Skulls Titans. They faced massed renegade armour and air power, as well as malevolent sorcery, and were soon embroiled in a highly mobile and exceptionally bloody war. At its height, Imperial warships in orbit were called upon to rain fire upon hives Lastroghast and Yurlik until both blazed like mountain-sized pyres. The invasion of the rust-blighted industrial world of Ferryk, meanwhile, saw the Excruciators, Mentors and Novamarines lead a mixed host of Battle Sisters, Skitarii and Imperial Guard to war. This conflict soon degenerated into a gruelling meat grinder, for the invaders faced a billions-strong horde of mutants, traitors and neverdead. The cult masterminds of the defence had transformed the immense Ferrykian manufactora into separate fortresses that required weeks of battle and countless lives to crack open and cleanse. Meanwhile, the planet's entire population strove to bury the loyalists in unclean bodies, aided by the shambling remains of many of Ferryk's once-proud protectors. On both planets, radiation poisoning and metaphysical sickness dragged at loyalist and traitor alike, the mire of War Zone Charadon seeking to suck them all down into endless entropy.

Like a powerful rocket shedding it's booster stages, one flotilla of Imperial warships powered on, still deeper into the Feiror System, leaving its comrades behind to fight. At its head was the *Martyr's Halo*. Aboard it was Abbess Vahl. She had received a vision from the Emperor, revelation that she believed a clue to her true quarry's location. On its strength, she led her attack force down into the oceanic maelstrom of Fathom, there to corner Akhorath Zeid in his lair.

THE HUNTER'S SNARE

When the Imperial spearhead was detected burning hard for Fathom's atmosphere, Lord Zeid was pleased. The ocean world had undergone horrific changes over the past months so that now, the Lord Discordant could not have asked for a more perfect hunting ground. During the daemonic besiegement, many of the aqua-harvesting rigs had been massively fortified by the Imperial defenders. Sprawling prefabricated harbours, carapace-like armoured domes, jutting gun turrets and extensive pressurised networks of undersea tunnels and chambers had all been added. Macrotrawlers had been requisitioned and welded into place as vast pontoon bridges from one rig to the next, their machine spirits rendered quiescent by apologetic Tech-Priests lest they rebel at this indignity. The Black Legionnaires – along with allied renegade warbands and hordes of cultists and mutants – had dug into these floating labyrinths and were ready to contest every landing pad, corridor, chamber and gantry. Yet this was not the only available battleground. Enormous floating bergs of adipose biomatter had congealed during the earlier fighting, and had since scabbed over, hardening into undulating islands riddled with porous grottoes and rotted tunnels. Hazardous though they were, these islands made excellent sites for remote communications relays, arms caches and Daemon Engine hunting grounds. And then there were the macrostorms which still boiled through the planet's lower atmosphere – Zeid's Heldrake flocks wheeled within them, energised by the flickering warp lightning and hungry for fresh prey.

When the Imperial drop began, it was brutally direct. Vahl's spearheads focussed upon the three largest fortress-sprawls still afloat, the reasoning being that Zeid would surely have located his lair within one of these. Pre-bombardment was minimal; if a structure was sunk, there would be no way to know in the confusion if Lord Zeid had escaped, while anything less simply risked rendering these already unstable and dangerous complexes even more so. Thus, the Imperial drop craft were forced to dive headlong into a ferocious flak storm. Macrolanders shuddered and came apart in mid-air, spilling bodies into the crashing waves. Wreckage and promethium slicks burned amidst the waters. Imperial gunships screamed suicidally low to strafe heretic defence positions or drop Space Marine beachhead forces directly into the fight. On one fortress-sprawl after another, the invaders secured footholds and pushed deeper, enduring ambushes and vicious pitched battles as they hunted for the one who had claimed the Feiror System as his hunting ground. Piloting her *Martyr's Vengeance*, marching at the head of her Celestian bodyguard, Abbess Vahl led the search. Yet as casualties mounted and the fighting hung in the balance, it remained unclear who was predator and who prey.



MET/CI/CHRON – 990LRC-1035LRC

THE TAINT TAKES HOLD

Like an infection running rampant through an ailing body, Typhus' invading hordes spread inexorably through the Metalica System. The Traveller himself struck straight for his true prize, seizing orbital dominance around the forge world at great cost before launching his planetstrike at the head of a vast and monstrous host.

Hour by hour, cycle by cycle, the corruption of the Coronae Militarum and Industris had spread. Data-daemons and tendrils of diseased flesh surged from one orbital platform to the next, bearing the gifts of Nurgle onward with exponential speed. As the orbital megastructures shifted allegiance, so they changed the character of the void war around Metalica. Where before the invaders had faced overwhelming firepower, now it was the Imperial warships that found themselves outgunned. Warheads and laser blasts still reached up from the forge world's planetside defence batteries, but with the weaponry of the corrupted Coronae now turned toward them, the defence emplacements were gradually silenced. Worst of all, the defenders could not risk blasting the infected defence platforms out of the void for fear that their wreckage would rain down upon Metalica's surface and bring its viral corruption with it. At last, Captain Diogenos of the Sons of Medusa – who by this stage was the ranking naval officer left alive in the raging war above Metalica – was forced to order the remaining Imperial ships to disengage. Some craft chose to risk destruction in order to land their remaining ground forces in the forge world's support; many paid the ultimate price for their devotion. The ragged Imperial flotilla would continue to harass the heretics' flanks in the cycles to come, but this was inescapably a defeat.

Now began the combat drop against Metalica itself. Ignoring the blessed wound in his chest that still refused to heal, Typhus drove himself and his followers remorselessly onward. Sorcerous summons were sent flashing through the void, commanding his warlords to abandon secondary struggles and rally to his banner on Metalica. The primary goal was all that mattered now.



The entire planet was an endless sprawl of manufactora, industrial mega-shrines, vast munitions plants and the toxic wastelands this endless artifice created. However, its Prime Industrial Cluster was their beating heart: a continent-sized tangle of interlinked forges, Titan hangars, uplink shrines, autosanctums and countless other esoteric structures. At the centre of this lay Fabricator General Khleng's Macrosanctum Primus. It was here, in the Fabricator General's own lair, that Typhus planned to deliver his dose of the Nemesis Wurm and doom the forge world to a slow and agonising death. To this end he dispatched expendable chaff and elite kill teams to sow anarchy through Metalica's lesser clusters, deployed blocking forces to form a cordon around his true objective for as long as they could, and hurled the vast majority of his invading forces against Metalica's Prime Industrial Cluster.

The Imperial defenders were not about to lay down and capitulate, however. Cohort upon cohort of Skitarii stood ready to defend their world to the death. Serried ranks of robots, servitors, Knights, cyber-priests, Titans, Ordo Reductor siege engines and Imperial allied contingents deployed alongside them. All across the globe, manufactora and engine forges churned furiously as they sought to produce more weapons, war engines and cyborg warriors to join the fight.

As grotesque invasion craft descended from the heavens, forge world Metalica opened fire upon them like some vast organism defending itself. Even before the fires of re-entry had burned from their hulls, the heretic ships were hit by vast arcs of lightning, searing beams of esoteric energy and thunderous salvoes of shells and warheads. Gargoyle-encrusted landers spiralled off course belching dirty smoke before exploding amidst the industrial sprawl. Revolting attack craft thick with mutant flesh tumbled out of control before erupting in showers of infected fluids. Heldrakes, baroque heavy bombers and flight upon flight of Foetid Bloat-drones thrummed low between cooling towers and shrine-derricks, duelling with Archaeopter squadrons and Vendetta Gunships. Devastating bombardments fell, blight shells as large as hab-stacks reducing mile upon mile of defence lines to rusted wreckage and biological gruel. The first heretic landing craft put down amidst rolling clouds of spore-thick exhaust fumes. Groaning tides of Poxwalkers and gibbering masses of mutants spilled from their holds to hurl themselves upon the shell-shocked defenders. In their wake came Typhus and his Death Guard. The invasion of Metalica had begun.

The first battles fought upon the surface of Metalica were largely heretic delaying

FERROVIGILUM'S FATE

Even as the fighting intensified around forge world Metalica, a bloody war was entering its final stages upon Ferrovigilum. Despite heroic efforts, the forces of Marshal Tertian, the Forgotten Company and their Iron Skulls allies had been driven back to the very walls of the astropathic sanctum. They had inflicted punishing casualties upon the Legio Morbidus. Now, though, Balequeen Lathfyr's corrupted Imperator Titan strode closer, leading the final assault that would crush the defenders. Yet the Imperial commanders had concocted a last-ditch plan that, if it succeeded, would strike a punishing blow for their cause.

Even as the Chaos Titans advanced, the sanctum's choristers led their astropaths in a rite focussed not toward sending a message, but instead projecting devastating empyric disharmony into the heart of The Sore. If they could destabilise the warp rift, even just disrupt it, they could make their deaths truly mean something. As the choir's psychic plainsong rose to a chorus of agonised howls, the traitor Titans redoubled their assault – Lathfyr had detected the psychic energy spikes and sought to bring a swift end to whatever her loyalist foes were up to. Against them stood a trio of Iron Skulls Titans, fighting a heroic rearguard action worthy of legend even as the last of their knightly and Skitarii allies made a breakout for the sanctum's space port. As the battle reached its crescendo, the astropathic sanctum detonated, and a searing blast of psychic energy leapt into the void. As the handful of Imperial survivors burned away into space aboard a liberated frigate, they saw Titans of Legio Morbidus toppling and burning before the empyric shock wave of the sanctum's death. Yet they could not know whether the astropaths had succeeded in their true goal of disrupting the warp rift. Not yet, anyway.

actions. The Southern Polar Dual-cluster was bedevilled by a trio of elite Death Guard contamination teams. Each traitor force consisted of a mere handful of Plague Marines and each was led by a Biologus Putrifier. Sorcerous teleportation saw them penetrate deep into the cluster's reclamation shrines, where the Putrifiers at once began infecting spoil revivifactors and chemical recombination fonts with Nurgle's virulent gifts. By the time the magos overseers realised the danger, the shrines had recycled vast quantities of tainted materials and fashioned them into servitors and munitions. Efforts to locate and eliminate the contamination teams were hampered as the tainted servitors rapidly mutated, or rampaged through the cluster spewing diseased matter and infecting all they encountered. So distracted, the magi of the Southern Polar Dual-cluster were forced to throw more and more of their soldiery into containment efforts rather than reinforcing the main battlefront away to the north.

This was but one example of the underhanded tactics used by the invaders to offset their enemies' numerical advantage. Scrapcode cacogheists released into the planet's noosphere; rust-plagues delivered by airbursting orbital strikes; cabals of enslaved Death Guard Sorcerers banishing swathes of enemy machine spirits or transforming industrial landscapes into mutated hell-factories that consumed their Imperial defenders; Typhus had his followers employ all these tactics and many more besides. He set vectoriums of the Third Plague Company – notoriously the most intractable Plague Marines of all – to capture pivotal choke points and fortifications. Warbands such as the Sorrowborn, the Putrid Choir and the Virulites dug in hard, and were backed by batteries of daemonic artillery. These warbands vowed to sell their lives to the last ensuring that reinforcements from across Metalica would not reach the Prime Industrial Cluster in time to stop Typhus striking his fatal blow.

Meanwhile, Typhus' own hosts secured a foothold in the mechanical wilderness known as the Ironclad Expanse. A wide steppe of undulating sheet metal broken by scrap-iron mountains, drainage valleys and chemical lakes, the region was part weapons-testing range and part dumping ground for failed servitors. The latter were just organic enough for the walking plague to take hold within them. Thus, as Typhus' armies advanced from their landing sites, their already vast swarms of Poxwalkers swelled larger still.

While renegade warbands and Chaos Knights launched flanking marches to cut off potential routes of escape, the main Death Guard spearhead pushed north, preceded by packs of swift Daemon Engines. Yet Typhus may as well not have worried about his foes trying to retreat before him. Fabricator General Khleng was as close to apoplexy as his binharic personality algorithms would simulate. For heretic feet even to have touched the iron skin of Metalica was an unthinkable desecration. The idea that the planet's defenders would take even a step backward while that situation remained was laughable. Rather, Khleng mobilised every asset at his disposal, leveraged every advantage and unlocked the deepest and most forbidden technological vaults. War engines rumbled into battle that had not seen service since the dark days of the Horus Heresy. Rad warheads and proscribed munitions were unleashed from macro-batteries in quantities fit to level entire cities. As one Magos Obliteratum of the Ordo Reductor said at the time

It is better this planet and its invaders suffer as one and be slain together than the Omnissiah suffer the indignity of the heretics' presence upon his hallowed world.

Millions of Skitarii and Electro-Priests marched to meet the traitor forces that were pushing north, flowing into and around the miles-high stacks of Saint Facsimilus the Replicator's Datacanyon. Squadrons of renegade and loyalist armour clashed there, the fighting raging so fiercely that a mountain of wreckage and bodies a half mile high soon blocked the canyon's midpoint. For a time, the battle lines wavered, and it appeared as though the invaders might lose all momentum. Then came more dark shapes descending through the heavens – a fresh wave of Death Guard landing craft that tore down through waves of flak to capture the Enlightenment through Artifice spaceport. Sallying forth with savage howls, newly arrived packs of Daemon Engines and Chaos Knights turned the Imperial flank and broke the deadlock. The Metalican macroclades were forced into retreat, and Typhus' bloodied invasion forces drove deeper into the fringes of the Prime Industrial Cluster.


RECON MAP DATA
EXELIS-THETA
MET/CI/CHRON
1035 — 1056
Liquifactum Ejecta Reservoir 974
(overflowing)
4
Runoff Canal 764
Runoff Canal 774
Alpha-Ajax Generatorum Shrine
Reductor Macro-battery
Beta-Io
Filtration Shrine
Agrapatus Vung Memorial
Munitionary Manufactorum
Vox Relay Noospheric
Amplifactorum Hub
Runoff Canal 775
5
Orbital Defence Silo
Icho-Decimus-II
11
Electrocoil Radioshrine Plantation
Macrosanctum Primus
12
PRIMUS CORDON
Reductor Macro-battery
Beta-Zeta
7
9
Skitarii Operational Fortress
Gamma IV
1
8
10
2
Datacathedrum of the
Omnissiah Risen
6
Legio Cybernetica Autoshrine
Enlightenment through Artifice
Spaceport
3
7
1
1
Argentus Cranii
Titan Hangar
Saint Facsimilus Datacanyon

1: The Threefold Push
Chaos forces launch a three-pronged offensive, seeking to secure Reductor Macro-battery Rho-Zeta, the Legio Cybernetica Autoshrine and the heavily fortified Argentus Cranii Titan Hangar. Imperial forces fall back to the Canyon Line, and with steady resupply from the Legio Cybernetica Autoshrine and the Agrapatus Vung Memoriam Munitionary Manufactorum, halt the traitor advance.

2: Firestorm
After three solid cycles of near-continuous conflict, punishing fire from Reductor Macro-battery Rho-Zeta drives the heretic forces back from Enlightenment through Artifice spaceport. Khleng unleashes two entire macroclades of Sicarian skirmishers and ten cohorts each of Serberys and Ironstriders, seeking to reclaim the spaceport and outflank the heretics.

3: Dark Gods Descend
Vast landing craft thunder down from orbit to deliver the much-reduced Legio Morbidus engines amidst the industrial sprawl to the west of the Argentus Cranii Hangar. The god-machines begin heavy bombardment of the Hangar and its surroundings. In response, the Sicarian units stalking through Enlightenment through Artifice spaceport pull back to reinforce the Titan Hangar's fortifications.

4: Daemons from the Deep
A massive force of Nurgle-tainted Daemon Engines emerges from Liquifactum Ejecta Reservoir 974 and advances on the Alpha-Ajax Generatorum Shrine. Should the infernal machines succeed in crippling the shrine, they would deny Motive Force to the defences surrounding Macrosanctum Primus.

5: Sallying Forth
Several macroclades of Skitarii Vanguard deploy from Operational Fortress Gamma IV aboard Skorpius transports. They employ Runoff Canal 775 as a highway into the heart of the battle around the generatorum shrine. These reinforcements stabilise the cohorts defending Alpha-Ajax, who were about to collapse under the Daemon Engines' attacks.

6: Failed Push
Led by several lances of Chaos Knights, renegade forces make a second push to capture Enlightenment through Artifice spaceport, hoping to employ the facilities to bring down Dark Mechanicum macro-landers. They overwhelm the thinned ranks of Serberys and Ironstriders who – stripped of reinforcements by the Argentus Cranii and Alpha-Ajax fronts – are forced to fall back. However, the heretic offensive grinds to a halt once again beneath the relentless fire of Reductor Macro-battery Rho-Zeta. The spaceport remains contested.

7: Shadow of the *Terminus Est*
With deadlock on three battle fronts, Typhus orders a teleport attack from the *Terminus Est* that inserts Deathshroud and Blightlord Terminators directly into Reductor Macro-battery Rho-Zeta. Imperial reinforcements race to relieve the battery, knowing that it is key to keeping the enemy back from the spaceport. Only once these reserves have committed does Typhus personally lead armoured ground forces in a renewed push against the Argentus Cranii Titan Hangar. Caught between Typhus' forces and those of Balequeen Lathfyr, the fortress of Argentus Cranii is conquered.

8: Stream of Corruption
With the western end of the Canyon Line shattered, the renegades besiege the Legio Cybernetica Autoshrine and overrun the Datacathedrum of the Omnissiah Risen. A heroic last stand of the Cadian 97th, 99th and 305th regiments allows time for a macro-conclave of Electro-Priests to awaken the Electrocoil Radioshrine Plantation to wrath. The arcing fury of the Motive Force at last halts and drives back the heretic's advance guard. But the last of Typhus' Terminator elites sabotage Reductor Macro-battery Rho-Zeta, banishing the weapons' machine spirits; thus is Enlightenment through Artifice spaceport captured by the heretics at last.

9: Indomitable Defence
Thanks to the direct noospheric direction of Fabricator General Khleng, the Metalican reserve forces redress their ranks and respond to the heretic assault with mechanical efficiency. Bolstered by the Adepta Sororitas, Astra Militarum and Questor Mechanicus, they establish the Primus Cordon. This new defence line stretches through the industrial heartlands between the Electrocoil Radioshrine Plantation to the west and Runoff Canal 775 to the east. At the same time, covering fire from Orbital Defence Silo Icho-Decimus-II drives off heretic blockade-ships long enough for reinforcements to run the orbital gauntlet and make emergency landings to the north of the macrosanctum. Sons of Medusa and Dark Hunters Space Marines bolster the Imperial lines, as do the survivors of the Forgotten Company and Marshal Tertian's elite cohorts. Better yet, relief columns from the Deep Forge and Nar-Vault Clusters break through heretic blocking forces and are a little more than three cycles' march from joining the fight.

10: Entropy's Grip
Typhus orders one all-out attack after another. Heldrakes duel Archaeopters over the spires of Macrosanctum Primus. Daemon Engines break off from the battle around the Alpha-Ajax Generatorum Shrine and attempt to break through the more lightly-defended lines to the north; they are halted by the valiant Forgotten Company, fighting alongside Knights of House Raven. Endless blight bombardments fall against the walls of Operational Fortress Gamma IV, eroding the structure but failing to break its defenders. Poxwalker swarms; plague weapons; dark sorcery – Typhus unleashes them all, yet the Primus Cordon holds. After an entire cycle of constant violence, the heretics have made little progress.

11: Death of the *Corpsemaker*
Typhus orders close orbital bombardment in an effort to break the deadlock. Answering his summons, the plague ship *Corpsemaker* rumbles into low orbit, shrugging off the fury of the Orbital Defence Silo Icho-Decimus-II. Seeing that the orbital silo will not slay *Corpsemaker* in time to stop its bombing run, the pious captain of the rechristened Imperial battleship *Vordkin's Revenge* races to interdict. Hammered by the guns of the corrupted Coronae, the battleship manages to ram *Corpsemaker* and prevent it from firing. However, both ships tumble from the skies, breaking up upon re-entry and raining wreckage down across the Prime Industrial Cluster and beyond. The devastation is dramatic, but still the Primus Cordon holds. Typhus, whose blessed wound has begun to blaze with pain, knows that time is running desperately short.

12: Plaguebringer
Refusing to accept defeat, Typhus unleashes everything he has left into a devastating onslaught. He commands Balequeen Lathfyr to lead the assault, and backs the Titans with everything he has left on the ground. He has his Sorcerers conjure daemons to reinforce this Plaguebringer Offensive. Typhus himself advances in at the very heart of the horde, mounted aboard the Land Raider *Filthblade*. He has but one goal in mind: reaching the heart of Macrosanctum Primus and unleashing the Nemesis Wurm in Nurgle's name.

MET/CI/CHRON – 1057LRC

BATTLE FOR METALICA

Typhus hurled all the strength he had left into the push for the Macrosanctum Primus. Where the Traveller had fought the wider campaign with a blend of guile, ritual sorcery and calculated violence, this last blow was naught but pure brute force, driven by the conviction that victory would be his no matter the cost.

Codenamed the Plaguebringer Offensive, Typhus' final assault pushed in across a frontage just a mile wide. It was a vicious spear thrust, aimed for a point in the Imperial lines already battered by the *Corpsemaker*'s death-dive. Plagueburst Crawlers and Defilers combined their fire with turncoat artillery tanks to level a creeping barrage that saw industrial towers and fortified manufactora topple in flames. Entirely sheathed as it was in strata of metal and machinery, the Metalican surface erupted in clouds of shrapnel and the flames of ruptured fuel-conduits wherever the shells fell. Prefabricated barricades dissolved in sprays of corrosive pus, the soldiers behind them screaming as they too were eaten away.

Wading through the fire came the last Titans of the much-reduced Legio Morbidus. Lathfyr had lost many engines amidst the death-throes of Ferrovigilum, and now she sought to extract vengeance from all who fought to defend Metalica. The mutated Titans marched down broad processionals, footfalls ringing against the ironclad ground, huge shoulders smashing aside gantries and pipes where they jutted out into their paths. Bloodied but unbowed, the combined might of the Imperial defenders surged to meet the corrupted God-Engines. Iron Skulls Titans, Knights of House Raven, massed battle-tanks, Adepta Sororitas and Astra Militarum sallied to meet the offensive head on, or dug in amidst defences and industrial shrines to hammer the oncoming enemy with fire. Marshal Tertian held back, meanwhile, his elite Skitarii cohorts – along with throngs of furious Tech-Priests and their weaponised servitor retinues – forming a last line of defence before the walls of the Macrosanctum itself.

Crushed into the confines of the industrial sprawl, fighting on a savagely narrow front, the god-like fury of the Titan duel was horrific. Void shields flared and died. Fortified buildings crammed with battling infantry were transformed into collapsing conflagrations. Swathes of war engines and tanks vanished amidst expanding storms of plasma. The renegade Titan *Harbinger* died in a thunderous crossfire, only for the Imperial *Deus Exactor* to follow it seconds later. The Warhounds *Savage Beast* and *Lupus Rex* fell one after the other, the latter battered by the fury of the former's overloading reactor. The monstrous *Flesheater* toppled backwards into a horde of Chaos Cultists, killing hundreds.

Then came Lathfyr, and *Despair Incarnate*. The renegade Imperator waded through the battle's heart, killing three Iron Skulls Titans in quick succession. Plugged into the data-impulse units of his inner shrine, Fabricator General Khleng sent orders for more and more Imperial forces to bring down the rampaging deity. Archaeopters dived down to rain fire on the Titan's fortified shoulders. Imperial Knights and Metalican war engines battered the Imperator's void shields down one by one. Still it came on, trampling the rearmost defence lines, carving a path through which Typhus' elite armour and surging zombie hordes poured. In a last ditch act of desperation, ancient weapon shrines awoke amidst the spires of the Macrosanctum itself and levelled a volley of void missiles at

REMISSION

As the fighting raged around the Macrosanctum Primus, a new threat to Typhus' plans of conquest became clear. Covens of heretic sorcerers whispered with growing alarm as they cast their runes and performed their divinatory rites. At first they were unsure of their dread predictions, for the vast, ever-fluctuating power signatures thrown out by forge world Metalica interfered with even warpcraft. As more omens presented themselves, however, and the signs became clearer, Typhus' servile covens came to a terrible certainty. The power of The Sore – the unclean warp rift blighting the Metalica System – was waning.

Perhaps it was caused by the empyric assault launched upon the rift by the astropaths of Ferrovigilum. Then again, maybe theirs had been an empty martyrdom and this was instead a result of some other unfavourable circumstance – fluctuations in the tides of the warp; meddling by the servants of one of the other Dark Gods with a vested interest in seeing Typhus fail; a retraction of the Plague God's favour; it could be any, all, or none of these, for the sea of souls is ineffable even to those steeped in its power.

Cause mattered little to Typhus – but the effect mattered more so. It was The Sore's dissonant presence that stoked the warp storms cutting the Metalica System off from the wider war zone. If it should collapse before his battle was done, how long before the warp storms blew out in turn and left the system wide open to invasion by Imperial reinforcements? Typhus' headlong push for Metalica had always been a gamble, a mutilation of the steadier and more nuanced strategy he had originally planned. It depended upon speed, which the Metalican forces had leeched away with their stubborn defence, and upon the raging warp. That now looked set to fail him too. His attack was running out of time.

Despair Incarnate. Skipping through reality, the archeotech warheads plunged into the Imperator Titan and detonated. With shocking suddenness, the Imperator Titan ground to a halt and stood silent and lifeless before the very walls of the Macrosanctum.

Typhus' horde spewed through the ragged wound torn by the Legio Morbidus. Mounted aboard armoured transports of the Second Plague Company, his Death Guard elite roared ahead of a tide of Poxwalkers, plague cultists, renegade Imperial Guard and Heretic Astartes warbands. Here was all the remaining might at Typhus' disposal, turned to the singular task of delivering the Nemesis Wurm into the heart of Metalica's Macrosanctum Primus.

The Imperial defenders reeled. Cycles on end they had held their ground, steeled by the knowledge that reinforcement drew closer by the hour. Now, so near to deliverance, the enemy's breakthrough was more than some could bear. The mauled remnants of Astra Militarum regiments fled, choking the guns of the Adepta Sororitas and Space Marines who sought to steady the lines. As mayhem reigned, Typhus' spearhead drove deeper until it reached the very walls of the Macrosanctum. There the Traveller was met by a firestorm.

Marshal Tertian had fought across entire star systems to protect his forge world. With the imperatives of his Fabricator General thrumming through him like the Omnissiah's will, he commanded a masterful last-ditch defence. Gun emplacements all over the walls and spires of the Macrosanctum rained murder down upon the Death Guard. Rank upon rank of Skitarii, battle robots, heavily augmented Tech-Priests and monstrous battle servitors hurled their fury into the onrushing traitors from prepared positions. Death Guard tanks shuddered and exploded as they tried to push forward. Burning figures lumbered out and opened fire, dropping one by one as las-beams and energy blasts found them. The shambling neverdead pouring into the killing zone before they walls were met by fusillades of carbine fire that dropped them in rotted mounds.

As his Land Raider convulsed under the merciless gunfire, Typhus felt his offensive withering. He had come so close to delivering his deathblow. A knot of Dark Mechanicum adepts hunched with him in the tank's troop bay, nursing the biomechanical cocoon within which his meta-plague gestated. They stared at him, sensing the desperation of the moment, tasting the bitter sterility of defeat. Typhus knew that, unless he ordered the retreat at once, his last forces would likely perish and he along with them.

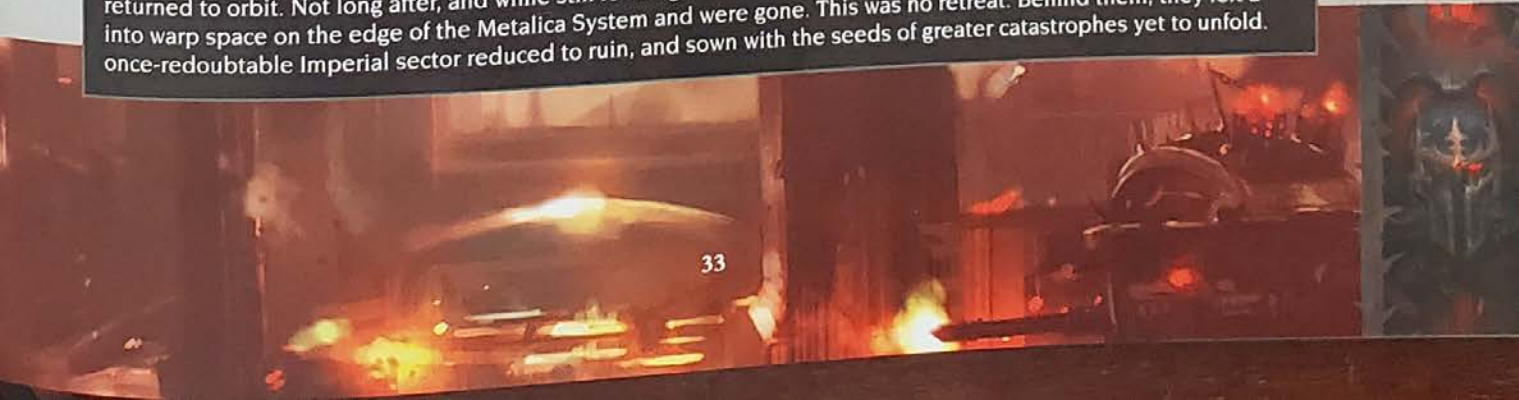
He hit the rune to open the Land Raider's assault ramp. This battle would not end in the compromise of hard-fought defeat and another Imperial cornerstone left battered but resolute. Typhus would have victory or death. He would offer Nurgle no less. Even as the tank's ramp whined open, the Traveller voxed his orders, commanding all remaining Death Guard to form on him and advance while the traitor artillery behind the lines dropped an indiscriminate barrage across the entire battlefield. The Death Guard were renowned for one thing above all else – indomitable resilience. Now they earned their reputation anew. With Typhus and the last of his Terminators shielding their precious malady, and squads of Plague Marines advancing on foot with bolters blazing, they trudged indomitably through the pummelling fire of friend and foe alike. Ancient warriors fell, riddled with shots. Typhus was hit and wounded once, twice, thrice, but kept up his advance. Skitarii fire-discipline faltered, became frantic as the Plague Marines drew close enough to unleash jets of disease-matter and whistling blight shells into them. Closer the traitors pushed, and closer still.

Marshal Tertian launched his counterpunch as Typhus reached a towering archway, thick with blazing promethium braziers and graven with the sigil of the Omnissiah. Thinking to finish the Traveller and his embattled comrades, Tertian had his elite Vanguards draw up in a firing line across the entrance to the Macrosanctum. With an evil laugh, Typhus unleashed the thrumming fury of his Destroyer Hive upon them. As the Skitarii reeled, the Traveller stormed through the archway, swung his manreaper high, and lopped Marshal Decitor Septrax-Tertian's head from his shoulders. Plague Marines and dark magi ploughed through in Typhus' wake, and before the flanking forces of Metalican troops could converge upon them, a tidal wave of cultists and Poxwalkers crashed forward to pin them in place.

Minutes later, guided by the techno-sorcery of the Dark Mechanicum, Typhus swung another mighty blow and hewed down the doors to Khleng's innermost shrine. Within, the Fabricator General's cyborg bulk was linked up to countless datafeeds, his near-omniscient awareness stretched so far across his planet's battlefields that it took him long moments to register the invaders within his sanctum. By the time he did, and sent urgent imperatives for aid flashing out through the noosphere, it was far too late. Under Typhus' unwavering gaze, the dark magi slunk forward to plug the plague-cocoon into the helpless Fabricator General's mechanical body.

CATASTROPHE

Only partial Imperial records survived the culmination of the Plaguebringer Offensive. These fragments showed a catastrophic surge of data-corruption erupting from the Macrosanctum Primus less than half an hour after Typhus and his entourage vanished within. Of the subsequent scrapcode outbreaks that ravaged the surviving Metalican soldiery, the violent anarchy that erupted through the Prime Industrial Cluster or the heretics' fighting retreat through its midst, precious little information remained. It seemed clear, however, that within half a cycle of the first outbreak of the Nemesis Wurm upon Metalica, Typhus and the vast majority of his surviving forces had successfully returned to orbit. Not long after, and while still fending off harassing Imperial naval assets, the traitor fleet plunged into warp space on the edge of the Metalica System and were gone. This was no retreat. Behind them, they left a once-redoubtable Imperial sector reduced to ruin, and sown with the seeds of greater catastrophes yet to unfold.




Having completed his mission, Typhus with
RHODIOR SYSTEM
METALICA SY
BARLECH'S CHANNEL
(Warp route)
CHROMYD SYSTEM
BREZANT
SABHIRA
(Death world)
OKHARIUM
(Industrial world)
MARTYR'S REST
(Mausoleum world)
DYROCH'S REACH
(Hive world)
TORTHUSA
(Agri world)
Chromyd System
Having completed his mission, Lord Thraxoplasmox withdraws.
THE GREY PASSAGE
(Warp route)
ELADAGH SYSTEM
IAP SYSTEM
LIRAC SUB-
THE WAY OF SOULS
(UNSTABLE SPUR)
(Warp route)


LIS SUB-SECTOR
FEIROR SYSTEM
ALUMAX SYSTEM
MINOR FORCE DETACHMENT
DURALIM SYSTEM
SYSTEM
M'BOR SYSTEM
LAF'S STRAIT
Warp route)
S SYSTEM
CYCLOS SYSTEM
Be'lakor and his disciples vanish, along with Kolossi, stealing the world and escaping victorious.
DEATH GUARD
HOUSE RAVEN
METALICA
CHAOS (OTHER)
THOUSAND SONS
GENESTEALER CULTS
IMPERIUM (OTHER)
ORK PIRATES
DRUKHARI
DEIMOS
Systems marked with this border should be considered reduced to ruin / subject to ongoing heretical corruption.
This is the route taken by Battle Group Tarsus.

MET/CI/CHRON – 1058LRC AND COUNTING...

AFTERMATH

Typhus had retreated from Metalica, and seemingly quit War Zone Charadon entirely. Initial estimates suggested the heretics had suffered greater than eighty percent casualties, before factoring in the auxiliary forces abandoned in the wake of their flight. The most bombastic Imperial strategos may have called it a victory for Mankind. They would be utterly wrong to do so...

The anarchy left in Typhus' wake paralyzed forge world Metalica for many cycles. Mutant servitors, malefic plagues and roving traitor warbands remained on the surface, while the daemonic entities possessing the Coronae would not be banished without further bloodshed. Global production capacity had been reduced to less than a third of its pre-war standard, while shortages of raw materials from neighbouring worlds and systems meant that the actual shortfall was even worse. Yet the greatest damage by far had been wrought by Typhus' Nemesis Wurm; self-replicating scrapcode plunged blessed cogitator stacks into entropic delirium and corroded precious relic-data; revolting organic growths spilled from ducts and pipes throughout the Prime Industrial Cluster and had to be constantly burned away; most appalling by far, Fabricator General Khleng had been reduced to a grotesque parody of his former self. He was now a bloated biomechanical mound whose oozing tendrils spread like mycelia through the data-architecture of the Macrosanctum Primus. Fever heat baked off of Khleng's mutated body. Oily sweat drizzled from him until it formed a rancid pool squirming with virulent nematodes. He rambled constantly, mangled binharic and glitch-riddled screams mingling with sonorous chanting in a language no mortal could comprehend.

It took thousands of hours of painstaking noospheric exorcisms and physical purgation to cleanse the corruption from the Prime Industrial Cluster. At last, though, it was declared sanctified, albeit with repair efforts that would continue for years to come, and with the understanding that certain precious technologies had been lost for good. The Fabricator General was the last victim of the purge. His loyal magi remained convinced for far too long that the purity of the Omnissiah's blessings would allow Khleng to overcome any empyric or biological corruption. Not until the sixty-third cycle after Typhus' departure were the sanctified cleansers at last permitted to saturate the Fabricator General's sanctum by lethal rad bombardment, then obliterate all trace of his physical presence. Even then, the deed was carried out with much binharic lamentation, for surely Metalica had paid an insupportable price in order to weather the storm of war. The forge world's surviving magi took solace in the fact that they had at least endured the worst the heretics could throw at them, and would rebuild stronger and purer than ever before.



Seven cycles after Fabricator General Khleng's body was destroyed and the last heretical corruption eradicated, the Nemesis Wurm erupted anew. Biological growths blossomed like fungi from previously untouched machinery, bulging and bursting to spray diseased matter in wide arcs. Crackling daemonic data-vores ravaged information cores that had been old when the Emperor took to the Golden Throne. Skitarii deformed into bloated horrors then turned their guns on their fellows, while the agonised binharic howls of Fabricator General Khleng echoed once more through the planet's noosphere. For three full cycles, the forge world fought to purge the taint once again. The Tech-Priests reassured themselves that some infectious element must have been missed. This time, surely, the last of the heretics' malady had been purged.

Seven cycles after the final trace of disease was purged in this second cleansing, the Nemesis Wurm returned. Then it came again, and again, and again. Gradually the priests of forge world Metalica grasped the damage Typhus had done to their world. No, their planet had not fallen all at once; the Traveller had not been so merciful as that. Instead, unless they could find some ultimate cure or method by which the malady could be analysed, located and eradicated, their forge world would die a slow and agonising death. It might take years to reach its inevitable and ghastly conclusion. Yet die Metalica surely would. And worst of all, for all their binharic prayers and auto-augury, the planet's priesthood did not even know where to begin the search for such a cure...

Typhus did not witness the slow creep of his inevitable victory setting in. He was already far away from the Metalica System, already plotting how to restore the troop compliments of the *Terminus Est* and build his Plague Fleet back to its former strength. However, Typhus knew that his victory was complete, for his god had sent him a sign of his favour. After long months of pain and frustration, the blessed wound inflicted by Canoness Joghilde had at last sealed itself. Typhus was whole once more, and felt the churn of fresh blessings all through his body and mind. Yes, Nurgle was pleased with his offering, and with that certainty burning in his rotted soul Typhus plotted his next conquest.

THE WAR ZONE'S FATE

The final battle for the fate of the wider War Zone Charadon took place upon the ocean world of Fathom. There, cycles of bloody battle had seen the elite of Battle Group Tarsus face Lord Zeid's heretics across every possible theatre. Wheeling dogfights amidst storm-lashed skies, violent skirmishes across repugnant flesh-and-filth islands, and countless crashing battles over, under and through the planet's rigs and ships had

left hundreds of thousands dead. Entire theatres of war had sunk into the limitless depths, dragging screaming armies down with them. Through it all, Abbess Vahl pursued Akhorath Zeid with dogged determination and unshakeable zeal. In the depths of Aqua-harvesting Rig 794/3, he sprang a bestial ambush that saw over one hundred Daemon Engines and a tide of gibbering Chaos Spawn pour down upon Vahl's Sisters of the Order of Our Martyred Lady. Cleansing flames billowed until the air itself burned as the fighting raged for almost a full cycle. Several hundred Battle Sisters were martyred as they battled through the winding corridors and gantries of the rig's tangled heart, driving back mechanical monstrosities and nightmares of flesh and fang. At last, Vahl herself led a charge of Paragon Warsuits that saw she and Lord Zeid almost kill one another in one-on-one combat, and sent the broken Black Legion force into full retreat.

The two were to clash again just cycles later. Following costly victories on several aqua-harvesting rigs and a concerted aerial victory in Fathom's northern hemisphere, the Indomitus Crusade forces gained real momentum. Seeking to reverse his foes' victories with a coup de grâce, Lord Zeid planned another trap aboard Omnis, a vast undersea habitat-sprawl that had formerly served as the coordination point for Fathom's macro-trawler fleets. Abbess Vahl, now wise to her enemy's obsessive focus on ambush predation, employed targeted barrage bombs from orbit like immense depth-charges to first compromise Omnis, and then force it to engage its preservation protocols.

The immense habitat-sprawl rose to the surface like the exhumed remains of some ancient civilisation, jetting mile-high geysers of water and displaced atmosphere. Even before it had completed its groaning emergence, thousands of Imperial solders descended aboard gunships and landers to force breaches and invade the enemy-held megastructure. Though she had by now been wounded several times, Abbess Vahl shrugged off her hurts and led the attack again, this time aided by Chapter Master Tanielu and his surviving Excruciators, as well as huge numbers of Tempestus Scions and veteran Skitarii cohorts. For long hours the battle raged, the heretics forced to give ground time and again as vengeful Imperial warriors overran their defences and weathered their increasingly frantic assaults. In the end, though, the Imperial champions were denied their final battle with Lord Zeid. When the Lord Discordant called in his vast orbital lander to once again stage a daring extraction mission, Abbess Vahl and Princeps Grevan reached swift agreement this could not be allowed. Raven Knights hammered the void ship with fire, crippling its engines and bringing it's flaming wreck down like the Emperor's own blade atop Zeid and his Chosen. Over two square miles of Omnis sank into the depths beneath the craft's blazing, explosion-riven mass, and though extensive searches were made of the subsequent wreckage field, no remnant of Lord Akhorath Zeid was seen again by his Imperial pursuers.

As word of Zeid's death spread through the Feiror System, so the last of the fight went out of the heretic defenders. Warbands of Chaos Space Marines scattered to the winds of the warp, seeking easier prey amidst the galactic maelstrom. Chaos cults and mutant uprisings collapsed into despair at the belief that their gods had abandoned them. Imperial victory was declared throughout the system. Yet it remained to be seen how pyrrhic that victory was.

ENDINGS AND BEGINNINGS

With Typhus' departure, the gradual dispersal of the warp storms around the Metalica System, and the defeat of Akhorath Zeid, War Zone Charadon was declared pacified. Of course, it took months for the after-action reports to filter via Kobolt's astropathic relay to Segmentum Command, and even longer for that declaration to return. By the time it rang out through the Obolis and Lirac Sub-sectors, it had already been proven hollow. Forge world Metalica was crippled, it's brutalised infrastructure yoked to the hunt for a cure to a sickness its Magi barely understood. The forge world's closest allies, House Raven, had lost their home world entirely. Princeps Grevan recognised that declaring his entire House as Freeblades would only compound the victory of whatever foe had stolen Kolossi away. Yet House Raven could not ignore the catastrophic insult done to them, nor the dishonour of such a profound loss. Instead, their House was sworn to a new oath; they would roam the stars, battling heretics wherever they found them and seeking news of Kolossi's fate. They would hunt whatever malign power had stolen or destroyed their home world, and exact blood-vengeance no matter the cost. This decision left the Lirac Sub-sector badly weakened, but neighbouring Obolis had suffered worse. A handful of its worlds remained viable, most notably in the Rhodior System which had been least affected by the war. Yet even it was overwhelmed by seething tides of diseased refugees, as well as the burden of its Imperial tithes. Meanwhile, planets throughout the Brezantius, Feiror, Duralim and Alumax Systems remained indefinitely quarantined due to plague or ongoing neverdead infestation; had been subjected to Exterminatus; or else lay in the hands of heretical or xenos warlords. Great treasures of the Adeptus Mechanicus still languished upon many of these worlds, but for now few possessed the strength or will to seek them. Only on the Chromyd front did some last fires of war still burn, as the relentless Lord Thraxoplasmox was at last driven back by the vengeful Cohorts of Deimos. Yet even this victory was hollow, for Thraxoplasmox himself escaped vengeance along with several plague ships of his warriors, and left behind him a system utterly incapable of ever again supporting life. Like a soldier left wounded and diseased, the better to drain the resources of his comrades, the heartlands of the Charadon Sector had been utterly ruined. It would take years of effort and countless lives to truly cleanse and reclaim the region, if indeed it could be rescued at all, and all the while it would serve as a festering plague-bed from which fresh infestations would bloom with every passing cycle. Abaddon had his bloody victory in the Charadon Sector, and the warriors of the Indomitus Crusade could do little but detach what forces they could to help the ongoing fight, before pressing on in search of battles where they could truly bolster the Emperor's realm.



FORCES OF THE IMPERIUM

During the latter battles in War Zone Charadon, bloody attrition had winnowed many of the original defenders down to a shadow of their former strength. However, a massive influx of Indomitus Crusade forces greatly altered the character of the Imperial armies committed to the war zone as the fighting wore on. Meanwhile, those initial defenders that survived were forced into new formations and consolidated alliances in order to fight on and survive.

INDOMITUS CRUSADE FLEET PRIMUS BATTLE GROUP TARSUS [FILE ALPHA-02//7]

Battle Group Command

Abbess Sanctorum Morvenn Vahl, Vox Imperator, Most Blessed [See file B34>>82365 for detailed breakdown of the Abbess Sanctorum's accompanying martial elite / bodyguard companion elements]
Groupmaster Abedwe, shipmistress of the *Crown of Ashes*
Captain Vorn, Fulminators 4th Company
Captain Daisu'ka, Direglaives 3rd Company
Canoness Preceptor Sigurd Chastrin, Order of Our Martyred Lady
Canoness Preceptor Merity Khol, Order of the Argent Shroud
Canoness Preceptor Ximena Sandro, Order of the Ebon Chalice
Huntmaster Iyap Grothelgaard, House Griffith Shield Captain Vesandrius Malathor
Supreme Consul-Commander Maximillius Bletch, Astra Militarum [Kostian Cavaliers] and consolidated council of officers

[Note that documentation detailing additional lesser officers, strategic aides, Ecclesiarchal and Adeptus Mechanicus spiritual advisors, scriptological/ancilus-lexographic staff, life guards and other officium-esotericum personnel detailed in files Alpha-03//1 through Alpha-06//9]

Battle Group Primary Battle-line Assets [Reserve / Ancillary Assets listed in attached file B46>>7554]

Order of Our Martyred Lady, 11 Preceptories
Order of the Argent Shroud, 5 Preceptories
Order of the Ebon Chalice, 7 Preceptories
Additional Orders (Bloody Rose / Onyx Periapt / Carmine Tear / App:other:addendus), 23 Missions
Fulminators Strike Force Vorn
Direglaives Strike Force Daisu'ka
Questor Imperialis House Griffith, 7 Lances
Questor Imperialis House Draconis, 2 Lances
Questor Mechanicus House Taranis, 3 Lances
Companions of Malathor Shield Company
Cobalt Sharks Cadre, Silent Sisterhood
4 Regiments Tempestus Scions [12th Delphic Centaurs / 36th Arcadian Wolves / 41st Kappic Griffons / 19th Betic Gorgons]
Estimated strength: 73 Regiments Astra Militarum

[notus inclusor 447th Cadian Vengers, 117th Ardassi Gravediggers, 79th Mobrech Drakes, 99th Volpone Bluebloods]

Battle Group Main Void/Naval Assets

Martyr's Halo – Personal battleship of Abbess Sanctorum Morvenn Vahl, pattern [INFORMUS RECUSIO INTERDICTUM]
Crown of Ashes – Vanquisher-class battleship, Flagship Groupmaster Abedwe
Indefatigable – Nemesis-class fleet carrier
Unstinting Wrath – Furious-class grand cruiser
5 Navis Imperialis cruiser-class vessels
17 Navis Imperialis escort-class vessels
41 Navis Imperalis transport-class vessels
6 Adepta Sororitas Piety-class cruisers [add: file/ 'The Gift of Arch-Fabricator Nexatin']
6 Preceptor-class invasion cathedrums
19 Adepta Sororitas capital-class offering ships [varied patterns and provenance]
8 Mission-class drop chapels
Fulminators strike cruiser *Ominous*
Fulminators Sword-class frigate *Scourge of Kalestos*
Direglaives strike cruiser *Deathblow*
4 macro-lander-class Knight-transport vessels
1 Cathedrum-class invasion lander [aff: House Draconis]

...List continues docG77F<L13

DURALIM COURT OF DEFENCE

It is impossible at this time to gain an accurate representation of the military forces that fought beneath the banner of the Duralim Court of Defence. Indeed, considerable debate continues as to the legitimacy of this ad hoc organisation, and the relative successes or failures that it enjoyed during the wider conflict for War Zone Charadon. It is certain that elements of Knight House Raven, the Iron Skulls Titan Legion and a substantial number of under-strength Astra Militarum regiments were affiliated with this body at various times during the conflict; further that it had connections with – though appears to have held little sway over – several Adeptus Astartes contingents including Excruciators, Raven Guard, Ultramarines, Astral Templars and others.

DEFENDERS OF METALICA

[Note – full strength of Metalican defence forces impossible to gauge, partly due to complexity and immensity of said forces, and further thanks to labyrinthine secrecy with which the priesthood of the Omnissiah operate. Thus, the numbers below should be considered extremely approximate and continue on archived data-tablet 845.34609]

Prime Industrial Cluster Defensive Assets

Fabricator General Khleng and senior Tech-Magi of forge world Metalica *[numeris obscuras]*
14 Skitarii Marshals *[sub-ref Marshal Decitor Septrax-Tertian]*
11 Skitarii macroclades and attached vehicular and servitor support elements *[note – wide variety of sub-soldiery within designator, sub-refs Serberys / Pteraxii / Sicaran]*
[numeris obscuras] Cult Mechanicus Electro-Priest conclaves and spiritu-mechani-auxilia
5 Cohorts Legio Cybernetica
[numeris obscuras] Legio Reductor macro-artillery assets
7 Silver Skulls Titan-class engines *[note – presence of 3 Warlord-class engines inc. Absolution in Fire]*
[numeris obscuras] Astra Militarum infantry, armour and artillery regiments *[sub-ref data-tablet 125.07]*
[numeris obscuras] Adepta Sororitas *[NB LIST CONTINUES FILE >64k::2396]*



FORCES OF CHAOS

By the time Typhus' invasion forces poured through The Sore and into the Metalica System, what once had been a sprawling alliance had fractured into multiple factions. A great strength of traitors still followed the Traveller. Others had pledged themselves to Akhorath Zeid, or to one of any number of lesser warlords and despots. Others still vanished into Be'lakor's shadowy thrall.

INVADERS OF METALICA

Death Guard

Typhus, the Traveller, chosen of Nurgle
28 Plague ships *[estimates 14 Capital-class/14 assorted Cruiser- and Escort-class] [sub-ref: numbers believed bolstered by surviving craft of Oghlosmus Bilge's Plague Fleet]*
1 Space hulk-class macrovessel *Banechilde*
5 Vectoriums, 1st Plague Company
2 Vectoriums, 2nd Plague Company
1 Vectorium, 4th Plague Company
9 Vectoriums, 6th Plague Company
117 Armoured fighting vehicles / Daemon Engines
Neverdead / Cult Auxilia *[numbers defy easy quantification, but likely to stand in the hundreds of millions]*

Legio Morbidus

Imperator-class Engine Despair Incarnate >>att. Princeps 'Balequeen' Lathfyr
31 Engines, varying weight-classes, see app.H-777/amendus968< *further information*>
49 Huntbands Venatarae [elite footsoldiery, see app.RKX-9]
Att. – Dark Mechanicum delegation [REDACTED, VERMILLION – *repeat requests for classified information logged, Umber-7 protocol commencing*]
37 supporting lances Questor Traitoris >House Parasitis >House Repugnor >House Noctis >House Herpetrax >House Blisterborn >>>>sub-list cont::::ex-app.>>EXG14<XG4>

Traitoris Militarum

Reports persist that numerous Platoons – sometimes entire regiments – of Astra Militarum soldiery fell into heresy during the latter stages of the battles for War Zone Charadon. Determining numbers and veracity both pose problems, and [REDACTED] Ordo Militarum [REDACTED] only conjecture and eye-witness reports including the 77th Karvossi Corpsemakers, the 18th Slarvast Gunners and – most shocking of all – the previously celebrated 1st [REDACTED] Regiment.

ZEID'S CARNIVORES [SUB-REF: BATTLE OF FATHOM > > ATTACHED PERIPHERAL PLANETARY CONFLICT THEATRES FEIROR SYSTEM]

Lord Zeid's Adamantine Beasts

2 Cruiser-class void ships
134 Daemon Engines (18 super-heavy classification, assorted patterns abominatus)
2 Warbands, Black Legion
39 Regiments, Traitoris Militarum [*Numeris Incalculo*] Chaos Cultists [*sub-ref: Sons of Annihilation / Bringers of Wisdom / Thirteenth Rising / full list see data.tablet 19486*]

Renegade Warbands

31 Void craft [*varying classes, some indistinguishable due to corruption extremis*]
12 Lances Questor Traitoris >House Mothrok > House Atrax
36 Warbands Heretic / Renegade Astartes [varying size from squad-level deployment to Adeptus Astartes Company equivalent] >Helhawks >Night Lords >Ravagers >The Unclean [*sub-ref full list data.tablet 3259*]

DISCIPLES OF BE'LAKOR

Tsorr'Kanath's Faithful

Equiv-deployment fortis >2 Companies Adeptus Astartes
16 Armoured fighting vehicles

Yarron Thayl's Subtle Blades

Equiv-deployment fortis >2 Companies Adeptus Astartes

Questor Hereticus

Equiv-deployment fortis >2 Companies Adeptus Astartes

Fleet Elements

[REDACTED]

Manifestarum Malefica

[REDACTED]

In addition to the more formalised and cohesive heretic military formations operating throughout War Zone Charadon, there were countless bands of lost and damned souls. Scriptoral efforts are ongoing to enumerate the vast numbers of misguided and heretical religious sects, turncoat Astra Militarum and Skitarius soldiery, mutant uprisings, neverdead infestations and Heretic Astartes pirate bands reported at large throughout the Obolis and Lirac Sub-sectors at this time. In addition to these innumerable heretic elements must be added the increasing number of xenos raiders now flocking to the region.

> Orks [*Kaptin Dregbad Skullbusta*]
> Hrud [*Thrice-wither Warrenbrood*]
> Vorchik [*3 Subjugation Korps*]
> Drukhari [*unconfirmed*]
>[REDACTED]

THE LOYALIST ALLIANCE

The Imperial armies and navies who fought through the latter stages of the Charadon conflict were divided by vast stellar distances, by raging warp storms and by entrenched ideologies. Yet in one respect they were unified more strongly than ever before – all sought to drive the heretic invaders out of the region no matter the cost in lives.

From around the time that Battle Group Tarsus forged into the Charadon Sector, the Imperial forces embroiled in the conflict could be divided into two broad groups. On the one hand were the defenders, some dug in and fighting furiously to drive the enemy back while others were besieged, desperate, clinging to whatever tenuous fortifications remained. Then there were those launching devastating counter-attacks against the divided invaders. Abbess Vahl and her Indomitus Crusade forces comprised the majority of these, but as her offensive drove deeper into the Obolis Sub-sector it freed ever more Imperial assets to switch from a defensive to a proactive strategic stance.

Of the defenders, by far the most aggressive were those forces committed to the Chromyd front. Unlike the armies that fought to defend Metalica, the Chromyd front forces possessed numerical and strategic superiority over their foes, and could afford to pursue a policy of aggressive defence and methodical advance. A desperate eleventh-hour rescue mission by Deimosian Sicarians had seen almost half of the Sabhiran Swords' leadership extracted from their death world home before its final demise. Their experience and bloody hatred for Lord Thraxoplasmox proved a considerable asset to Cryptoemissarius L'au, who formed a council of war with those hard-bitten commanders alongside surviving Imperial officers from elsewhere in the Chromyd System. Leveraging their expertise and wisdom, L'au gained significant insight into the ways in which Lord Thraxoplasmox and his subordinate warlords did battle. She was thus able to disseminate tailored strategic imperatives to her Deimosian Skitarii that saw their efficiency in battle against the Death Guard increase by almost twenty percent. Alongside the macroclades of Deimos marched a battered but determined alliance of Metalican soldiery and the remnants of several dozen Astra Militarum regiments. The latter fought under the overall command of former Captain Glaine Kherrus, a Savlari officer who had been unanimously field-promoted by L'au's war council. Now labouring under the rank of General, the dour Kherrus ensured that the forces under his command took every possible precaution against the rampant viral corruption spread by the foe. It helped only a little, for the poxes spread by the Death Guard were metaphysical in nature; but all the same, as Lord Thraxoplasmox fought his bloody retreating action out of the Chromyd System, Kherrus' anti-corruption regulations saw his regiments fight with more safety and efficiency than any other Astra Militarum forces in the campaign to date.



For the counter-attackers' part, the forces of Battle Group Tarsus were formidable indeed. They had fought a long and violent road to reach the Charadon Sector; many of the battle group's elements had been blooded across multiple worlds, their weaker warriors slain while the more skilled, savage or downright psychotic had added fresh notches to their sword blades and battle-scars to their hides. They had been reinforced at Parmidia, at Lorthax II and amidst the gas-giants and void-stations of the Omnobia Cluster, yet even these more recently recruited forces had by now earned their place several times over.

The main reason that the warriors of Battle Group Tarsus were quite so battle-tempered was the leadership of Morvenn Vahl. The Abbess Sanctorum led an enormous contingent of Adepta Sororitas soldiery that formed the core of the battle group's forces. Indeed, this was the largest single deployment of Battle Sisters within the ranks of Fleet Primus, and the combined zealotry of Vahl's followers showed through. They had fought with uncompromising zeal since day one of their crusade, never turning aside from a threat, never taking the easier route or refusing a challenge. Vahl herself viewed every battlefield as another altar upon which to make bloody offerings to the Emperor. Her Sisters, meanwhile, were enraptured by the Abbess' presence and by the merciless example that she set. They fought with the ferocity and conviction of those already certain they would be victorious, and by their hand was world after world reconsecrated. The non-Sororitas elements of Battle Group Tarsus had the stark choice of keeping up or being found wanting for their sloth and cowardice. Abbess Vahl was not above making examples of allies who displeased her almost as readily as enemies, and once a few mid-ranking Imperial Guard officers and witches had gone to the pyres, the rest fought with the renewed determination of those who did not wish to suffer an equally grizzly fate.

All this is why, when Battle Group Tarsus thundered into the Obolis Sub-sector, they came in a ferocious wave and sought constantly to outdo one another in their service to the Emperor. Rumours persist that, in places, their zealotry spilled over into violence against the very defenders and planetary populations they had come to save. Certainly more than one ad hoc fortification was burned or shelled after the defenders within were declared corrupted by the touch of heretical disease. It is possible that such measures even prevented cross-contamination of the arriving reinforcements; doubtless this was little comfort to those who had fought long and hard in good faith, only to be slaughtered by those whose aid they had long awaited. For all this, the sheer belligerence and momentum of Battle Group Tarsus was the deciding factor in breaking the more organised traitor resistance remaining within the Obolis Sub-sector.

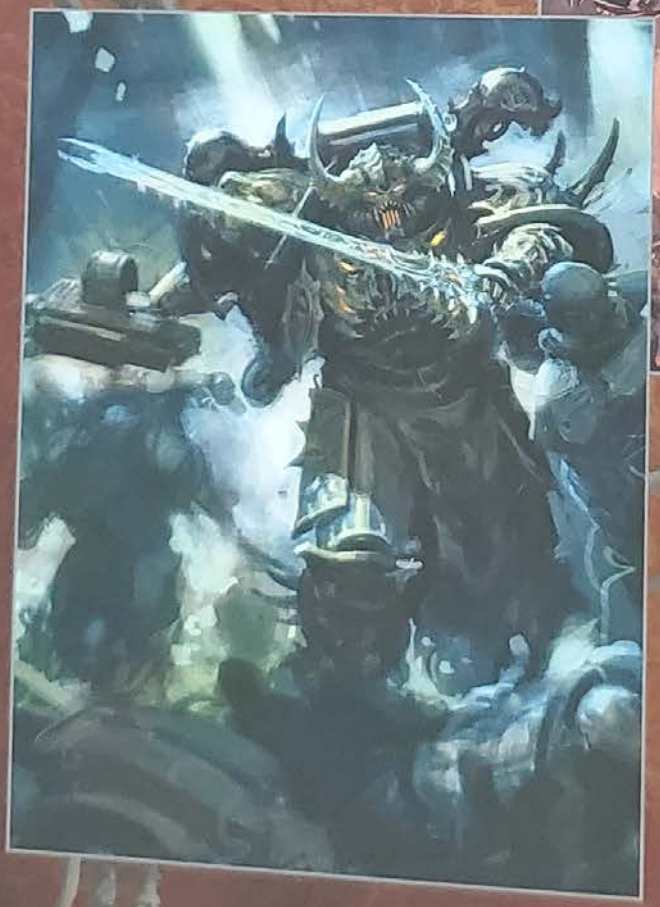












SERVANTS OF THE DARK GODS

Those who worship the Dark Gods are anarchic and factionalised. The greatest Chaos warlords understand this, and know which of their followers are truly loyal and which merely allied for their own convenience. Typhus had no illusions about his invading hordes, and had worked their inevitable fragmentation into his battle plans.

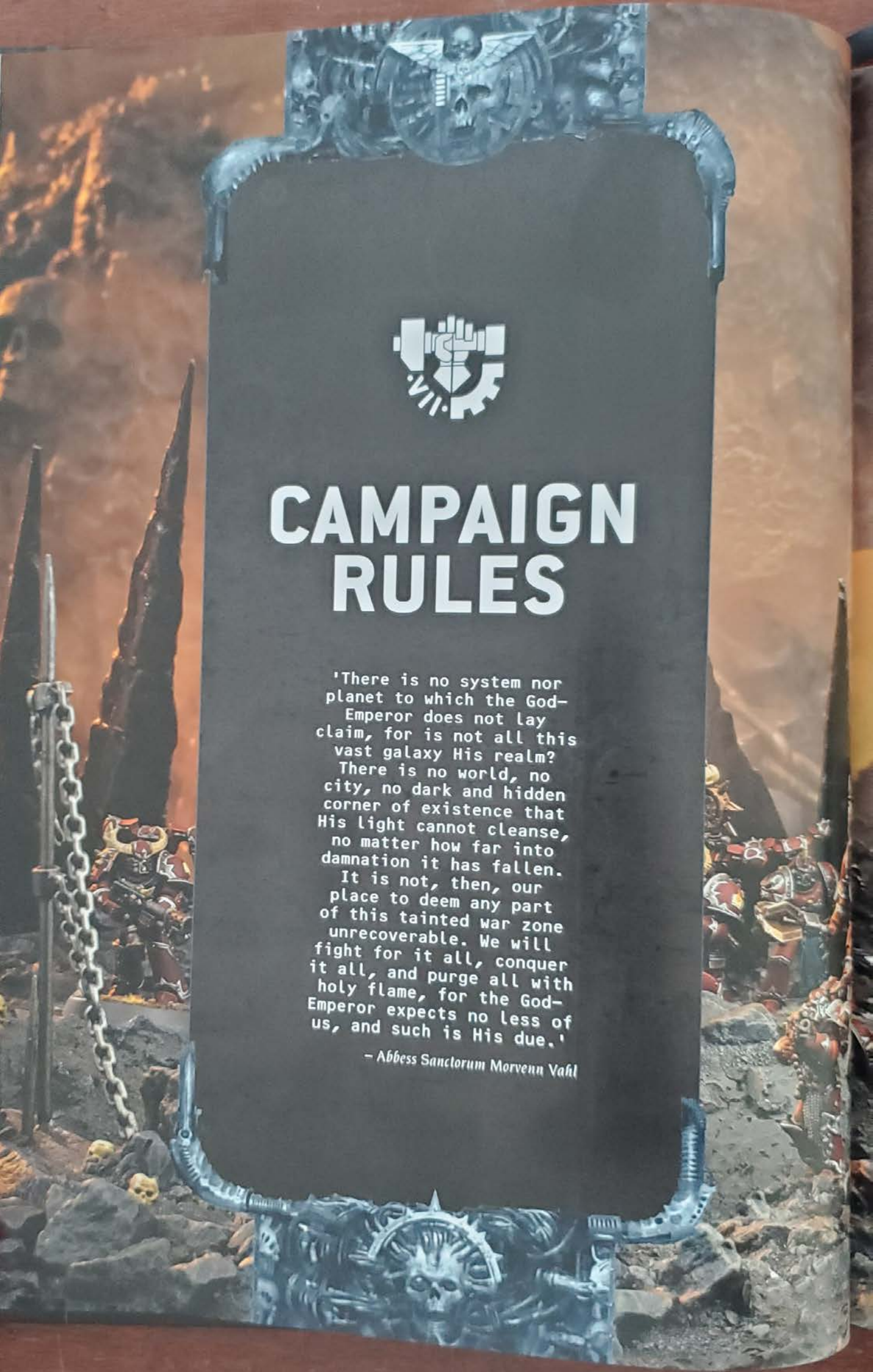
The invasion force that Typhus led into the Metalica System was a distillation akin to those brewed by the finest Biologus Putrifiers. Those Death Guard vectoriums that had followed Typhus to the Charadon Sector, and who had survived to this point, were its base. The loyalty of such warbands as the Maggotborn, the Seventh Knell and the Prophets of Plague was beyond question, for they venerated Typhus even over their Daemon Primarch Mortarion. To these forces, Typhus had added the surviving elements of Oghlosmus Bilge's Plague Fleet. These, too, were warriors of the Death Guard, and as proud of their Legion's continued cohesion and discipline as those from Typhus' own followers. All belonging, as they did, to the 6th Plague Company, they were perhaps not as fanatically devoted to the Traveller as those who had fought beneath his banner since the beginning; but they would follow their Legion's First Captain to battle willingly enough, and they brought with them a wealth of deadly void craft.

Added to this lethal core were the Titans of Legio Morbidus, many lances of Chaos Knights and numerous warbands of Heretic Astartes from other Traitor Legions or renegade powers. All of these were elite forces, deadly in battle and still convinced enough by Typhus' lead to continue following him in the hopes of personal glory and reward. Then, of course, there were the lost and damned masses who provided Typhus' hosts with cannon fodder by the million. Shambling Poxwalkers; downtrodden mutants; diseased cultists and turncoat Astra Militarum fallen to despair and sickness – all followed where the Traveller commanded, fighting and dying for a master who cared nothing for their woes. Of course, this was but one faction, fighting on one war front within the wider sprawl of War Zone Charadon. This was the host that Typhus had melded together for his final assault, drawn from the most reliable or biddable of the strained alliance that had followed him to war all those cycles before. The rest had fractured away from his command and now pursued their own agendas. So long as their actions continued to delay and disrupt the Imperial response, Typhus was more than content to let his former allies ply their own bloody courses to glory or destruction.

Many did just so, continuing to battle on the Chromyd, Brezantius and Duralim fronts, or surging out to assail nearby sub-sectors with sudden piratical attacks. The battle for Unhallow dragged in more Imperial forces by the cycle. This was not because the former prison planet had any remaining strategic value, but rather because of that fact that if the planet's daemonically mutated and rad-saturated oublioplexes were not continually purged, they would spew forth waves of nightmares that had once been inmates to attack other nearby worlds. In the Duralim System, the hive world of Resplendis continued to see costly battles despite early signs of Imperial victory. A network of Chaos cults had vanished into the underhives and ductworks of the planet's cities and continued to fight a desperate guerilla war long after the last of their Heretic Astartes masters had abandoned them to their fate. The warp-tainted Ghoul Fleet striking out from damned Alumax System; the Mutant Queen of Ghajas and her devolved hordes; the Chaos Knights of the Company Malevolent moving from one world to the next and hunting Imperial soldiery for sport; the millions-strong plague zombie swarms of Alexistor, Rosleva and Kapston; all continued to tax the Imperial defenders and keep them on the defensive.

RUMOUR AND SHADOW

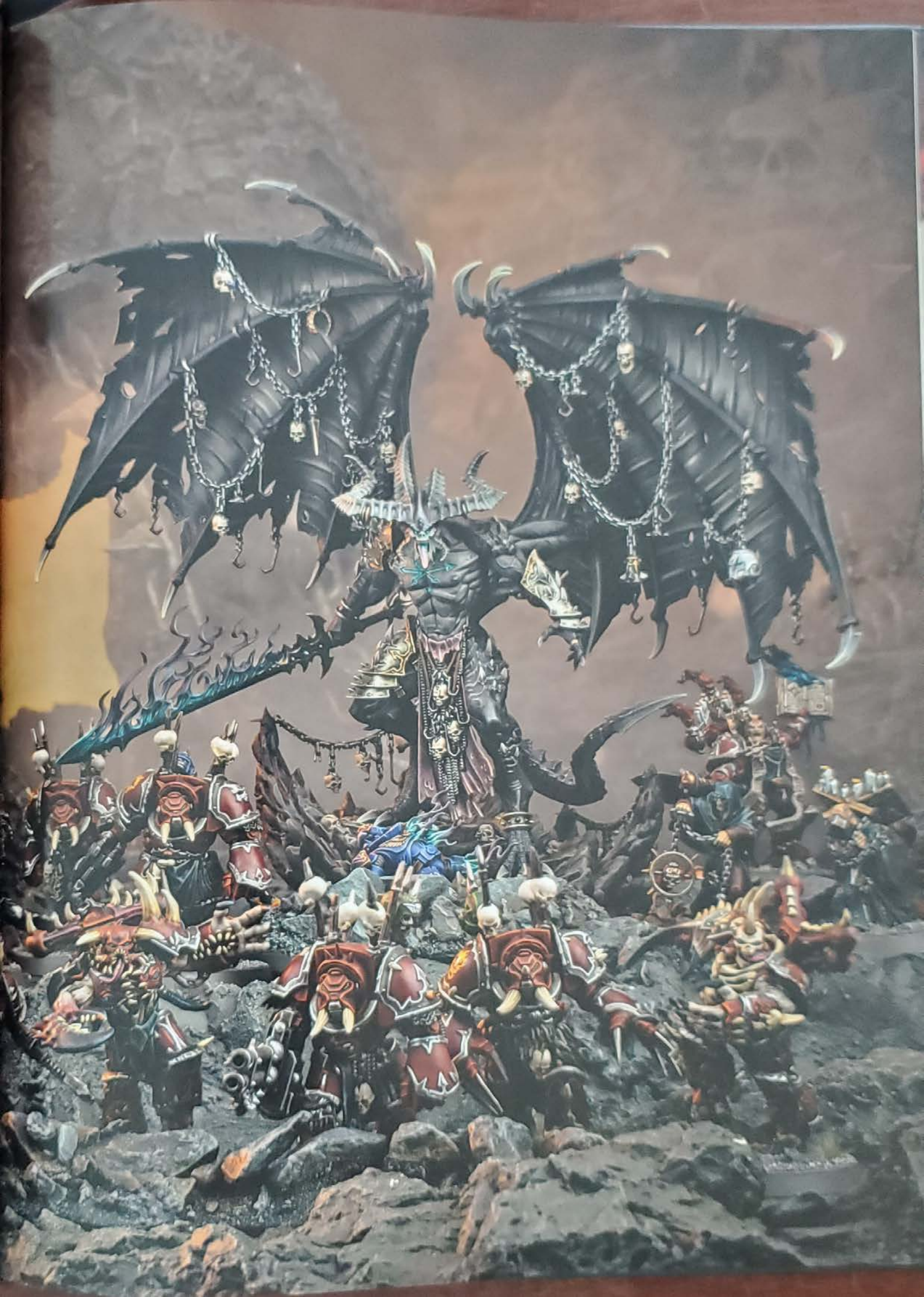
It was not until long after Typhus' departure from War Zone Charadon that whispered rumours reached the ears of the Inquisition regarding the whereabouts of Kolossi. Where these reports came from, what convoluted channels the information flowed through or what dangers it's bearers faced to transmit it, only the Holy Ordos could know. They, too, were the only ones who might attest to its reliability or veracity. Yet the rumours came, and they spoke of a shadowy and fractured world that had appeared as if from nowhere deep within the Imperium Nihilus. The planet was supposedly vast, veiled in mist and shadow so thick that it stretched up into space and made the world more an absence against the star field than a visible presence. What glimpses of the surface could be seen suggested it was riven with immense chasms in whose depths sullen balefires glowed and monstrous machineries churned. There were whispers of entire continent-sized land masses torn up by their roots and hanging in the world's skies, tethered by chains each link of which was larger than an Imperial battleship. Most disturbing of all was the talk of a colossal fortress-city seething with damned and wailing souls, at the pinnacle of which rose an immense throne sat by a brooding and insubstantial presence. This entity, it was said, had armies fighting and raiding at its behest. There were warbands of Word Bearers and Alpha Legionnaires;rank-upon-rank of glassy-eyed slave soldiers and horribly mutated cyborgs; and, most nightmarish by far, towering hosts of deformed Chaos Knights who named themselves House Korvax. Whether these rumours have yet reached the ears of Princeps Grevan and his Barons is unclear; their response, should they ever learn of these tidings, seems rather more certain...



CAMPAIGN RULES

'There is no system nor planet to which the God-Emperor does not lay claim, for is not all this vast galaxy His realm? There is no world, no city, no dark and hidden corner of existence that His light cannot cleanse, no matter how far into damnation it has fallen. It is not, then, our place to deem any part of this tainted war zone unrecoverable. We will fight for it all, conquer it all, and purge all with holy flame, for the God-Emperor expects no less of us, and such is His due.'

– *Abbess Sanctorum Morvenn Vahl*



CHARADON AFLAME CAMPAIGN

The Charadon sector is aflame, and countless numbers have been lost to the inferno. Yet many still stand, and press the offensive to claim the sector for their alliance. Over the following pages, you will find a campaign system that allows you and a group of players to retell the final stages of the War Zone Charadon story for yourselves.

Where one-off games against favoured opponents and new foes alike offer plenty of fun and enjoyment, campaigns are something special, adding even more excitement, consequence and narrative to every tabletop clash. By entering a campaign you get to play not just one game, but a series of interlinked battles. You're not just playing to see who wins, but to seize hard-fought territory or resources, avenge an earlier defeat or earn fresh rewards for your army. Before each battle, you determine context; where the conflict is taking place, why, and what stakes and consequences it will have. At each game's end you discover what cost the battle has levied on your forces, and what experience or potent relics they have gained. If participating as part of a team, you play knowing your fellow campaign commanders are battling at the same time on nearby tabletops, all of you fighting for the same goal. It is an exciting and immersive experience.

At its heart, playing in a campaign is a narrative experience that forges war stories you and your fellow commanders will share for years to come. It can be the highlight of an entire gaming year and can spawn future events where you revisit old grudges or beloved settings. Whether you're completely new to campaign gaming, or a veteran looking for a new thrill, all you need to do is gather your armies and read on to discover how to get the most out of War Zone Charadon.

INTRODUCTION

A Charadon Aflame campaign allows a group of players to get together, form alliances and play a series of games. It is split into campaign phases, each of which consists of multiple battles fought with War Zone Assets inspired by the conflict of War Zone Charadon. At the end of each campaign phase, the alliance with the most war zone points achieves victory in that phase, then each alliance starts again for the following campaign phase, meaning the outcome of the campaign is at stake in each and every game from start to finish.

Veterans of War Zone Charadon will recognise that the campaign structure closely matches that of an Obolis Invasion campaign found in *War Zone Charadon Act 1: The Book of Rust*. A Charadon Aflame campaign builds upon an Obolis Invasion campaign, however, by providing War Zone Assets that can turn the tide of your battles, as well as new Campaign Master's Edicts. These are explained over the following pages.

CAMPAIGN MASTER

A Charadon Aflame campaign is best run with a Campaign Master. This is a heroic individual who takes on the mobilisation and organisation of the campaign so that the other players can focus on playing games. A Campaign Master is in a privileged position that offers a degree of leadership to the individual who takes on the role; however, its primary purpose is to facilitate a smooth and enjoyable experience for all players involved. A Campaign Master can indeed play in the campaign, but in larger campaigns that include a multitude of players, it may be best if they solely oversee the campaign rather than play in it.

Over the following pages we will refer to the Campaign Master and how they can go about organising a Charadon Aflame campaign. On pages 52-53, you will also find Campaign Master's Edicts, which are useful tools and rules ideas that the Campaign Master can use to add further excitement to the campaign. If this is the first campaign for many of the players, or they would otherwise prefer to keep things as simple as possible, then these are not necessary for a Charadon Aflame campaign. Otherwise, they are a useful tool for players to get the most out of a Charadon Aflame campaign

PLAYERS AND ALLIANCES

Once a Campaign Master has stepped forward, their first task in organising a Charadon Aflame campaign is to gather the players and sort them into alliances. The system is flexible enough to support various numbers of people; an experienced Campaign Master could run the campaign for dozens of gamers, and equally just two players could use the system to tie the results of their regular games together into a greater whole. The campaign is at its best, however, with a small group of like-minded and enthusiastic players who can meet on a regular basis, and who can be evenly distributed across alliances.

Alliances should be organised evenly and, where possible, based on the Faction being played, so have a chat with the group to determine this. Once players are assigned to an alliance, their army is committed to the cause and will do their all to achieve victory. For this reason, players should play the same Faction throughout the campaign. If they wish to change their Faction, they can do so at the Campaign Master's discretion. The alliances are as follows:

Defenders. The Imperium clings on to the Charadon sector. Its armies fight tooth and nail on every front to rid it of aggressors. Any army with the **IMPERIUM** keyword is suited to this alliance.

Invaders. The Death Guard are leading the forces of Chaos in an organised attack on the sub-sector. Any army with the **CHAOS** keyword is suited to this alliance.

Raiders. With the Defenders and Invaders fighting protracted battles at key fronts, opportunistic raiders further their own goals from the shadows. Any army that does not have the **CHAOS** or Imperium keyword is suited to this alliance. Similarly, any army with the **CHAOS** keyword that has pledged themselves to Be'lakor is suited to this alliance.

Three alliances allows for a well-rounded campaign with each side battling back and forth for dominance. However, if the players would be more evenly distributed using two alliances, that is a perfectly valid option to take.

ALLIES OF CONVENIENCE

Note that the above are guidelines on how to organise players into an alliance, rather than a requirement. If it suits the group better to organise the alliances differently, then the Campaign Master should feel free to do so. For example, if many of the players in the group play armies associated with a single alliance, then to make the alliances more evenly numbered some of them may have to fight for a different alliance than what we have recommended. This is fine. You could always create some interesting narrative to explain why one side fights for another. Here are a few examples:

- The Black Legion have become disillusioned with Typhus' leadership and have joined the Raiders to achieve the Warmaster's agenda as they see fit.
- Desperation and despair has forced an abandoned Astra Militarum regiment to join the Invaders, keeping their lives but losing their souls to the Dark Gods.
- On a distant planet, a Necron dynasty awakens and finds common cause with the Defenders to preserve the stability of the Charadon Sector.

WAYS TO PLAY

Once players have been organised into alliances, the Campaign Master should determine the type of play for the campaign: open, matched or narrative play. It is important for the Campaign Master to specify the type of play from the outset so that each player's army can be organised accordingly, and so that players know which mission packs can be used. Whether the players are looking for a deep narrative experience using Crusade battles, the freedom of open play or a test of minds in the crucible of war that is matched play, a Charadon Aflame campaign will support them, and the campaign system will work with any mission pack.

CAMPAIGN LENGTH

A Charadon Aflame campaign is split into three phases, each of which involves battling in a different stage of the war. Before the campaign begins, the Campaign Master should determine the length of time allocated to each campaign phase and the total number of games that can be played in that phase. Once either of those conditions have been met, that campaign phase ends and the victorious alliance in that phase is determined. Once the third campaign phase ends, the campaign ends and the overall winning alliance is determined.

A campaign can be a long and expansive experience where each campaign phase takes place over a month, with many battles fought and mighty heroes lost to the fires of war. Equally, it can be a short and focused campaign played over a weekend, with each campaign phase consisting of just one battle representing the key moments of the conflict. Ultimately, the Campaign Master should determine a campaign length that best suits the gaming group taking part, thinking about how regularly they can meet and how many games they are likely to play.

As a guide, if each member of your campaign group will play one game a week, we recommended each phase of the campaign lasts as follows:

- Length of time: 2 weeks
- Total number of games: equal to the number of players

Once you have gathered the players into alliances, established the way to play and determined the length of the campaign, it's time for the fate of the Charadon sector to be decided.

CAMPAIGN PHASES

Each phase of a Charadon Aflame campaign is set during a different stage of the war, and every stage is vital in winning control of the Charadon Sector. At the start of each phase, the players must determine what assets they have available to help them secure victory in that phase. These are known as War Zone Assets and are described on pages 49-51.

To play a game, a player must arrange one with a player from an opposing alliance. When they meet on the battlefield, they follow the battle sequence as specified in their mission pack. Once they have determined the victor, they earn war zone points for their alliance, the impact of which is specified later.

The Campaign Master has a few options concerning how players are matched up for games They can leave the players to arrange games themselves, with challenges thrown down and honour at stake. This is perhaps the simplest way of arranging the games, and lets the campaign progress naturally with plenty of friendly rivalries to go with it!

Alternatively, it may be appropriate to introduce more structure to the matchups. For example, a matchup schedule will ensure that everyone gets an equal amount of games. Or, in campaigns with a large amount of players, breaking each alliance into smaller subgroups that are then matched against their enemies can make arranging games even simpler. This can also add to the narrative, as you can imagine each group battling on different planets of the sector.

Designer's Note: *If the Campaign Master feels it is appropriate, they can add additional depth to a Charadon Aflame campaign by introducing Theatres of War into each phase. Theatres of War are unique rules that add battlefield effects to your games. They can be found in various Warhammer 40,000 publications, and those featured in* War Zone Charadon Act 1: The Book of Rust *are particularly suitable. The Campaign Master should pay careful attention to which Theatres of War are introduced, however, so that they don't clash with War Zone Assets to create an unwieldy gameplay experience.*

WAR ZONE POINTS

Each game you play in a campaign phase is about more than just personal glory. Rather, your presence contributes to the success of your alliance in the greater war. This is achieved with war zone points. Each time you play a game, your alliance earns war zone points as follows:

	COMBAT PATROL	INCURSION	STRIKE FORCE	ONSLAUGHT
Play a game	1	1	1	1
Draw a game	1	2	3	4
Win a game	2	3	4	5

For example, if you play a Combat Patrol game and win your alliance earns a total of 3 war zone points. It is the players' responsibility to determine how many war zone points are earned. They then report their results to the Campaign Master, who keeps a record of each alliance's total war zone points. Once the campaign phase comes to an end, the victor of that phase is the alliance with the most war zone points. If any alliances are tied for the most war zone points, then the alliance that won the most battles against their rival tied alliance(s) during that campaign phase is the victor of that phase. If there is still a tie, there is no victor of that phase.

Once the next campaign phase begins, each alliance's war zone points are reset to zero, putting alliances on an equal footing for the next phase of the campaign.

UNEVEN ALLIANCES

If an alliance has an uneven number of players, the Campaign Master is at liberty to reward extra war zone points to make up the inherent deficit. Perhaps they could set a challenge for one player in each campaign phase, with extra war zone points awarded to their alliance for playing that game, and a greater points return if they achieve victory.

WINNING THE CAMPAIGN

Once the third campaign phase ends, the campaign has reached its conclusion. Alliances have had victories in the various campaign phases, and these victories determine the overall winner of the Charadon Aflame campaign. Each campaign phase provides a strategic value to the alliance that was victorious during it, and the winner of the campaign is the alliance that has the highest total strategic value. If two or more alliances have the same total strategic value, the campaign is a draw between those alliances.

CAMPAIGN VICTORY	
WAR ZONE	STRATEGIC VALUE
Phase 1	1
Phase 2	2
Phase 3	3



WAR ZONE ASSETS

All across the Charadon Sector, brutal battles were fought for control of various strategic assets that could turn the tide in the war. In each phase, these assets changed hands as one side's ascendancy grew. In a Charadon Aflame campaign, these assets are represented by War Zone Assets, and are additional tools that the players from each alliance can use to secure victory. They are assigned to alliances as follows:

At the start of the first campaign phase, each alliance alternates selecting one War Zone Asset that has not been selected this phase. That War Zone Asset is assigned to their alliance. They then repeat this process until each alliance has a number of assigned War Zone Assets as specified by the table below. The Campaign Master decides each alliance's priority for selecting War Zone Assets. For example, if the players previously played an Obolis Invasion campaign from *War Zone Charadon Act 1: The Book of Rust*, the winning alliance from that campaign could select their first War Zone Asset first, followed by the alliance that came second, and so on. Alternatively, the Campaign Master may decide to allow an alliance that has less players to select first, or may allow the Defenders to select first as they currently occupy the Charadon Sector.

At the start of each campaign phase thereafter, all War Zone Assets are no longer assigned and the alliances select them for assignment again. The order of selection correlates to the amount of war zone points each alliance earned in the preceding campaign phase, i.e. the alliance with the most war zone points selects first.

WAR ZONE ASSETS

WAR ZONE	WAR ZONE ASSETS AVAILABLE FOR ASSIGNMENT FOR EACH ALLIANCE
Phase 1	2
Phase 2	3
Phase 3	4

Before the battle, after determining Attacker and Defender, both players can select one of their alliance's assigned War Zone Assets to use in the battle. In addition, if their army is Battle-forged, each player can use the Asset Requisition Stratagem below.

ASSET REQUISITION 3CP

Charadon Aflame Campaign – Requisition Stratagem

Power begets still greater power, and those warlords whose stars are in the ascendant have their pick of the most potent weapons with which to wage their wars.

Use this Stratagem before a Strike Force or Onslaught battle, when you select and reveal a War Zone Asset. Select and reveal one additional War Zone Asset from your alliance's assigned War Zone Assets to use in the battle. You can only use this Stratagem once.

The War Zone Assets available for assignment are as follows:

DEEP-VOID BATTLE STATION

The war-torn worlds of the Charadon Sector are separated by vast oceans of night-black void. To command the armoured battle stations that hang in the abyss is to control the flow of materiel from one war zone to the next.

You receive D3 additional Command points.

ORDNANCE BATTERIES

Whether orbital silos, emplaced ordnance shrines or menacing low-orbital bombardment arrays, the worlds of the Charadon Sector bristle with defensive weaponry that can be seized and turned against the foe.

In the first battle round:

- Subtract 2" from the Move characteristic of enemy models.
- Enemy units cannot Advance.
- Each time a charge is declared for an enemy unit, roll one less D6 for that charge roll.

FLEET BLOCKADE

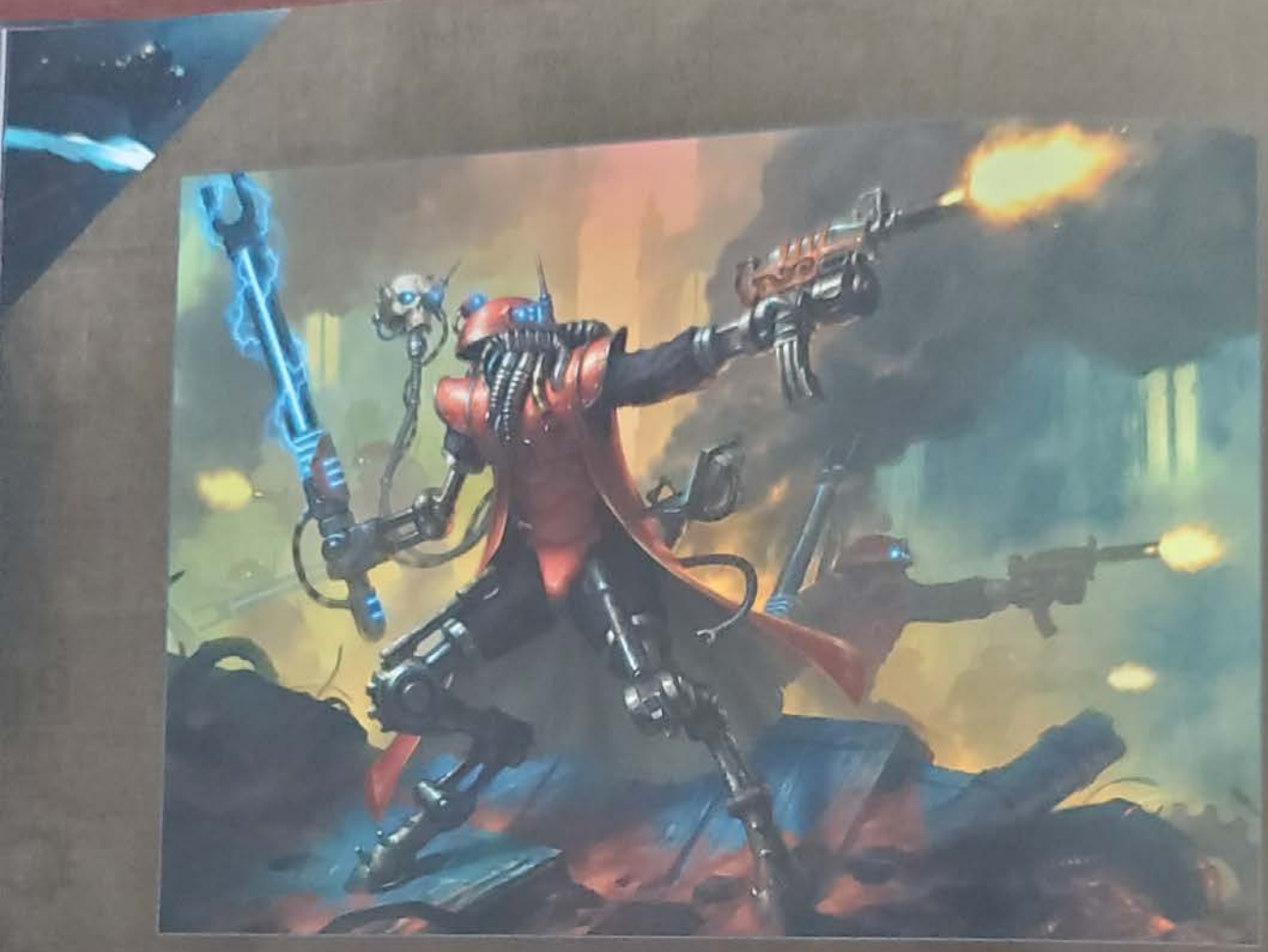
By moving void assets into position, the very skies of a world can be denied to the foe, choking off their supply trains and crippling their strategic options.

Other than Strategic Reserves, enemy units cannot be set up in a location that is not on the battlefield. If a rule would specify it must be set up in a location that is not on the battlefield (e.g. Drop Pod Assault from *Codex: Space Marines*), it must be set up in their deployment zone instead.

RITUAL SITE

In a galaxy that echoes with the dark laughter of thirsting gods, employing sorcery and religious ritual to curry favour with fate is a valid battlefield strategy.

When determining which player has the first turn, if your dice result is 1-3, you can use this War Zone Asset. If you do, both players roll off again (the second roll-off must be accepted).



AUGUR SWEEP

From void craft in orbit or fortified positions behind the lines, powerful data-augurs and auto-oracles scour the battlefield, laying bare its secrets and revealing new routes of attack.

In the Declare Reserves and Transports step, you gain 3 additional CPs to spend on placing units into Strategic Reserves (if you do not spend these CPs to place units into Strategic Reserves, these CP are removed at the end of that step).

AERIAL RECONNAISSANCE PASS

Soaring upon fiery thermals, combat aircraft and strange aerial war engines peer down upon the battlefield below. Their gaze is inescapable, their revelations vital.

After both players have deployed their armies, select up to D3 units from your army (excluding **TITANIC** units) or one **TITANIC** unit from your army and redeploy them anywhere within your deployment zone. They cannot be placed in a location other than on the battlefield. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

SUPPLY CACHES

Drawing reserves of fuel and ammunition from prepared sites throughout the wider war zone ensures your forces are ready to launch a swift and deadly advance.

After the Deploy Forces step, select one unit from your army wholly within your deployment zone. It can make a Normal Move of up to 6". If your opponent has any abilities that redeploy units, roll off; the winner chooses who uses their ability first.

COMMAND UPLINK

Up-to-the-minute commands flow through crackling vox channels, sorcerous conduits or noospheric data-tethers, giving your army's footsoldiers the strategic edge.

In your first Command phase, select a number of **INFANTRY** units in your army (excluding **CHARACTER** units) as specified below to gain the Objective Secured ability until the end of the battle.

COMMAND UPLINK

BATTLE SIZE	NUMBER OF UNITS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

LOCAL RESISTANCE

Whether it be partisan guerillas or ghoulish packs of roving neverdead, the wilds bordering this battlefield are busy with hidden forces intent upon the slaughter of your foes.

During the battle, enemy units cannot be set up within 9" of the edge of the battlefield (excluding their own battlefield edge) unless they are disembarking. Note that this means enemy units cannot arrive from Strategic Reserves unless they can be set up more than 9" from every edge of the battlefield other than their own battlefield edge.

MINEFIELDS

From crude spring-charges and improvised fragmentation bombs to anti-personnel mines packed with blade-sharp Aquilas, gruesome blight-pustules or lethal melta-mines, the variety of explosives that can be seeded across the battlefields of the 41st Millennium is as bewildering as it is nightmarish.

Each time an enemy unit wholly within your deployment zone or within 6" of your deployment zone Advances, roll one additional D6 and discard the highest result.

Each time a charge is declared for an enemy unit, if a target of that charge is wholly within your deployment zone or within 6" of your deployment zone, roll one additional D6 and discard the highest result.

In either case, if all dice results are the same, select one result to be discarded.

FORTIFIED POSITIONS

With time, resource and strategic forewarning you have been able to fortify this entire stretch of the front, providing your warriors with additional protection against the weapons of the foe.

Units from your army (excluding **AIRCRAFT** units) gain the benefits of Light Cover. A unit loses this benefit for the rest of the battle if it makes a Normal Move, Advances, Falls Back or makes a charge move.

INTELLIGENCE NETWORK

Whether through remote data-seances and noospheric piracy, or the simple expedient of deploying scouts and spies, you now know how best to interface with vital battlefield assets.

Units from your army can make attacks with ranged weapons while performing actions without those actions failing.

WITCH-SIGHT

Cabals of sorcerers, broods of psychic mutants, soulbound astropaths and countless other sensitives scry the paths of fate or seek to pluck the enemy's secrets straight for their generals' minds.

Once per battle round, you can use the Command Re-roll Stratagem for 0CP.

FAITHFUL RESURGENCE

Whether it be the result of inspired oratory, the influence of a high-profile act of martyrdom or sheer fear of religious reprisal, faith is one of the most powerful military motivators in the 41st Millennium.

Add 1 to Combat Attrition tests taken for units in your army.

Each time a model in your army makes a melee attack, if its unit made a charge move this turn, you can re-roll hit rolls of 1.

DOCTRINE OF DENIAL

Whether by the use of contra-empathic jammers, keenly aimed propaganda, targeted toxins, psychic besiegement or countless other insidious measures, you have all-but-neutralised some of the foe's most potent abilities.

Halve the range of the aura abilities of enemy units.

TECHNOLOGICAL VAULTS

Having raided ancient caches of archeotech, or else gained access to previously restricted armouries behind the lines, you have been able to equip your warriors with the very best weaponry.

In a Crusade mission, when you reveal this War Zone Asset, you can select one unit from your army to gain a Weapon Enhancement for that battle (you do not need to adjust its Crusade points total).

Once per battle round, you can use a Wargear Stratagem that your army has access to for 0CP.

SHROUDING ARTIFICE

There are insidious technologies and supernatural miasmas that may be drawn across the battlefield like a shroud, the better to obscure your warriors from the enemy's sight.

Once per battle, in your Command phase, you can use the Shrouding Artifice. If you do:

- Until the start of your next Command phase, the battlefield is shrouded.
- In your next Command phase, roll one D6: on a 4+, until the start of your next Command phase, the battlefield is shrouded.
- In the third and following Command phases after you use the Shrouding Artifice, the battlefield is no longer shrouded.

While the battlefield is shrouded, each time a model shoots, units that are more than 24" away from that model are not eligible targets.

CAMPAIGN MASTER'S EDICTS

Campaign Master's Edicts are tools the Campaign Master has at their disposal to add further depth to a Charadon Aflame campaign. The Campaign Master can use the Edicts below, in addition to those presented in *War Zone Charadon Act 1: The Book of Rust*, at their discretion if it is appropriate for their gaming group and the circumstances the campaign is built upon.

HEROIC ACHIEVEMENTS

The war for the Charadon Sector is epic in scope, with mighty battles fought across countless fronts. Heroic – and infamous – deeds are performed by those blessed with talent, courage and luck. While those mighty deeds might not always be enough to win a battle, they inspire fellow warriors with tales worthy of record. A Campaign Master can introduce Heroic Achievements into a Charadon Aflame campaign to reward players for completing epic deeds upon the battlefield. If they do, the list of Heroic Achievements below are active for the duration of the campaign.

At the end of each battle, each player can select one Heroic Achievement they completed during that battle. They then select one of the following rewards:

- Receive 2 additional war zone points for their alliance.
- If the campaign is using Crusade forces, a player can receive that Heroic Achievement's reward.

Each Heroic Achievement's reward can only be received once per player (in subsequent battles, they must select to receive 2 additional war zone points).

At the end of each campaign phase, the alliance that completed the most Heroic Achievements during that phase earns additional war zone points equal to the total number of players in the opposing alliances.

Heroic Achievements and their rewards are as follows:



BITTER STRUGGLE

At the end of the battle, each player adds up the total Power Rating (or, if your game is using a points limit, the points value) of the units from their army that have not been destroyed. This Heroic Achievement is completed if the total for each player's remaining army is 10% or less of their starting total (they cannot achieve this if all of their units have been destroyed), and the difference in victory points between both players is no more than 10. Note that this Heroic Achievement would be completed by both players.

Reward: After the battle, each player can select up to three units from their army that have not been destroyed to be Marked for Greatness, instead of just one.

MIGHTY DUEL

This Heroic Achievement is completed if an enemy **WARLORD** is destroyed as a result of a melee attack made by your **WARLORD**.

Reward: Your **WARLORD** gains one Battle Honour.

ASSASSINATION

This Heroic Achievement is completed if an enemy **WARLORD** is destroyed by your **WARLORD** (excluding as a result of a melee attack).

Reward: Your **WARLORD** gains 4 experience points.

SECURE AT ALL COSTS

This Heroic Achievement is completed if, at the end of the battle, there are a minimum of four objective markers on the battlefield and you control every objective marker on the battlefield.

Reward: For each objective marker you control, select one unit from your army within range of an objective marker at the end of the battle to gain 1 experience point.

You gain 1 Requisition point.

ALL BUT ONE

This Heroic Achievement is completed if, at the end of the battle, a unit from your army with a Starting Strength of 10 or more models has one model remaining, and that model is within your opponent's deployment zone, within range of an objective marker that is not within your deployment zone, or within Engagement Range of any enemy units.

Reward: Select one unit in your army that completed this Heroic Achievement. That unit gains a Battle Honour.

FORTUNE FAVOURS THE BRAVE

This Heroic Achievement is completed if an enemy unit is destroyed as a result of an attack made by a model in your army, and that attack's strength was half or less than the enemy unit's toughness.

Reward: Select one model in your army that completed this Heroic Achievement. That model's unit gains 5 experience points.

PSYCHIC DOMINATION

This Heroic Achievement is completed if two or more enemy units are destroyed as a result of psychic powers manifested by one **PSYKER** unit from your army.

Reward: Select one **PSYKER** unit in your army that completed this Heroic Achievement. That unit gains a Psychic Fortitude.

DEATH BEFORE DEFEAT

This Heroic Achievement is completed if every unit in your army has been destroyed, but you scored more victory points from the mission objectives (other than secondary objectives if you are playing a matched play game) than your opponent.

Reward: After the battle, select D3 units from your army. Those units automatically pass their Out of Action tests from this battle.

Each unit that was part of your army list gains 2 experience points, instead of 1.

REAPER

This Heroic Achievement is completed if four or more enemy units are destroyed during the battle by one unit (excluding **TITANIC** units) from your army.

Reward: Select one unit in your army that completed this Heroic Achievement. That unit gains 4 experience points.

BLOODIED BUT UNBROKEN

This Heroic Achievement is completed if, at the end of the battle, a **CHARACTER** unit from your army with one wound remaining is on the battlefield, and that unit destroyed one or more enemy units during the battle.

Reward: Select one **CHARACTER** unit in your army that completed this Heroic Achievement. That unit gains 4 experience points.

You can use the Warlord Trait Requisition on that unit for free, even if it has not gained a rank.

TACTICAL MASTERCLASS

This Heroic Achievement is completed if a player achieves 90 victory points from the mission objectives.

Reward: After the battle, you can select three units to be marked for greatness, instead of just one.

OVERRUN

At the end of the battle, this Heroic Achievement is completed if every unit from your army (excluding **AIRCRAFT** units and units with the Fortification Battlefield Role) is within your opponents deployment zone and there are a minimum of four units from your army within your opponent's deployment zone (excluding **AIRCRAFT** units and units with the Fortification Battlefield Role).

Reward: Every unit from your army within your opponent's deployment zone gains 1 experience point.

You gain 1 Requisition point.

LEGENDARY MISSIONS

Along with War Zone Assets, the right mission selection can further reinforce the narrative and feel of a Charadon Aflame campaign. Therefore the Campaign Master may decide to specify missions for certain stages of the campaign, or determine the pool of missions available to players.

Pages 54-59 contain Legendary Missions. Each of these is a mission based on a key conflict during a different phase of the War Zone Charadon campaign. They are different to missions you will find in mission packs in that they have a variety of unique mission rules that add additional narrative to the battle. Note that these missions can be played by following the sequence from any mission pack. In a matched play campaign, it is best if the players do not select secondary objectives when playing these missions – their mission objectives are all that will determine victory! In a narrative play campaign using Crusade forces, the players should feel free to select Agendas as normal. These Legendary Missions have been designed for use with Strike Force size battles, but the Campaign Master should feel free to adjust these missions for Combat Patrol, Incursion or Onslaught size battles if they so choose by varying the deployment zones and objective markers.

A Campaign Master should feel free to introduce these missions as appropriate. One method is to simply let the players use them if they feel like it. Another method is to introduce Legendary Missions during certain stages as a finale to each campaign phase. Either way, it is recommended that each player only plays the relevant campaign phase's Legendary Mission once, and earns one additional war zone point if they do so.

In addition to this, the Campaign Master should feel free to introduce narrative play missions from other publications that they feel suit the campaign, applying them in the same method as Legendary Missions above.

PHASE 1 – LEGENDARY MISSION

DARKNESS DESCENDS ON KOLOSSI

Through cunning, manipulation and supernatural terror tactics, Be'lakor the Dark Master has mired the populace of Kolossi in fear and panic. The defenders have drawn in about the comforting light of the Keep Inviolate and fortified themselves against attack. They do not realise that they have, in truth, stepped willingly into the Daemon Prince's trap. As the moment to strike arrives, Be'lakor and his traitorous servants seek to turn the stronghold of House Raven into its tomb.

MISSION BRIEFING

This mission is inspired by Be'lakor's attack of Kolossi's Keep Inviolate (pg 14-19). If you wish to re-enact the historical accuracy of this battle, then a player from the Raiders alliance with an army that includes Be'lakor is suited to this mission. However, feel free to use this mission with the players you feel are appropriate.

MISSION RULES

Objective Markers

Place objective markers after choosing deployment zones. The players alternate placing a total of six objective markers on the battlefield, one at a time, starting with the Defender. The first two objective markers each player places must be wholly within their deployment zone, more than 6" away from any battlefield edge and more than 9" away from any other objective marker (they cannot be set up on top of terrain features that have the Unstable Position terrain trait). The final objective marker each player places must be more than 6" away from both players' deployment zones, more than 6" away from any edge of the battlefield and more than 12" away from any other objective marker that is not in either player's deployment zone.

Unnatural Darkness

Each time a model shoots, units that are more than 24" away from that model are not eligible targets.

Unearthly Howls and Whispers

At the start of each battle round, if you have less victory points than your opponent, units from your army lose their aura abilities until the end of the battle round and cannot use any Priest abilities (e.g. a Space Marine Chaplain's Litanies of Battle, or a Chaos Space Marine Dark Apostle's Prayers to the Dark Gods).

Seeds of Sedition

Each time an enemy unit fails a Morale test, you can choose sedition. If you do, one model from that unit does not flee and a Combat Attrition test is not taken as a result of that failed Morale test. Instead, that unit can shoot as if it were the Shooting phase, and until its ranged attacks have been resolved:

- It is treated as if it were a unit from your army.
- It can target its own unit with ranged attacks (it does not count as being within Engagement Range of itself).

MISSION OBJECTIVES

Victory points are awarded as follows:

SECURE THE KEEP

Progressive Objective

Kolossi is in turmoil. Only those with a strong presence of mind can secure it.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each objective marker that is not within their deployment zone that they control (for a maximum of 20 victory points).

This mission objective cannot be scored in the first battle round.

NIGHTMARE

End Game Objective

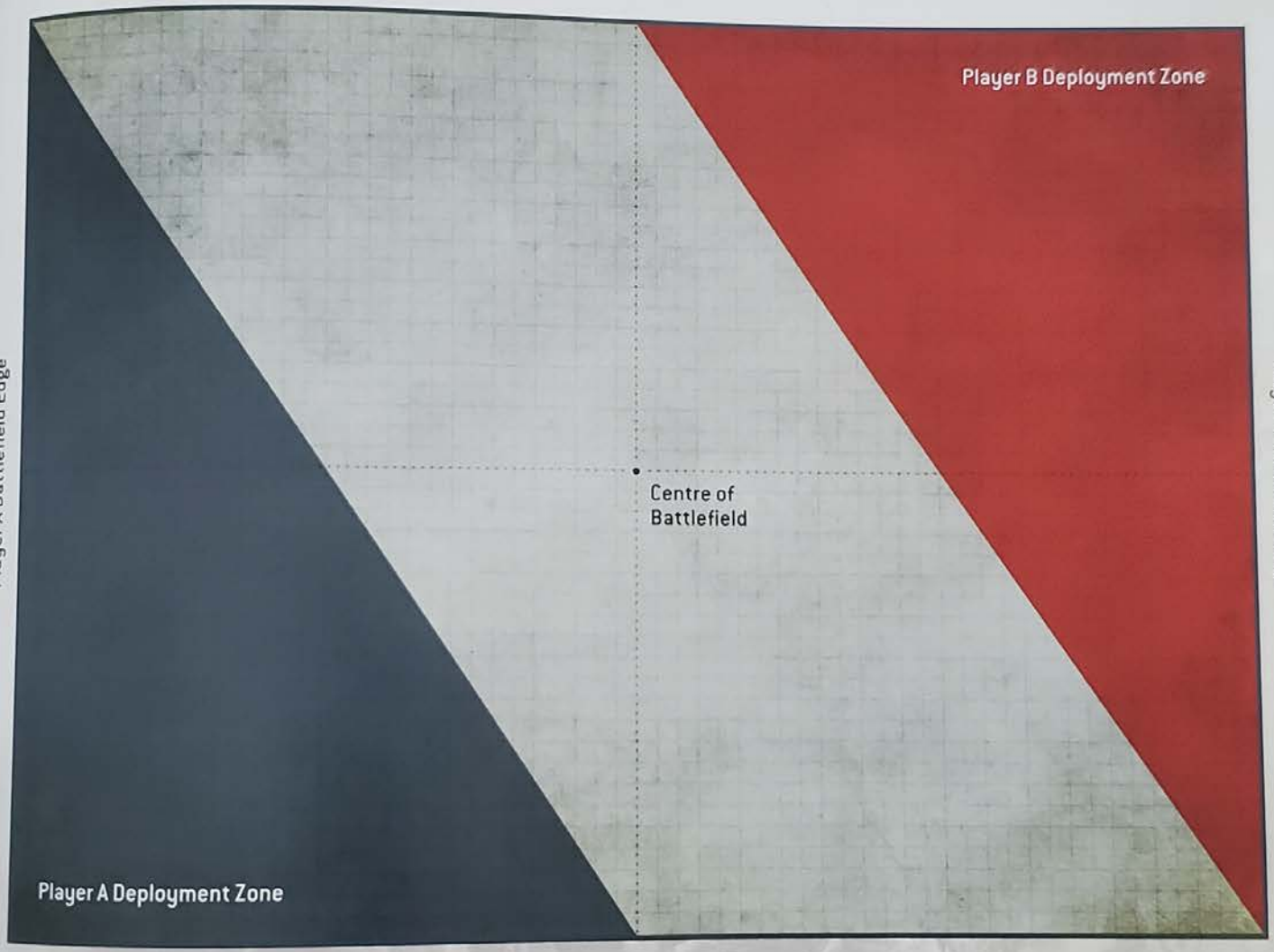
Under such conditions, keeping your life – and your sanity – is a victory unto itself.

At the end of the game, each player adds up the total Power Rating (or, if your game is using a points limit, the points value) of each unit in their army that has been destroyed. The player with the lowest total scores 10 victory points.

VICTOR BONUS

The victor of this mission increases their Requisition points to 5 and their Warlord gains 4 experience points.

The player that scored victory points for the Nightmare mission objective selects two units from their army to be Marked for Greatness after the battle, instead of just one, even if they were not the victor.


Player B Deployment Zone
Player A Battlefield Edge
Player B Battlefield Edge
Centre of Battlefield
Player A Deployment Zone

PHASE 2 – LEGENDARY MISSION
RETURN TO FATHOM

At the height of the fighting on Fathom, loyalist and heretic forces clashed over a vast undersea complex that had been forced to the surface. Lashed by howling macrostorms, raked by chattering fire from anti-aircraft weaponry, the invaders swept down upon the enemy structure even before the tainted waters had sluiced from it's hull. They were met by surging hosts of traitor soldiery, seeking to drive the Imperial forces back before they could secure a foothold and push deeper into the complex.

MISSION BRIEFING

This mission is inspired by Battle Group Tarsus' spearhead offensive against Lord Akhorath Zeid's forces upon the world of Fathom (pg 26-27). If you wish to re-enact the historical accuracy of this battle, then a player from the Defenders alliance is most suited to be the Attacker in this mission. However, players should feel free to assign the Attacker and Defender as they feel is appropriate.

MISSION RULES

Macrostorms

Each time a model makes a ranged attack, if it is more than 18" away from the target, the target is treated as having the benefits of Light Cover against that attack. In addition, at the start of each battle round, one player rolls one D6 and consults the table below:

MACROSTORMS

D6	RESULT
1-3	**Gusts:** Roll one D6 for each unit on the battlefield that includes any models with a Strength characteristic of 4 of less. If the result is higher than the highest Strength characteristic of models in that unit, until the end of the Battle Round, that unit cannot Advance and each time a charge roll is made for it, subtract 2 from the result.
4-6	**Lightning Strikes:** Each player rolls one D6 for each enemy unit on the battlefield (excluding **INFANTRY** units that contain one model). On a 6, that unit suffers 2 mortal wounds.

Flak Batteries

Each time a unit would be set up on the battlefield, unless it is disembarking, it must be set up wholly within the controlling player's deployment zone.

Zealous Chant

- The Attacker has the first turn.
- Add 1 to Combat Attrition tests taken for units in the Attacker's army.
- Each time a model in the Attacker's army makes a melee attack, if its unit made a charge move this turn, you can re-roll the hit roll.

Predator, Prey

- Add 1 to Advance rolls and charge rolls made for units in the Defender's army.
- Units in the Defender's army are eligible to charge in a turn in which they Fell Back.

MISSION OBJECTIVES

Victory points are awarded as follows:

HUNTER, HUNTED

Progressive Objective

Ensure the enemy do not escape to continue their scourge upon the sector.

At the end of each battle round, each player scores victory points as follows:

- If one or more enemy units were destroyed during the battle round, score 3 victory points.
- If more enemy units than friendly units were destroyed during the battle round, score 3 victory points.

SECURE RIG

Progressive Objective

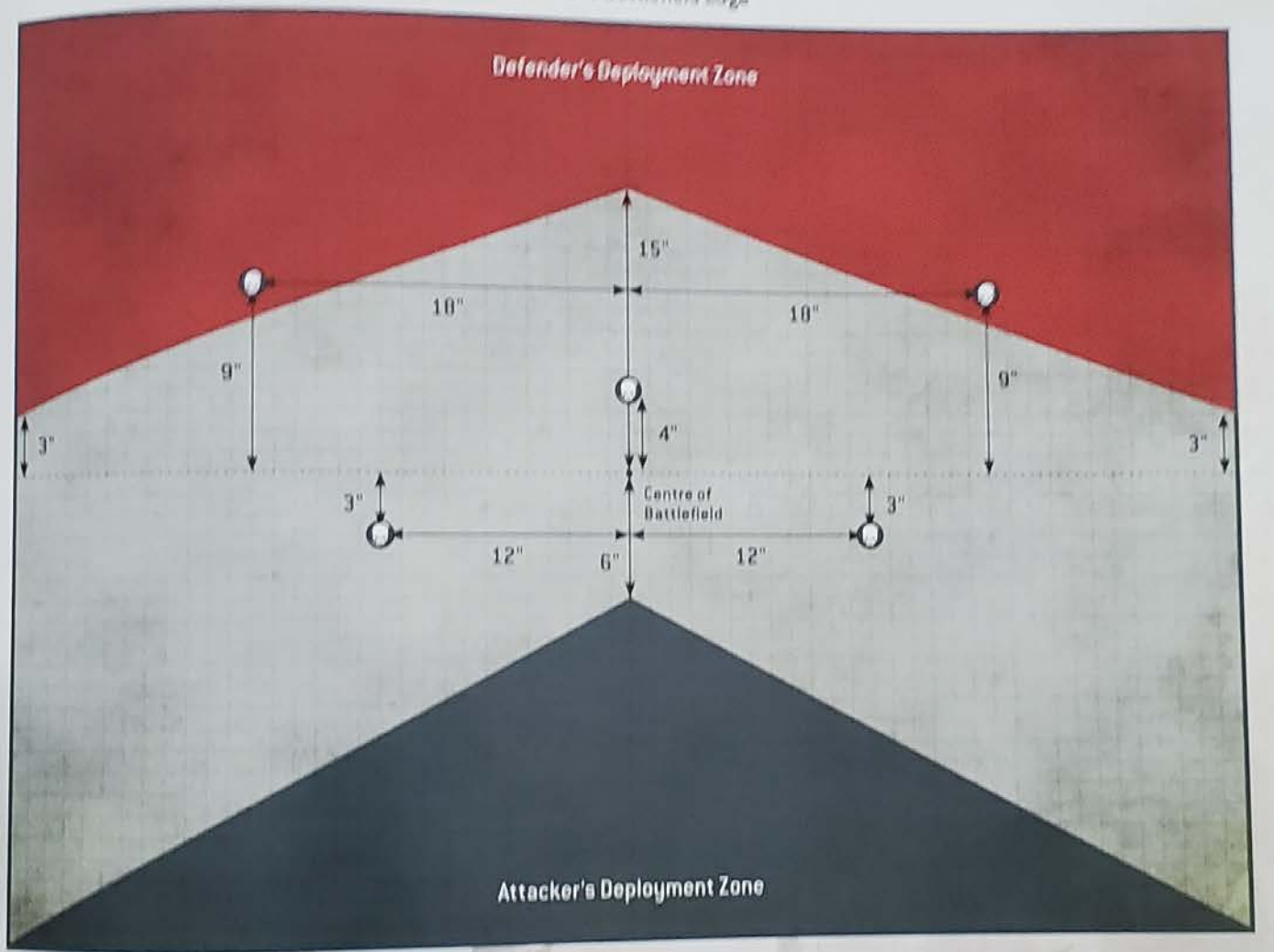
The Defender has made this section of Fathom their lair. Whoever gains control of it dictates their fate.

At the end of each battle round, each player scores 3 victory points for each objective marker they control (to a maximum of 12 victory points).

VICTOR BONUS

Each unit from the victor's army that destroyed one or more enemy units gains 1 experience point. If they destroyed three or more enemy units, they are Marked for Greatness instead. If any units from the victor's army are Marked for Greatness in this manner, the victor does not select a unit to be Marked for Greatness as normal.

Defender's Battlefield Edge



Attacker's Battlefield Edge

PHASE 3 – LEGENDARY MISSION
PLAGUEBRINGER OFFENSIVE

As the fighting for forge world Metalica reached its ferocious peak, Typhus hurled all of his combined military forces into a final offensive. Either he would break the Imperial lines here and successfully deliver his tailored contagion into the heart of the enemy's inner sanctum, or else he would be defeated and driven from the field, forced to retreat into the darkness of the void.

MISSION BRIEFING

This mission is inspired by Typhus' final assault on Fabricator General Khleng's Macrosanctum Primus upon Metalica (pg 28–33). If you wish to re-enact the historical accuracy of this battle, then a player from the Invaders alliance is most suited to be the Attacker in this mission, and a player from the Defenders alliance is most suited to be the Defender in this mission. However, players should feel free to assign the Attacker and Defender as they feel is appropriate.

MISSION RULES

Final Offensive

Units automatically pass Morale tests. **WARLORD** models have the following aura ability for the battle: '**Victory or Death (Aura):** Each time a model in a friendly unit within 6" of this **WARLORD** would lose a wound, roll one D6. On a 6, that wound is not lost.'

Bombarded Battlefield

All Area Terrain features lose the Light Cover, Heavy Cover and Dense Cover terrain traits, but gain the Difficult Ground and Obscuring terrain traits (they are treated as being at least 5" in height for the purposes of the Obscuring trait). All Obstacles lose the Light Cover and Heavy Cover terrain traits, but gain the Difficult Ground and Dense Cover terrain traits. Terrain traits are explained in the Warhammer 40,000 Core Book.

Malevolent Code

Units from the Attacker's army can perform the following action, as described in the Warhammer 40,000 Core Book: '**Malevolent Code (Action):** One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within range of the Alpha objective marker. It cannot start this action while there are any enemy units (excluding **AIRCRAFT** and units with the Fortification Battlefield Role) in range of the same objective marker. The action is completed at the end of your turn. If this action is completed, it cannot be performed again.'

Data Corruption

If the Malevolent Code action is completed, for the rest of the battle:

- Units in the Defender's army lose all abilities from the Final Offensive mission rule.
- Each time the Defender would use a Stratagem, they must spend one extra Command point to use that Stratagem, or else it has no effect and the Command points spent so far are lost.
- Each time a model in the Defender's army makes an attack, subtract 1 from that attack's hit roll.

MISSION OBJECTIVES

Victory points are awarded as follows:

CAPTURE THE SANCTUM

End Game Objective

If the Macrosanctum Primus falls, so does Metalica.

At the end of the game, each player scores 20 victory points for each objective marker they control, scoring an additional 20 victory points if they control the Alpha objective marker.

MALEVOLENT CODE

End Game Objective

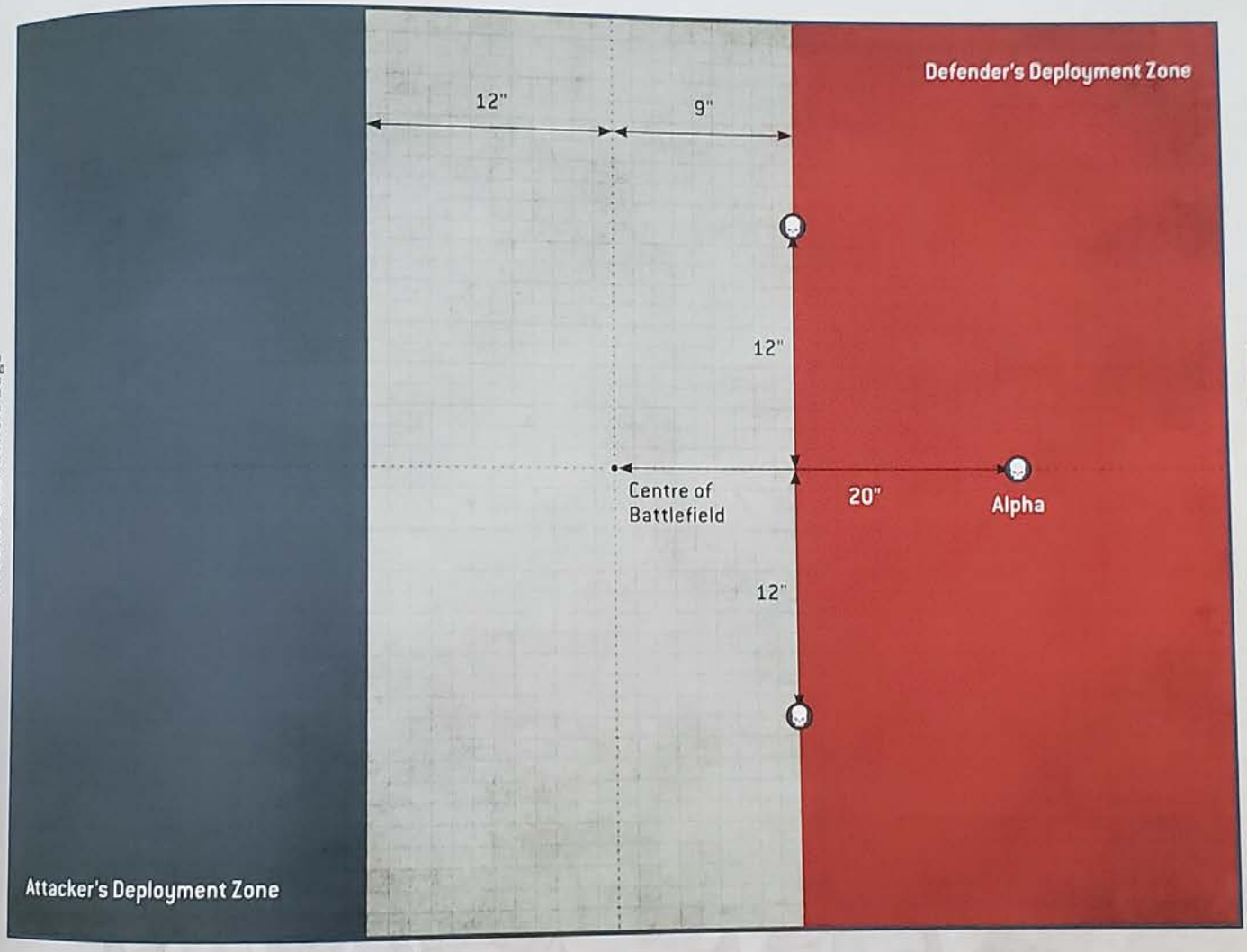
Even if the Macrosanctum Primus does not fall, uploading a code virus into the Metalican noosphere could be enough for the Attacker to achieve victory.

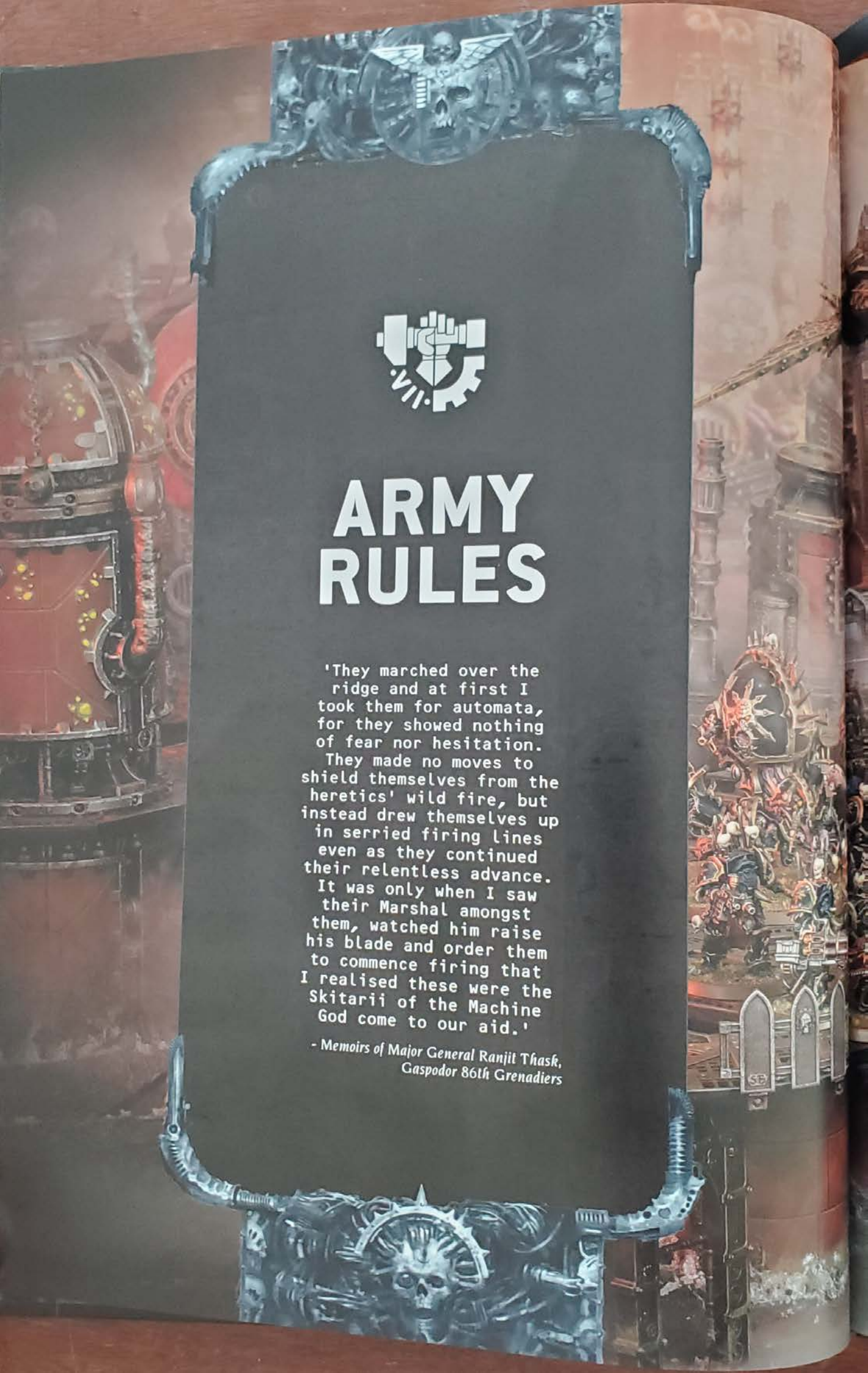
If the Malevolent Code action is completed, the Attacker scores 10 victory points. Otherwise, the Defender scores 10 victory points.

VICTOR BONUS

The victor of this mission increases their Requisition points to 5 and their Warlord gains 4 experience points.

The player that scored victory points for the Malevolent Code Objective selects two units from their army to be Marked for Greatness after the battle, instead of just 1, even if they were not the victor.


Attacker's Battlefield Edge
Defender's Deployment Zone
12"
9"
12"
Centre of Battlefield
20"
Alpha
12"
Attacker's Deployment Zone



ARMY RULES

'They marched over the ridge and at first I took them for automata, for they showed nothing of fear nor hesitation. They made no moves to shield themselves from the heretics' wild fire, but instead drew themselves up in serried firing lines even as they continued their relentless advance. It was only when I saw their Marshal amongst them, watched him raise his blade and order them to commence firing that I realised these were the Skitarii of the Machine God come to our aid.'

- Memoirs of Major General Ranjit Thask, Gaspodor 86th Grenadiers



INTRODUCTION

Over the following pages you will find a host of new rules for armies from the Adeptus Mechanicus and Adepta Sororitas, as well as rules for Be'lakor and his Disciples, including rules for creating Armies of Renown.

ARMY OF RENOWN: SKITARII VETERAN COHORT (PG 64-65)

A Skitarii Veteran Cohort is an Adeptus Mechanicus Army of Renown (see opposite) that contains only Skitarii and Tech-Priest forces who are the elite warriors of the Omnissiah. On these pages, you will find a list of restrictions required to forge such an army and a list of additional rules and benefits that such an army gains.

CODEX SUPPLEMENT: ORDER OF OUR MARTYRED LADY (PG 68-73)

The Order of Our Martyred Lady is one of the most holy of the Orders Militant, its selfless warriors ever-eager to wage wars of faith in the Emperor's name. The rules in the Order of Our Martyred Lady section supplement those found in *Codex: Adepta Sororitas* with a collection of army and Battle-forged rules, such as Warlord Traits, Relics and Stratagems, for Adepta Sororitas warriors that are drawn from the Order of Our Martyred Lady.

DATASHEET: BE'LAKOR (PG 74)

Be'lakor, the Dark Master, is the first ever and most powerful of all Daemon Princes. Here you will find his Datasheet, which replaces that found in the 2018 edition of *Codex: Chaos Daemons*. You can use this as part of a Chaos Daemons army, or as part of a Disciples of Be'lakor Army of Renown (see below).

ARMY OF RENOWN: DISCIPLES OF BE'LAKOR (PG 75-77)

The Disciples of Be'lakor is an Army of Renown (see opposite) that contains both Chaos Daemons and Chaos Space Marine forces sworn to the service of the Dark Master. Such a force is led to war by Be'lakor personally, and he jealously refuses to fight beside his greatest daemonic rivals, but by representing the entire Chaos pantheon and swearing service to him, Be'lakor's disciples gain a portion of his mighty shadow powers. On these pages, you will find a list of restrictions required to forge such an army and a list of additional rules and benefits that such an army gains, including the new Noctic Discipline.

ARMY OF RENOWN

An Army of Renown is a specialised force that has earned fame or infamy across the 41st Millennium, the experience of which has given its warriors unique skills to use on the battlefield.

An Army of Renown is a variant army list for a particular Faction in Warhammer 40,000 that is themed around a particular disposition of forces. Each imposes certain restrictions on what units can be included, but it also grants access to a wider range of rules such as Stratagems, Relics etc. to reflect that Army of Renown's unique methods of waging war in the 41st Millennium.

If you wish for your army to become an Army of Renown, it must first adhere to all the restrictions laid out for that Army of Renown, it must be Battle-forged and it must not include any Specialist Detachments. You can then make a note in the Army Faction section of your Army Roster of which Army of Renown your army is. Some, or all the units in an Army of Renown then gain the benefits listed, such as new keywords, abilities, Stratagems etc. Note that your army does not automatically become an Army of Renown just because it happens to abide by the restrictions – you must choose for it to be an Army of Renown.

Crusade Army of Renown

You can use any of the rules listed in an Army of Renown to make a Crusade Army of Renown when you start a Crusade force. In this case, the Restrictions and Benefits apply to your entire Crusade force – replace all instances of 'army' listed in the Restrictions and Benefits sections to instead say 'Crusade force', and make a note in the Crusade Faction section of your Order of Battle of which Army of Renown your Crusade force is. Note that means that certain units can never be added to your Order of Battle; but it will result in a particularly focussed and themed collection. Whenever you select a Crusade army from such an Order of Battle, it must be Battle-forged and cannot include any Specialist Detachments.



SKITARII VETERAN COHORT

Many forge worlds maintain Veteran Cohorts consisting of their most highly trained and cunningly augmented Skitarii. Deployed in swift, self-contained response to deadly threats, these forces possess the strategic autonomy to employ brutal shock tactics against their foes.

Skitarii Veteran Cohorts surge into battle with machine-like speed and efficiency. Rather than relying upon the noospheric tethers of distant command ships and remote Magi, these formations take their orders directly from the Skitarii Marshals who lead them, and who act as conduits for the divine will of the Omnissiah upon the field of war.

The maniples of cyborg-soldiery who make up such veteran formations have fought alongside one another for so long that they now resemble a single mechanism of flesh and metal. Each volley is aimed with pinpoint precision, each advance expertly covered and calculated to break open the enemy lines in the optimal fashion. Few foes can stand for long against such blessed soldiers of the Omnissiah.

A Skitarii Veteran Cohort is an Army of Renown (pg 63).

RESTRICTIONS

- All units in your army must be **SKITARII** units, with the following exceptions: your army can include 1 **TECH-PRIEST DOMINUS** model; your army can include 1 **TECH-PRIEST MANIPULUS** model; your army can include 1 **TECH-PRIEST ENGINSEER** model; your army can include 1 **TECHNOARCHEOLOGIST** model (note that this means your army can include one of each of these specified models).
- All units in your army must be drawn from the same **<FORGE WORLD>**.
- Each Detachment in your army must include at least one **SKITARII MARSHAL** model.
- Your Warlord must be a **SKITARII MARSHAL** model.

BENEFITS

- All **SKITARII** units in your army gain the **SKITARII VETERAN COHORT** keyword.
- You have access to the Skitarii Veteran Cohort Warlord Trait, Relic and Stratagems.
- All of the **SKITARII RANGERS** units in your army must be upgraded to Skitarii Rangers Veterans units, and all of the **SKITARII VANGUARD** units in your army must be upgraded to Skitarii Vanguard Veterans units

COHORT VETERANS

Each time you upgrade a **SKITARII RANGERS** or **SKITARII VANGUARD** unit, its Power Rating is increased, as shown in the table to the right. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster (or that unit's Crusade card) each time you upgrade a unit using these rules.

Skitarii Rangers Veterans

All veteran Skitarii are focussed, even under heavy fire. So long have they fought that their bodies are blessed with heavy augmentation, the better to replace battle damage and enhance their abilities. In the case of Skitarii Rangers Veterans, this is combined with a mastery of stealth warfare and cogitational analysis, aiding them in using the battlefield's terrain to their best possible advantage.

Skitarii Rangers Veterans units gain the **VETERANS** keyword, and the following abilities:

- **Veteran Skitarii:** Add 1 to the Leadership and Attacks characteristics of models in this unit.
- **Enhanced Bionics:** Models in this unit have a 5+ invulnerable save.
- **Stealth Optimisation:** Each time a ranged attack is made against this unit, this unit receives the benefit of Light Cover, as described in the Warhammer 40,000 Core book. If this unit makes a Normal Move, Advances or Falls Back during your Movement phase, it loses this ability until the start of your next Movement phase

Skitarii Vanguard Veterans

So rad-saturated are Skitarii Vanguard Veterans that few of their organic components remain, though they retain all of the training and experience they have accumulated. Furthermore, they are infamous for exhibiting tightly controlled and cybernetically enhanced aggression that leads them into swift and well-dispersed assaults before the enemy have even established their positions.

Skitarii Vanguard Veterans units gain the **VETERANS** keyword, and the following abilities:

- **Veteran Skitarii:** Add 1 to the Leadership and Attacks characteristics of models in this unit.
- **Enhanced Bionics:** Models in this unit have a 5+ invulnerable save.
- **Skirmish Optimisation:** Each time an Advance roll is made for this unit, roll one additional D6 and discard one of the dice. Each time this unit is targeted by a weapon with the Blast rule (see the Warhammer 40,000 Core book), this unit never counts as containing 6 or more models when determining how many attacks are made with that weapon.

COHORT VETERANS UPGRADES

UNIT	POWER	POINTS
SKITARII RANGERS VETERANS	+1 per 10 models	+2 per model
SKITARII VANGUARD VETERANS	+1 per 10 models	+2 per model

WARLORD TRAIT

If a **SKITARII VETERAN COHORT SKITARII MARSHAL** model is your **WARLORD**, it can have the Warlord Trait below instead of one from another source.

CALCULATE WITHOUT DIVERSION

This Warlord collates and analyses countless hours of combat experience in nanoseconds, the resultant strategic directives guiding their followers with laser focus.

While this **WARLORD** is on the battlefield:

- Once per battle, if the Protector Imperative is active for your army, if you use the Binharic Offense Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).
- Once per battle, if the Conqueror Imperative is active for your army, if you use the Aggression Override Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).
- Once per battle, if the Bulwark Imperative is active for your army, if you use the Bionic Endurance Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).
- Once per battle, if the Aggressor Imperative is active for your army, if you use the Expedited Purge Protocol Stratagem (see below), until the end of the phase that Stratagem costs one fewer CPs to use (to a minimum of 0CP).

RELIC

If your army is led by a **SKITARII VETERAN COHORT WARLORD**, you can, when mustering your army, give the following Arcana Mechanicum to a **SKITARII VETERAN COHORT SKITARII MARSHALL** model from your army, instead of one from another source.

CANTIC THRALLNET

The Cantic Thrallnet is proclaimed to be a direct data-link to the will of the Omnissiah himself, and is bestowed only upon those Skitarii Marshals who have proven themselves and their warriors worthy of its blessings. Ideal for prolonged strategic operation beyond the direct oversight of controlling Tech-Priests, this highly advanced neuro-entanglement matrix allows for hyper-optimised combat cogitation, making each Skitarii akin to a blade in the Machine God's own hand.

In your Command phase, you can select one friendly **SKITARII VETERAN COHORT CORE** unit within 9" of this model, or you can select one friendly **SKITARII VETERAN COHORT CORE DATA-TETHER** unit anywhere on the battlefield. Then select one Doctrina Imperative. Until the start of your next Command phase, that Doctrina Imperative is active for that unit, even if it has been active for your army already during this battle. Selecting a Doctrina Imperative with this rule does not prevent you from selecting it to be active for your army in subsequent battle rounds. If a unit has a rule that allows it to ignore the Deprecation effect of the currently active Doctrina Imperative, that rule only applies to one of the Doctrina Imperatives that are active for this unit (of your choice).

STRATAGEMS

If your army is a Skitarii Veteran Cohort, you have access to these Stratagems, and can spend CPs to use them.

BINHARIC OFFENSE — 3CP

Skitarii Veteran Cohort – Battle Tactic Stratagem

Employing directed binharic entanglement to coordinate their motions, paired maniples of Skitarii attack with eerie and lethal synchronicity.

Use this Stratagem in the Shooting phase. Select one enemy unit and two **SKITARII VETERAN COHORT CORE** units from your army. Until the end of the phase, models in those two **SKITARII** units can only target that enemy unit (and only if that enemy unit is an eligible target for those attacks); each time a model in one of these two **SKITARII** units makes a ranged attack, add 1 to that attack's wound roll.

AGGRESSION OVERRIDE — 1CP

Skitarii Veteran Cohort – Battle Tactic Stratagem

Employing data-refined kill-canticle protocols, the Skitarii are driven into a state of heightened ferocity that sees their bloodstreams boil with combat hyperstimulants.

Use this Stratagem in the Fight phase. Select one **SKITARII VETERAN COHORT** unit from your army that made a charge move during this turn. Until the end of the phase, add 1 to the Attacks characteristic of models in that unit.

BIONIC ENDURANCE — 2CP/3CP

Skitarii Veteran Cohort – Strategic Ploy Stratagem

Between their mechanical augmetics and their fanatical faith in the indomitability of these machine-blessings, Veteran Skitarii are nigh-impossible to lay low.

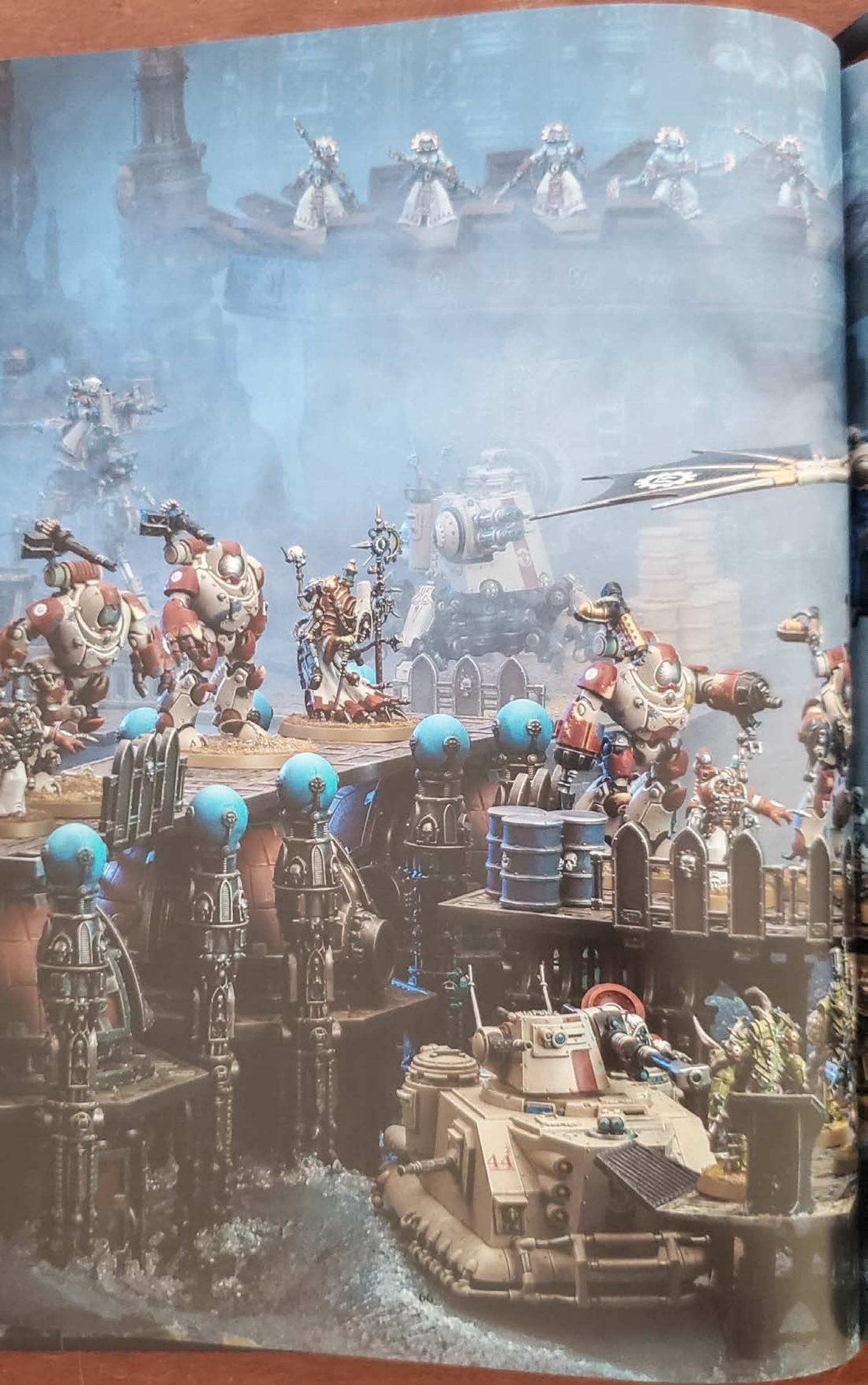
Use this Stratagem in any phase, when a model in a **SKITARII VETERAN COHORT CORE** unit from your army would lose a wound. Until the end of the phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost. If that unit has a Power Rating of 10 or more, this Stratagem costs 3CP; otherwise, it costs 2CP.

EXPEDITED PURGE PROTOCOL — 1CP/2CP

Skitarii Veteran Cohort – Strategic Ploy Stratagem

Binharic imperatives flash through neural architecture, driving augmetic muscle-bundles and auto-actuators into overdrive to propel the Skitarii more swiftly into the fray.

Use this Stratagem in your Movement phase, when a **SKITARII VETERAN COHORT CORE** unit (excluding **VEHICLE** units) from your army Advances. That unit is eligible to declare a charge with this turn, even though it Advanced. If that unit is a **SKITARII RANGERS** or **SKITARII VANGUARD** unit, this Stratagem costs 1CP; otherwise, it costs 2CP.




PRIMUS

CODEX SUPPLEMENT: ORDER OF OUR MARTYRED LADY

Over the following pages you will find Warlord Traits, Relics and Stratagems for Adepta Sororitas units that are drawn from the Order of Our Martyred Lady.

Codex: Adepta Sororitas describes how certain Adepta Sororitas units belong to an Order Militant, and how you can use the **<ORDER>** keyword to specify where such a unit is drawn from. The rules in the following section are for units that are drawn from the **ORDER OF OUR MARTYRED LADY**.

Some rules in this section refer to an **ORDER OF OUR MARTYRED LADY** Detachment. This is one that only includes units with the **ORDER OF OUR MARTYRED LADY** keyword (excluding models with the **SANCTIFIED**, **CULT IMPERIALIS**, **OUTCASTS**, **AGENT OF THE IMPERIUM** or **UNALIGNED** keyword).



WARLORD TRAITS

If an **ORDER OF OUR MARTYRED LADY CHARACTER** model gains a Warlord Trait, you can use the Order of Our Martyred Lady Traits table below to determine what Warlord Trait they have instead of one from another source. You can either roll one D3 to randomly generate one, or you can select one.

1. SAINTLY EXAMPLE

With her final breath is another heroine elevated to the ranks of sainthood, her death stirring her greatest companions to step up in her stead, and finish what she has started.

- In addition to this Warlord Trait, this **WARLORD** has one randomly generated Warlord Trait from the Adepta Sororitas Warlord traits table in *Codex: Adepta Sororitas*. Each Warlord Trait in your army must be unique, so re-roll duplicate results.
- If this **WARLORD** is destroyed, you can immediately select another **ORDER OF OUR MARTYRED LADY CHARACTER** model from your army that does not have a Warlord Trait. Then, select a Warlord Trait that no model in your army has (this must be a Warlord Trait that the model you just selected can have, and it cannot be Saintly Example). Until the end of the battle, that model gains that Warlord Trait and for all rules purposes now counts as your **WARLORD**. If any mission objective, secondary objective or Agenda rules are triggered when your **WARLORD** is destroyed, those rules are not triggered until after the new **WARLORD** is destroyed.

2. SAINT KATHERINE'S LEGACY

The martyrdom of Saint Katherine, and the need for vengeance, has left an ever-lasting legacy amongst those that follow in her footsteps.

- The Spirit of the Martyr sacred rite (see *Codex: Adepta Sororitas*) is active for this **WARLORD** in addition to any others that are active for your army.
- This **WARLORD** has the following ability: '**Saint Katherine's Legacy (Aura):** While a friendly **ORDER OF OUR MARTYRED LADY** unit is within 6" of this **WARLORD**, if the Spirit of the Martyr sacred rite is active for your army, or for that unit, each time you roll a D6 when a model in that unit is destroyed, the attacking model suffers a mortal wound on a 5+.

3. MARTYR'S STRENGTH

With every wound inflicted on their mortal form does a true martyr's strength grow, their suffering a prayer to the God-Emperor.

For each wound this **WARLORD** has lost, add 1 to its Strength and Attacks characteristic (to a maximum of +2 each).

ORDER OF OUR MARTYRED LADY RELICS

If your **WARLORD** is **MORVENN VAHL, TRIUMPH OF SAINT KATHERINE, CELESTINE** or an **ORDER OF OUR MARTYRED LADY CHARACTER**, you can, when mustering your army, give one of the following Relics of the Ecclesiarchy to an **ORDER OF OUR MARTYRED LADY CHARACTER** model from your army.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Relics of the Ecclesiarchy your models have on your army roster.

BLADE OF SACRIFICE

This sword has been wielded by a hundred martyrs, and in the hour of need glows with blinding radiance as it consumes the bearer's soul. So empowered, it carves down even the mightiest foes, at the cost of reducing its wielder to another martyred husk.

Model equipped with a power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blade of Sacrifice	Melee	Melee	+1	-3	1

Abilities: Each time the bearer is selected to fight, you can channel the bearer's soul. If you do, the bearer loses between 1-2 wounds (you cannot lose more wounds than this model has remaining). If the bearer channelled their soul, then until that fight is resolved, each time an attack is made with this weapon, on a successful wound roll, the target suffers a number of mortal wounds equal to the number of wounds this model lost when channelling their soul, and the attack sequence ends.

HELM OF THE FIERY HEART

This venerated helm was blessed by Saint Katherine herself, and still bears the heraldry of the Order of the Fiery Heart. It bestows upon the bearer a portion of Katherine's own saintly protection, yet all but guarantees the wearer will share her eventual fate.

Once per battle, before making a saving throw for the bearer, this Relic's Saintly blessings can be activated. If they are activated, then until the end of the phase, the bearer has a 2+ invulnerable save. This invulnerable saving throw can never be re-rolled.

SCEPTRE OF VENGEANCE

The Sceptre of Vengeance was once wielded by Saint Praxedes of Ophelia VII to smite the swarms of Hive Fleet Kraken. It is a huge and heavy mace, its head wreathed in cleansing flames that leave a trail of fiery sparks as it is swung through the air.

DOGMATA model only. This Relic replaces a mace of the righteous and has the following profile.

WEAPON	RANGE	TYPE	S	AP	D
Sceptre of Vengeance	Melee	Melee	x2	-2	2

Abilities: Each time an attack is made with this weapon against a **TYRANIDS** unit, add 1 to that attack's wound roll.

CANDELA SCROLL

Believed to contain the only record detailing the martyrdom of Saint Katherine, this fragment of parchment is one of the Order's most holy relics. Battle Sisters of the Order are filled with fiery wrath in its presence.

IMAGIFIER model only. Once per battle, in your Command phase, the bearer can unveil the Candela Scroll. If it does so, then until the start of your next Command phase, the bearer gains the following ability:

Candela Scroll (Aura): While a friendly **ORDER OF OUR MARTYRED LADY CHARACTER** or **ORDER OF OUR MARTYRED LADY CORE** unit is within 6" of the bearer, add 1 to the Attacks characteristic of models in that unit.



ORDER OF OUR MARTYRED LADY STRATAGEMS

If your army includes any **ORDER OF OUR MARTYRED LADY** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

VENGEANCE FOR ARMAGEDDON – 1CP

Order of Our Martyred Lady – Battle Tactics Stratagem

The Order of Our Martyred Lady have sworn a mighty oath of vengeance following the loss of the Sanctorum of Saint Katherine and the many heroic Battle Sisters who defended it against the greenskin hordes during the Third War for Armageddon.

Use this Stratagem in the Fight phase, when an **ORDER OF OUR MARTYRED LADY** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes a melee attack against an **ORK** unit, you can re-roll the hit roll.

ZEALOUS DEATH WISH 1CP

Order of Our Martyred Lady – Battle Tactics Stratagem

The spiritual descendants of Saint Katherine care nothing for their own survival. Indeed, many throw themselves into insurmountable battles, coveting a martyr's fate upon the field of war.

Use this Stratagem in the Fight phase, when an **ORDER OF OUR MARTYRED LADY** unit from your army is selected to fight. Each time a model in that unit makes a melee attack against a unit that contained at least 5 more models than the attacker's unit when it was selected to fight, add 1 to that attack's hit roll. For the purposes of this Stratagem, **VEHICLE** models each count as 5 models.

PIOUS MACHINE SPIRIT 1CP

Order of Our Martyred Lady – Epic Deed Stratagem

The war engines fielded by the Order of Our Martyred Lady are every bit as intractable as the Battle Sisters who crew them. No matter the odds, their machine spirits will not yield.

Use this Stratagem in your Command phase. Select one **ORDER OF OUR MARTYRED LADY VEHICLE** model from your army that has a wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

REJOICE THE FALLEN 2CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

The death of their fellow Battle Sisters only stirs the survivors to fight harder in order to exact swift vengeance.

Use this Stratagem at the end of your opponent's Shooting phase. Select one **ORDER OF OUR MARTYRED LADY** unit from your army that was not below Half-strength at the start of this phase, but which is now below Half-strength. That unit can shoot as if it were your Shooting phase.

MARTYR'S PYRE 1CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

The enemy must perish, even if we perish with them. The enemy must burn, even if we burn with them.

Use this Stratagem in your Shooting phase. Select one **ORDER OF OUR MARTYRED LADY INFANTRY** unit from your army that is within Engagement Range of one or more enemy units. Until the end of that phase:

- The type of all flame weapons (see *Codex: Adepta Sororitas*) models in that unit are equipped with is changed to Pistol (e.g. an Assault D6 flame weapon becomes Pistol D6).
- After this unit has resolved its attacks, roll one D6 for each model in that unit that fired a flame weapon: for each roll of a 1, one of those models (of your choosing) can shoot again with its flame weapon, but after this second shooting attack is resolved, and whether it shot or not, that model is destroyed.

DEATH BEFORE DISGRACE 1CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

When the Battle Sisters of the Order of Our Martyred Lady have a holy task set before them, they would rather die than fail in their duty.

Use this Stratagem at the start of your Movement phase. Select one **ORDER OF OUR MARTYRED LADY INFANTRY** or **ORDER OF OUR MARTYRED LADY PARAGON WARSUIT** unit from your army. Until the start of your next Movement phase:

- That unit cannot Fall Back.
- That unit has the Objective Secured ability (see the Warhammer 40,000 Core Book). If that unit already has the Objective Secured ability, then for the purposes of determining which player controls an objective marker, each model in that unit counts as one additional model.

A MARTYR'S DUTY 1CP

Order of Our Martyred Lady – Strategic Ploy Stratagem

With the Emperor watching over them, the Sisters of the Order of Our Martyred Lady summon the strength for one final act of hatred against the Emperor's foes before death claims them.

Use this Stratagem in any phase, when an **ORDER OF OUR MARTYRED LADY CORE** unit from your army is selected as the target of an attack. Until the end of the phase, each time a model in this unit is destroyed, roll one D6. On a 4+, do not remove the destroyed model from play; it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase or make one attack with one of its melee weapons as if it were the Fight phase. When resolving these attacks, your model is considered to have 1 wound remaining. If the Spirit of the Martyr sacred rite (see *Codex: Adepta Sororitas*) is active for your army, or for that unit, resolve these attacks before resolving that sacred rite's effects. After resolving these attacks, the destroyed model is then removed.

EXEMPLAR OF THE ORDER 1CP

Order of Our Martyred Lady – Requisition Stratagem

It should come as no surprise that an Order Militant that so greatly lauds death in the Emperor's name has produced more than its share of saints.

Use this Stratagem after nominating an **ORDER OF OUR MARTYRED LADY** model (excluding named characters) to be your **WARLORD**. That model gains one additional Warlord Trait; this must be from the Order of Our Martyred Lady Warlord Traits table (pg 68). Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.



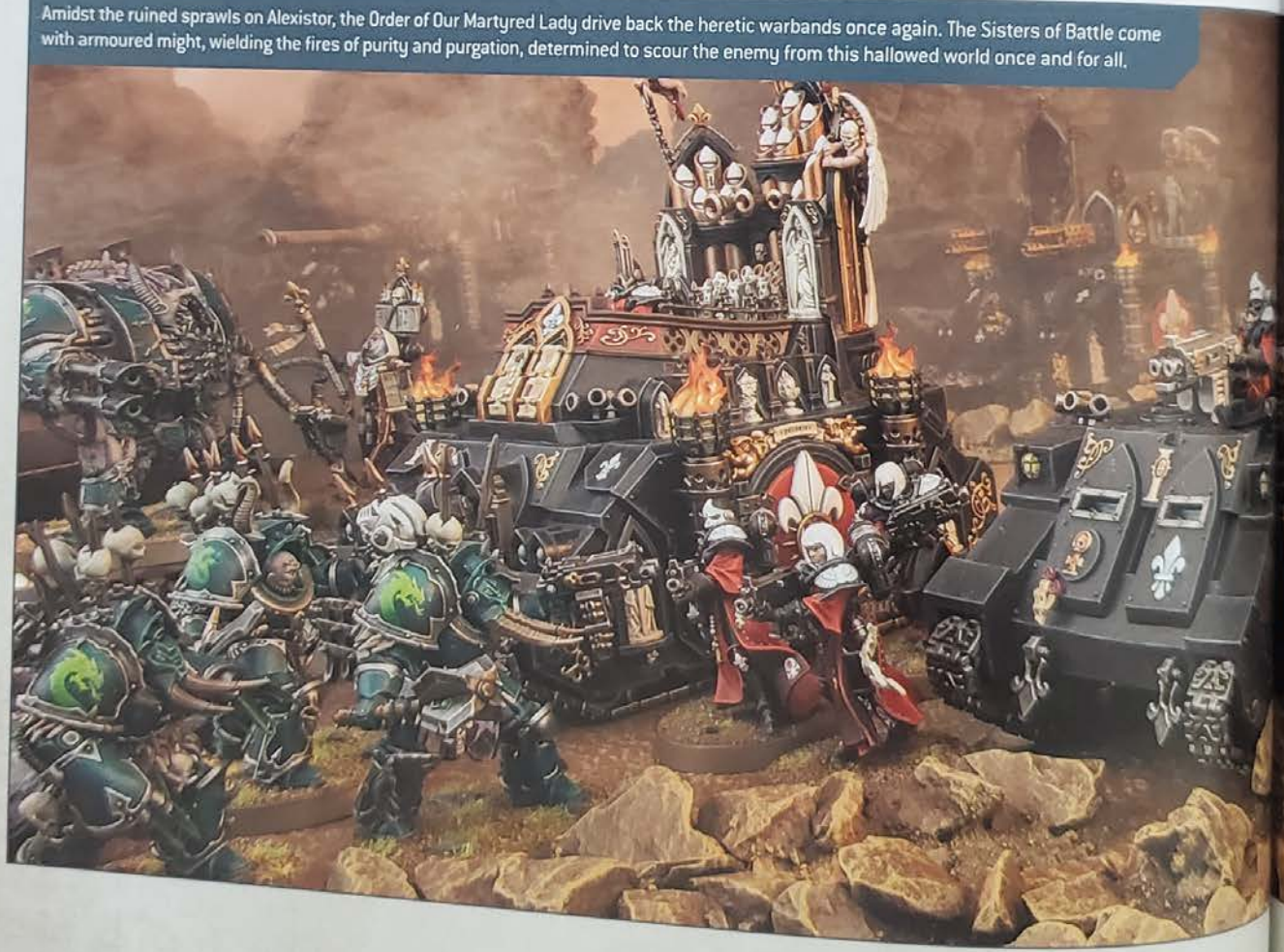


Paragon Superior with paragon war blade and Ministorum heavy flamer

Paragon with paragon war blade and multi-melta

Paragon with paragon war mace and heavy bolter

Amidst the ruined sprawls on Alexistor, the Order of Our Martyred Lady drive back the heretic warbands once again. The Sisters of Battle come with armoured might, wielding the fires of purity and purgation, determined to scour the enemy from this hallowed world once and for all.







Sacresant Superior with hallowed mace and bolt pistol





Celestian Sacresant with annointed halberd



Celestian Sacresant with hallowed mace





Celestian Sacresant with hallowed mace



Celestian Sacresant with hallowed mace





Be'lakor bestrides the battlefield like a shadowy, daemonic god. Penumbral energies dance about him, enemy fire passing through his monstrous form as though he were not there. Yet Be'lakor proves all too real and utterly terrifying as he wades into the foe, smashing aside war engines and slaughtering soldiers at will.

BE'LAKOR

18 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Be'lakor (9+ wounds remaining)	12"	2+	2+	8	7	16	6	9	6+
	Be'lakor (5-8 wounds remaining)	6"	2+	2+	7	7	N/A	5	9	6+
	Be'lakor (1-4 wounds remaining)	6"	2+	2+	6	7	N/A	4	9	6+

Be'lakor is equipped with: the Blade of Shadows. Your army can only include 1 **BE'LAKOR** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
The Blade of Shadows	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Sweeping strike	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Piercing strike	Melee	Melee	+4	-4	D3+3	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.

ABILITIES

Immortal Vigour: This model has a 4+ invulnerable save. Each time a ranged attack is made against this model, subtract 1 from that attack's wound roll.

Shadow Form: Each time an attack is made against this model, your opponent cannot re-roll the hit roll. Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

First-chosen: If this model is your **WARLORD**, it must have the Shadow Lord Warlord Trait (pg 76).

Lord of Torment (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit, and each time a Combat Attrition test is taken for that unit, subtract 1 from that Combat Attrition test.

The Dark Master (Aura): While a friendly **DAEMON** or **DISCIPLES OF BE'LAKOR** unit (excluding **VEHICLE** units) is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Spiteful Jealousy: If your army is Battle-forged, you cannot include this model in a Detachment that includes any other **DAEMON PRINCE** models. Each time this model makes an attack that targets a **DAEMON PRINCE** model, you can re-roll the hit roll and you can re-roll the wound roll.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Noctic discipline (pg 77).

FACTION KEYWORDS: **CHAOS, KHORNE, TZEENTCH, NURGLE, SLAANESH, DAEMON**
KEYWORDS: **MONSTER, CHARACTER, PSYKER, FLY, DAEMON PRINCE, BE'LAKOR**

DESIGNER'S NOTE

This datasheet replaces the Be'lakor datasheet found in the 2018 edition of *Codex: Chaos Daemons*. Be'lakor's points cost can be found below:

HQ

Be'lakor	
Unit size	1 model
Unit cost	360 pts

DISCIPLES OF BE'LAKOR

It pleases the Dark Master to be worshipped as a daemonic deity, and to have his devotees fight and die upon his behalf. There are no shortage of heretics willing to do so. After all, Be'lakor promises great rewards to those who serve him, and he has had millennia to perfect his lies...

Heretic Astartes, mortal cultists and nightmarish daemons – all serve Be'lakor and fight amongst the ranks of his Disciples. These fanatical heretics have forsaken the Dark Gods in favour of worshipping their first and greatest champion. The rewards for this pact are great. Be'lakor's servants manifest echoes of his own supernatural powers, exuding terrifying auras or flickering in and out of reality amidst cowls of animate shadow. Yet the price of power is eternal servitude, for Be'lakor will suffer no rival.

The Disciples of Be'lakor is an Army of Renown (pg 63).

RESTRICTIONS

- Your **WARLORD** must be **BE'LAKOR**. With the exception of **BE'LAKOR**, your army cannot include any named characters or **DAEMON PRINCE** models.
- Your army cannot include any **BLOODTHIRSTER, LORD OF CHANGE, GREAT UNCLEAN ONE, KEEPER OF SECRETS, DAEMON ENGINE, WORLD EATERS, THOUSAND SONS, DEATH GUARD, EMPEROR'S CHILDREN, CHAOS KNIGHTS, TITANICUS TRAITORIS, KHORNE BERZERKERS, RUBRIC MARINES, PLAGUE MARINES** or **NOISE MARINES** units.
- You cannot include more **CHAOS CULTISTS** units than **HERETIC ASTARTES INFANTRY** units (excluding **CHARACTER** units) in each Detachment in your army.
- You cannot include a second **DAEMON** unit in your army that owes its allegiance to the same Chaos God unless your army also includes at least one **DAEMON** unit that owes its allegiance to each of the other three Chaos Gods. You cannot include a third **DAEMON** unit in your army that owes its allegiance to the same Chaos God until your army also includes at least two **DAEMON** units that owe their allegiance to each of the other three Chaos Gods, and so on. **BE'LAKOR** and **HERETIC ASTARTES** units are excluded when considering this restriction.
- These restrictions also apply to any units that can be added to your army using a Daemonic Ritual ability.

Example: If your army includes a **KHORNE DAEMON** *unit, you cannot add a second* **KHORNE DAEMON** *unit to your army unless it also includes one* **TZEENTCH DAEMON** *unit, one* **NURGLE DAEMON** *unit and one* **SLAANESH DAEMON** *unit.*

BENEFITS

- All units in your army (excluding **UNALIGNED** and **BUILDING** units) gain the **DISCIPLES OF BE'LAKOR** keyword.
- All units in your army with the **HERETIC ASTARTES** Faction keyword (excluding **CHAOS CULTIST** units) gain the **LEGION DISCIPLES** keyword.
- All units in your army with the **CHAOS DAEMON** Faction keywords gain the **DAEMONIC DISCIPLES** keyword.
- All Troops units in your army gain the Objective Secured ability (see the Warhammer 40,000 Core Book).
- If a Detachment contains any units with the **CHAOS DAEMON** Faction Keywords, it can use Stratagems, Relics and Warlord Traits as if it was a **CHAOS DAEMONS** Detachment.
- If a Detachment contains any units with the **HERETIC ASTARTES** Faction Keyword, it can use Stratagems, Relics and Warlord Traits as if it was a Chaos Space Marines Detachment. Note, however, that such a Detachment never counts as a **<LEGION>** Detachment, and you cannot use any Legion-specific Stratagems, Relics, Warlord Traits or Psychic Powers (e.g. Even if such a Detachment only contained **HERETIC ASTARTES** units with the **BLACK LEGION** keyword, it would not count as a **BLACK LEGION** Detachment, you cannot use Black Legion Stratagems, you cannot give a **BLACK LEGION CHARACTER** model a Black Legion Warlord Trait etc.).
- You have access to the Disciples of Be'lakor Stratagems (pg 76).
- **DISCIPLES OF BE'LAKOR PSYKERS** in your army can generate their Psychic Powers from the Noctic Discipline (pg 77).
- **DAEMONIC DISCIPLES CHARACTER** units do not gain a Daemonic Locus (see *Codex: Chaos Daemons*), but instead gain the Locus of Shadows ability described below.
- **LEGION DISCIPLES** units in your army cannot have a Legion Trait, but instead gain the Disciples of Shadows ability, described below.

LOCUS OF SHADOWS (AURA)

Suffused with Be'lakor's unholy power, these daemons exude a shadowy aura that masks their minions from prying eyes in both realspace and the warp.

While a friendly **DAEMONIC DISCIPLES** unit is within 6" of this model, each time a ranged attack is made against that unit:

- Your opponent cannot re-roll the hit roll.
- If the attacker is more than 12" away, subtract 1 from that attack's hit roll.

DISCIPLES OF SHADOWS

Fanatical worship of Be'lakor affords his disciples a fragment of his unnatural obfuscatory powers.

- Each time a Combat Attrition test is taken for this unit, add 1 to that Combat Attrition test.
- Each time a ranged attack targets this unit, if the attacker is more than 12" away, subtract 1 from that attack's hit roll.

WARLORD TRAIT

If **Be'lakor** is your **Warlord**, he must have the Warlord Trait below.

SHADOW LORD

Be'lakor commands his disciples with the experience of battles fought through countless aeons.

In your Command phase, select one friendly **Disciples of Be'lakor** unit (excluding **Vehicle** units) within 9" of this **Warlord**. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

STRATAGEMS

If your army is the **Disciples of Be'lakor**, you have access to these Stratagems, and can spend CPs to use them.

SHADOW PACT — 1CP

Disciples of Be'lakor – Battle Tactic Stratagem

Though they have forsaken the Dark Gods in favour of Be'lakor, his mortal Disciples can still draw temporary power from offering soulpacts to the daemons who fight in his service.

Use this Stratagem in your Command phase. Select one **<Mark of Chaos> Legion Disciples Infantry** unit from your army that has not dedicated itself to a specific Dark God (see *Codex: Chaos Space Marines*), and then select one of the pacts below. Until the start of the next Command phase, that unit has that pact.

- **Pact of Blood:** Add 1 to the Attacks characteristic of models in this unit.
- **Pact of Fate:** Models in this unit have a 5+ invulnerable save.
- **Pact of Plague:** Add 1 to the Toughness characteristic of models in this unit.
- **Pact of Excess:** Add 1" to the Move characteristic of models in this unit. In addition, add 1 to Advance and charge rolls made for this unit.

DAEMONIC BOON — 1CP

Disciples of Be'lakor – Battle Tactic Stratagem

Mortal and daemon alike fight side by side in the service of the Dark Master, the energies of the immaterium flowing through and empowering both.

Use this Stratagem at the start of the Fight phase, when a **Legion Disciples** unit (excluding **Vehicle** units) from your army that is within 6" of a friendly **Daemonic Disciples** unit is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that **Legion Disciples** unit, and each time a model in that **Legion Disciples** unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

LEGIONS OF SHADE — 1CP

Disciples of Be'lakor – Strategic Ploy Stratagem

The Disciples of Be'lakor flow around and through their enemies like wraiths from the depths of the warp.

Use this Stratagem at the start of your Movement phase or at the start of your Charge phase. Select one **Disciples of Be'lakor** unit from your army. Until the end of the phase, models in that unit can move horizontally through enemy models.

MORTAL BOON — 2CP

Disciples of Be'lakor – Strategic Ploy Stratagem

Be'lakor's daemonic hosts draw strength from the mortals fighting beside them, anchoring themselves in realspace by sinking ephemeral talons into the soulstuff of their allies.

Use this Stratagem at the start of the Morale phase. Select one **Daemonic Disciples** unit from your army that is within 6" of a friendly **Legion Disciples** unit (excluding **Vehicle** units). Until the end of the phase, each time that **Daemonic Disciples** unit takes a Morale test, it is automatically passed and you count as having passed that test with an unmodified roll of a 1.

DRAUGHT OF TERROR — 1CP

Disciples of Be'lakor – Strategic Ploy Stratagem

The swelling fear of their mortal prey serves as an intoxicating elixir to Be'lakor's daemonic followers, each draught reknitting sundered warpflesh or drawing fresh and hungry entities through the veil to war.

Use this Stratagem at the start of the Morale phase. Select one **Daemonic Disciples** unit from your army. Until the end of the phase, that unit gains the following ability: '**Draught of Terror (Aura):** While an enemy unit is within 6" of this unit, each time a model flees from that enemy unit:

- If any models in this unit have any lost wounds, one model in this unit regains 1 lost wound.
- If no models in this unit have any lost wounds, but it is not at its Starting Strength, one of this unit's destroyed models is added back to it with 1 wound remaining. Models added back to this unit in this way can be set up within Engagement Range of enemy units that are already within Engagement Range of this unit.'

BLESSING OF BE'LAKOR — 2CP

Disciples of Be'lakor – Epic Deed Stratagem

In the instant the enemy's blows fall, Be'lakor's blessings render his worshippers as insubstantial as shadow.

Use this Stratagem in any phase, when a saving throw made for a **Disciples of Be'lakor** model from your army against an attack is failed. The Damage characteristic of that attack is changed to 0. You cannot use this Stratagem if **Be'lakor** is not on the battlefield.

NOCTIC DISCIPLINE

Before the battle, if every unit in your army has the **DISCIPLES OF BE'LAKOR** keyword (excluding **UNALIGNED** units), you can generate the psychic powers for any **DISCIPLES OF BE'LAKOR PSYKER** units from your army from the Noctic discipline using the table below, instead any other psychic discipline. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the **PSYKER** knows. Note that a model cannot know powers from this discipline and another discipline.

1. SHROUDED STEP

A black fume envelopes the psyker's allies. It flows across the battlefield before coalescing into a roiling darkness from which they then emerge.

Blessing: *Shrouded Step* has a warp charge value of 6. If manifested, select one friendly **DISCIPLES OF BE'LAKOR INFANTRY** unit within 18" of this **PSYKER**. Remove that unit from the battlefield and set them up anywhere on the battlefield that is more than 9" from any enemy models. If that unit Remained Stationary this turn, it is instead treated as having made a Normal Move this turn.

2. WREATHED IN SHADES

The psyker draws from the warp a churning mass of damned shades, abandoned worshippers of Be'lakor now doomed to conceal and protect his current servants.

Blessing: *Wreathed in Shades* has a warp charge value of 7. If manifested, select one friendly **DISCIPLES OF BE'LAKOR** unit (excluding **MONSTER** and **VEHICLE** units) within 12" of this **PSYKER**. Until the start of your next Psychic phase, enemy models cannot target that unit with ranged weapons unless that unit is the closest eligible target to the firing model or it is within 12" of the firing model.

3. PALL OF DESPAIR

The psyker draws forth every bleak imagining and hopeless terror their victims have ever felt, drowning his enemies' minds in misery until they barely have the will to keep breathing.

Malediction: *Pall of Despair* has a warp charge value of 7. If manifested, select one enemy unit that is within 18" of and visible to this **PSYKER**: Roll 3D6: if the result is greater than the enemy unit's Leadership characteristic, select one of the following to apply to that unit until the start of your next Psychic phase:

- If that unit has any Aura abilities, select one of those abilities. Until the start of your next Psychic phase, that unit loses that ability.
- Until the start of your next Psychic phase, that unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- Until the start of your next Psychic phase, in the Fight phase, that unit is not eligible to fight that phase until after all eligible units from your army have done so.

4. VOIDSLIVERS

Reaching with their mind into the darkest depths of the void, the psyker draws forth crystallised slivers of terror, misery and loss before hurling them in a storm at the foe. The darts rip through soul-matter, while leaving the enemy's corporeal forms lifeless but seemingly unharmed.

Witchfire: *Voidslivers* has a warp charge value of 5. If manifested, select one enemy model that is within 12" of and visible to this **PSYKER**. Draw a line between any part this **PSYKER**'s base and any part of the selected model's base (or hull):

- The selected model's unit suffers 1 mortal wound (if that unit contains 11 or more models, it suffers D3 mortal wounds instead).
- Every other enemy unit that this line passes over or through suffers 1 mortal wound (if that unit contains 11 or more models, it suffers D3 mortal wounds instead).

5. PENUMBRAL CURSE

The psyker curses the blades of the enemy, causing them to become as insubstantial as shadows and to pass harmlessly through the very foes they should have hewn in two.

Malediction: *Penumbral Curse* has a warp charge value of 7. If manifested, select one enemy unit within 18" of this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll and reduce the Armour Penetration characteristic of that attack by 1.

6. BETRAYING SHADES

Falling to the psyker's whispered blandishments, the enemy's very shadows turn upon them, clawing and ripping at the mortal forms that cast them.

Witchfire: *Betraying Shades* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Select up to 6 models in that unit, and add together the unmodified Attacks characteristics of those models. Roll a number of D6 equal to the total (for example, if five of the selected models had an Attacks characteristic of 2, and one had an Attacks characteristic of 3, you would roll thirteen D6). If the result of the Psychic test was 11 or more, add 1 to each dice result. For each roll of 6+, that unit suffers 1 mortal wound.





CHAOS SPACE MARINES APPENDIX

This appendix contains supplementary rules for *Codex: Chaos Space Marines* that have been published in previous books, but which have been collected together and reprinted here for your convenience.

All of the rules found in this section have previously been published in one of three books: *Imperium Nihilus: Vigilus Ablaze*, *Psychic Awakening: Faith and Fury* and *Psychic Awakening: War of the Spider*. With the exceptions noted below, these rules have not been revised or altered since they were originally published; these rules are simply reprinted here so that Chaos Space Marines players can continue to use them now that the aforementioned books are no longer available to purchase. No new rules have been added to this section.

The only time where the wording of a previously published rule has changed is in one of the following circumstances:

- If the original rule contained an error or an ambiguity that caused us to publish an FAQ. In either case, the rule has been reworded to incorporate any previously published errata and clarify any raised ambiguities.
- If the original rule required updating when the 9th edition of Warhammer 40,000 was released, in order to function as intended with the rules and terminology (e.g. Engagement Range) presented in the Core Book. In these cases, such rules have been reworded to incorporate the previously published update.
- If the original rule had two separate effects, those rules have been reformatted so each individual effect is presented with its own bullet point. In all such instances, the effect of the rules remains unchanged; it is simply a style and formatting change to match how such rule are presented in other 9th edition publications.
- Warlord Traits use the **WARLORD** keyword instead of Warlord; Stratagems have had labels applied to them (e.g. Battle Tactics, Strategic Ploy, Epic Deed, Requisition etc.); and if a rule is an aura ability, then that rule has been reworded or labelled in such a way as to make it clear it is an aura ability. None of these changes have rules implications and the effect of the rule remains unchanged – it is simply to match the style of other Warlord Traits, Stratagems and aura abilities that appear in other 9th edition publications.



CHAMPIONS OF RUIN

The rules in this section supplement those found in *Codex: Chaos Space Marines* and can be used in any open play, narrative play or matched play game. They include new abilities for the Chaos Space Marines, new Artefacts of Chaos in the form of Daemon Weapons, and a swathe of new rules to further represent the infamous Legions of the Heretic Astartes.

ABILITIES

Chaos Space Marines **HERETIC ASTARTES** units (excluding **CULTISTS**) and **FALLEN** units gain the following additional abilities.

MALICIOUS VOLLEYS

To a Heretic Astartes the boltgun is far more than a weapon, it is an instrument of his anger and the bringer of death to his foes.

Instead of following the normal rules for Rapid Fire weapons, models in this unit firing Rapid Fire bolt weapons make double the number of attacks if any of the following apply:

- The firing model's target is within half the weapon's maximum range.
- The firing model is **INFANTRY** and every model in its unit Remained Stationary in your previous Movement phase.
- The firing model is a **TERMINATOR**, **BIKER** or **HELBRUTE**.

For the purposes of this ability, a Rapid Fire bolt weapon is any bolt weapon with the Rapid Fire type. A bolt weapon is any weapon whose profile includes the word 'bolt' (e.g. boltgun, bolt pistol, combi-bolter, Inferno boltgun). Rules that apply to bolt weapons also apply when firing the boltgun profile of combi-weapons and when firing Artefacts of Chaos that replaced a bolt weapon, (e.g. Spitespitter). The Talon of Horus is also a Rapid Fire bolt weapon.

HATEFUL ASSAULT

The Heretic Astartes are corrupted superhumans with ten thousand years of burning hatred. Few can withstand their hateful assault.

If this unit makes a charge move, is charged or performs a Heroic Intervention, add 1 to the Attacks characteristic of models in this unit until the end of the turn.

DAEMON WEAPONS

The selection of Relics presented on the following page represent a collection of Daemon Weapons. These are additional Artefacts of Chaos available to the Chaos Space Marines. If your army is led by a Chaos Space Marine **WARLORD**, you can give one of them to a Chaos Space Marine **CHARACTER** model from your army, as you would an Artefact of Chaos.

Note that the weapons replace one of the character's existing weapons. You must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Artefacts of Chaos your characters have on your army roster.



DAEMON WEAPONS

If your army is led by a Chaos Space Marine WARLORD, you can give one of these Artefacts of Chaos to a Chaos Space Marine CHARACTER model from your army, instead of the other Artefacts of Chaos presented in this publication or in *Codex: Chaos Space Marines*.

The Artefacts of Chaos listed here all have the following ability in addition to any others listed on their profile:

'Daemon Weapon: In the Fight phase, when this model is chosen to fight with for the first time that phase, roll one D6. On a 1, the model suffers 1 mortal wound and cannot use this weapon further that phase. On a 2+ the model can fight with the weapon as normal.'

Q'O'AK, THE BOUNDLESS

Q'o'ak drew Tzeentch's ire for ceaselessly tinkering with the plans of his Lords of Change, and thus was bound within this weapon to stop its tireless meddling. Yet when the weapon crosses blades with the bearer's enemies, a new victim falls foul of Q'o'ak's temporal tampering. How Q'o'ak can traverse time whilst bound within its prison is unknown, yet for each soul Q'o'ak pulls from the path of fate, a fresh plume materialises from the weapon's hilt.

TZEENTCH model with power sword, hellforged sword or force sword only. This Relic replaces a power sword, hellforged sword or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Q'o'ak	Melee	Melee	User	-3	D3

Abilities: When resolving an attack made with this weapon, invulnerable saves cannot be made.

THAA'RIS AND RHI'OL, THE RAPACIOUS TALONS

Thaa'ris and Rhi'ol were two rival daemons who endlessly performed at the court of a great Daemon Prince. They drew their patron's displeasure when their competitive rivalry became the prime focus of their performances, neglecting the court and its lord. They were bound within two daemon weapons, paired claws forever destined to dance at the behest of their bearer.

SLAANESH model with two lightning claws or two sets of malefic talons only. These Relics replace lightning claws or malefic talons and have the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Thaa'ris and Rhi'ol	Melee	Melee	User	-2	2

Abilities: When resolving an attack made with this weapon, you can re-roll the wound roll. When rolling for this weapon's Daemon Weapon ability, on a 2+ you can make a number of additional attacks equal to the result with this weapon this phase.

ZAALL, THE WRATHFUL

Only Khorne's most incensed warriors can wield this blade. A daemon of such unrestrained anger, Zaall was bound within to give a purpose to the daemon's endless fury. Now the daemon's anger ebbs and flows like a tide of gore synced to the wrath of its wielder.

KHORNE model with power sword or hellforged sword only. This Relic replaces a power sword or hellforged sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Zaall	Melee	Melee	User	-5	2

Abilities: When rolling for this weapon's Daemon Weapon ability, on a 2+, add a number to this weapon's Strength characteristic equal to the result until the end of this phase.

G'HOLL'AX, FIST OF DECAY

The very essence of pestilence exudes from the fingertips of this malign artefact. Said to have been gifted by the Lord of Decay himself, the mortal that bears this symbolic weapon is a herald of contagion and a physical example that none can resist the inescapable grip of decay.

NURGLE model with power fist only. This Relic replaces a power fist and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
G'holl'ax	Melee	Melee	x2	-3	3

Abilities: When resolving an attack made with this weapon, subtract 1 from the hit roll, and an unmodified wound roll of 2+ is always successful.

UL'O'CCA, THE BLACK AXE

This axe was found on a daemon world resting in a cavern marked with diabolical wards. Thousands of corpses lay at its feet, sacrificial offerings from an unknown warden to appease its hunger. One brave soul now seeks to feed the daemon by other means.

Model with power axe, force axe or daemonic axe only. This Relic replaces a power axe, force axe or daemonic axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ul'o'cca	Melee	Melee	User	0	1

Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 4+ inflicts 1 mortal wound on the target in addition to any other damage.



WORD BEARERS



In this section you'll find rules for Battle-forged armies that include WORD BEARERS Detachments – that is, any Detachment that includes only WORD BEARERS units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Word Bearers in your games of Warhammer 40,000.

WARLORD TRAITS

If a **WORD BEARERS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. THE VOICE OF LORGAR

This warlord speaks with the authority of his Primarch; when he commands, others follow without question or hesitation.

Add 3" to the range of this **WARLORD**'s aura abilities (e.g. Lord of Chaos).

2. EXALTED POSSESSION

This warlord shares his flesh with a powerful daemon. Physically stronger and faster than mere mortals, he venerates the pantheon with this union.

- This **WARLORD** gains the **POSSESSED** and **DAEMON** keywords (if they don't already have them).
- Add 1 to the Strength and Attacks characteristics of this **WARLORD**, and add 1" to this **WARLORD**'s Move characteristic.

3. DAEMONIC WHISPERS

Blessings from the empyrean guide this warlord and his followers.

- If your army is Battle-forged, roll one D3 before the battle begins; you gain a number of additional Command points equal to the result.
- Once per battle, if this **WARLORD** is on the battlefield, you can re-roll a single hit roll, wound roll, damage roll or saving throw.

4. MASTER OF THE UNION (AURA)

This warlord leads their daemonic brethren with fearsome influence, drawing forth the unholy emotions of the corrupted.

Add 1 to the Attacks characteristic of models in friendly **WORD BEARERS DAEMON** units whilst their unit is within 6" of this **WARLORD**.

5. DIABOLIST

This warlord etches diabolical incantations into their armour and skin to channel the protection of the warp.

When this **WARLORD** would lose a wound, roll one D6, adding 3 to the result if that wound would be lost as the result of a mortal wound; on a 6+ that wound is not lost.

6. SACRILEGIOUS REGENERATION

Giving up one's soul and purpose to the Dark Gods has garnered their favour. The very energy of the immaterium now seeps through this warlord's veins, healing afflictions of the material realm.

- Add 1 to this **WARLORD**'s Wounds characteristic.
- At the start of your turn, this **WARLORD** regains up to D3 lost wounds.

STRATAGEMS

If your army is Battle-forged and includes any **WORD BEARERS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

DARK PACT — 1CP

Word Bearers – Epic Deed Stratagem

The Word Bearers are experts at drawing the twisted minions of the Dark Gods into realspace, using profane rituals and gruesome sacrifices.

Use this Stratagem at the end of your Movement phase, when a **WORD BEARERS CHARACTER** model from your army attempts to summon a unit of **DAEMONS** to the battlefield using a Daemonic Ritual. When making the summoning roll for that attempt, you can re-roll the dice and this **CHARACTER** model will not suffer any mortal wounds for rolling doubles or triples.

MALEVOLENT COVENANT — 1CP

Word Bearers – Epic Deed Stratagem

The powers of the warp will provide for the faithful, but a price must always be paid.

Use this Stratagem in your Psychic phase, after a **WORD BEARERS PSYKER** unit from your army fails a Psychic test. The power is automatically manifested by that **PSYKER** unit at the minimum required warp charge value and without a double having been rolled, and cannot be resisted by a Deny the Witch attempt. After resolving the effects of the psychic power, that **PSYKER** unit suffers 1 mortal wound.

APOSTLE OF THE DARK COUNCIL — 1CP

Word Bearers – Requisition Stratagem

The ruling leaders of the Word Bearers guide their Legion on matters of faith as much as war.

Use this Stratagem before the battle. Select one **WORD BEARERS PRIEST** model from your army. That model gains the following ability: '**Dark Council:** This model knows one additional prayer from the Prayers to the Dark Gods (see *Codex: Chaos Space Marines*), and can chant one additional prayer at the start of the battle round.'

You can only use this Stratagem once.

CURSED DESPOILERS — 2CP

Word Bearers – Strategic Ploy Stratagem

Every stone is an affront to the gods that must be toppled.

Use this Stratagem after deployment but before the first battle round begins, if a **WORD BEARERS** unit from your army is on the battlefield. Select one Obstacle or Area Terrain feature. Units entirely on or within that terrain feature do not gain the benefit of cover to their saving throws.

REVERED HOSTS — 1CP

Word Bearers – Battle Tactic Stratagem

There is no greater way to venerate Chaos than to bond mortal with daemon.

Use this Stratagem in the Fight phase, when a **WORD BEARERS POSSESSED** unit or **WORD BEARERS GREATER POSSESSED** unit from your army is chosen to fight with. Until the end of the phase, add 1 to the Damage characteristic of melee weapons models in that unit are equipped with.

HEXAGRAMMATIC WARD — 1CP

Word Bearers – Epic Deed Stratagem

Diabolical wards of protection can turn aside the enemy's blows.

Use this Stratagem in any phase, after making a saving throw for a **WORD BEARERS CHARACTER** model from your army. Treat the result of that saving throw as 6. Each **WORD BEARERS CHARACTER** model from your army can only be the target of this Stratagem once per battle.

VENGEANCE FOR MONARCHIA — 1CP

Word Bearers – Battle Tactic Stratagem

Never will the outrage on beloved Monarchia be forgiven.

Use this Stratagem in the Fight phase, when a **WORD BEARERS** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit against an **ULTRAMARINES** unit, you can re-roll the hit roll and you can re-roll the wound roll.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **WORD BEARERS CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

CROWN OF THE BLASPHEMER

Adorned with the finger bones of defiant men and anointed with the blood of unbelievers, the Crown of the Blasphemer attracts the attention of Warp entities to the wearer. Upon the battlefield, powered blades are turned away by invisible hands, thunderous volleys of bullets are snatched into the aether at the last moment, and enemy warriors find their minds assailed with visions of a galaxy in flames.

- Improve the invulnerable save of the bearer by 1, to a maximum of 3+.
- The bearer has the following ability: '**Crown of the Blasphemer (Aura):** Subtract 1 from the Leadership characteristic of models in enemy units whilst their unit is within 6" of the bearer.'

BALEFUL ICON

This icon bears an eight-pointed star so saturated in the blood of loyalists that it is forever stained with the taint of treachery. Those who wish the bearer harm find their certainty sapped away by the mere proximity of this blasphemous standard. The Word Bearers that carry it feel its toxic aura much as a sun worshipper feels the kiss of a summer day upon his skin. Those who do not worship the Dark Gods instead find their skin crawling and their muscles shuddering in revulsion. Even Adeptus Astartes are drained of their righteous anger in its presence.

The bearer has the following ability: '**Baleful Icon (Aura):** When a charge roll is made for a charge declared against any friendly **WORD BEARERS** units within 6" of the bearer, subtract 2 from the result.'

BOOK OF THE REVILER

None can truly say what knowledge the Book of the Reviler contains. One glimpse at its pages is an affront to the senses, a sickening assault on one's sanity at the barbarous truths the tome contains. Those with the fortitude to read the lines of this heinous opus manifest mutated boons of Chaos for their efforts.

Model that is not a **DAEMON** only. Before the battle, the bearer can read from the Book of the Reviler. If it does, randomly generate two Chaos Boons for the bearer from the table found in the Chaos Boon Stratagem (see *Codex: Chaos Space Marines*), re-rolling Spawndom and Daemonhood and duplicate results. Note that doing so does not cost any Command points, and an enemy **CHARACTER**, **VEHICLE** or **MONSTER** model does not have to have been destroyed:

THE MALEFIC TOME

This unholy tome has been stitched together from the flayed skins of a dozen mortal psykers. Each leathery page still bears the hairs and birthmarks of the book's unwilling donors, their horror emanating from every inch of stolen skin. The book's leaves are inscribed with true names, hexagrammatic diagrams and daemonic hierarchies that offer the bearer abominable insights into the powers of the Warp.

PSYKER model only.

- The bearer knows one additional psychic power from their chosen discipline.
- When a Psychic test is taken for the bearer, add 1 to the total.

ASHEN AXE

The Ashen Axe dates back to the Great Crusade, a vicious chainaxe that was oft used on the citizens of worlds that rejected compliance. As the Legion descended into darkness, daemons of the warp were drawn in, feeding off the anguish and misery that its chained blades created. The Ashen Axe has become a malefic nexus for the creatures of the immaterium. Enemies of the Word Bearers find themselves unable to flee from the axe's blows, as claws and talons grasp at their limbs and root them to the spot. In truth, their minds are assailed by the entities of the aether, circling impatiently for the soul feast the Ashen Axe will deliver.

Model with chainaxe only. This Relic replaces a chainaxe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ashen Axe	Melee	Melee	+1	-2	D3

Abilities: Enemy units within Engagement Range of the bearer cannot Fall Back unless they have the **VEHICLE**, **TITANIC** or **AIRCRAFT** keyword.

EPISTLE OF LORGAR

One hallowed artefact above all is an epistle from the Book of Lorgar. When a priest reads from its pages, the very air turns metallic and the words summon dark blessings from the immaterium. All those who accept the words into their soul are imbued with its energy.

PRIEST model only.

- When the bearer chants a prayer, you can re-roll the dice to determine if that prayer is heard.
- The bearer has the following ability: '**Epistle of Lorgar (Aura):** Add 1 to the Leadership characteristic of models in friendly **WORD BEARERS** units whilst their unit is within 6" of the bearer.'

NIGHT LORDS

In this section you'll find rules for Battle-forged armies that include NIGHT LORDS Detachments – that is, any Detachment that includes only NIGHT LORDS units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Night Lords in your games of Warhammer 40,000.

WARLORD TRAITS

If a **NIGHT LORDS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. NIGHT HAUNTER'S CURSE

Some Night Lords warlords share the same curse of foresight that plagued their Primarch.

Once per battle round, you can re-roll a single hit roll, wound roll, damage roll, Advance roll, charge roll or saving throw made for this **WARLORD**.

2. ONE PIECE AT A TIME

This warlord prefers to toy with his prey, striking hard and fast, then vanishing once more, his injured and helpless victims completely at his mercy.

- This **WARLORD** can charge in a turn in which they Fell Back.
- When resolving an attack made with a melee weapon against this **WARLORD**, subtract 1 from the hit roll.

3. MURDEROUS REPUTATION

Even amongst a breed of murderers, this warlord has gained a notorious reputation for his mastery of the killing art.

When resolving an attack made by this **WARLORD**, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

4. KILLING FURY

This warlord launches himself into the heart of enemy lines to slake his thirst for butchery.

Each time this **WARLORD** is selected to Fight, if they made a charge move, were charged or performed a Heroic Intervention during this turn, until that Fight is resolved, add D3 to the Attacks characteristic of this **WARLORD**.

5. ONE WITH THE SHADOWS

So skilled at blending into darkness is this warlord, that it is difficult to discern where his corporeal form ends and the shadows begin.

- When resolving an attack made against this **WARLORD** whilst they are entirely on or within a terrain feature, add 1 to the saving throw (excluding invulnerable saving throws).
- Whilst this **WARLORD** is entirely on or within a terrain feature, improve its invulnerable save by 1, to a maximum of 3+ (e.g. a 4+ invulnerable save becomes 3+).

6. DIRTY FIGHTER

To this warlord, the very notion of fighting fair is alien. He will gang up with his brothers to lay low the enemy.

Whilst there are more friendly models within 3" of this **WARLORD** than enemy models, when resolving an attack made with a melee weapon by this **WARLORD**, add 1 to the wound roll.

STRATAGEMS

If your army is Battle-forged and includes any **NIGHT LORDS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

IN MIDNIGHT CLAD — 1CP

Night Lords – Battle Tactic Stratagem

Having fought countless campaigns of terror in complete darkness, the Night Lords know how to make an ally of the shadows.

Use this Stratagem in your opponent's Shooting phase, when a **NIGHT LORDS INFANTRY** unit from your army is targeted by a shooting attack. Until the end of that phase, when resolving an attack against that unit, subtract 1 from the hit roll.

VOX SCREAM — 2CP

Night Lords – Strategic Ploy Stratagem

Hideous screams of an aggressive techno-virus infiltrate the communication systems of the target, temporarily rendering it incapable of command.

Use this Stratagem at the end of your Movement phase. Select one enemy unit within 18" of any **NIGHT LORDS** units from your army. Until the start of your next Movement phase, enemy units cannot be affected by any of the selected unit's aura abilities.

PREY ON THE WEAK — 1CP

Night Lords – Battle Tactic Stratagem

Striking at the will of their victims, the meek of mind are the quarry of the VIII Legion.

Use this Stratagem in your Shooting phase or the Fight phase, when a **NIGHT LORDS** unit from your army is chosen to shoot or fight with. Until the end of that phase, when resolving an attack made by a model in that unit against an enemy unit whose models have a lower Leadership characteristic than the attacking model, add 1 to the hit roll.

HIT AND RUN — 1CP

Night Lords – Strategic Ploy Stratagem

There is no honourable fight, only darting strikes, feigned retreats and all manner of dirty tactics to win the battle.

Use this Stratagem at the start of your Charge phase. Select one **NIGHT LORDS** unit from your army. That unit can charge even if it Fell Back this turn

WE HAVE COME FOR YOU — 1CP

Night Lords – Strategic Ploy Stratagem

When the Night Lords descend, there is no mercy.

Use this Stratagem at the start of your opponent's Movement phase. Select one **NIGHT LORDS** unit from your army that is not a **VEHICLE**. Until the start of your next turn, enemy units within Engagement Range of that unit cannot Fall Back unless they have the **VEHICLE**, **TITANIC** or **AIRCRAFT** keyword.

FROM THE NIGHT — 1CP

Night Lords – Battle Tactic Stratagem

The sons of Nostramo strike from the dark.

Use this Stratagem at the start of your Charge phase. Select one **NIGHT LORDS INFANTRY** unit from your army that is entirely on or within a terrain feature. Until the end of the turn:

- When a charge roll is made for that unit, add 2 to the result.
- When resolving an attack made with a melee weapon by a model in that unit, add 1 to the hit roll.

RAPTOR STRIKE — 1CP

Night Lords – Battle Tactic Stratagem

Raptor cults circle above their prey, then descend when their victims are otherwise afflicted.

Use this Stratagem in your Charge phase, before making a charge roll for a **NIGHT LORDS JUMP PACK** unit from your army that was set up on the battlefield as reinforcements this turn. Roll 3D6 for that charge roll instead of 2D6.

FLAY THEM ALIVE — 1CP

Night Lords – Strategic Ploy Stratagem

Death does not always follow defeat.

Use this Stratagem in the Fight phase, when an enemy unit is destroyed as a result of an attack made by a **NIGHT LORDS** model from your army. Until the end of the turn, when a Morale test is taken for an enemy unit within 12" of that **NIGHT LORDS** unit, your opponent must roll one additional D6 and you can choose one of those dice to be discarded.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **NIGHT LORDS CHARACTER** from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

FLAYER

When the Legion's frightful tendencies came to the fore, the Flayer was the tool that carved the skin to be hung in the Night Haunter's throne room. The foulest of deeds were done with this blade, and its reputation grew within the VIII as a relic of dread. Only the most malevolent Legionnaires can bear its heinous lineage.

Model with power sword only. This Relic replaces a power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Flayer	Melee	Melee	+1	-3	2

Abilities: Each model destroyed by an attack with this weapon counts as two for the purposes of Morale tests.

STORMBOLT PLATE

This artificer armour was fashioned from a strange metal smelted in the darkest pits of long dead Nostramo. It is not the war-plate's incredible durability, however, that has made it so prized amongst the Night Lords. It is wreathed in a cloying darkness, an unnatural skein of midnight that perpetually shrouds the wearer. So it is that a warrior with the Stormbolt Plate pounces on their prey from the shadows.

INFANTRY model only.

- The bearer has a Save characteristic of 2+.
- The bearer always counts as being in cover, even while it is not entirely on or within a terrain feature.

VOX DAEMONICUS

Emanating from the ornate winged helm in which it makes its home, a living susurrus haunts the airwaves, spreading lies and falsehoods across the vox networks of the Night Lords' enemies. The chill whispers of the Vox Daemonicus have unmanned brave commanders and undermined masterful strategies; many a best-laid plan has been torn to shreds by its baleful curse.

INFANTRY model only.

- The bearer has the following ability: **'Vox Daemonicus (Aura):** Whilst an enemy unit is within 6" of the bearer, reduce the range of that enemy unit's aura abilities to 1". This does not apply to the Vox Daemonicus ability itself'.
- Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of the bearer.

TALONS OF THE NIGHT TERROR

Worn over a pair of boots, these talons give the wielder the appearance of some eldritch raptor-beast that has evolved to better disembowel prey. Should one sporting these bladed accoutrements descend feet first into the ranks of his quarry, the talons will eviscerate all those too slow to evade them. A heartbeat later, the crushing weight of the Chaos Space Marine wearer will be brought to bear with sickening, spine breaking impact.

Model that can **FLY** only. This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Talons of the Night Terror	Melee	Melee	+1	-1	1

Abilities: Each time the bearer is selected to fight, until that fight is resolved, it makes D3 additional attacks with this weapon, or D6 additional attacks with this weapon if it made a charge move or performed a Heroic Intervention this turn.

SCOURGING CHAINS

The Scourging Chains once jangled from the rafters of the Primarch's throne room. Many a soul judged guilty by the Night Haunter has been hanged from their jagged spikes. As the wearer flies towards his victims, these spiked chains appear taut as corded tendons, loosening and looping before impact. By lashing out and making sharp contact, captured prey are helpless to avoid the killing blow.

- Improve the Armour Penetration characteristic of melee weapons the bearer is equipped with by 1 (e.g. AP 0 becomes AP -1).
- Subtract 1 from the Attacks characteristic (to a minimum of 1) of enemy models whilst they are within Engagement Range of the bearer.

MISERY OF THE MEEK

This elixir is crafted by one of the Legion's few remaining apothecaries. He will hunt Legion slaves, scraping a life of meagre existence in the dark recesses of Night Lords vessels, and distil the fear and suffering of these unfortunate victims. Vials are then sold for supplies, passage and power. When a son of Nostramo indulges in the sickening contents, they are imbued with new energy.

Once per battle, at the start of your Movement phase, the bearer can drink from the Misery of Meek. That model immediately regains up to D6 lost wounds, and until the start of your next turn, add D3 to that model's Attacks characteristic.

ALPHA LEGION



In this section you'll find rules for Battle-forged armies that include ALPHA LEGION Detachments – that is, any Detachment that includes only ALPHA LEGION units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Alpha Legion in your games of Warhammer 40,000.

WARLORD TRAITS

If an **ALPHA LEGION CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. I AM ALPHARIUS

The Alpha Legion are experts in the art of deception, and none more so than this warlord.

In addition to this Warlord Trait, this **WARLORD** has one randomly generated Chaos Space Marine Warlord Trait from *Codex: Chaos Space Marines*. If this **WARLORD** is destroyed, you can immediately select another **ALPHA LEGION CHARACTER** model from your army to take their place and generate a Warlord Trait for them (including this one). If the mission you are playing grants victory points for destroying the enemy **WARLORD**, your opponent will only achieve that objective if all of the **ALPHA LEGION CHARACTER** models from your army have been destroyed.

2. CLANDESTINE

This warlord blends in with his surroundings effortlessly, an esteemed agent with infiltration experience.

When resolving an attack made against this **WARLORD**, subtract 1 from the hit roll.

3. HEADHUNTER

No target is safe in the sights of this warlord.

- Each time you select a target for a weapon this **WARLORD** is making an attack with, you can ignore the Look Out, Sir rule.
- When resolving an attack made with a ranged weapon by this **WARLORD**, an unmodified hit roll of 6 inflicts 1 mortal wound on the target in addition to any other damage.

4. MASTER OF DIVERSION

A venerated tactician who makes use of feints and diversions in their battle plans.

At the start of the first battle round, before the first turn begins, select up to three other friendly **ALPHA LEGION** units on the battlefield. Remove these units from the battlefield and set them up again following the usual deployment rules for those units and the mission. If you redeploy a **TRANSPORT** model, all units embarked inside it remain so when it is set up again.

5. CULT LEADER (AURA)

This warlord directs the local cult personally.

When resolving an attack made with a weapon by a model in a friendly **ALPHA LEGION CHAOS CULTIST** unit within 6" of this **WARLORD**, on an unmodified wound roll of 6 the Armour Penetration characteristic of that weapon is improved by 1 for that attack (e.g. AP 0 becomes AP -1).

6. FACELESS COMMANDER

This warlord makes use of doubles and proxies to mask their position on the battlefield.

Once per battle, at the end of your Movement phase, you can remove this **WARLORD** from the battlefield and set them up again within 3" of a friendly **ALPHA LEGION INFANTRY** unit and more than 9" away from enemy models.

STRATAGEMS

If your army is Battle-forged and includes any **ALPHA LEGION** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

FORWARD OPERATIVES 1CP

Alpha Legion – Strategic Ploy Stratagem

The Alpha Legion are as illusive as a shadow.

Use this Stratagem during deployment, when you set up an **ALPHA LEGION INFANTRY** unit from your army. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first. Each unit can only be selected for this Stratagem once per battle.

CONCEAL 2CP

Alpha Legion – Strategic Ploy Stratagem

These clandestine warriors will disappear at a moment's notice.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **ALPHA LEGION INFANTRY** unit from your army. Until the end of that phase, enemy models can only target that unit if it is the closest eligible target.

SABOTAGED ARMOURY 1CP

Alpha Legion – Strategic Ploy Stratagem

Agents and saboteurs will infiltrate enemy targets long before their warriors join the field of battle.

Use this Stratagem in any phase, before your opponent rolls to see if a **VEHICLE** model from their army explodes. If any **ALPHA LEGION** units from your army are on the battlefield, add 3 to one of the D6 rolled, and the roll cannot be re-rolled (if the affected Vehicle would explode on a roll of 6, it will explode on a roll of 6+ instead).

SCRAMBLED COORDINATES 1CP

Alpha Legion – Strategic Ploy Stratagem

Landing co-ordinates are tampered with by infiltrating the enemy's vox and data networks.

Use this Stratagem in your opponent's Movement phase, when an enemy unit is set up on the battlefield as reinforcements but before it is placed on the battlefield. That unit must be set up more than 12" away from **ALPHA LEGION** units from your army, rather than 9".

RENASCENT INFILTRATION 1CP

Alpha Legion – Strategic Ploy Stratagem

Disappear and reappear for the final strike.

Use this Stratagem at the end of your Movement phase. Select one **ALPHA LEGION INFANTRY** unit from your army that is more than 3" away from any enemy models (you cannot select a unit that arrived as reinforcements this turn). Remove that unit from the battlefield. At the end of your next Movement phase, set up that unit on the battlefield again, anywhere that is more than 9"away from any enemy models. Any models that cannot be set up in this way are destroyed. If the battle ends before that unit is set back up, it is destroyed.

AMBUSH 2CP

Alpha Legion – Strategic Ploy Stratagem

The Hydra knows all.

Use this Stratagem in your opponent's Movement phase, after an enemy unit is set up on the battlefield as reinforcements. Select one **ALPHA LEGION** unit from your army within 18" of that unit to shoot at that unit as if it were your Shooting phase.

FEIGNED RETREAT 1CP

Alpha Legion – Strategic Ploy Stratagem

Trust not appearances – the Hydra is always ready to strike.

Use this Stratagem in your Movement phase, when you Fall Back with an **ALPHA LEGION** unit from your army. That unit can still shoot this turn.

WE ARE ALPHARIUS 1CP

Alpha Legion – Requisition Stratagem

All Legionnaires can assume the role of leader.

Use this Stratagem before the battle, after nominating your **WARLORD**. Select one **ALPHA LEGION CHARACTER** model from your army that is not your **WARLORD** and determine one Warlord Trait for it; it is regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once per battle.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to an **ALPHA LEGION CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

DRAKESCALE PLATE

A suit of Corvus-Alpha-pattern power armour forged by an ancient tech-savant of the Dark Mechanicum, this battle plate incorporates the living titanium scales of the mica skydrake. Its wearer is so well protected by that elder beast's innate resistance to damage, that even a flamestorm cannon's channelled inferno splashes harmlessly aside, like water from smooth pillars of obsidian.

INFANTRY model only.

- The bearer has a Save characteristic of 2+.
- When the bearer would lose a wound as a result of a mortal wound, roll one D6; on a 5+ that wound is not lost.

MINDVEIL

Shimmering with illusion, the Mindveil is a long cloak stitched with the interlocking teeth of Dostoy Prime's chameleonic hydrasharks. So potent are the spells of confusion and dislocation cast upon it that the bearer is accompanied by incorporeal mirages that mirror his appearance. Stranger still, at a chanted command in the Dark Tongue, the wearer's true location and that of his doppelganger can switch places, an instant translocation that leaves his enemies gaping in confusion.

- At the start of your Movement phase, if the bearer is on the battlefield, roll 3D6; until the end of that phase, the bearer's Move characteristic is equal to the result.
- In the Movement phase, the bearer can move across other models and terrain as if they were not there.
- In the Charge phase, the bearer can move across other models (other than **BUILDINGS**) as if they were not there.
- The bearer can charge in a turn in which they Fall Back.

HYDRA'S WAIL

The Hydra's Wail is a sophisticated jamming device corrupted by the ruinous powers. A burst of directed scrapcode infiltrates the vox networks and the communications devices of the enemy, rendering strategic planning null and void. Its blasts are limited, so ritualistic offerings are needed after each use to replenish its deadly charge.

Once per battle, at the start of the battle round, if the bearer is on the battlefield it can activate the Hydra's Wail. Until the end of the battle round, when your opponent spends Command points to use a Stratagem, roll one D6; on a 4+ your opponent must spend one extra Command point to use that Stratagem, or else it has no effect and the Command points spent so far are lost.

VIPER'S BITE

This ornate boltgun has a wide, serpent head muzzle and a magazine that never seems to run dry. When it fires, it makes no noise louder than a dry hiss, but a cacophony of screams is never far behind. The projectiles it fires glow with acrid green flames, and the energy swathing each bolt is so virulent that they can sizzle through even the ancient war-plate of Terminator-armoured veterans.

Model with combi-bolter only. This Relic replaces a combi-bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Viper's Bite	24"	Rapid Fire 2	5	-3	2

HYDRA'S TEETH

The legend goes that these bolt rounds are sentient in the manner of daemon weapons, and that sorcerous powers have somehow given them a terrible hunger for destruction. Once fired, they seek out fresh victims before exploding in a blast of eye-searing, lung-scorching gas.

Model with a bolt weapon (see page 81) only. The bolt weapons of the bearer are granted the following abilities:

- Attacks made with this weapon automatically hit the target (including when using the Daemon Shell stratagem – see *Codex: Chaos Space Marines*).
- This weapon wounds on a 2+ unless it is targeting a **VEHICLE** or **TITANIC** unit, in which case it wounds on a 6+.
- Units do not receive the benefit of cover to their saving throws against attacks made with this weapon.

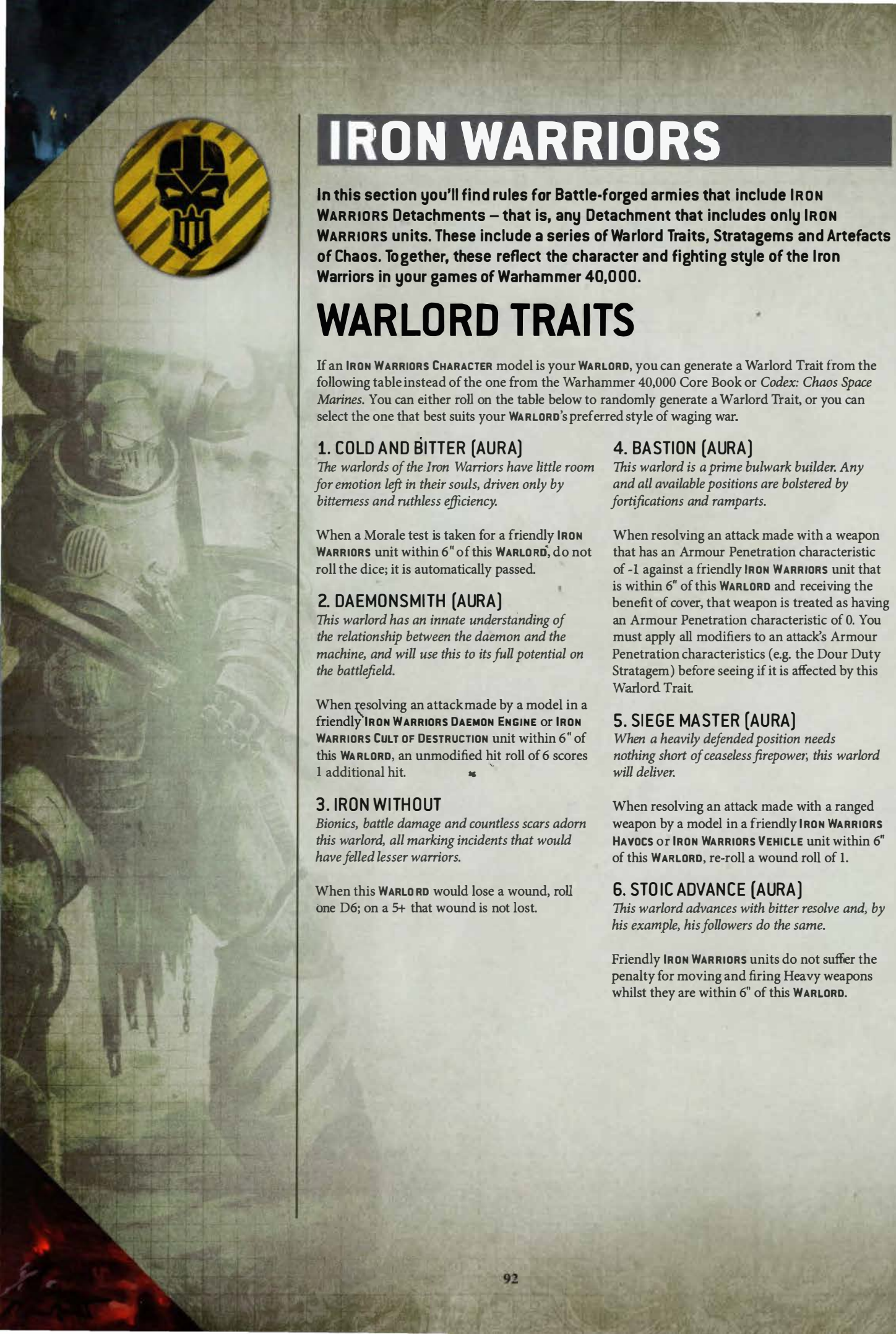
SHADEBLADE

This blade is rumoured to be of xenos origin. Within its hilt lies unknown cloaking technology that turns the wielder into naught but shadow when in darkness and low light.

Model with power sword or force sword only. This Relic replaces a power sword or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Shadeblade	Melee	Melee	+1	-3	D3

Abilities: When resolving an attack made against the bearer, subtract 1 from the hit roll.



IRON WARRIORS

In this section you'll find rules for Battle-forged armies that include IRON WARRIORS Detachments – that is, any Detachment that includes only IRON WARRIORS units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Iron Warriors in your games of Warhammer 40,000.

WARLORD TRAITS

If an **IRON WARRIORS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. COLD AND BITTER (AURA)

The warlords of the Iron Warriors have little room for emotion left in their souls, driven only by bitterness and ruthless efficiency.

When a Morale test is taken for a friendly **IRON WARRIORS** unit within 6" of this **WARLORD**, do not roll the dice; it is automatically passed.

2. DAEMONSMITH (AURA)

This warlord has an innate understanding of the relationship between the daemon and the machine, and will use this to its full potential on the battlefield.

When resolving an attack made by a model in a friendly **IRON WARRIORS DAEMON ENGINE** or **IRON WARRIORS CULT OF DESTRUCTION** unit within 6" of this **WARLORD**, an unmodified hit roll of 6 scores 1 additional hit.

3. IRON WITHOUT

Bionics, battle damage and countless scars adorn this warlord, all marking incidents that would have felled lesser warriors.

When this **WARLORD** would lose a wound, roll one D6; on a 5+ that wound is not lost.

4. BASTION (AURA)

This warlord is a prime bulwark builder. Any and all available positions are bolstered by fortifications and ramparts.

When resolving an attack made with a weapon that has an Armour Penetration characteristic of -1 against a friendly **IRON WARRIORS** unit that is within 6" of this **WARLORD** and receiving the benefit of cover, that weapon is treated as having an Armour Penetration characteristic of 0. You must apply all modifiers to an attack's Armour Penetration characteristics (e.g. the Dour Duty Stratagem) before seeing if it is affected by this Warlord Trait.

5. SIEGE MASTER (AURA)

When a heavily defended position needs nothing short of ceaseless firepower, this warlord will deliver.

When resolving an attack made with a ranged weapon by a model in a friendly **IRON WARRIORS HAVOCS** or **IRON WARRIORS VEHICLE** unit within 6" of this **WARLORD**, re-roll a wound roll of 1.

6. STOIC ADVANCE (AURA)

This warlord advances with bitter resolve and, by his example, his followers do the same.

Friendly **IRON WARRIORS** units do not suffer the penalty for moving and firing Heavy weapons whilst they are within 6" of this **WARLORD**.

STRATAGEMS

If your army is Battle-forged and includes any **IRON WARRIORS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

IRON WITHIN, IRON WITHOUT — 1CP

Iron Warriors – Strategic Ploy Stratagem

Hardened by the most gruelling theatres of war, the Iron Warriors will fight long after others of their ilk have fallen.

Use this Stratagem in any phase, when a model in an **IRON WARRIORS** unit from your army would lose a wound. Roll one D6 for that wound, and for each other wound that would be lost by a model in that unit until the end of that phase; on a 6 that wound is not lost.

METHODICAL ANNIHILATION — 1CP

Iron Warriors – Strategic Ploy Stratagem

With meticulous firepower do the Iron Warriors prevail.

Use this Stratagem in your Shooting phase, when an **IRON WARRIORS** unit from your army is chosen to shoot with. Select one of the following effects to last until the end of that phase:

- When resolving an attack made by a model in that unit, you can re-roll the damage roll.
- You can re-roll any or all of the dice to determine the Type characteristic of weapons that models in that unit are equipped with.

DOUR DUTY — 1CP

Iron Warriors – Battle Tactic Stratagem

The Iron Warriors unflinchingly face their forlorn fate.

Use this Stratagem in your opponent's Shooting phase or your Charge phase, when an **IRON WARRIORS** unit from your army is chosen as the target for an attack. Until the end of that phase, when resolving an attack made with a ranged weapon against that unit, worsen the Armour Penetration characteristic of that weapon by 1 for that attack (e.g. AP -2 becomes AP -1).

UNHOLY VIGOUR — 1CP

Iron Warriors – Epic Deed Stratagem

The corrupted machine spirits of the IV refuse to yield.

Use this Stratagem at the start of your Movement phase. Select one **IRON WARRIORS VEHICLE** model from your army. That model regains up to 3 lost wounds.

TANK HUNTERS — 1CP

Iron Warriors – Battle Tactic Stratagem

No armour is safe from the guns of the IV Legion.

Use this Stratagem in your Shooting phase or the Fight phase, when you choose an **IRON WARRIORS** unit from your army (excluding **CHAOS CULTISTS**) to shoot or fight with. Select one enemy **VEHICLE** unit. Until the end of that phase, when resolving an attack made by a model in that **IRON WARRIORS** unit against the selected unit, you can re-roll the wound roll.

RAMPANT TECHNO-VIRUS — 1CP

Iron Warriors – Wargear Stratagem

The IV's Cult of Destruction are fearsome avatars of war.

Use this Stratagem in your Shooting phase or the Fight phase, when you select an **IRON WARRIORS OBLITERATORS** or **IRON WARRIORS MUTILATORS** unit from your army to shoot or fight with. Until the end of that phase, you can re-roll any or all D3 rolls made for that unit's Fleshmetal Guns or Fleshmetal Weapons ability.

CANNON FODDER — 2CP

Iron Warriors – Strategic Ploy Stratagem

Clog up their guns with the flesh and bones of the weak.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **IRON WARRIORS INFANTRY** unit from your army then select one friendly **IRON WARRIORS CHAOS CULTISTS** unit wholly within 6" of that unit. Until the end of that phase, enemy models cannot target that **IRON WARRIORS INFANTRY** unit if the selected **IRON WARRIORS CHAOS CULTISTS** unit is a closer visible target.

BITTER ENMITY — 1CP

Iron Warriors – Battle Tactic Stratagem

The IV's contempt for the Imperial Fists runs deep.

Use this Stratagem in the Fight phase, when an **IRON WARRIORS** unit from your army is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit against an **IMPERIAL FISTS** unit, you can re-roll the hit roll and you can re-roll the wound roll.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to an **IRON WARRIORS CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

SIEGEBREAKER MACE

A vast sphere of dense star-metal bound with sigils of shattering, the Siegebreaker Mace, mounted on the wrist-thick pole of a captured Adeptus Astartes standard, was created with acts of destructive symbolism in mind.

Model with power maul or accursed crozius only. This Relic replaces a power maul or accursed crozius and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Siegebreaker Mace	When the bearer fights, select one of the profiles below				
- Swing	Melee	Melee	+2	-2	2
- Smash	Melee	Melee	x2	-3	D6

Abilities: When the bearer fights using the smash profile, it can only make two attacks. When resolving an attack made with the smash profile, roll two D6 when inflicting damage with it and discard one of the results.

CRANIUM MALEVOLUS

This iron-clad death's head is a mouthpiece for the mind-shattering language of the soul forges. The coded blurts of Dark Tongue it emits are potent enough to undo the machine spirits of enemy technology.

In your Shooting phase, the bearer can use the Cranium Malevolus instead of shooting. Roll one D6 for each enemy **VEHICLE** unit within 9" of that model; on a 4-5 that unit suffers D3 mortal wounds, and on a 6 that unit suffers 3 mortal wounds.

INSIDIUM

This vast suite of bionics was originally implanted to avoid the mutating effects of the immaterium, but the warp is fickle. Insidium and its bearer are now a warped host of the techno-virus. Flesh and bionic alike have melded into a sickening union of mutated horror, while the bearer's disdain for their own corruption rots away at their soul. Nonetheless, a fusion of mortal, daemon and machine has turned them into an unstoppable leviathan.

- The bearer gains the **DAEMON** keyword (if it does not already have it).
- Add 1 to the Strength, Toughness and Wounds characteristics of the bearer.

AXE OF THE FORGEMASTER

Masters of the daemon forges have long had to ensure dominance over their creations. Such are the energies of unmaking bound into this axe's haft that a single blow can turn an adamantium-hulled tank into a pile of rusted scrap.

Model with power axe or daemonic axe only. This Relic replaces a power axe or daemonic axe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Axe of the Forgemaster	Melee	Melee	+3	-3	2

Abilities: When resolving an attack made with this weapon against a **VEHICLE** unit, an unmodified hit roll of 5+ inflicts D3 mortal wounds on the target in addition to any normal damage.

SPITESPITTER

The unbridled hate of this weapon's various wielders has corrupted its spirit over 10,000 years in the warp. The weapon now bucks with venom from every round that leaves its chamber, an essence of loathing that trails the explosive casing. For each loyal servant of the Corpse Emperor destroyed, this weapon and its wielder make one small step towards victory in the Long War.

Model with combi-bolter only. This Relic replaces a combi-bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Spitespitter	24"	Rapid Fire 2	5	-3	D3

TECHNO-VENOMOUS MECHATENDRILS

The morass of mechanical tentacles that grace the wearer's back are possessed of an insidious and cruel consciousness, for they are a collection of several small and deadly Daemon Engines.

WARPSMITH model only. This Relic replaces mechatendrils and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Techno-venomous Mechatendrils	Melee	Melee	User	D	1

Abilities: When the bearer fights, it makes 4 additional attacks with this weapon, and only those 4 attacks can be made with this weapon. When resolving an attack made with this weapon, if a hit is scored the target suffers 1 mortal wound and the attack sequence ends.

EMPEROR'S CHILDREN



In this section you'll find rules for Battle-forged armies that include EMPEROR'S CHILDREN Detachments – that is, any Detachment that includes only EMPEROR'S CHILDREN units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Emperor's Children in your games of Warhammer 40,000.

WARLORD TRAITS

If an **EMPEROR'S CHILDREN CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll one D6 on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. STIMULATED BY PAIN

The warlords of the Emperor's Children thrive on pain. The more grievous their injuries, the deadlier they become.

Add 1 to your **WARLORD**'s Attacks characteristic for each wound he has suffered (to a maximum of +3). If your **WARLORD** regains any lost wounds, he loses the associated bonus attacks.

2. INTOXICATING MUSK (AURA)

A sickly-sweet aroma emanates from this warlord, both delightful and disgusting at once. A perfumed assault on the senses intoxicates those in its vicinity.

When resolving an attack made by an enemy unit within 3" of this **WARLORD**, subtract 1 from the hit roll.

3. UNBOUND ARROGANCE

This warlord's pride and hubris is both his greatest strength and his biggest weakness.

When you choose this **WARLORD** to fight with, you and your opponent secretly choose a number from 1 to 3 on a D6 (we suggest turning a D6 to show the number but concealing this behind your hand), then reveal your choice simultaneously. If the chosen numbers differ, this **WARLORD** can make a number of additional attacks that fight sequence equal to the number you chose.

4. FAULTLESS DUELLIST

A veteran of the duel, a peerless swordsman and an exquisite example of fighting form. Those who lock swords with this warlord do so at their peril.

At the start of the Fight phase, roll one D3. Until the end of that phase, subtract the result from the Attacks characteristic of enemy models (to a minimum of 1) whilst they are within Engagement Range of this **WARLORD**.

5. GLUTTON FOR PUNISHMENT

This warlord revels in every sensation – even ones that would slay a lesser mortal outright.

When resolving an attack against this **WARLORD**, reduce any damage inflicted by 1 (to a minimum of 1)

6. LOATHSOME GRACE

Blessed by the Chaos Gods to further accentuate this warlord's perverse elegance, his warped movements are nimble, striking and utterly abhorrent.

- When a charge roll is made for this **WARLORD**, you can re-roll the dice.
- If this **WARLORD** makes a charge move or performs a Heroic Intervention, add 1 to their Strength and Attacks characteristics until the end of the subsequent Fight phase.

STRATAGEMS

If your army is Battle-forged and includes any **EMPEROR'S CHILDREN** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

COMBAT ELIXIRS 2CP

Emperor's Children – Requisition Stratagem

Concoctions of hideous euphoria empower the minds of these sensationalist warriors.

Use this Stratagem before the battle. Select one **EMPEROR'S CHILDREN** unit from your army that is not a **VEHICLE** or **CHAOS CULTIST**, then select one of the following effects to apply to models in that unit until the end of the battle:

- +1 to Attacks characteristic
- +1 to Strength characteristic
- +2" to Move characteristic
- +1 to Toughness characteristic

You can only use this Stratagem once.

EXCESS OF VIOLENCE 1CP

Emperor's Children – Battle Tactic Stratagem

The visceral sensation of every fresh kill causes the warriors of the Emperor's Children to enter an ecstatic frenzy of butchery and dismemberment.

Use this Stratagem in the Fight phase, when you choose an **EMPEROR'S CHILDREN INFANTRY** unit from your army to fight with. Until the end of that phase, if an attack made by a model in that unit destroys an enemy model, the attacking model can make one additional attack against the same unit using the same weapon.

INCESSANT DISDAIN 1CP

Emperor's Children – Epic Deed Stratagem

Contempt for lesser warriors drives the Champions of the Emperor's Children into a furore.

Use this Stratagem at the end of your opponent's Charge phase. Select one **EMPEROR'S CHILDREN CHARACTER** model from your army. That model can perform a Heroic Intervention if it is within 6" of any enemy models, and can move up to 6" when doing so as long as it finishes that move within Engagement Range of any enemy **CHARACTER** models or the nearest enemy model.

HONOUR THE PRINCE 1CP

Emperor's Children – Battle Tactic Stratagem

Warriors who venerate Slaanesh through fighting form are rewarded in their endeavours.

Use this Stratagem in your Charge phase, after making a charge roll for an **EMPEROR'S CHILDREN SLAANESH** unit from your army. You can change the result of one of the D6 rolled to a 6.

EXCRUCIATING FREQUENCIES 1CP

Emperor's Children – Wargear Stratagem

The sons of Chemos were the first to use sonic weaponry, and are peerless with its deadly sound waves.

Use this Stratagem in your Shooting phase, when an **EMPEROR'S CHILDREN NOISE MARINES** unit from your army is chosen to shoot with. Until the end of that phase, add 1 to the Strength and Damage characteristics of blastmasters, sonic blasters and doom sirens models in that unit are equipped with.

CRUEL DUELLISTS 1CP

Emperor's Children – Battle Tactic Stratagem

Fulgrim's scions are renowned for their blade-craft.

Use this Stratagem in the Fight phase, when an **EMPEROR'S CHILDREN** unit from your army that is not a **VEHICLE** or **CHAOS CULTIST** is chosen to fight with. Until the end of that phase, when resolving an attack made with a melee weapon by a model in that unit, on an unmodified wound roll of 6 that weapon has an Armour Penetration characteristic of -3 for that attack.

TACTICAL PERFECTION 1CP

Emperor's Children – Strategic Ploy Stratagem

The III Legion's grasp of tactics is exemplary.

Use this Stratagem at the start of the first battle round, before the first turn begins. Select one **EMPEROR'S CHILDREN** unit from your army. Remove that unit from the battlefield and either place it into Strategic Reserves or set it up again following the usual deployment rules for that unit and the mission being played. If you redeploy a **TRANSPORT** model, units embarked aboard it remain so when it is set up again.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to an **EMPEROR'S CHILDREN CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

THE ENDLESS GRIN

This fleshy mask is the still living, flayed face of a man who begged Slaanesh to fulfil his wish to live forever. The Dark Prince was only too pleased to oblige, gifting the unfortunate soul immortality, but also forcing him to present his face to the Chaos Lord Shixe. After butchering the supplicant, Shixe wore that face as a prized reminder of the occasion for several centuries. The Endless Grin has since exchanged hands many times, but the potency of its anguish has never diminished.

The bearer has the following ability: '**Endless Grin (Aura):** Subtract 1 from the Leadership characteristic of models in enemy units whilst their unit is within 6" of the bearer and, when a Morale test is taken for an enemy unit within 6" of the bearer, your opponent must roll one additional D6 and you can choose one of those dice to be discarded.'

FATAL SONANCY

Xenotech implants grafted into the bearer's neck give them the ability to emit a hypermodulated scream, powerful enough to shatter diamond. The myriad resonant frequencies and sheer deafening power of this scream hits with a physical impact, blasting away flesh and bone alike, and reducing its victims to a shuddering pulp.

This Relic is a weapon that has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Fatal Sonancy	12"	Assault D6	6	-2	1

Abilities: When resolving an attack made with this weapon, do not make a hit roll: it automatically scores a hit. When resolving an attack made with this weapon, the target does not receive the benefit of cover to its saving throw.

ARMOUR OF ABHORRENCE

A canvas of the perverse, this suit of armour turns the wearer into an effigy of excess. Captured warriors of the enemy will adorn its plate, a mosaic of dark exuberance that delights the Emperor's Children, but instils sheer horror in their enemies. In battle, warriors experience utter revulsion at the ghastly display, and feel a brief reluctance at firing upon their captured brothers. Before they come to their senses, the bearer is in their midst.

- Enemy units cannot fire Overwatch at the bearer.
- The bearer has the following ability: '**Armour of Abhorrence (Aura):** If an enemy unit fails a Morale test whilst it is within 6" of the bearer, one additional model flees from that unit.'

REMNANT OF THE MARAVIGLIA

A rare recording of the grand symphony played for the Emperor's Children at the onset of the Horus Heresy. The original performance saw the final descent of the Legion into debauchery and darkness. When transmitted through vox-casters, purpose built into the Dark Apostle's armour, mere seconds of this perverted symphony is enough to drive the servants of Slaanesh into a furore of excess.

PRIEST model only. Once per battle, instead of chanting a prayer, the bearer can broadcast the Remnant of the Maraviglia. Until the end of that battle round, the bearer gains the following ability: '**Remnant of Maraviglia (Aura):** When resolving an attack made by a model in a friendly **EMPEROR'S CHILDREN** unit within 6" of a model with this Relic, you can re-roll the wound roll.'

DISTORTION

The unblemished sheen of this faultless blade reflects an alluring countenance to the bearer, their seemingly unmatched beauty a peerless example of perfection. In reality, the bearer is a hideous wretch, every ounce of elegance leeched away to power the blade's fearsome edge.

Model with power sword or force sword only. This Relic replaces a power sword or force sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Distortion	Melee	Melee	User	-4	D3

Abilities: At the start of the Fight Phase, the bearer can look upon their reflection. Until the end of that phase, this weapon has a Strength characteristic of x2, and when resolving an attack made with this weapon, subtract 1 from the hit roll.

RAIMENT REVULSIVE

A cloak stitched with the skins of defeated mortals, the Raiment Revulsive is a symbol of contempt and hatred for those lesser than the Emperor's Children. The screams of anguish that come from the still living faces of its diabolic hide are a sweet concerto to the ears of the wearer. It imbues them with unbridled confidence in their ability to best enemies, flay their hides in victory, and add their still screaming throes to the length of this grisly mantle.

- When resolving an attack made by the bearer, you can re-roll the hit roll and you can re-roll the wound roll.
- When a charge roll is made for the bearer, you can re-roll the result.



WORLD EATERS

In this section you'll find rules for Battle-forged armies that include WORLD EATERS Detachments – that is, any Detachment that includes only WORLD EATERS units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the World Eaters in your games of Warhammer 40,000.

WARLORD TRAITS

If a **WORLD EATERS CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits your **WARLORD**'s preferred style of waging war.

1. SLAUGHTERBORN

This warlord bears the favour of Khorne, his murderous prowess growing with each worthy skull claimed in his master's name.

When an enemy **CHARACTER**, **MONSTER** or **TITANIC** model is destroyed as a result of an attack made by this **WARLORD**, until the end of the battle, add 1 to this **WARLORD**'s Attacks and Strength characteristics.

2. ARCH SLAUGHTERER

When surrounded by foes to kill, this warlord is truly in his element, and gives in to the Butcher's Nails.

At the start of the Fight phase, add D3 to this **WARLORD**'s Attacks characteristic if there are more enemy models within 3" of them than there are friendly models. These extra attacks last until the end of that Fight phase.

3. DISCIPLE OF KHORNE

Many claim to hold the title of one of Khorne's eight foremost champions, but any pretenders are swiftly proven false, for none can rival one of their number in the art of single combat.

When resolving an attack made with a melee weapon by this **WARLORD** against an enemy **CHARACTER** unit or a unit that contains any models with a Wounds characteristic of 5 or more, you can re-roll the hit roll and you can re-roll the wound roll.

4. VIOLENT URGENCY (AURA)

This warlord's bloodlust is palpable and pushes the Butcher's Nails of those around him into overdrive. This, in turn, fuels a desperate need to spill blood.

When an Advance or charge roll is made for a friendly **WORLD EATERS** unit within 6" of this **WARLORD**, add 1 to the result.

5. TRUE BERZERKER

When this warlord meets his foes face-to-face, his fury is such that he will brush aside even fatal wounds, the better to claim more skulls for Lord Khorne.

When resolving an attack made with a melee weapon against this **WARLORD**, halve any damage inflicted (rounding up).

6. BATTLE-LUST

This warlord's lust for battle draws him into any and all fights, his thirst driving him to new heights of battlefield frenzy.

- This **WARLORD** can perform a Heroic Intervention if there are any enemy units within 6" of them instead of 3", and when doing so can move up to 6" instead of 3".
- This **WARLORD** always fights first in the Fight phase.

STRATAGEMS

If your army is Battle-forged and includes any **WORLD EATERS** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

SCORN OF SORCERY 1CP

World Eaters – Strategic Ploy Stratagem

Like the god they worship, the warriors of the World Eaters despise psykers and their trickery, and through the sheer force of their hatred can sever sorcerous powers.

Use this Stratagem in your opponent's Psychic phase, when an enemy **PSYKER** model manifests a psychic power within 24" of any **WORLD EATERS** units from your army, after any attempts to deny that Psychic power (if any) have been made. Roll one D6; on a 4+ the effects of that psychic power are negated.

APOPLECTIC FRENZY 1CP

World Eaters – Strategic Ploy Stratagem

Howling in rage, World Eaters surge towards the foe.

Use this Stratagem during deployment, when you set up a **WORLD EATERS INFANTRY** unit from your army. At the start of the first battle round but before the first turn begins, you can move that unit up to 9". It cannot end this move within 9" of any enemy models. If both players have units that can move before the first turn begins, the player who is taking the first turn moves their units first.

SKULLS FOR THE SKULL THRONE! 1CP

World Eaters – Epic Deed Stratagem

Offer up the skulls of mighty champions to Khorne!

Use this Stratagem in the Fight phase, when an enemy **CHARACTER** model is destroyed as a result of an attack made with a melee weapon by a **WORLD EATERS CHARACTER** model from your army. Gain D3 Command points (The limit of gaining or refunding 1 CP per battle round does not apply to any Command points gained via this Stratagem).

RED BUTCHERS 2CP

World Eaters – Requisition Stratagem

Entombed within their Terminator armour, these crazed warriors are unleashed like rabid beasts.

Use this Stratagem before the battle. Select one **WORLD EATERS CHAOS TERMINATORS** unit from your army.

- Add 1 to the Strength characteristic of models in that unit.
- That unit gains the following ability: '**Blood for the Blood God:** This unit can fight twice in each Fight phase, instead of only once.'

You can only use this Stratagem once.

KILL! MAIM! BURN! 1CP

World Eaters – Battle Tactic Stratagem

Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn!

Use this Stratagem in the Fight phase, before you consolidate with a **WORLD EATERS** unit from your army. Until the end of that phase, each model in that unit can move up to 6" when they consolidate, instead of 3".

WILD FURY 1CP

World Eaters – Battle Tactic Stratagem

Sheer aggression can cut through even the thickest armour.

Use this Stratagem in the Fight phase, when you select a **WORLD EATERS** unit from your army to fight with. Until the end of that phase, improve the Armour Penetration characteristic of melee weapons models in that unit are equipped with by 1 (e.g. AP 0 becomes AP -1).

STOKE THE NAILS 1CP

World Eaters – Battle Tactic Stratagem

Aggression stimulators implanted into the brains of the World Eaters drive them into uncontrollable rages.

Use this Stratagem in the Fight phase, when a **WORLD EATERS INFANTRY** or **WORLD EATERS BIKER** unit from your army that is not a **CHAOS CULTIST** is chosen to fight with. Until the end of that phase:

- That unit's Death to the False Emperor ability takes effect when targeting any enemy units, not just **IMPERIUM** units.
- When targeting **IMPERIUM** units, the ability takes effect on hit rolls of 5+.

BLOOD FOR THE BLOOD GOD! 2CP

World Eaters – Strategic Ploy Stratagem

When blood rains, the warriors of the World Eaters are fearless.

Use this Stratagem in the Fight phase, after an enemy unit is destroyed as a result of an attack made by a **WORLD EATERS** model from your army. Until the start of your next turn, when a Morale test is taken for a friendly **WORLD EATERS** unit, do not roll the dice; it is automatically passed.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **WORLD EATERS CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

CRIMSON KILLER

This ornate pistol fires blasts of crimson plasma that crackle with murderous power and fierce energies that ignite body and soul alike. The bearer will oft follow up with a decapitating head strike and claim the singed skull for Khorne.

Model with plasma pistol only. This Relic replaces a plasma pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Crimson Killer	12"	Pistol 1	9	-3	3

Abilities: When resolving an attack made with this weapon, an unmodified wound roll of 4+ inflicts 1 mortal wound on the target in addition to any normal damage.

GOREFATHER

This immense chainaxe is said to have once been wielded by Angron himself. Though it was ultimately cast aside, this relic is of such immense importance to the Legion that wars have been fought between rival warbands seeking to claim it for themselves. One strong enough to wield Gorefather can scythe his enemies into scattering explosions of blood and ruined flesh.

Model with chainaxe only. This Relic replaces a chainaxe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Gorefather	Melee	Melee	+2	-2	3

Abilities: When resolving an attack made with this weapon, subtract 1 from the hit roll, and on an unmodified wound roll of 6 the target suffers 3 mortal wounds and the attack sequence ends.

BANNER OF RAGE

The Banner of Rage contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and an urge for slaughter that beat upon the minds of those nearby, driving them into a killing frenzy.

PRIEST model only. Once per battle, at the start of the Fight phase, the bearer can unfurl the Banner of Rage. If they do, until the end of the phase, the bearer has the following ability: '**Banner of Rage (Aura):** Add 1 to the Attacks characteristic of models in friendly **WORLD EATERS** units whilst their unit is within 6" of the bearer.'

BERSERKER GLAIVE

The bearer of this daemon-infested killing tool is driven to a state of apoplectic frenzy by the proximity of its red-hot steel. His fellow World Eaters treat him with great caution, shunning him as a dangerous maniac even amongst his own bloodthirsty kind whilst venerating him as a living totem of rage. A host of Bloodletters are bound into the weapon's fabric, and by channelling the life essence of those it slays, the vampiric daemon weapon ensures its isolated host can fight like a man possessed for weeks on end.

Model with power axe or axe of dismemberment only. This Relic replaces a power axe or axe of dismemberment and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Berzerker Glaive	Melee	Melee	+1	-2	2

Abilities: When the bearer would lose a wound, roll one D6; on a 5+ that wound is not lost.

HELM OF FURORE

The bearer of such a trophy is a champion that puts aside all concepts of loyalty. Only bloodshed and victorious combat matter. Within the helm a spiteful machine spirit lurks that stokes the bearer's butchers nails to even higher levels of frenzy, driving them further into the famed bloodlust that claims the sanity of the World Eaters.

INFANTRY model only.

- Add 2 to the Strength characteristic of the bearer.
- At the start of your Charge phase, if the bearer is within 8" of any enemy units and it is eligible to declare a charge with, it must declare a charge.

BLOODHUNGER

Bloodhunger is a sentient suit of armour bonded with the wearer. This unholy union creates a mutual craving for red viscera harvested by battle. If indulged, armour and wearer alike heal grievous injuries and damage. When a champion of Khorne is linked with this unholy artefact and set loose into the midst of war, their symbiosis imbues them until there are no remaining adversaries to sake their thirst.

When an enemy model is destroyed in the Fight phase as a result of an attack made by the bearer, roll one D6; on a 4+ the bearer regains up to 1 lost wound.

BLACK LEGION



In this section you'll find rules for Battle-forged armies that include BLACK LEGION Detachments – that is, any Detachment that includes only BLACK LEGION units. These include a series of Warlord Traits, Stratagems and Artefacts of Chaos. Together, these reflect the character and fighting style of the Black Legion in your games of Warhammer 40,000.

WARLORD TRAITS

If a **BLACK LEGION CHARACTER** model is your **WARLORD**, you can generate a Warlord Trait from the following table instead of the one from the Warhammer 40,000 Core Book or *Codex: Chaos Space Marines*. You can either roll on the table below to randomly generate a Warlord Trait, or you can select the one that best suits his preferred style of waging war.

1. VETERAN RAIDER (AURA)

A consummate raider both in the Eye of Terror and on Imperial worlds in realspace, this warlord knows when to strike and when to retreat.

While they are within 6" of your **WARLORD**, friendly **BLACK LEGION** units can declare a charge even if they Fell Back in the same turn.

2. INDOMITABLE

This warlord has done little but fight in the millennia since Horus' defeat, and he grows more resilient with each battle.

All damage suffered by your **WARLORD** is halved, rounding up.

3. BLACK-CLAD BRUTE

This warlord towers over other members of the legion, and is a formidable figure of terrible potency on the battlefield.

- Add 1 to your **WARLORD**'s Strength characteristic.
- After your **WARLORD** makes a charge move, pick one enemy unit within 1" of your **WARLORD** and roll one D6. On a 4+, that unit suffers D3 mortal wounds.

4. SOUL-EATER

This warlord is a peerless fighter, imbibing the very life essence of his defeated foes in a constant quest for greater power.

Each time your **WARLORD** destroys an enemy unit, your **WARLORD** immediately regains D3 lost wounds.

5. TRUSTED WAR-LEADER

This warlord is part of Abaddon's inner circle and a high ranking member of the Black Legion, one of few who are permitted to call Abaddon by name and offer him advice.

While your **WARLORD** is on the battlefield, roll one D6 each time you spend a Command point to use a Stratagem; on a 5+ that Command point is immediately refunded.

6. FIRST AMONGST TRAITORS (AURA)

Black Legion warlords have sworn never to rest in their eternal vendetta against their hated loyalist foes.

The Death to the False Emperor ability triggers an extra attack on rolls of 5+ instead of 6+ for models in friendly **BLACK LEGION** units while they are within 6" of your **WARLORD**.

STRATAGEMS

If your army is Battle-forged and includes any **BLACK LEGION** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here.

LET THE GALAXY BURN — 1CP

Black Legion – Battle Tactic Stratagem

The Black Legion attack with a terrible ferocity.

Use this Stratagem when a **BLACK LEGION INFANTRY** or **BIKER** unit from your army is picked to attack in a Shooting or Fight phase. You can re-roll all hit rolls of 1 for that unit for the rest of the phase. If the unit is a **CHAOS SPACE MARINES** unit, you can re-roll hit rolls for it instead.

CHOSEN OF THE PANTHEON — 1CP

Black Legion – Epic Deed Stratagem

The Dark Gods bestow their patronage equally on those of the Black Legion.

Use this Stratagem at the start of your turn. Pick a **BLACK LEGION** unit from your army with the **<MARK OF CHAOS>** keyword that you did not dedicate to a specific Dark God. That unit has the **KHORNE**, **TZEENTCH**, **NURGLE** and **SLAANESH** keywords until the start of your next turn.

WORLD KILLERS — 3CP

Black Legion – Strategic Ploy Stratagem

The Black Legion dominate the battlefield.

Use this Stratagem at the start of any battle round. Until the end of that battle round, enemy units cannot use any abilities that allow them to control an objective marker (e.g. Objective Secured) if there are any **BLACK LEGION** units from your army within range of that objective marker, even if there are more enemy models within range of it.

RELICS OF THE LONG WAR — 1/3CP

Black Legion – Requisition Stratagem

The Black Legion possess an array of ancient artefacts.

Use this Stratagem before the battle. Your army can have one extra Relic of the Legion for 1 CP, or two extra Relics of the Legion for 3 CPs. All of the Relics of the Legion that you include must be different and be given to different **BLACK LEGION CHARACTERS**. You can only use this Stratagem once.

MERCILESS FIGHTERS — 1CP

Black Legion – Battle Tactic Stratagem

The Black Legion hunt their foes in packs.

Use this Stratagem at the start of the Fight phase. Pick a **BLACK LEGION** unit from your army. If that unit has more models than there are enemy models within 3" of it, add 1 to the Attacks characteristic of models in that unit until the end of the phase.

TIP OF THE SPEAR — 1CP

Black Legion – Battle Tactic Stratagem

It is a great honour to be the first to slay the foe.

Use this Stratagem at the start of your first Shooting phase. You can re-roll hit rolls for the **BLACK LEGION** unit from your army that is closest to an enemy unit until the end of the phase. If several units are equidistant, you can pick which one is affected.

LEGACY OF HORUS — 1CP

Black Legion – Strategic Ploy Stratagem

Horus' sons retain his natural ability to inspire loyalty.

Use this Stratagem at the start of the Morale phase. Until the end of the phase, all **BLACK LEGION** units in your army have the following ability: '**Legacy of Horus (Aura):** Add 1 to the Leadership characteristic of friendly **<LEGION>** (except **BLACK LEGION**) units while they are within 6" of this unit.'

COUNCIL OF TRAITORS — 1CP

Black Legion – Requisition Stratagem

The advisors of the Black Legion are mighty leaders.

Use this Stratagem before the battle if your **WARLORD** is a **BLACK LEGION CHAOS LORD**, **DAEMON PRINCE** or **ABADDON THE DESPOILER**. Pick up to one **BLACK LEGION DARK APOSTLE** and up to one **BLACK LEGION SORCERER** from your army. Generate a Warlord Trait for each model you picked (note that these models are only regarded as your **WARLORD** for the purposes of these Warlord Traits). You can only use this Stratagem once. No two models from your army can have the same Warlord Trait.

ARTEFACTS OF CHAOS

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **BLACK LEGION CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

GHORISVEX'S TEETH

When the daemon Ghorisvex the Red-hand was broken over the knee of Lord Voraddon of the Black Legion, his spirit was bound into Voraddon's chainsword. It resides there still, ripping and tearing at not just the bodies, but also the very souls, of the Black Legion's foes.

Model with Astartes chainsword only. Ghorisvex's Teeth replaces the bearer's Astartes chainsword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ghorisvex's Teeth	Melee	Melee	User	-3	2

Abilities: Each time the bearer fights, it can make 2 additional attacks with this weapon. Each time you roll a wound roll of 6+ for an attack made with this weapon, the target of the attack suffers 1 mortal wound in addition to the normal damage.

TROPHIES OF SLAUGHTER

This warrior sports a mighty trophy rack, covered in spoils taken from all over the galaxy, that cements his position and right to lead.

The bearer has the following ability: '**Trophies of Slaughter (Aura):** Add 1 to the Leadership characteristic of friendly **BLACK LEGION** units while they are within 6" of the bearer. In addition, subtract 1 from the Leadership characteristic of enemy units while they are within 6" of the bearer.'

SIGHTLESS HELM

The lenses of this helm remain forever dark, the wearer unable to perceive the galaxy with their own eyes. Instead, strange warp senses are granted by the helm's machine spirit, illuminating the foe's weaknesses.

- Worsen the bearer's Ballistic Skill characteristic by 1 (e.g. BS 2+ becomes BS 3+).
- Improve the Armour Penetration characteristic of all of the bearer's weapons by 1 (e.g. AP 0 becomes AP -1).

ANGELSBANE

This ornate twin boltgun earned its name at the Siege of Terra, and its daemon-infused machine spirit delights in slaughtering those faithful to the Emperor.

Model with combi-bolter only. Angelsbane replaces the bearer's combi-bolter and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Angelsbane	24"	Rapid Fire 2	5	-2	2

Abilities: This weapon has a Damage characteristic of 3 if the target has the **IMPERIUM** keyword.

CLOAK OF CONQUEST

This patchwork garment is fashioned from scraps of fabric telling of the wearer's many conquests. From the cloaks of Adeptus Astartes heroes to the banners of the Astra Militarum, with each victory the cloak is further adorned.

Each time the bearer slays an enemy **CHARACTER**, add 1 to the bearer's Strength, Attacks and Leadership characteristics until the end of the battle.

SPINESHIVER BLADE

Forged from the spinal column of a mighty Keeper of Secrets, this blade lashes out in mockery of that daemon's final excessive death throes.

Model with power sword only. The Spineshiver Blade replaces the bearer's power sword and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Spineshiver Blade	Melee	Melee	+1	-3	1

Abilities: Each time the bearer fights, it can make D6 additional attacks with this weapon.



RENEGADE CHAPTERS

In this section you'll find rules for Battle-forged armies that include Chaos Space Marine Detachments taken from Renegade Chapters. These rules include the abilities below and a series of Warlord Traits, relics and Stratagems that can only be used by Renegade Chapters. These rules reflect the fighting style of the forces drawn from Renegade Chapters in your games of Warhammer 40,000.

USING A RENEGADE CHAPTERS ARMY

The rules presented in this section are intended to be used in addition to those presented in *Codex: Chaos Space Marines* if you have chosen to take any Renegade Chapter Detachments. A Renegade Chapters Detachment is a **CHAOS SPACE MARINE** Detachment (see *Codex: Chaos Space Marines*) in which every unit (excluding **FABIUS BILE** and **FALLEN** units) is from one of the following Renegade Chapters: Red Corsairs; Crimson Slaughter; Purge; Scourged; Flawless Host; Brazen Beasts; or from a Renegade Chapter of your own invention. If your army includes any Renegade Chapter Detachments, the following rules apply:

Renegade Chapters and Marks of Chaos

- All **PURGE** units must have the **NURGLE** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **SLAANESH** keyword, it cannot be from the Purge.
- All **SCOURGED** units must have the **TZEENTCH** keyword if they are able to do so. If a unit has the **KHORNE**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Scourged.
- All **FLAWLESS HOST** units must have the **SLAANESH** keyword if they are able to do so. If a unit has the **KHORNE**, **TZEENTCH** or **NURGLE** keyword, it cannot be from the Flawless Host.
- All **BRAZEN BEAST** units must have the **KHORNE** keyword if they are able to do so. If a unit has the **TZEENTCH**, **NURGLE** or **SLAANESH** keyword, it cannot be from the Brazen Beasts. In addition, **PSYKERS** cannot be from the Brazen Beasts.

WARLORD TRAITS

If your **WARLORD** is from the **RED CORSAIRS**, **CRIMSON SLAUGHTER**, **PURGE**, **SCOURGED**, **BRAZEN BEASTS** or **FLAWLESS HOST**, you can choose one of the Warlord Traits on page 107 instead of those presented in *Codex: Chaos Space Marines*.

RELICS

If your army is led by a Chaos Space Marine **WARLORD**, you may give the appropriate Renegade Artefact from page 109 to a **RED CORSAIRS**, **CRIMSON SLAUGHTER**, **PURGE**, **SCOURGED**, **BRAZEN BEASTS** or **FLAWLESS HOST CHARACTER** from your army, instead of those presented in *Codex: Chaos Space Marines*. Named characters such as Huron Blackheart already have one or more artefacts, and cannot be given any of these artefacts.

Note that some weapons replace one of the character's existing weapons. Where this is the case, you must, if you are playing a matched play game or are otherwise using points values, still pay the cost of the weapon that is being replaced. Write down any Renegade Artefacts your characters have on your army roster.

STRATAGEMS

If your army is Battle-forged, the Stratagems on page 108 can be used in addition to those presented in *Codex: Chaos Space Marines* to reflect the fighting style of Renegade Chapter warriors.

DETACHMENT ABILITIES

Renegade Chapter Detachments gain the following abilities:

REAVERS AND DESPOILERS

Renegade Chaos Space Marines are drawn from many places. Whatever their origins, their forces are made up of ranks of bolter-armed warriors, twisted by hatred.

If your army is Battle-forged, all Troops units in Renegade Chapter Detachments gain the Objective Secured ability (see Warhammer 40,000 Core book).

RENEGADE TRAITS

Renegade Chapter Detachments can either use the rules presented in *Codex: Chaos Space Marines* (e.g. they can use the Legion Trait ability and gain the Dark Reavers trait), or you can use the rules presented in this supplement. If you choose to use this supplement, and your army is Battle-forged, all **CHARACTER**, **INFANTRY**, **BIKERS** and **HELBRUTE** units in a Renegade Chapters Detachment gain a Renegade Trait, so long as every unit in that Detachment is from the same Renegade Chapter. The Renegade Trait gained depends upon which Renegade Chapter they are from, as shown on the right. For example, all such units in a **BRAZEN BEASTS** Detachment gain the Rend the Foe trait.

If your chosen Renegade Chapter does not have an associated Renegade Trait, you can instead pick the trait that you think best represents your army.

MERE MORTALS

CHAOS CULTIST units do not gain a Renegade Trait.

SHADOWY ALLIES

The inclusion of **FABIUS BILE** or **FALLEN** units in a Renegade Chapters Detachment does not prevent other units in that Detachment from gaining a Renegade Chapter Trait. However, **FABIUS BILE** and **FALLEN** units can never themselves benefit from a Renegade Trait.

RENEGADE TRAITS

RED CORSAIRS: RAIDERS FROM THE MAELSTROM

The Red Corsairs are consummate raiders with vast resources at their disposal. When they emerge from the warp, they strike fast with overwhelming force to achieve their objectives before the enemy can respond.

- Units with this trait can Advance and charge in the same turn.
- If a Detachment contains three or more units with this trait, that Detachment's Command Benefits are increased by +1 Command point. That Detachment's Command Benefits are increased by +3 Command points instead if it contains three or more units of **CHAOS SPACE MARINES** with this trait.

CRIMSON SLAUGHTER: A MOMENT'S PEACE

For the Crimson Slaughter, the maddening cries of tormented spirits can only be satiated by the spilling of blood.

If a unit with this trait destroys an enemy unit:

- Roll one D6. On a 5+, you gain 1 Command point.
- That unit automatically passes Morale tests until the end of the turn.



THE PURGE: BRINGERS OF OBLIVION

The Purge seek to cleanse the galaxy of everything that lives, not moving on until each of their opponents is completely obliterated.

You can re-roll hit rolls for attacks made by units with this trait that target enemy units that have lost one or more wounds already this turn.

THE SCOURGED: OMNISCIENT

The constant whispering of daemons ensures that the Scourged know what course of action an enemy will take almost before they themselves do.

- You can re-roll one hit roll for an attack made by a model in a unit with this trait each time it shoots or fights.
- When a unit with this trait fires Overwatch, they successfully hit on a roll of 5+, instead of only 6, irrespective of the firing model's Ballistic Skill or any modifiers.

BRAZEN BEASTS: REND THE FOE

The Brazen Beasts charge into the enemy with animal fury, tearing them limb from limb.

Each time you make a wound roll of 6+ for an attack made by a model with this trait in the Fight phase during a turn in which it charged, was charged, or performed a Heroic Intervention, that hit is resolved with an AP of -4.

FLAWLESS HOST: DEATH TO THE IMPERFECT

The Flawless Host have an unshakeable faith in their own abilities, their every strike perfectly timed and expertly placed.

Each time you roll a hit roll of 6+ for an attack made by a model with this trait in the Fight phase, it can immediately make an extra attack against the same unit using the same weapon (this is in addition to any extra attacks granted by the Death to the False Emperor ability). These extra attacks cannot themselves generate any further attacks.

RENEGADE WARLORD TRAITS

The charismatic leaders of Renegade Chapters learned much from their time amongst the Adeptus Astartes. Freedom from the strictures of Imperial rule has only expanded their expertise to make these consummate commanders and brutal killers deadly opponents on the battlefield.

If a **Heretic Astartes Character** from the **Red Corsairs**, **Crimson Slaughter**, **Purge**, **Scourged**, **Brazen Beasts** or **Flawless Host** is your **Warlord**, he can have the appropriate Warlord Trait from below instead of one from another source.

RED CORSAIRS: REAVER LORD

Over millennia of raiding, this warlord has plundered many items of great power, both from the Imperium and from rival warbands.

- Your army can have one extra Relic, chosen from the Artefacts of Chaos (see *Codex: Chaos Space Marines*), which must be given to a **Red Corsairs Character** from your army that does not already have a Relic. This relic must be different to any Relics already included in your army.
- Each time your **Warlord** slays an enemy **Character**, add 1 to your **Warlord**'s Attacks characteristic until the end of the battle.

CRIMSON SLAUGHTER: MAELSTROM OF TORMENT (AURA)

Terrifying phantasms surround this warlord, sapping the will to fight from nearby foes.

Subtract 1 from the Leadership characteristic of enemy units within 6" of your **Warlord**. If your **Warlord** has slain any enemy models, then until the end of the battle, subtract 2 from the Leadership characteristic of enemy units within 9" of your **Warlord** instead.

THE PURGE: BLESSED MISSION

This warlord is an expert in assuring the utter obliteration of the enemy, leaving none alive.

- Re-roll wound rolls of 1 for attacks made by your **Warlord**.
- Re-roll damage rolls for weapons used by your **Warlord**.

THE SCOURGED: SHATTERING TRUTH

Voicing just one of the many lies whispered to him, the warlord stops the enemy in their tracks, taking advantage of their hesitation.

At the start of each Fight phase, you can pick one enemy unit within 3" of your **Warlord**. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

BRAZEN BEASTS: CARVE THE RUNES

This warlord seeks Khorne's bloody blessing by dedicating each worthy kill to his name.

Each time your **Warlord** slays an enemy **Character**, add 2 to your **Warlord**'s Strength and Attacks characteristics until the end of the battle.

FLAWLESS HOST: ULTIMATE CONFIDENCE

This warlord is driven by complete arrogance, his faith in his own abilities unshakeable – and he has not been proven wrong yet.

If your **Warlord** generates extra attacks as a result of their Death to the Imperfect trait (pg 106), they can immediately make 3 additional attacks, instead of only 1, against the same unit using the same weapon. These extra attacks cannot themselves generate any further attacks.

NAMED CHARACTERS AND WARLORD TRAITS

If **Huron Blackheart** *gains a Warlord Trait, if he has the Raiders from the Maelstrom Renegade Trait (pg 106) it must be the Reaver Lord Warlord Trait (see above); otherwise it must be the Eternal Vendetta Warlord Trait (see* Codex: Chaos Space Marines*).*

RENEGADE CHAPTER STRATAGEMS

If your army is Battle-forged and includes any Renegade Chapter Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, meaning you can spend Command points to activate them. These help to reflect the unique strategies used by these Chapters on the battlefield.

MORE WHERE THEY CAME FROM — 3CP

Red Corsairs – Strategic Ploy Stratagem

The Red Corsairs can draw upon vast numbers. When one squad fails, another will take its place.

Use this Stratagem at the end of your Movement phase. Pick one **RED CORSAIRS CHAOS SPACE MARINES** unit from your army that is on the battlefield. Remove that unit from the battlefield and set it up again, wholly within 6" of the edge of the battlefield and more than 9" from any enemy models, at its full starting strength.

ALL LIFE IS WORTHLESS — 1CP

Purge – Strategic Ploy Stratagem

When all life must be obliterated, hitting one's own allies is not a concern.

Use this Stratagem in your Shooting phase. Pick one **PURGE** unit from your army that is not within Engagement Range of any enemy models. That unit can target enemy units that are within Engagement Range of friendly units until the end of the phase, but each time you roll an unmodified hit roll of 1 for such an attack, resolve that attack against a friendly unit (your choice) within Engagement Range of the target unit instead.

BURNING DAEMONHEART — 1CP

Brazen Beasts – Epic Deed Stratagem

The furnace at the heart of all Brazen Beasts' Daemon Engines burns to incandescent levels in its desperation to tear the foe apart.

Use this Stratagem at the end of the Fight phase. Pick one enemy unit that is within Engagement Range of any **BRAZEN BEASTS DAEMON ENGINES** from your army. Roll a D6; on a 2-4 that unit suffers D3 mortal wounds. On a 5-6 it suffers 3 mortal wounds instead.

TERRIFYING PHENOMENA — 2CP

Crimson Slaughter – Strategic Ploy Stratagem

Where the Crimson Slaughter walk, the walls run with blood, and the land itself seems haunted.

Use this Stratagem at the start of the enemy Shooting phase. Pick one Obstacles or Area terrain feature that is within 12" of a **CRIMSON SLAUGHTER** unit from your army. Subtract 1 from hit rolls for attacks made by enemy units within 3" of that terrain feature until the end of the phase.

PRESCIENCE — 2CP

Scourged – Strategic Ploy Stratagem

Tzeentch has gifted the Scourged with a measure of foresight, allowing them to read the enemy's signals and know exactly where they will strike.

Use this Stratagem after your opponent sets up a unit that is arriving on the battlefield as reinforcements. Pick one **SCOURGED INFANTRY** unit from your army that is within 12" of that enemy unit. Your unit can immediately shoot at that enemy unit as if it were your Shooting phase.

WE CANNOT FAIL — 1CP

Flawless Host – Battle Tactic Stratagem

The self-belief and desire for perfection that drives the warriors of the Flawless Host is such that their fighting skills far exceed those of less disciplined forces.

Use this Stratagem when you pick one **FLAWLESS HOST INFANTRY** unit from your army to fight with in the Fight phase. Until the end of the phase you can re-roll hit rolls for attacks made by that unit.

RENEGADE CHAPTER ARTEFACTS

From individual squads to entire Chapters, when Renegade Space Marines turn their back on the Imperium, they bring with them a wide array of weapons and equipment, as well as priceless relics. Many of these are imbued with the energies of the warp to make them truly deadly tools of war.

If your army is led by a Chaos Space Marine **WARLORD**, you can give one of these Artefacts of Chaos to a **CHARACTER** from a Renegade Chapter from your army, instead of other Artefacts of Chaos presented elsewhere.

Note that some Artefacts of Chaos replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

MAELSTROM'S BITE

Fashioned by Huron's army of weaponsmiths, this weapon represents the pinnacle in blending Imperial weaponry with the energies of the immaterium.

RED CORSAIRS model with combi-melta only. Maelstrom's Bite replaces the model's combi-melta and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Maelstrom's Bite	When attacking with this weapon, choose one or both of the profiles below. If you choose both, subtract 1 from all hit rolls made for this weapon				
- Boltgun	24"	Rapid Fire 3	4	-1	2
- Meltagun	12"	Assault 1	9	-4	D6

Abilities: When using the meltagun profile, each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

BLADE OF THE RELENTLESS

Formerly known as the Imperator Blade, this fabled weapon has long since been renamed after the one that wields it. As it feeds on the lifeblood of its victims, so too does it feed on their souls.

CRIMSON SLAUGHTER model with power sword only. The Blade of the Relentless replaces the model's power sword and has the following profile.

WEAPON	RANGE	TYPE	S	AP	D
Blade of the Relentless	Melee	Melee	+1	-3	1

Abilities: If the bearer slays any enemy models in the Fight phase with this weapon, then from the end of that Fight phase until the end of the battle, wound rolls for attacks made with this weapon are automatically successful (no wound roll is made).

ORB OF UNLIFE

Within this glassy sphere lurks a diluted life-eater virus. Although quick to burn out when the sphere is broken, everything nearby finds itself consumed by the ravaging viral strain.

PURGE model only. Once per battle, in the Shooting phase, the bearer can throw the Orb of Unlife instead of firing any ranged weapons. If they do so, pick a point on the battlefield within 8" of the bearer. Roll a D6 for each unit within D6" of that point, subtracting 2 from the result if the unit is a **VEHICLE**. On a 4+, that unit suffers D3 mortal wounds.

BOOK OF UNTRUTH

The pages of this book are constantly filled and overwritten by Sorcerers of the Scourged, who record every lie they hear. The power of these falsehoods is enough to spell the doom of any who wields knowledge as a weapon.

SCOURGED model only. Each time an enemy **PSYKER** unit within 18" of the bearer successfully manifests a psychic power, roll a D6. On a 5+, that **PSYKER** unit suffers 1 mortal wound.

DAEMONFLESH PLATE

This dark armour pulses with unnatural life, livid red veins visible in the ceramite, granting the wearer unnatural speed and strength.

BRAZEN BEASTS model only.

- The bearer has a Save characteristic of 2+.
- Add 1 to the bearer's Move and Attacks characteristics.

FLAWLESS CLOAK

The fabric of this cloak re-knits when damaged, and never stains or fades with age. The wearer appears as the embodiment of perfection.

FLAWLESS HOST model only.

- Add 1 to the bearer's Attacks characteristic.
- Increase the range of the bearer's aura abilities (e.g. Lord of Chaos, Demagogue, etc.) by 3".

CREATIONS OF BILE

In this section you'll find rules for Battle-forged armies that include Chaos Space Marine Detachments taken from the followers of Fabius Bile. With these vile tools you can take your collection of Heretic Astartes and twist it into something altogether more foul and terrible.

The rules presented in this section are intended to be used in addition to those presented in *Codex: Chaos Space Marines.*

This section contains an updated datasheet for Fabius Bile that replaces the one found in *Codex: Chaos Space Marines*, and rules for fielding Detachments of his creations. You will also find additional Relics and Stratagems that can be used with these Detachments.



KEYWORDS

If **FABIUS BILE** is your **WARLORD**, units from your army can replace their **<LEGION>** keyword with **CREATIONS OF BILE**. Note that you cannot replace the **<LEGION>** keyword with **CREATIONS OF BILE** unless Fabius Bile is your **WARLORD**.

If a Detachment only includes **CREATIONS OF BILE** units (excluding the units listed in the Shadowy Allies rule in *Codex: Chaos Space Marines*), that Detachment is a **CREATIONS OF BILE** Detachment.

ABILITIES

Units in **CREATIONS OF BILE** Detachments gain the following abilities:

THE SPIDER'S WEB

If your army is Battle-forged, all Troops units in **CREATIONS OF BILE** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core book).

CREATIONS OF BILE LEGION TRAIT

If your army is Battle-forged, all **CHARACTER**, **INFANTRY** (excluding **CHAOS CULTIST** units), **BIKER** and **HELBRUTE** units in a **CREATIONS OF BILE** Detachment gain the Legion Trait below.

Note that, as per the Shadowy Allies rule in *Codex: Chaos Space Marines*, Fabius Bile himself – as well as **FALLEN** units – cannot benefit from the Experimental Enhancements Legion Trait.

EXPERIMENTAL ENHANCEMENTS

All of Fabius Bile's Terata are chemically and physically altered by his experiments, elevating their abilities above those of similar beings – for now...

Add 1 to the Movement and Strength characteristics of models in units with this Legion Trait.

FABIUS BILE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Fabius Bile	6"	2+	3+	4	4	5	4	9	3+
0-1	Surgeon Acolyte	6"	5+	5+	3	4	1	1	6	6+

Fabius Bile is a single model equipped with: Xyclos Needler; the Chirurgeon; Rod of Torment; frag grenades; krak grenades. He can be accompanied by up to 1 Surgeon Acolyte. A Surgeon Acolyte is equipped with: Surgeon Acolyte's tools. Your army can only include one **FABIUS BILE**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Xyclos Needler	18"	Pistol 3	2	-2	2	Attacks made with this weapon wound on a 2+ unless the target is a **VEHICLE** or **TITANIC** unit.
Rod of Torment	Melee	Melee	+1	-1	D3	Each time an attack is made with this weapon against a **VEHICLE** unit, it has a Damage characteristic of 1.
Surgeon Acolyte's tools	Melee	Melee	User	-1	1	-
The Chirurgeon	Melee	Melee	4	-2	1	Each time the bearer fights it can make 3 additional attacks with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Death to the False Emperor: (see *Codex: Chaos Space Marines*)

Another Pair of Hands: If Fabius Bile is accompanied by a Surgeon Acolyte, after rolling the D3 for the Enhanced Warriors ability, you can add or subtract 1 to that roll result (e.g. a D3 roll result of 3 could be a roll result of 2 or 3). If a Surgeon Acolyte is destroyed, it is ignored for the purposes of Morale tests.

The Chirurgeon: When Fabius Bile would lose a wound, roll one D6; on a 5+ that wound is not lost. In addition, at the start of each of your turns Fabius Bile regains D3 lost wounds.

Enhanced Warriors: At the end of your Movement phase, you can select one **HERETIC ASTARTES INFANTRY** unit from your army that is not a **CHARACTER** that is wholly within 6" of this unit. You cannot select a unit that has already been affected by this ability in this battle. If you do so, roll one D6; on a 1, one model from the selected unit is destroyed. Then, roll one D3 and consult the table below:

D3	Enhancement
1	Add 1 to the Strength characteristic of models in that unit until the end of the battle.
2	Add 1 to the Toughness characteristic of models in that unit until the end of the battle.
3	Add 1 to the Attacks characteristic of models in that unit until the end of the battle.

FACTION KEYWORDS: **CHAOS, HERETIC ASTARTES, CREATIONS OF BILE**
KEYWORDS (FABIUS BILE): **CHARACTER, INFANTRY, FABIUS BILE**
KEYWORDS (SURGEON ACOLYTE): **CHARACTER, INFANTRY, SURGEON ACOLYTE**



Fabius Bile is a twisted flesh-crafter, whose quest for genhanced super-soldiers has borne myriad horrors. In battle, he strikes agonising blows with his Rod of Torment and injects enemies with hideous poisons from his Xyclos Needler, all while his Chirurgeon backpack reknits his own wounds with obscene swiftness.

RELICS OF BILE

Over the millennia, Fabius Bile has amassed countless arcane treasures and twisted weapons – some of his own cunning artefice – with which to gift his favoured creations. These foul devices are precious to Bile, and their use often proves to be an integral part of his latest twisted experiments.

If **FABIUS BILE** is your **WARLORD**, you can give one of the following Artefacts of Chaos to a **CREATIONS OF BILE CHARACTER** model from your army, instead of other Artefacts of Chaos presented elsewhere. Named characters, such as Fabius Bile, already have one or more artefacts, and cannot be given any of these artefacts. Note that some Relics are weapons that replace one of the model's existing weapons. Where this is the case, you must, if you are using points values, still pay the cost of the weapon that is being replaced. Write down any Artefacts of Chaos your models have on your army roster.

HELM OF ALL-SEEING

This baroque helm sports an array of additional sensors, allowing the wearer to take in a tremendous amount of battlefield information in a short space of time – providing, of course, they have the requisite additional sensory organs to process it...

Whilst the bearer is on the battlefield, you can roll one D6 for each Command point you spend to use a Stratagem; on a 5+ that Command point is refunded.

HYPER-GROWTH BOLTS

These rounds contain small amounts of Bile's most unstable growth-inducing concoctions. When introduced into the bloodstream, armour splits as the victim's musculature rapidly swells before collapsing under its own weight.

When you give a model this Relic, select one bolt pistol, boltgun or combi-weapon (see *Codex: Chaos Space Marines* wargear lists) that model is equipped with. When the bearer shoots with that weapon, you can choose for it to fire a Hyper-growth bolt. If you do, you can only make one attack with that weapon, but that attack always wounds on a 2+ (unless the target is a **VEHICLE** unit) and has a Damage characteristic of 4.

LIVING CARAPACE

This living armour moves seamlessly in concert with its wearer. With a thought, the wearer can secrete growth hormones into these plates, thickening them, repairing damaged sections and making them nigh invulnerable.

- At the start of your turn, the bearer regains 1 lost wound.
- Each time an attack is made against this model, add 1 to any armour saving throw made against that attack.

CREATIONS OF BILE STRATAGEMS

If your army is Battle-forged and includes any **CREATIONS OF BILE** Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown below and on the following page, meaning you can spend Command points to activate them. These help to reflect the unique strategies used by Bile's warriors on the battlefield.

VENOMOUS CLAWS 1CP

Creations of Bile – Battle Tactic Stratagem

These warriors unsheathe diamond-hard envenomed claws from their fingertips, ready to rend and tear the foe.

Use this Stratagem in the Fight phase when you select a **CREATIONS OF BILE** unit (excluding **CHAOS CULTISTS**) to fight. Until the end of that phase, when resolving an attack made with the close combat weapon profile by a model in that unit, an unmodified hit roll of 6 automatically wounds the target.

MONSTROUS VISAGES 1CP

Creations of Bile – Strategic Ploy Stratagem

Bile's experimental ministrations have left these warriors as freakish monsters. Cursed with clusters of compound eyes, distended, fang-stuffed jaws or myriad other grotesqueries, they are hideous to behold.

Use this Stratagem at the start of any phase. Select one **CREATIONS OF BILE INFANTRY** unit from your army (excluding **CHAOS CULTISTS**). Until the end of the turn, that unit has the following ability: '**Monstrous Visages (Aura):** While an enemy model is within 6" of this unit, each time that model makes an attack, subtract 1 from the hit roll.'

MACROTENSILE SINEWS 1CP

Creations of Bile – Strategic Ploy Stratagem

Injecting auto-stimulants into their enhanced muscles, these warriors leap and bound across the battlefield.

Use this Stratagem at the start of your Movement phase. Select one **CREATIONS OF BILE INFANTRY** unit (excluding **CHAOS CULTISTS**) from your army. Until the end of the turn:

- That unit is eligible to declare charge with in a turn which they Advanced.
- Add 1 to Advance and charge rolls made for that unit.

THE MASTER IS WATCHING 1CP

Creations of Bile – Battle Tactic Stratagem

Feeling Bile's expectant gaze from across the battlefield, his enhanced warriors strive slavishly to impress.

Use this Stratagem in your Shooting phase or the Fight phase, when a **CREATIONS OF BILE INFANTRY** unit from your army (excluding **CHAOS CULTISTS**) that is visible to and within 12" of your **WARLORD** is chosen to shoot or fight with. Until the end of that phase, when resolving an attack made by a model in that unit, you can re-roll the hit roll.

DERMAL CHITINATION 1CP

Creations of Bile – Battle Tactic Stratagem

These fighters secrete a hardening resin through their skin, temporarily toughening their already resilient hides.

Use this Stratagem in your opponent's Shooting phase when a **CREATIONS OF BILE INFANTRY** unit from your army (excluding **CHAOS CULTISTS**) is selected as the target of any attacks. Add 1 to that unit's Toughness characteristic until the end of that phase.

TAKEN ALIVE 1CP

Creations of Bile – Strategic Ploy Stratagem

To be snatched away by Fabius Bile and his creations for experimentation is an altogether nightmarish fate.

Use this Stratagem in the Fight phase when a model from an enemy unit is destroyed as the result of an attack made with a melee weapon by a model from a **CREATIONS OF BILE INFANTRY** unit from your army. For the rest of the battle, when taking a Morale test for that enemy model's unit, each model in that unit that was destroyed that turn is treated as two models for the purposes of taking that Morale test. Each enemy unit can only be selected for this Stratagem once.

SUPREME CREATION 1CP

Creations of Bile – Requisition Stratagem

This warrior was already a dark champion of Chaos. Now, he is both more and less – monstrously powerful but yoked utterly to Fabius Bile's will.

Use this Stratagem before the battle. Select one **CREATIONS OF BILE CHARACTER** model from your army that is not **FABIUS BILE**. You can give that model one of the abilities from those listed below. You can only use this Stratagem once.

Prime Test Subject

Whilst Bile has unlocked a portion of the mysterious bio-alchemy used in the creation of the warriors of the Adeptus Custodes, only the strongest test subjects survive the rampant cell transformations.

Add 1 to the Strength and Toughness characteristics of this model.

The Master's Hound

With enhanced sensory and aggressive instincts, this practically mindless creature is used by Bile to hunt down those he wishes to conduct further research upon.

- Add 1 to Advance and charge rolls for this model.
- Each time this model fights, if it made a charge move, was charged or performed a Heroic Intervention, then until that fight is resolved, add 1 to the Attacks characteristic of this model.

Ravenous Biology

Through a quirk of chemistry, this creation's cells repair at a tremendous rate, but require constant fuelling. This can only be achieved by devouring the flesh of their foes to satiate their physiology.

- Each time this model would lose a wound, roll one D6; on a 6, that wound is not lost.
- At the end of the Fight phase, this model regains D3 lost wounds if any enemy models were destroyed within Engagement Range of them during this phase.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with your army during a Charadon Aflame Campaign, such as Requisitions, Crusade Relics, and Legendary Titles that are inspired by the conflict of War Zone Charadon. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

CAMPAIGN BADGE

At the end of every battle that is part of a Charadon Aflame campaign, every unit that was part of your Crusade army in that battle that does not already have it gains the Charadon Aflame Campaign Badge. Such a unit gains the **CHARADON AFLAME** keyword. Note that it keeps this keyword, and therefore any associated Battle Honours, for future battles, even if those battles are not part of a Charadon Aflame campaign.

REQUISITIONS

In a Charadon Aflame campaign, Crusade forces have access to additional Requisitions inspired by the events of the War Zone Charadon campaign. You can find these on page 115.

CRUSADE RELICS

In addition to the Crusade Relics presented in other sources, whilst playing a Charadon Aflame campaign your characters can gain Crusade Relics from page 116. You will also find a list of Relics here that are recovered from one of the slain characters that fought amidst the events of War Zone Charadon – these can be bestowed onto your own characters at the end of a Charadon Aflame campaign.

INSULT TO INJURY

A Charadon Aflame campaign introduces a new way in which you can apply a Battle Scar to an opposing **WARLORD** should you defeat them in battle. On page 117 you will discover the rewards you gain for inflicting these on your opponent and the penalties they must endure until they can recover from the loss. However, such a **WARLORD** will gain the ability to settle the score should they face that opponent in battle later during the campaign.

LEGENDARY TITLES

In addition to gaining experience and Battle Honours over the course of a Charadon Aflame campaign, a **CHARACTER** in your Crusade force can be bestowed a Legendary Title. These are all inspired by the aftermaths of the War Zone Charadon story, and help you to acknowledge those heroes (or villains) that helped bring such events to fruition. The rules for gaining these Legendary titles can be found on pages 118-119.

Battle rages throughout the Feiror System as the Abbess Sanctorum drives her hosts relentlessly toward Fathom. Yet the diabolical forces of Chaos will not be easily uprooted from their lairs, and hidden vectoriums of Death Guard warriors surge forth to meet the Sororitas in bloody battle.





The aqua-harvesting-rigs of Fathom ring to the sounds of conflict as loyalist forces descend to eradicate the blight that befouls the ocean world. The Black Legion lead the heretical defence, with warbands of Plague Marines lurking amidst the tangled gantries.

REQUISITIONS

You can spend Requisition points (RPs) on the relevant Crusade Faction Requisitions listed below in addition to those found in other sources. These requisitions can only be purchased immediately before or after playing a battle that is part of a Charadon Aflame campaign; each time such a requisition is purchased, the war zone points you contribute to your alliance for that battle is reduced by 1 (to a minimum of 0).

HEROIC VICTORY — 1RP

Heroic victories deserve heroic rewards. To the victor, the spoils…

Purchase this Requisition after you have won a Charadon Aflame campaign battle. You can select two Heroic Achievements instead of one (pg 52-53). If you have completed both the associated deeds during the battle, each was achieved by a different unit from your Crusade army, and you have not received either Heroic Achievements' reward before, you receive both rewards.

LEGENDARY EXPLOITS — 1RP

War Zone Charadon breeds heroes and villains, their deeds, exploits and atrocities known throughout the sector.

Purchase this Requisition at any time if no **CHARADON AFLAME CHARACTER** unit from your army has a Charadon Achievements tally (see Legendary Titles on page 118). Select one **CHARACTER** unit from your army (excluding **LEGEND OF CHARADON** units and units that cannot gain Battle Honours) and start a Charadon Achievements tally for that unit.

FURTHER THE WAR EFFORT — 1RP

By diverting vital supplies to support our alliance's war efforts, we increase the likelihood of benefitting from them in our own right.

Purchase this Requisition just before you play a Charadon Aflame campaign battle. The Asset Requisition Stratagem (pg 49) costs you 0CP to use during this battle.

OBOLIS VETERANS — 2RP

There is no respite for the veterans of the Obolis Invasion, for the realm they defend has been transformed into a waking nightmare, and there is much fighting yet to be done.

Purchase this Requisition after a Charadon Aflame battle when a **CHARADON AFLAME** unit that also has the **OBOLIS INVASION** keyword (see *War Zone Charadon Act 1: The Book of Rust*) gains a Battle Honour. You can select a Battle Honour for that unit from the Obolis Invasion Crusade rules, in *War Zone Charadon Act 1: The Book of Rust*, as if you had just played an Obolis Invasion campaign battle.

CRUSADE RELICS

When a **CHARADON AFLAME** unit gains a Crusade Relic you can instead select one of the Relics from the appropriate list below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ANTIQUITY RELICS

A **CHARADON AFLAME CHARACTER** model of Heroic rank or higher can be given one of the following Antiquity Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Crown of Shadows

This corona of darkness wreathes the wearer's temples, allowing them to speak with the voice of the Dark Master himself.

CHAOS INFANTRY model only. Once per battle, in your Command phase, select one friendly **CHAOS** unit (excluding **VEHICLE** or **MONSTER** units) within 9" of the bearer. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll and you can re-roll the wound roll.

Aegis Indomitus

This badge bears the sigil of Indomitus Crusade Fleet Primus on one surface. On the reverse are powerful hexagrammic wards in thrice-blessed silver to shield against the horrors of the warp.

IMPERIUM INFANTRY model only.

- The bearer has a 4+ invulnerable save.
- Each time the bearer would lose a wound as the result of a mortal wound, roll one D6; on a 4+, that wound is not lost.

The Wurm's Bite

Xenos scavengers succeeded in capturing a sample of Typhus' Nemesis Wurm plague, and have distilled it into a venom that infects enemy machinery with degenerate scrapcode.

INFANTRY model (excluding **IMPERIUM** and **CHAOS** models) only.

- Each time the bearer makes a melee attack against an enemy **VEHICLE** unit, add 1 to that attack's wound roll.
- If one or more melee attacks made by the bearer are allocated to an enemy **VEHICLE** model whose characteristics can change as they suffer damage, after the bearer has resolved all of its attacks, roll 3D6. If the result exceeds the Leadership characteristic of the enemy **VEHICLE** model, then until the end of the battle, that model is infected with scrapcode. While a model is infected with scrapcode, it must halve its current number of wounds when determining what characteristics to use.

RECOVERED RELICS

Recovered Relics are a new category of Crusade Relics that once belonged to legendary heroes and villains who perished during the War Zone Charadon campaign. A **CHARADON AFLAME CHARACTER** model of Battle-hardened rank or higher can be given one of the following Recovered Relics instead of one of the Crusade Relics presented in the Warhammer 40,000 Core Book. Recovered Relics can only be given to a model at the end of a battle that is part of phase three of a Charadon Aflame campaign; each time such a relic is given to a model in your Crusade force, the war zone points you contribute to your alliance for that battle is reduced by 1 (to a minimum of 0).

Tertian's Logister Cortex

Decitor Septrax-Tertian was a Skitarii Marshal whose tactics were founded upon unparalleled logic. On his death, his cortical implant was retrieved and implanted into a servo-skull that he might impart his tactical acumen to the Omnissiah's true believers.

ADEPTUS MECHANICUS INFANTRY model only. Each time you use a Battle Tactic or Strategic Ploy Stratagem, if the bearer is on the battlefield, roll one D6: on a 4+, you gain 1 Command point, irrespective of the cost of the Stratagem used.

Akhorath's Eyes

These twitching lenses are rumoured to be the recovered bionic eyes of Akhorath Zeid. Whatever the truth, they constantly search the shadows for hidden foes, and glow blood red in warning whenever they detect a new quarry.

CHAOS INFANTRY model only. Enemy units that are set up on the battlefield as reinforcements cannot be set up within 12" of the bearer.

Blade of Purity

This gleaming sword was wielded in battle by Canoness Joghilde and is said to have dealt Typhus a holy wound that not even his plague-ridden, post-human physiology could heal.

IMPERIUM INFANTRY model with power sword, master-crafted power sword, relic blade or blessed blade only. This Relic replaces a power sword, master-crafted power sword, relic blade or blessed blade and has the following profile:

	RANGE	TYPE	S	AP	D
Blade of Purity	Melee	Melee	+1	-3	2

Abilities: Each time an attack is made with this weapon rules that ignore wounds cannot be used. In addition, if an attack made with this weapon destroys an enemy **CHARACTER** unit, subtract 1 from that **CHARACTER** unit's Out of Action test at the end of this battle.

Bilge Blade

When Plague Captain Oghlosmus Bilge was first transformed into a fleshy mound fused to the deck of his ship, his sword was subsumed into his heaving mass. After his death, the weapon was recovered by a pack of Nurglings, who were delighted to see how the Captain's virulent foulness had soaked into the weapon.

NURGLE INFANTRY model with power sword, hellforged sword, balesword or plaguesword only. This Relic replaces a power sword, hellforged sword, balesword or plague sword and has the following profile:

	RANGE	TYPE	S	AP	D
Bilge Blade	Melee	Melee	+1	-3	1

Abilities: Each time an attack is made with this weapon, re-roll a wound roll of 1. Each time a successful wound roll is made with this weapon, the target suffers 1 mortal wound and the attack sequence ends. If an attack made with this weapon destroys an enemy **CHARACTER** unit, subtract 1 from that **CHARACTER** unit's Out of Action test at the end of this battle

INSULT TO INJURY

During a Charadon Aflame campaign, if a **CHARADON AFLAME WARLORD** fails an Out of Action test after a battle that you lost, your opponent can choose to spend 1 Requisition Point in order to add Insult to Injury. If they do, your opponent selects one of the results to the right, which you must note on your Order of Battle. Your opponent then gains the listed reward, your **WARLORD** gains A Score to Settle (see below) and your **WARLORD** automatically gains the associated Battle Scar instead of applying any other Battle Scar or Devastating Blow. Your **WARLORD** will gain this Battle Scar even if it already has 6 Battle Scars. Furthermore, you will not be able to remove this Battle Scar, via the Repair and Recuperate Requisition or by any other means, until after the associated Recovery Condition has been satisfied. Once the Recovery Condition has been satisfied, you can use such rules to remove the Battle Scar if you wish as normal. Note that while an Insult to Injury result can only be applied during a Charadon Aflame campaign, any Crusade battles count towards the Recovery Condition, and A Score to Settle can also be used outside of the Campaign too.

A Crusade force cannot suffer the same Insult to Injury result more than once. If you have already suffered all 3 results, then you must resolve the **WARLORD**'s failed Out of Action test as normal.

A SCORE TO SETTLE

Each time a unit from your Crusade force gains a Battle Scar as the result of Insult to Injury, if it was destroyed by an enemy unit, make a note on your unit's Crusade Card of the enemy unit that destroyed it. Your unit has a Vendetta against that enemy unit. Until this Vendetta is resolved, each time a melee attack is made by a model in your unit with this Vendetta against that enemy unit, add 1 to that attack's hit roll and add 1 to that attack's wound roll. If your unit with this Vendetta ever destroys that enemy unit, then it gains 5 experience points (it gains D6+5 experience points instead if it destroyed that unit with a melee attack) and your unit no longer has a Vendetta against that enemy unit. Having A Score to Settle does not affect a unit's Crusade points.

GRIEVOUS WOUND

The wound simply refuses to heal. Only rest without further injury – or perhaps divine intervention – will allow it to close at last.

Victor's Reward: The unit that destroyed this **WARLORD** during the battle gains a bonus 5 experience points.

Loser's Battle Scar: Subtract 1 from the Strength and Attacks characteristics of models in this unit (to a minimum of 1).

Recovery Condition: Increase this unit's 'Battles Survived' tally by 3 or more.

DISGRACEFUL DEFEAT

Such was the dire nature of your defeat that news of your opponent's magnificent victory has resounded across the war zone, emboldening the enemy's resolve.

Victor's Reward: The victor gains D3 additional war zone points for their alliance (pg 48).

Loser's Battle Scar: If this unit is included in a Crusade army, roll one D6 each time you gain a Command point as the result of the Battle-forged CP Bonus. On a 1-2, that Command point is lost.

Recovery Condition: Increase your Crusade force's 'Battles Won' tally by 3 or more.

OPPORTUNISTIC RAID

While your forces were leaderless and occupied trying to save your life, the enemy took advantage and raided vital supply lines, which must now be rebuilt.

Victor's Reward: The victor gains D3+1 additional Requisition points.

Loser's Battle Scar: While this model is in your Crusade force, roll one D6 each time you gain a Requisition point. On a 1-2, that Requisition point is lost.

Recovery Condition: Purchase the following Requisition:

REBUILD SUPPLY LINES 2RP

Purchase this Requisition at any time to satisfy Opportunistic Raid's Recovery Condition.

LEGENDARY TITLES

After you have played your first battle in a Charadon Aflame campaign, you can select one **CHARADON AFLAME CHARACTER** unit from your Order of Battle (you can only select a unit that can gain Battle Honours). Keep a Charadon Achievements tally for this unit. Add 1 to this tally if your army completed one or more Heroic Achievements during that battle (see pg 52-53). Once this unit's tally reaches 5, it gains the **LEGEND OF CHARADON** keyword and its tally is removed from its Crusade card.

At the end of a Charadon Aflame campaign, for each **LEGEND OF CHARADON** unit in your Crusade Force, you can select one of the Legend of Charadon titles listed below, provided that unit has both the correct Faction keyword and the selected title's Heroic Achievement has been completed by your Crusade force during the campaign. That unit then gains the title's associated ability, and its Crusade points are increased by 1. A Legend of Charadon title is a Battle Honour, but does not count towards a unit's limit of six Battle Honours. A Crusade force cannot contain two units with the same Legend of Charadon title.

SERVANT OF SHADOW

Heroic Achievement: Mighty Duel

The terror, fear and death this warrior has spread in their wake, as well as their devoted service to the Dark Master, has been rewarded most handsomely.

CHAOS DAEMON or **HERETIC ASTARTES** unit only. This title cannot be given to a unit that contains any models with a Wounds characteristic of 10 or more.

Each time an enemy model shoots, if this unit is not the closest eligible target or within 18" of that enemy model, then that enemy model cannot target this unit.

THE TRAVELLER'S VECTOR

Heroic Achievement: All But One

This Warlord has been blessed by Typhus himself for playing an instrumental role in the infection of forge world Metalica.

DEATH GUARD unit only.

Add 1" to the range of any Contagion abilities this unit has.

At the end of each battle in which this unit was part of your Crusade army, if you won the battle, roll one D6: on a 5+, you gain one Virulence point (See *Codex: Death Guard*).

RAVAGER OF CHARADON

Heroic Achievement: Reaper

The heartlands of the Charadon Sector have been left in tatters, a wasteland of ruin, horror and bloodshed, due in no small part to the campaign of destruction you have personally spearheaded.

CHAOS unit only.

Add 1 to the Attacks characteristic of models in this unit.

Once per battle, if this unit is an **INFANTRY** unit, at the end of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight again.

LIBERATOR OF FEIROR

Heroic Achievement: Tactical Masterclass

This warrior was present during the climactic defeat of Lord Akhorath Zeid, and was instrumental in the overthrow of Chaos forces in the Feiror System. They have been honoured accordingly by Abbess Sanctorum Morvenn Vahl herself.

IMPERIUM unit only. Once per battle, if this model is on the battlefield, when you use either a Battle Tactic or a Strategic Ploy Stratagem, that Stratagem costs 0CP. This cannot be used in conjunction with any other ability that reduces the CP cost of a Stratagem.

THE RAVEN'S OATH

Heroic Achievement: Bloodied but Unbroken

The Knights of House Raven and their closest allies have sworn a mighty oath to find out what happened to their home world of Kolossi, to punish those responsible and to expunge the stain of honour upon their names.

IMPERIAL KNIGHTS model only.

Once per battle round, you can change the result of one hit roll, one wound roll or one saving throw made for this model to a 6 (that roll counts as having been made with an unmodified roll of 6).

MAGOS PANACAEUM

Heroic Achievement: Bitter Struggle

Having already proved their worth in the defence of forge world Metalica, this honoured servant of the Omnissiah must now shoulder the burden of seeking the planet's deliverance from its terminal disease.

ADEPTUS MECHANICUS unit only. If this model is included in your Crusade force, when you are selecting Agendas you can select one additional Agenda; this must be the Break the Seals agenda from *Codex: Adeptus Mechanicus*. This can be selected even if you have selected another Adeptus Mechanicus agenda.+

CHARADON SALVAGER

Heroic Achievement: Secure At All Costs

Amidst the rubble and corpse piles of Charadon are buried countless archeotech wonders. This warlord has salvaged an impressive stockpile of such artefacts.

At the end of each battle in which this unit was part of your Crusade army, if you won the battle, you can use the Relic Requisition once without spending any extra Requisition points (see the Warhammer 40,000 Core Book).

LORD OF ALUMAX

Heroic Achievement: Overrun

The Alumax System descended into barbarous anarchy in the wake of the Charadon war, and this warlord has wasted no time in seizing the opportunity to establish an empire of their own within its tormented bounds.

At the end of each battle in which this unit was part of your Crusade army, if you won the battle, increase your Supply Limit by 1.

At the end of each battle in which this unit was part of your Crusade army, roll one D6, adding 2 to the result if you won the battle: on a 6+, you gain 1 Requisition point.

CHROMYD RAIDER

Heroic Achievement: Fortune Favours the Brave

Though Lord Thraxoplasmox may have departed upon Typhus' orders, there are still substantial traitor and xenos forces fighting in the Chromyd system. This warlord sees opportunity and glory in the ongoing conflict.

At the end of each battle in which this unit was part of your Crusade army, roll one D6, adding 2 to the result if you won the battle: on a 6+, you can select one additional unit from your army to be Marked for Greatness.



A cold wind sighed over waterlogged trenches. Here and there, blackened trees rose over the ruins. Corpses mouldered below their outstretched boughs. Without warning, the skin of reality peeled back in a wound ten feet high and vomited poisonous green light across the trenches. A humanoid figure surged through the opening and fell, landing on her hands and knees in the putrid mud.

The new arrival rose unsteadily. Her black armour was caked in gore and grime. Her face was criss-crossed with the dull red lines of newly healed scars. Her eyes were hard as adamantine. The wound in reality pulsed as more beings forced their way through, first two of them, then three more, then another.

The split in reality gave one last ephemeral shudder then collapsed upon itself. Palatine Erika Luminas stared around at the ruined landscape, and then looked back at her last surviving Battle Sisters. This remnant was all that survived from the Mission of Provident Restoration.

'Are we truly out, Palatine?' asked Sister Demiana. Her bolter was long spent, mag-locked to her thigh armour and replaced with a hand-fashioned blade. Luminas had seen Demiana wield the crude weapon well in the nightmare of recent days. She had slain more than a few xenos with it.

'By the God-Emperor's grace, Sister, I believe so,' Erika replied.

'Praise the Throne most holy,' breathed Sister Shen'ua.

'We have been tested and we have prevailed,' cried Sister Kaisov, her one remaining eye bright with fervour.

'It is so,' said Luminas, though her expression remained grim. The horrors they had seen since escaping Martyr's Rest through an alien portal would haunt her for the rest of her days. Such grotesque heresy could not be borne, and the lives of every Battle Sister she had lost weighed heavy upon her. 'Sister Glorian, is the relic secure?'

Glorian, brawny and scarred with a stolen alien sword slung at her hip, nodded. She still had the bones of Saint Jheraldine the Pure safe in their blessed container. She had carried their weight uncomplainingly for days beyond reckoning. The machinations of the Drukhari had delayed them too long. Did Alexistor still resist? How fared Canoness Joghilde? Most importantly in this moment, where had they emerged and how could they most quickly get their precious relic back into Imperial hands?

Luminas had no answers, only a burning certainty; as soon as she had seen the bones delivered into Imperial hands, she would begin her quest for vengeance. She had already made her vow, witnessed by her surviving Sisters while spattered in the blood of those martyred by the xenos filth. She held Lelith Hesperax accountable for all the horrors she and her comrades had endured, and for whatever disasters had occurred in their absence. Erika would hunt Hesperax to the ends of the galaxy if she had to, but in the sight of the Emperor she would have her restitution in alien blood.

For now, though, there was a duty to be done. Luminas turned her face to where the sounds of distant battle thumped and boomed beyond the horizon.

'We go that way,' she said. 'Wherever we are, the fight is not yet done.'

GLOSSARY

Below you will find a glossary that contains a number of terms used in this book.

Alliances (pg 46): For a Charadon Aflame Campaign, players are organised into teams, known as alliances. The results of each of their games contribute to their alliance's overall result.

Army of Renown (pg 63): A variant army list for a Faction that can be used in your games of Warhammer 40,000 to represent a specialised force. It must be Battle-forged, cannot include any Specialist Detachments, and will have other specific restrictions that must be adhered to. Doing so, however, will provide you with unique benefits.

Campaign Badge (pg 114): A keyword a unit gains if it was part of your Crusade army in a Charadon Aflame campaign.

Campaign Master (pg 46): The individual who organises and runs a Charadon Aflame Campaign.

Campaign Master's Edicts (pg 52-53): Optional rules for a Campaign Master to use when running a Charadon Aflame Campaign.

Campaign Phase (pg 47): A Charadon Aflame Campaign is split into three phases in which players play games.

Charadon Aflame Campaign (pg 46): A campaign system for your games of Warhammer 40,000 inspired by the events of War Zone Charadon Act 2.

Codex Supplement: Order of Our Martyred Lady (pg 68-73): Additional rules for Adepta Sororitas Detachments drawn from the Order Militant of the Order of Our Martyred Lady.

Cohort Veterans (pg 64): Rules to upgrade **SKITARII RANGERS** and **SKITARII VANGUARD** units in a Skitarii Veteran Cohort.

Disciples of Be'lakor (pg 75-77): An Army of Renown for Chaos Daemons and Chaos Space Marines in the service of Be'lakor.

Heroic Achievements (pg 52-53): A Campaign Master's Edict that rewards players for completing mighty deeds during a battle.

Insult to Injury (pg 117): Battle Scars that your opponent can apply to a **WARLORD** in your Crusade army that fail Out of Action tests during a Charadon Aflame campaign, while collecting a reward for doing so.

Legendary Missions (pg 54-59): A Campaign Master's Edict that allows players to play a unique mission inspired by a key event from War Zone Charadon Act 2.

Legendary Titles (pg 118-119): Abilities available to **CHARADON AFLAME CHARACTER** units in your Crusade army when they complete Heroic Achievements.

Noctic Discipline (pg 77): Psychic powers available to **PSYKER** units from the Disciples of Be'lakor.

Recovery Condition (pg 117): The only way to remove a Battle Scar your **WARLORD** gained as a result of Insult to Injury.

Score to Settle (pg 117): A bonus that can be applied to a unit from your Crusade army when it gains a Battle Scar as a result of Insult to Injury.

Skitarii Veteran Cohort (pg 64-65): An Army of Renown for Adeptus Mechanicus.

Strategic Value (pg 48): At the end of a Charadon Aflame Campaign, the alliance with the highest total strategic value, earned by winning a Campaign Phase, is the overall winner.

War Zone Assets (pg 49): Assets assigned to alliances in a Charadon Aflame campaign that players from that alliance can use in their campaign games.

War Zone Points (pg 49): These are used to determine the winner of a Campaign Phase. They are most commonly achieved by playing games in a Charadron Aflame Campaign.

