



WARHAMMER 40,000

INDOMITUS

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind. By the might of his inexhaustible armies a million worlds stand against the dark. Yet, he is a rotting carcass, the Carrion Lord of the Imperium held in life by marvels from the Dark Age of Technology and the thousand souls sacrificed each day so his may continue to burn.

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. It is to suffer an eternity of carnage and slaughter. It is to have cries of anguish and sorrow drowned by the thirsting laughter of dark gods.

This is a dark and terrible era where you will find little comfort or hope. Forget the power of technology and science. Forget the promise of progress and advancement. Forget any notion of common humanity or compassion. There is no peace amongst the stars, for in the grim darkness of the far future, there is only war.

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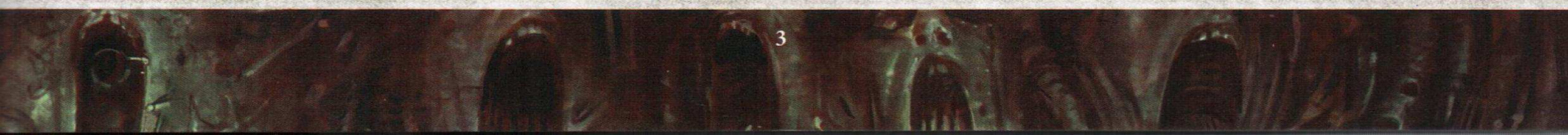
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THE WARHAMMER 40,000 HOBBY

Prepare to plunge headlong into the grim darkness of the far future! The tome you hold in your hands is a gateway to a vast and apocalyptic galaxy in which Mankind battles for its very survival against myriad foes. Take command of the warring armies and lead them to glorious victory or crushing defeat over spectacular tabletop battlefields.

In the dying years of the 41st Millennium, Humanity faces a conflict unlike any other. Across the vast and fragmented Imperium of Mankind, in every star system and on every front the fires of war burn. Heretical war leaders call upon the burgeoning power of the Dark Gods of Chaos, rising as evil champions to drown worlds in tides of blood and fire. Rapacious alien tyrants lead rampaging hordes of bestial raiders to tear down the bastions of Humanity. The galaxy shudders in the grip of reality-sundering storms that threaten to tear space itself asunder, and with every day that passes the darkness between the stars grows wider and deeper.

Against these horrors stand the armies of the Imperium – elite Space Marines, fanatical Battle Sisters and countless other hosts of mighty warriors. They will give their lives for the almighty God-Emperor who sits upon the Golden Throne of Terra, but will their sacrifice be enough?

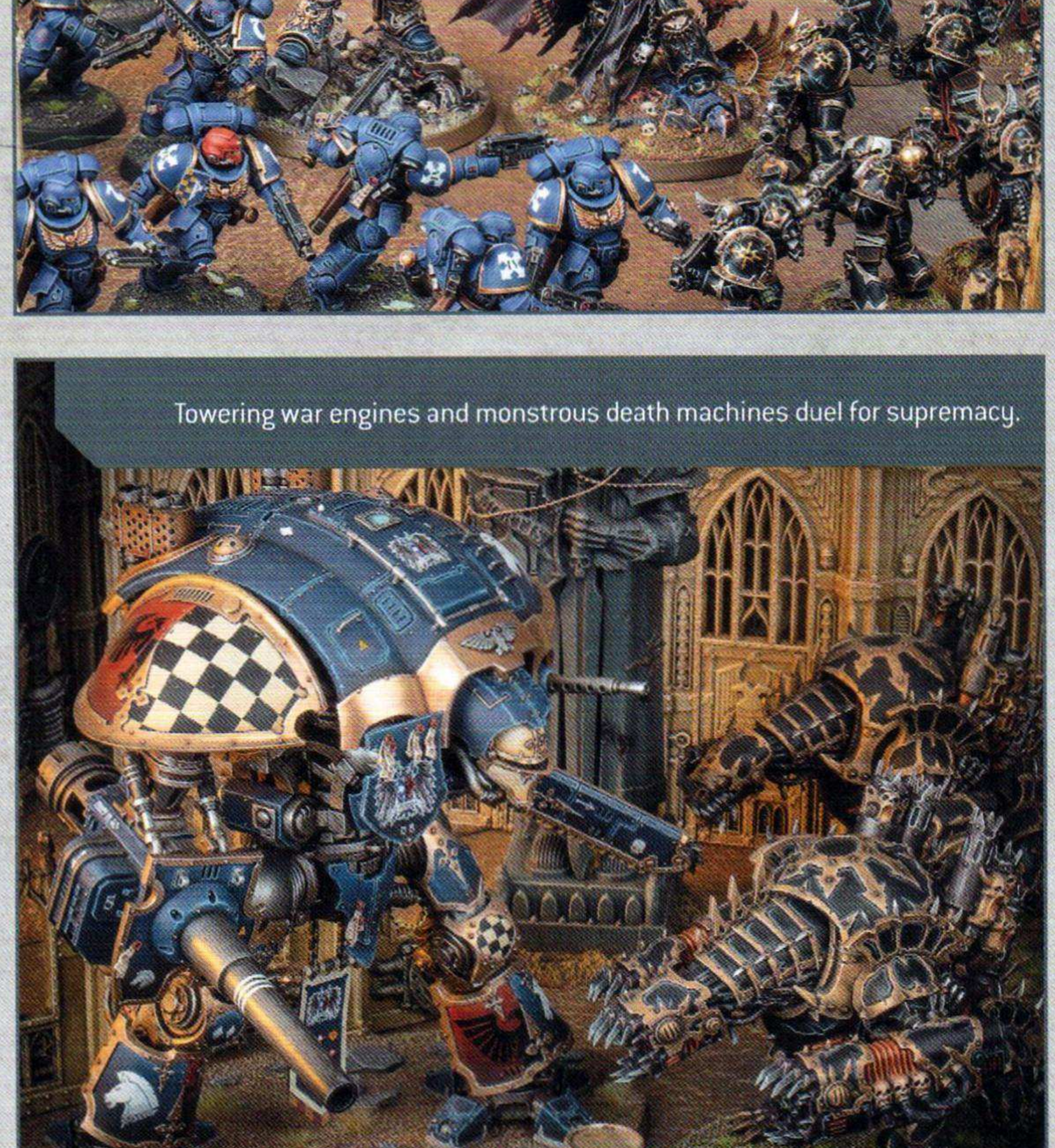
This is the setting in which the Warhammer 40,000 hobby takes place. Far from just sitting back and watching the carnage unfold, you get to choose your faction and take them into battle yourself. Will you fight for the ancient and ruthless Imperium of Man, the maniacal daemon-worshippers of Chaos, or perhaps one of the many deadly xenos races who seek to build empires of their own amidst the stars? Whichever you choose, the rich background and incredible range of highly detailed Citadel miniatures serve as an endless source of inspiration for your collecting, building, painting and gaming.

The Warhammer 40,000 hobby actually comprises a variety of exciting elements, and there is no right or wrong way to engage with it. You can dive into whichever parts take your fancy and combine them into your own completely personal hobby experience. Perhaps for you the appeal lies in amassing a



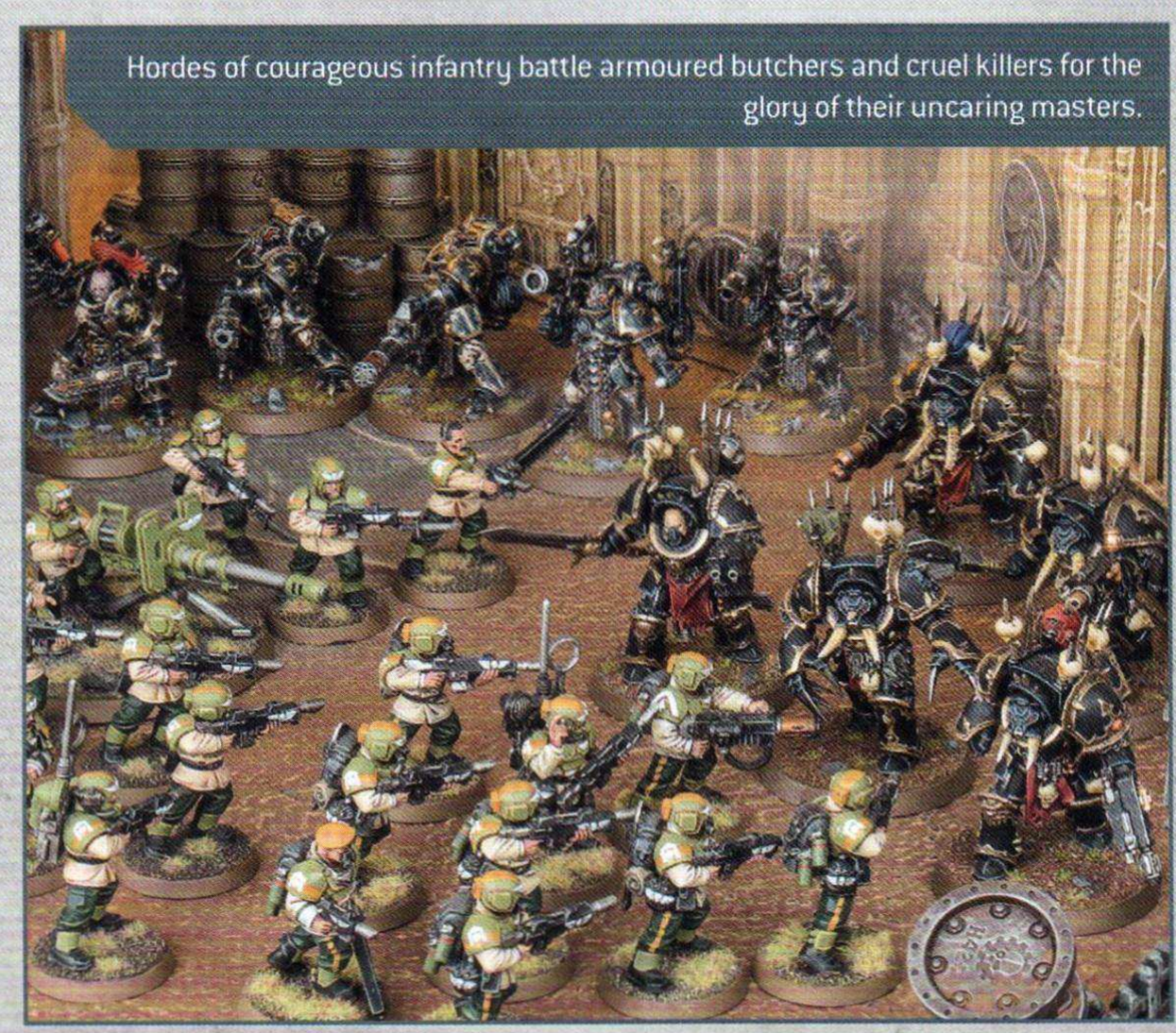
powerful tabletop gaming army and playing war games against your friends, at home, at a gaming club or even in thrilling competitive tournaments. Then again, maybe the idea of painting a collection of Citadel miniatures to the highest possible standard is what really fires your imagination. Or perhaps for you Warhammer 40,000 will be a storytelling journey, in which you come up with the narrative, background and names of your tabletop warriors, and watch your Crusade army grow and change week by week as you fight out story-driven campaigns with your gaming group.

The truth is, your Warhammer 40,000 experience may be all of these things, or it may be something entirely of your own invention. Whichever way you choose to get involved, you will find that this is a hobby filled with the fun, excitement and satisfaction of creating a miniatures collection that you can be proud of for years to come. So intone the litanies of arming, beseech the blessings of whichever galactic gods you choose to serve, and prepare to storm headlong onto the blazing battlefields of the 41st Millennium…



Mighty heroes and diabolical villains clash amidst the carnage.

Towering war engines and monstrous death machines duel for supremacy.



Hordes of courageous infantry battle armoured butchers and cruel killers for the glory of their uncaring masters.



COLLECTING

From elite bands of veterans to vast armies that darken the horizon, from wind-swift squadrons of skimming attack craft or thundering batteries of field artillery to towering war engines, spearheads of battle-tanks, unnatural monsters and blade-wielding heroes, the battlefields of the 41st Millennium teem with warriors for you to collect and lead to battle.

At the heart of the Warhammer 40,000 hobby are collections of Citadel miniatures. Finely detailed, incredibly varied multipart model kits that you put together and paint yourself, these miniatures represent a spectacular range of collectable factions for you to choose from.

It is these models that you form into armies to play the tabletop game. Yet there are as many approaches to the collecting aspect of Warhammer 40,000 as there are hobbyists who do the collecting; each person has their own favourite factions or models, their own inclinations towards how and why they collect the miniatures that they do, and each and every hobbyist soon finds themselves with their own wholly unique miniatures collection tailored to whatever aspects they most enjoy about Warhammer 40,000.

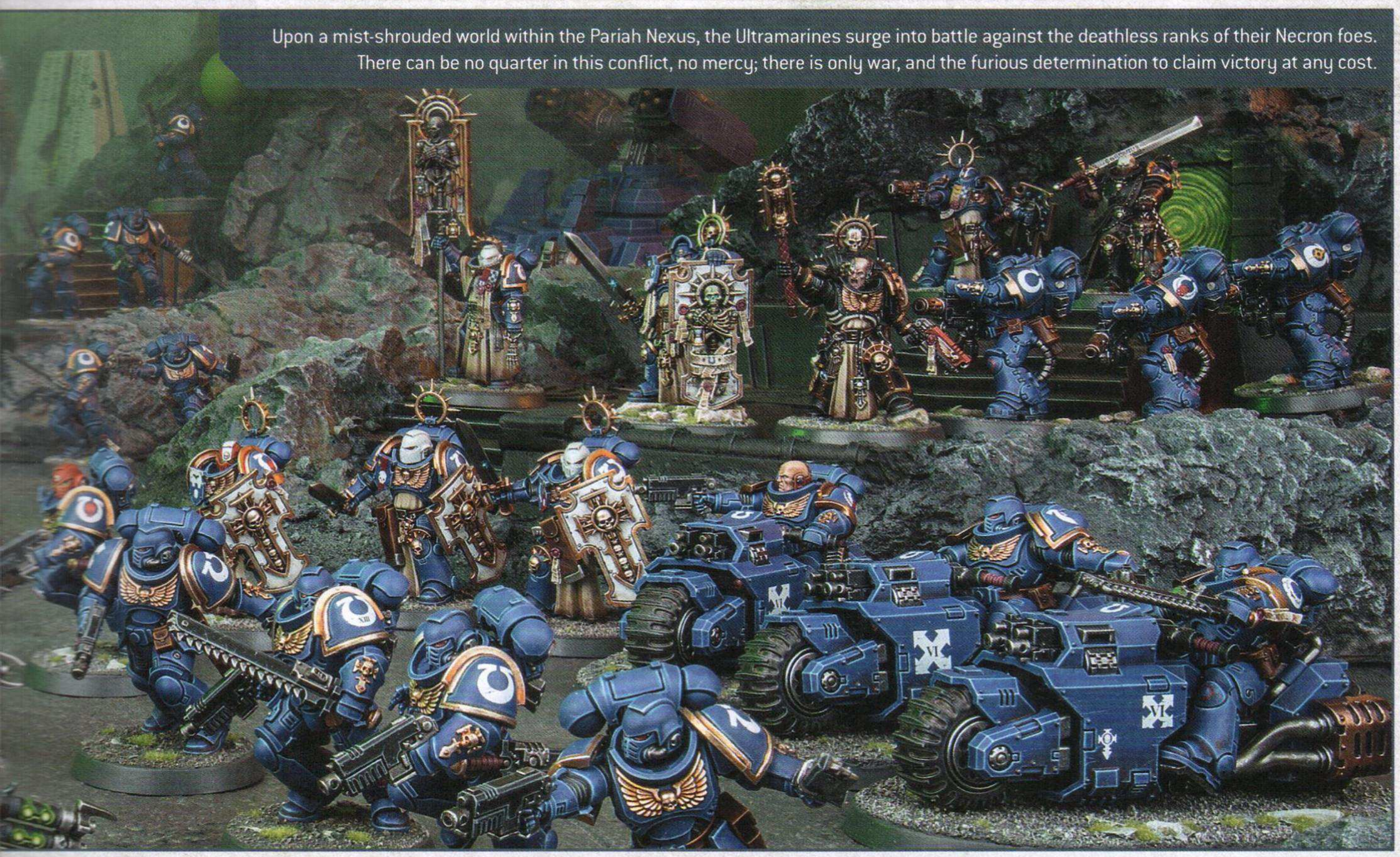
MUSTERING FOR WAR

For many collectors, the end goal of their efforts is to assemble a gaming army that can be used to play out exciting tabletop battles against other collectors. The good news is that, if this sounds like you, then there are lots of ways to approach this aim in your own way and at your own pace.

For starters, there is no set size of army that you'll look to collect. From the moment you finish sticking together your first squad of warriors, formidable commander or fearsome battle-tank you have the beginnings of an army. You can then get it straight on the gaming table and start having fun! Of course, once you have some troops to take to the field you'll want mighty warlords and psychic adepts to lead them, heavy armour to back them up and lightning-fast aircraft to escort them from on high.

Before you know it, that first model or set of miniatures will have grown into a burgeoning army ready to engage in headlong assaults, resolute defences, cunning flank-attacks and valiant last stands upon the tabletop.

In the rules section of this book, you will find a number of collecting and gaming templates known as Detachments that can provide a great blueprint to guide your miniatures collection. Each represents a different sort of military contingent, from small patrols ideal as beginner armies, to balanced strike forces ready to take on all comers, to massed armoured spearheads, fast-moving scouting formations, gatherings of titanic war engines and many more. If any of these spark your imagination and sound like the sort of army you want to play games with, then they're a great source of inspiration for where to start.



Upon a mist-shrouded world within the Pariah Nexus, the Ultramarines surge into battle against the deathless ranks of their Necron foes. There can be no quarter in this conflict, no mercy; there is only war, and the furious determination to claim victory at any cost.

Every army that you can collect and game with also has its own Codex. This is an in-depth guide to that particular faction, an indispensable collecting and gaming companion that fills out not only the back story and character of that race but also provides you with all the in-game rules you'll need to assemble a mighty army of your chosen faction and take them into battle time and again.

Of course, you may want to follow your own collecting path and snap up whatever models most appeal to you without worrying too much about structures and rules. There are a number of different ways to play Warhammer 40,000 that you will learn more about as you read on through this book; suffice to say that for now, however you wish to collect and whatever sort of gaming army you want to put together, there's a way of collecting and playing that will suit your approach!

GALACTIC HORDES

Perhaps the most exciting choice you'll make when it comes to collecting Warhammer 40,000 miniatures is which faction to collect! The gothic and war-torn galaxy of the far future teems with the armies of the Imperium, the worshippers of the Dark Gods of Chaos and the many warlike xenos races, all pitted against one another in a sprawling war bigger than any in the history of the stars themselves. With an ever expanding range of Citadel miniatures to choose from, the number of different armies you can choose to collect grows all the time, and every one offers its own unique and exciting blend of aesthetics, miniatures and – if you are planning on gaming with your collection – its own way of making war.

Perhaps you'll be tempted by the elite post-human warriors of the Adeptus Astartes, and collect a force of power-armoured Space Marines supported by mighty battle-tanks and lightning fast attack craft? Then again, maybe their dark mirror – the Heretic Astartes – appeal to you more; these ancient nemeses of the Imperium of Mankind seek to overthrow the Emperor who created them by combining the armour, weapons and war machines of their loyalist counterparts with monstrous daemons and the foul blessings of the Dark Gods.

If you're looking for more of a mighty horde then perhaps you'll find yourself collecting the barbaric Orks, who combine ramshackle technology, madcap weapons and sheer numbers with a ferocious love of battle. Or perhaps the rapacious swarms of the Tyranids will capture your imagination, spilling across the landscapes of the 41st Millennium in a living tide of chitinous blades and gnashing fangs to devour everything in their path.

Maybe you'll be drawn to the towering war engines of the Knight Houses, whether noble loyalists or monstrous traitors? Or maybe the massed ranks and rumbling battle-tanks of the Astra Militarum, the miraculous faith and ferocious close-range punch of the Adepta Sororitas, the technological marvels of the T'au Empire or the deathless android legions of the Necrons will catch your eye?

The list goes on, and later in this book you'll get to dive into all of the collectible Warhammer 40,000 factions in greater detail. For now, suffice it to say that whatever kind of collecting, painting and gaming experience you prefer, or whatever race or army you think looks the most exciting, this hobby makes it possible to build a collection that you'll be proud of.

HOBBY ARTISANS

Gaming is a big part of Warhammer 40,000, but it is by no means the only reason that people enjoy collecting Citadel miniatures. For some it is the simple draw of the models themselves, the relaxation and satisfaction of steadily assembling and posing your miniatures before using the comprehensive Citadel paints range to bring each model to life.

Perhaps you'll enjoy collecting and painting miniatures for display, laying out dioramas conjured from your own imagination or inspired by Games Workshop's vast range of supporting Warhammer 40,000 publications. Perhaps you'll even just build and paint whichever models take your fancy before moving on to look for the next hobby project to tackle. This sort of collecting can lead to assembling an impressive array of beautifully painted miniatures; should you find a real talent for it there are even painting competitions that you can enter, many hosted at Games Workshop's very own Warhammer World in Nottingham, UK.

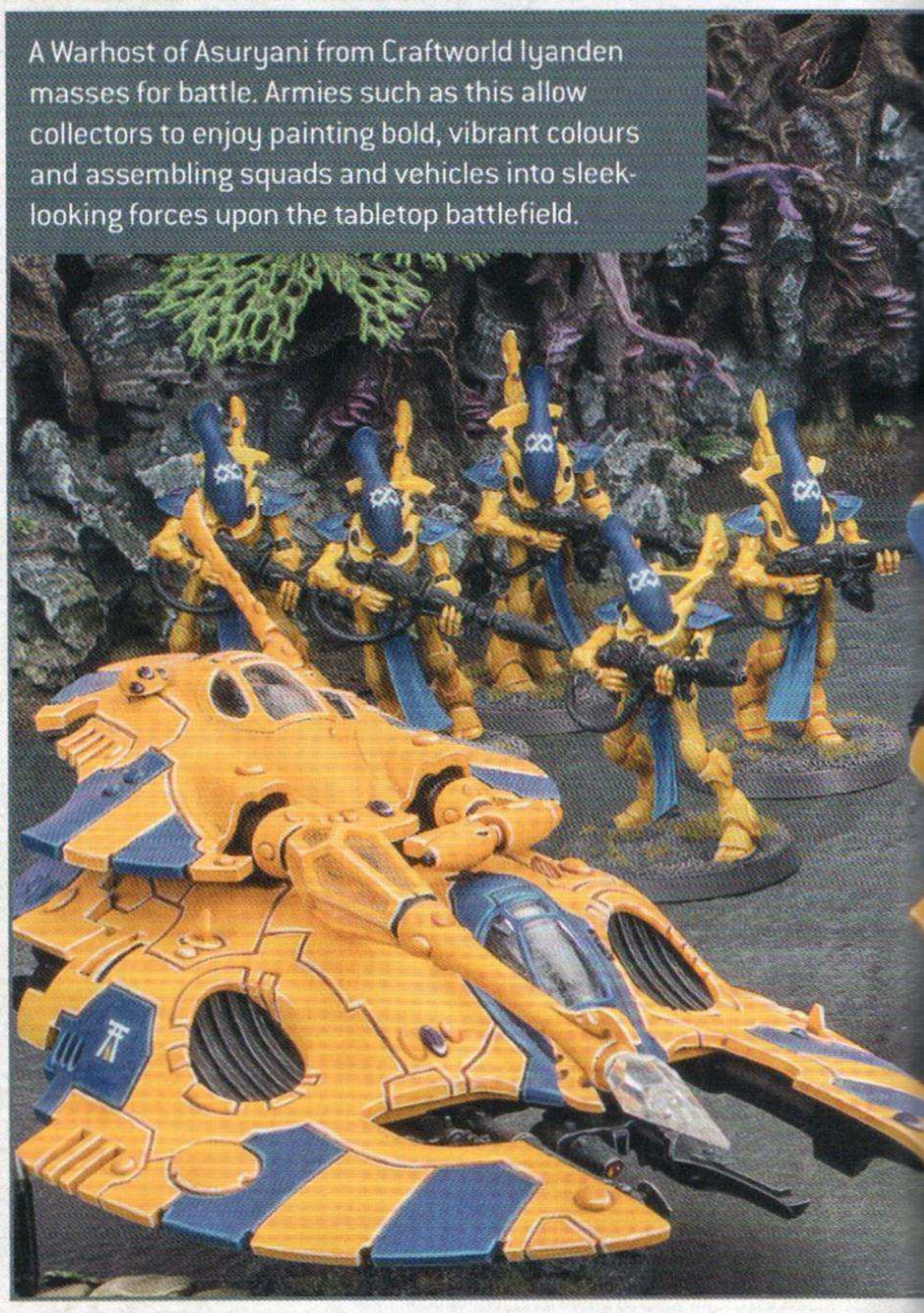
BUILDING WORLDS

Whether you're collecting for gaming or for display, another exciting element of the Warhammer 40,000 hobby is creating the battlefields across which the epic conflicts of the 41st Millennium occur. At a minimum, it is perfectly possible to play your games across a bare tabletop or even your living room carpet. Indeed, there is a proud and long-standing tradition amongst first-time collectors of playing their first few games in just such conditions – it is a rare veteran gamer who can't recall tales of playing with their first handful of miniatures across a battlefield of heaped-up-book hills and toilet-roll smokestacks.

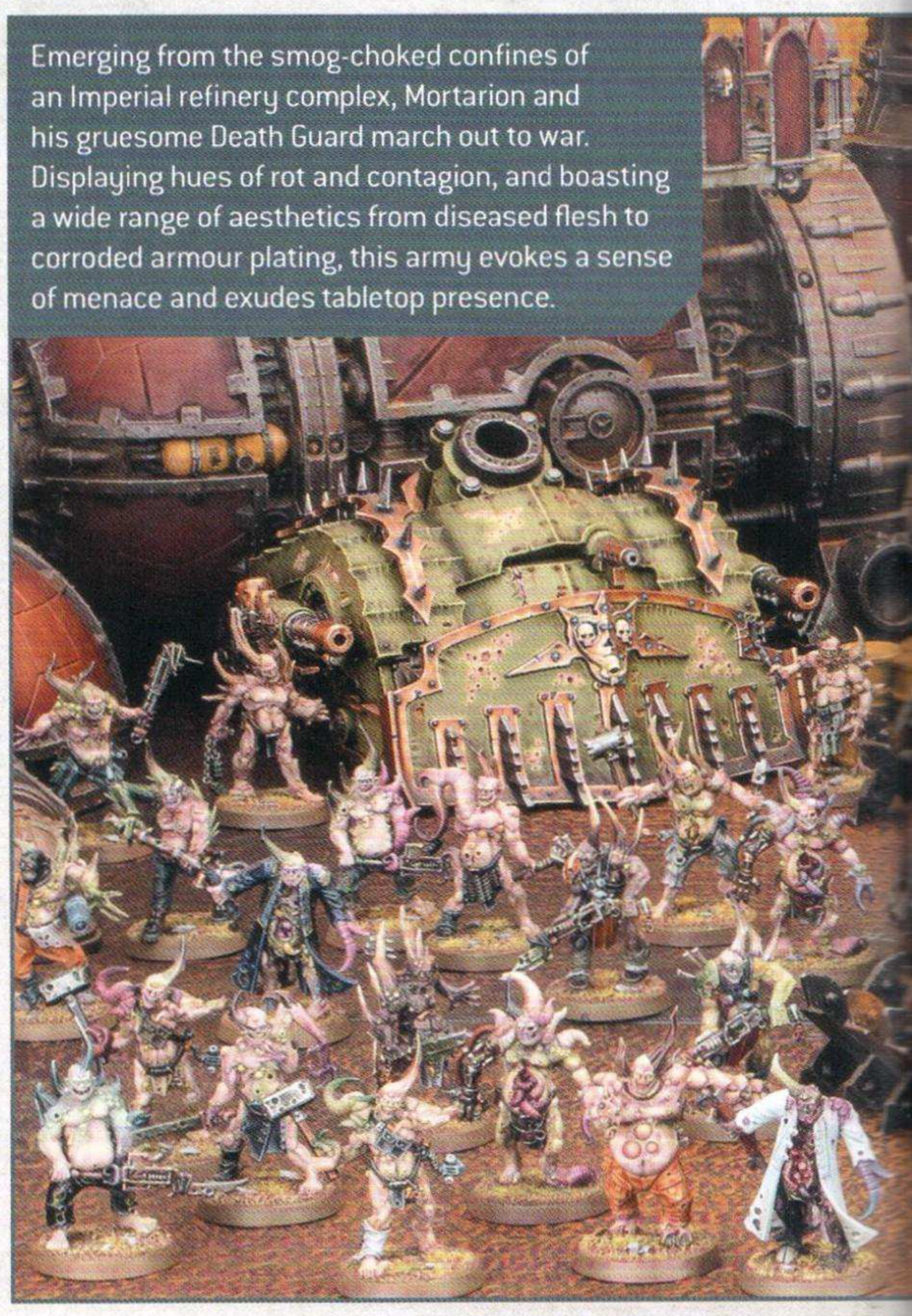
However, Games Workshop's range of miniatures includes a massive variety of battlefield scenery that you can build, paint and use to create exciting environments to play over. From tangled refinery complexes and twisted alien jungles to ruined cityscapes, cratered no man's land, scrap-metal workshops and countless other strange environments, these kits allow you to create incredible landscapes for your gaming table, no matter how large or small a space that is. A suite of Battlezones provide you with the means to quickly and easily build up an entire battlefield's worth of scenery, each designed to evoke a particular type of landscape that might be found in many places across the Imperium and beyond. Coming complete with evocative background and comprehensive rules support, these boxes truly bring the 41st Millennium to life on your tabletop.

In short, collecting Warhammer 40,000 miniatures can be whatever feels right to you; whether it is assembling a handful of figures or gathering vast armies and multiple battlefields for them to fight over, there is no wrong way to collect.

A Warhost of Asuryani from Craftworld Iyanden masses for battle. Armies such as this allow collectors to enjoy painting bold, vibrant colours and assembling squads and vehicles into sleek-looking forces upon the tabletop battlefield.



Emerging from the smog-choked confines of an Imperial refinery complex, Mortarion and his gruesome Death Guard march out to war. Displaying hues of rot and contagion, and boasting a wide range of aesthetics from diseased flesh to corroded armour plating, this army evokes a sense of menace and exudes tabletop presence.



CRUSADE ARMIES

The Crusade rules found in the narrative play section of this book allow you to collect an army whose story does not begin anew with each game played, but rather threads all of your battles together into an ongoing narrative. Moreover, as you play Crusade games and your units achieve heroic or diabolical deeds – or indeed suffer crushing blows at the hands of their foes – they will gain new abilities, upgrades and battle scars. Within a matter of a few short games your collection will be unique, shaped into a force wholly your own by the conflicts they have fought.

This is exciting from a gaming perspective, of course – who doesn't want their mighty champions to wield upgraded weapons, or their elite troopers to gain new skills that render them even more deadly? More than this, though, playing Crusade games provides a wealth of inspiration for you as the collector. Naming each unit in your force, not to mention the force themselves, immediately increases your sense of connection and ownership. Advancement rolls inspire themed conversions and painting flourishes: if a character has a magnificent suit of archeotech armour, why not decorate it to reflect this; if a tank is now armed with potent new weapons or crewed by seasoned veterans, why not model these details onto it? In this way a Crusade army soon takes on a life of its own, allowing you to take to the field in command of your very own tabletop force and weave exciting new chapters into their ongoing story of war.







BUILD & PAINT

Citadel miniatures come in the form of multi-part model kits, intended to be assembled and then painted to give a finished result that you can be rightly proud of. From simple push-fit infantry up to huge and elaborate war engines, you will find yourself building and painting a huge range of exciting Warhammer 40,000 figures along your collecting journey.

From the first time you pick up a Warhammer 40,000 Citadel miniature and prepare to put it together, you will find that this is a tactile and satisfying hobby with a strong creative component. With no screens – save perhaps one of Warhammer TV's entertaining tutorial videos – no pressure and no rush, you can dive into the methodical and relaxing process of sticking together your Citadel miniatures, spraying them with an undercoat and then painting them up in whatever way you choose. You'll get to arrange your own hobby area, build up a personal collection of tools, brushes and paints, and work at your own pace on whatever project takes your fancy.

All Citadel miniatures come unassembled and unpainted, but not all are created equal. Some kits are push fit. This means they are designed to be quickly and easily assembled by cutting the components out of the frame they come attached to – it's recommended you do this with the Fine Detail Cutters available from Games Workshop – and then pressing them together as per their instructions. You won't even need glue to finish building these miniatures. This simplicity makes them a great place for new hobbyists to get started, or for existing collectors to quickly bulk out their collections.

As your skills grow more advanced you'll find yourself drawn to ever larger and more challenging miniatures, whose versatility allows you to choose their armaments and pose them in various exciting ways. You may even decide to create your own unique models by mixing the components of different kits together! As you progress through this process you will find the range of specialist tools that Games Workshop produces are an invaluable aid to your hobby; from clipping the miniatures' components out of their frames and gluing them together, to cleaning the mould lines from them, you'll find everything you need to become a Warhammer 40,000 building expert.

COLOURS OF WAR

Building your models is only half the journey. In order to truly bring them to life, be it on the gaming table or in pride of place in a display cabinet, you'll want to paint them too. Luckily, Games Workshop offers an ever expanding range of Citadel paints tailored specifically to miniature painting.

The Citadel Colour System consists of literally hundreds of different colours, ranging from deep basing tones and sharp highlight colours to washes that add shade and definition to your models. There are metallic paints for blades, armour and the like, and even special effect paints that conjure everything from rust and rot to gleaming gems and spectral energies.

So many options might seem daunting at first glance. However, there's a wealth of tutorials and beginner-oriented paint sets on hand to provide guidance. Soon enough you'll be amazing yourself with the great results you can achieve using just a few simple techniques and a handful of paints. Whether you're painting single miniatures for pleasure and relaxation, turning out mighty hordes to conquer the tabletop, or finely detailing your own personal masterpiece for a painting competition, so long as you're enjoying your painting experience you'll find it a satisfying and enjoyable journey, and be delighted with your end results.



The Citadel Colour System works in stages, and offers a choice between the Classic method of painting or the Contrast method, which quickly gets an army Battle Ready. In either case it starts with an undercoat of Citadel spray. Classic method painters then apply base coats and washes, while one layer of Contrast paint achieves a similar effect – it leaves the model with its main colours picked out and shading applied to its recesses.

HOW TO PAINT YOUR MODELS

In order to start painting your Citadel miniatures you'll need some paints, a Citadel paintbrush or two, some water to wash out your brushes (Citadel paints are water-based acrylics, so there's no need for nasty chemicals or cleaning solutions) and a nice clear area to paint in. Beyond this, it really depends on personal preference, and to what level you want to paint. A lot of people like to pick up a Citadel Painting Mat and perhaps some paint racks to prevent spills and organise the colours they need. Then there are painting handles to hold your models securely while you paint them, paint racks to store your growing array of colours, basing kits to help you transform the plastic bases your models stand on into scenic landscapes… the list goes on, and you can work as far down it as you want, as quickly as you like.

The simple truth is that there is no single way to paint your models. Some people like to paint alone, either in peaceful silence or while enjoying a movie or some music. Others prefer a social painting experience, finding that hanging out and painting with friends and fellow hobbyists gives them the extra impetus they need to finish their projects. It's an entirely personal choice, and so long as you're enjoying yourself you're doing it right.



WARHAMMER COMMUNITY

Warhammer Community are Games Workshop's crack team of reporters, presenters and social media adepts. Their role is to bring you the low-down on Games Workshop's expansive range of miniatures, rules, stories, merchandise, computer games, board games, entertainment series and anything else with the Warhammer logo on it! Be it articles previewing upcoming releases, features about the darkest corners of Warhammer 40,000 lore, entertaining comics set in the worlds of Warhammer 40,000 and Age of Sigmar, reports and coverage from some of the biggest wargaming events of the year, or indeed anything else you can think of that would enhance your hobby experience, you'll find it all on warhammercommunity.com!





GAMING

Even the smallest game of Warhammer 40,000 is akin to an explosive action movie unfolding on your tabletop. Games are played between pre-selected armies, the players taking it in turns to move, shoot, fight, unleash psychic powers and deploy cunning Stratagems, rolling dice and consulting their rulebooks and Codexes to determine success or failure. Most games follow some form of story or mission that provides them with victory conditions for in the end, there can only be one winner!

Warhammer 40,000 is without a doubt one of the best tabletop war games in the world. Now in its ninth edition, both the game itself and the dark galaxy of the far future in which it takes place have enjoyed more than thirty years of development by a legion of imaginative and passionate writers, designers and artists. For all this, the game today remains fast-playing and slick, easy to pick up and learn but with a lifetime's worth of depth to master.

But what does a game of Warhammer 40,000 actually look like? What happens? How is it fought and how is it won (or lost)? At its most basic, the game involves two players bringing their collections of Citadel miniatures, setting them out on their chosen battlefield, and then playing through a series of what are known as turns – in which first one player, then the other, gets to move, shoot, fight and much more with their models – until one of them is victorious. Beyond this framework, games of Warhammer 40,000 can take a variety of different shapes.

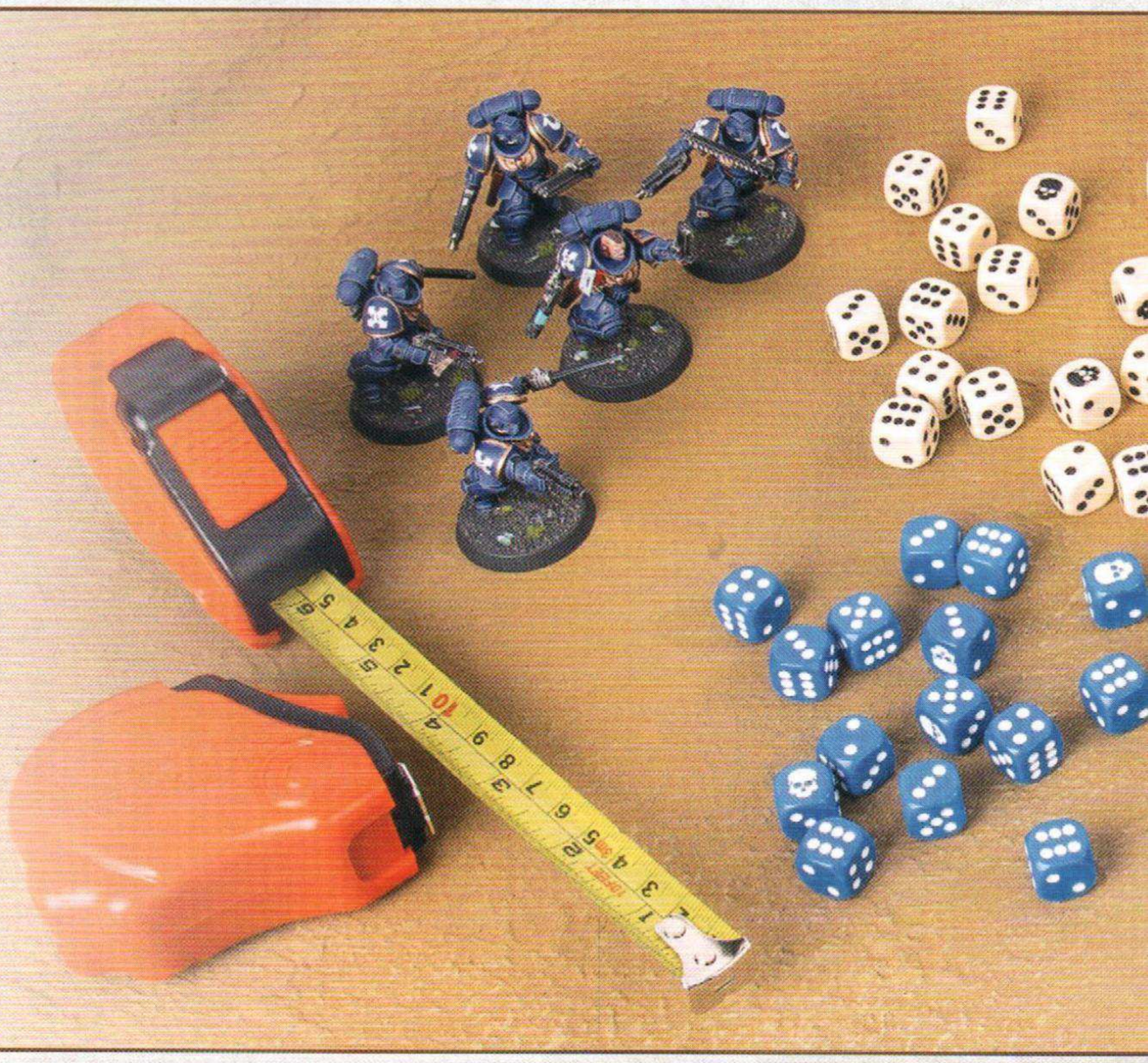
For starters, there is no set size of game. Some battles are small skirmishes featuring no more than a handful of miniatures on each side, and requiring less than an hour to play through from start to finish. Some are larger, the sorts of games that require a few hours, maybe an afternoon or an evening to play; these pit formations of infantry, tanks, aircraft, champions, monsters and other strange beings against one another in a battle to the death. Of course, there is no upper limit on the size of a game beyond the space you have and the size of your collections. Some people enjoy playing games of Warhammer 40,000 so huge that they require days to conclude; such conflicts see the battlefields of the 41st Millennium shaken to their foundations by the onslaught of hundreds upon hundreds of warriors, war engines and terrifying beasts.

Regardless of which army you've chosen to collect, in order to play games with them you'll need to form them into an army. The rules later in this book explain how you go about doing this, and go on to detail the sorts of missions and scenarios that your tabletop armies can fight out against one another. Some games of Warhammer 40,000 are as simple as attempting to wipe out the other player's army, but more often you'll find yourself attempting to assassinate key enemy leaders, seize vital battlefield objectives, hold the line against enemy offensives, secure beachheads in the foe's territory, and countless other exciting tabletop war stories.

In order to offer as much flexibility as possible and to allow you to tailor your gaming experience however you prefer,

WARGEAR

There are a few things that every Warhammer 40,000 collector needs in order to play games with their army (beyond the army itself that is!). First off, you'll need a rulebook. Conveniently, you seem to have got that covered already. Next, you need somewhere to play; this could be as simple as a marked-out area of your dining table or living room carpet. Then again, it could be a bespoke gaming table with dedicated scenery that you've built and painted yourself, or one of the tables at your local gaming club, or a scenic playmat from a Battlezone box… the list goes on. Beyond this, you will need a tape measure to gauge the distances your models move, shoot and the like, and some six-sided dice (often colloquially referred to in wargaming communities as 'D6') for testing to see if shots hit their targets, blades strike their victims, armour protects against attacks, and that sort of thing. Of course, there are plenty more gaming accessories to collect as you go along, from card decks of your army's psychic powers and cunning Stratagems, to specialised dice that track the damage models have taken. And, of course, there are Codexes: the indispensable guidebooks and rules resources for each of the Warhammer 40,000 armies, both on and off the gaming table.





Warhammer 40,000 offers three distinct ways to play. These are broad, umbrella headings, beneath which you'll find a whole raft of different play styles to dip into; in brief, though, they are open play, which is extremely free-form and unrestricted, narrative play, which tells exciting stories on the tabletop, and matched play which offers the most competitive gaming experience.

OPEN PLAY

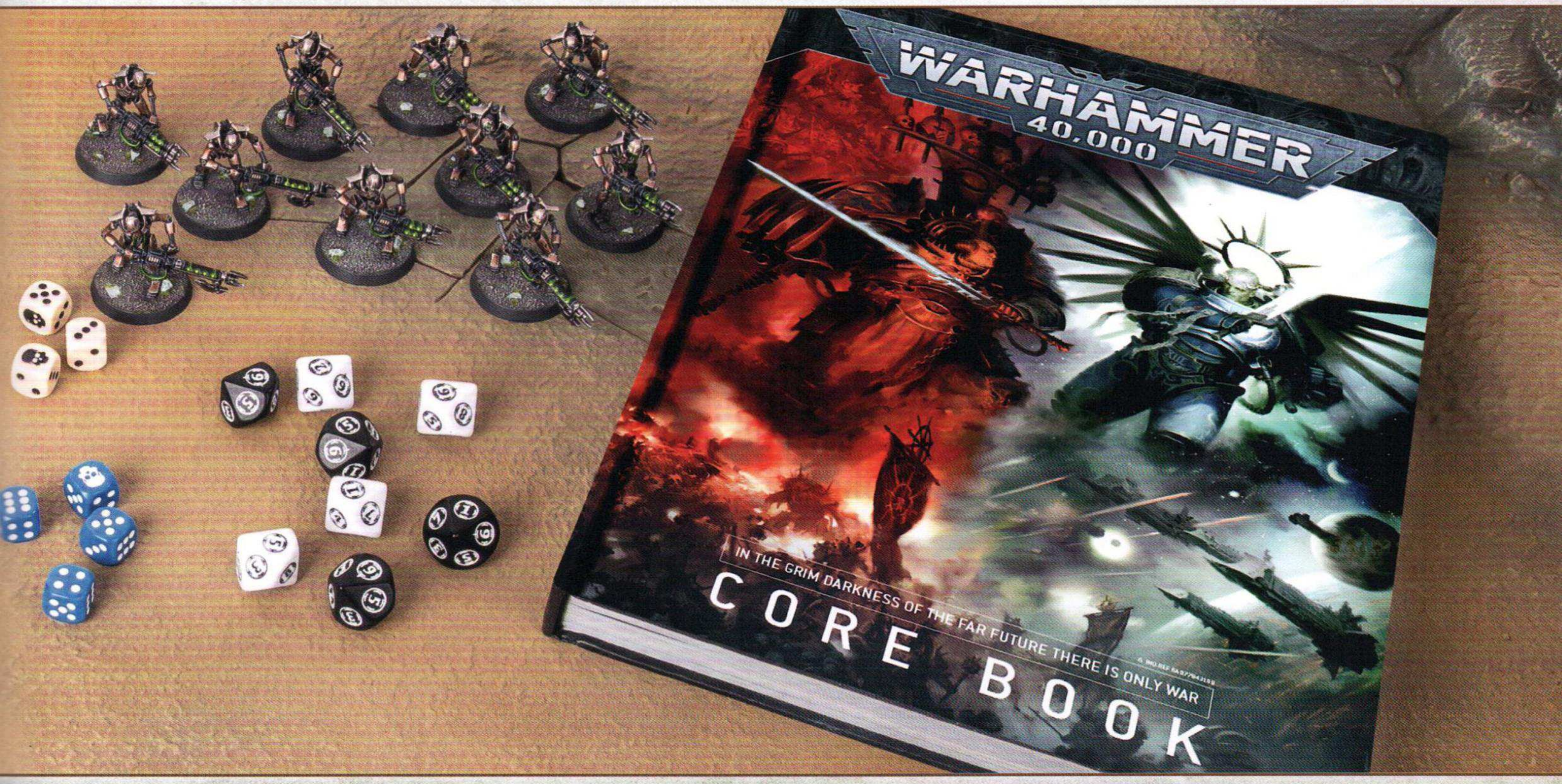
Open play is intended to allow Warhammer 40,000 players complete freedom to do whatever they please with their miniatures upon the tabletop. Stripping away much of the framework that guides Narrative and matched play, this style enables players to leap straight into the action and play out whatever game comes into their heads.

Fun, free-form and entirely personalised, open play games allow Warhammer 40,000 collectors to get their miniatures on the tabletop with the minimum possible preparation. At its heart, open play uses just the main Warhammer 40,000 game rules with no additional prescriptive scenario, mission, victory conditions or mechanics. Players establish these themselves in an entirely 'home brew' fashion, and should feel free to try out whatever they wish.

This could be as simple as two players setting up a battlefield, each bringing their entire collection of a particular army, and then simply playing a game of Warhammer 40,000 until one side or the other is wiped out. They might decide that one player will keep bringing their units back onto the gaming table after they are killed off, while the other player attempts to survive wave upon wave of attackers for as many game turns as they can. By swapping roles and seeing if the other player can survive for longer, you have a quick and straightforward victory condition for this sort of onslaught game.

This is just the tip of the iceberg, of course. One player might bring a super-heavy war engine (or even more than one) to the gaming table, then attempt to fight their way free as multiple enemy players hunt them down. A player whose collection is clearly smaller and less powerful than their opponent's could deploy their models in an exceptional defensive position and then attempt to hold out in a desperate last stand, or to break through the foe's lines to get a crucial message back to headquarters. Maybe you want to take a band of mighty champions and then pit them against a horde of lesser foes to see if they can stem the tide. Or perhaps you have an idea so outlandish or specific that it simply does not fit into either the Narrative or matched play brackets: battling along the length of a runaway maglev train, fighting amidst a meteor shower, engaging in a battle that sees the combatants duel across a series of linked gaming tables… the list of possibilities is as long as your imagination can make it!

While open play is very much dictated by the whims of those playing the games, there are a number of resources on hand to offer you inspiration should you require it. One good example of this is the Open War card deck produced by Games Workshop. Consisting of what are essentially a set of prompt cards with brief blasts of narrative text to provide you with context, a blind draw of these cards gives you victory conditions, unusual circumstances and unexpected twists that help you plan out your open play game in a matter of moments. If this style of play appeals to you, then the quickest way to dive into open play battles is through the Open Hostility mission pack, found on pages 272-276. This pack provides a series of simple and intuititive mission structures, each of which allows a great deal of freedom in terms of which armies you and your opponent can bring to the table. With this pack you can head straight to the front lines of combat.





MATCHED PLAY

For those Warhammer 40,000 collectors who want a balanced and dynamic gaming experience, matched play is the perfect medium. This style of play is often seen at tournaments or other gaming events, and is driven by as refined a rules engine as can be designed. It ensures that no matter who you play against or with what armies, your games will be nail-biting strategic contests and true tests of skill.

In a matched play game, players agree to the size of the battle that they are planning to play in advance; this is worked out using points values, where the value of each individual warrior, vehicle and piece of wargear in the army is added up. Players form their armies using a selection of datasheets and equipment lists and record their choices in advance of the battle, either stockpiling a wealth of Command Points by picking their force within the restrictions of a single Detachment, or else expending some of their strategic resources to spread their forces across multiple specialised formations. Remaining Command Points can be used to unleash Stratagems upon their opponent during the game, allowing players to gain the upper hand.

Lastly, players pick a mission to play from one of the range of matched play mission packs that are available. Beginning with the Eternal War mission pack found within the Warhammer 40,000 rulebook, each of these packs contains a set of different scenarios to choose from. These provide victory conditions and special rules particular to those missions, and present varied strategic challenges to test the players' abilities to the limits.

The combination of army selection and chosen mission provides the players with a tightly regulated framework and additional balancing factors intended to create as level a playing field as possible. This works well for playing against people that you haven't previously gamed with, as it ensures that both players benefit from a shared gaming language and a clear understanding of how each of them can win or lose the game without the need to discuss and agree on such details before or during the game. Such games are often known as 'pickup' games – particularly when they occur at a local club or store against an opponent you have never faced before – and matched play is designed to be perfectly suited to these purposes.

Matched play is also designed for use in a tournament setting, be it at a private event such as the Las Vegas Open or the London GT, or one of the Grand Tournaments that occur at Games Workshop's own Warhammer World. With all the structural restrictions imposed upon the game, matched play becomes a contest both of who can build the most powerful and effective army lists within those limitations, and who can use those forces best on the tabletop to win the highly tactical and often close-run game that results. That said, it is still the responsibility of all players to ensure that everything that happens is sportsmanlike and 'in the spirit of the game'.

If you want a tactical challenge whose parameters are set by the game's rules and whose playing style is swift, slick and balanced, then matched play will appeal. Time to hone your army list, grab your favourite dice and trusty tape measure, and take on all comers to prove yourself the greatest tabletop commander.

NARRATIVE PLAY

Narrative play is the style of Warhammer 40,000 gaming focused on the ongoing storyline of both your army and its battles. Hobbyists have long enjoyed weaving narratives on the tabletop, whether that be as simple as coming up with names for their character models and units, or delving into more involved story-driven scenarios and ongoing strings of battles against their regular opponents. One of the best and most exciting ways to engage in narrative play, however, is by collecting a Crusade army!

Collecting and playing with Crusade armies adds a whole new element to your Warhammer 40,000 gaming experience. It turns your collection from a force that goes to battle fresh each time, into a living, breathing army whose every victory and defeat sees them develop their own personalities, skills, war wounds and glorious rolls of honour. Every unit you add to your Crusade army gets its own card with which to record not only its name and the equipment it carries, but also to tally its combat achievements and record the experience points that it has earned for them. As units amass sufficient experience they unlock new abilities, special equipment upgrades and other exciting powers to employ during future battles. Equally, taking severe casualties can leave your units with lasting battle-scars that they must contend with when they go to war.

More than this, the entire Crusade army can also be upgraded through the use of Requisition points, which are earned by playing games. Players spend these points to replenish and rearm, to expand their forces with new units and to purchase powerful Relics and special abilities for their heroic leaders in order to make them ever more deadly on the tabletop.

Crusade is an ideal style of play to engage in with a regular gaming group, all of you collecting your own Crusade armies and forging the narrative between you of an entire ongoing campaign. However, thanks to the Crusade Blessings system that balances games between experienced and inexperienced armies, it is equally playable in battle with players whose Crusade armies you have never encountered before. When combined with the mission pack and the selection of story-driven scenarios contained within, Crusade allows old opponents or newfound gaming friends to enjoy an engaging and shared narrative upon the tabletop with lasting consequences and powerful rewards!

Of course, Crusade isn't the only way to engage in narrative gaming. Indeed, this style of play can be as simple as naming a few of your units on each side and taking five minutes before the game to discuss what story is unfolding and home brew a scenario to fit it. Equally you could approach the scenarios from the narrative play mission packs without engaging in full-blown Crusade play, throwing down a couple of points-matched armies and enjoying a fun afternoon's story-driven carnage. Last but not least there are campaigns; many players love to combine their efforts with friends, determine an ongoing story to be told or draw a map of a region to fight over, then link their games together to see who emerges victorious. Combined with Crusade armies, this can be one of the most rewarding, immersive and exciting ways to enjoy Warhammer 40,000.



DARK IMPERIUM

'Want to see the galaxy, do you troopers? See what you've been missing? You'll have your eyes opened soon enough, and then you'll wish to the Throne you hadn't. The galaxy is death! It is war and fire, faith and blood and pain. You've missed only hardship and suffering in the service of Mankind. But fear not, we'll make martyrs of you yet!'

- Colonel 'Iron Hand' Straken

BLOOD ANGELS

THE IMPERIUM

Untold millennia have passed since Humanity took their first tentative steps into the dark void of space. Stellar empires have risen in glory and fallen in ruin, but always Mankind has endured. Now it faces its most desperate war for survival against an endless onslaught of horrors bent upon the absolute destruction of the Human race.

Mankind is beset. The shadow of damnation spreads across the stars. The waning years of the 41st Millennium are an age of constant war in which history, reason and hope are ground to dust beneath the inexorable weight of the passing years. Enlightenment is replaced by superstition, understanding by rhetoric, rote and uncomprehending prayer. All that remains is war.

For all this, the Imperium is the single largest and most powerful empire in the entirety of Human history. A million worlds are said to labour beneath the Imperium's yoke, and at their heart lies Holy Terra and the divine God-Emperor interred forever within his Golden Throne. This vast domain is envisioned by its rulers as a solid, unified whole, its star systems divided into segmentums and sectors, its populace united by bonds of species and by the overarching Imperial faith. The High Lords of Terra, the Ecclesiarchy and the Adeptus Administratum issue edicts of rule in the Emperor's name. Countless mighty armies and potent battlefleets answer their call. So is the dominion of Humanity wrought upon the heavens themselves. So works the Emperor's divine will.

The reality is rather different. The Imperium is in constant flux, worlds vanishing amidst howling warp storms or annihilated by invading terrors even as new territories are claimed by Rogue Traders and Explorator fleets. Imperial crusades surge across the stars, driving back their enemies or vanishing in the bloody maelstrom of war. The Imperium is best pictured as many thousands of tiny candles, scattered far and wide through a dark and hungry void. Some burn bright, or burst into vibrant life, even as others flicker, waver and are snuffed out.

Each Imperial world is the fiefdom of its planetary governor, permitted to rule however they see fit so long as their tithes continue to be delivered on time. Many are despots, tyrants or inbred incompetents. Even the worthy rulers find themselves separated from the next Human world by distances measured in light years, forever beset by invaders from within and without. In such conditions even the most equitable of rulers needs must become an oppressor if they hope to keep their people alive.

Interstellar travel and system-to-system communication in the Imperium are entirely dependent upon the strange dimension of boundless energy known as the warp. Yet, though Mankind has exploited the energies of the warp to spread across the stars, it is from this hellish realm that the greatest threats to the Imperium have emerged. Malevolent entities flow from within its dark currents to drive loyal souls to heresy and madness, or to manifest as monstrous beasts that ravage the worlds of realspace. Everywhere the warp touches, insanity and boundless mutation follow, and the twisted worshippers of the Dark Gods of Chaos are rarely far behind.

Nor are these the only threats faced by Mankind. Countless alien species teem through the darkness between the stars. They ravage Humanity's far-flung domains even as they feed their rapacious appetites, or expand the boundaries of their own xenos empires.

Still the warriors of the Imperium continue to fight on beyond all rational hope of victory. Theirs is not a war for honour, freedom or the promise of a better tomorrow. It is a battle for survival, a tooth-and-nail fight to see the next day dawn, a defiant scream into the hungry void that Humanity will never, ever give in. There is no room for hope in this nightmarish future, no time for compassion or mercy. There is only war…



THE WARP

The warp is a dimension of pure energy and limitless potential that lurks beneath the skin of realspace. Known also as the empyrean, the immaterium, the sea of souls and by many other ominous titles, it is both deliverance and damnation in one. The warp is a place where every thought, dream, emotion, ambition and fear of the galaxy's sentient races coalesces and finds physical manifestation. Its true form would drive even the most formidable mortal mind to madness. Thus it is most often envisioned as an endless ocean of roiling power whose kaleidoscopic currents are ever in motion. By piercing the veil separating reality from warp space, Humanity tapped into that endless ocean. By plunging into the currents of the warp, spacecraft could cross incredible interstellar distances in a fraction of the time they would otherwise have taken. Humanity's psychic potential was unlocked in the focusing and unleashing of warp energies, allowing mutants known as psykers to reshape reality and facilitating astropathic communication from one world to the next. Without the warp, the Imperium could neither function nor exist; it was Humanity's gateway into the stars. Yet the immaterium is as perilous as it is powerful. Like any great ocean, the sea of souls knows ferocious tempests and violent storms that can devour unwary craft or spill into reality to ravage entire systems with plagues of rampant mutation and nightmarish phenomena. Worse, the warp is inhabited by uncounted legions of malevolent entities. Known to Humanity as daemons, these predatory entities circle like sharks around psychic minds, whispering their temptations and seeking to devour the souls of the unwary.





WAR ZONE SOL

Holy Terra lies at the heart of the Sol System, and is the Throneworld of the immortal Emperor. In this system, too, lies Mars – the realm of the Omnissiah and greatest forge world of the Adeptus Mechanicus – and the Grey Knights home world of Titan, as well as the mighty Jovian Shipyards and countless other vital institutions of the Imperium. The Sol System forms the bright and beating heart of the Segmentum Solar, and is one of the most heavily defended regions in the galaxy. Even with all of its fortresses, its defence platforms and voidborne minefields, its patrol fleets and armies and countless guns, still the Sol System is beset by foes as never before.

SEGMENTUM OBSCURUS

HALO STARS

SCARUS SECTOR

SILENCE

INFERNI GATES

THE BLEAK COIL

DIMMAMAR

NAOGEDDO

PELE CLU

STORM OF EMPEROR'S

GOTHIC SECTOR

FINIAL SECTOR

CALIXIS SECTOR

CYPRA MUNDI

VALHALLA

MORDIAN

THE EYE OF TERROR

VIGILUS

PISCINA

CADIA

CHINCHARE

NACHMUND GAUNTLET

BELIS CORONA

ALARIC

FENRIS

DARKHOLD

AGRIPINAA

MOLOV

ARMAGEDDON

HYDRAPHUR

ELYSIA

BANISH

NOVA PURGATORIA

LASTRAT

SABATINE

PLANET OF THE SORCERERS

GOLGOTHA

SEGMENTUM PACIFICUS

TERRA & MARS

RYZA

THE MAELSTROM

SANCTUM

SEGMENTUM SOLAR

CATACHAN

GATHALAMOR

CHOGORIS

NECROMUNDA

MACHARIA

BADAB

LUTHER MCINTYRE

KRIEG

ULTIMA MACHARIA

TALLARN

NOCTURNE

UHULIS SECTOR

CHIROS

OPHELIA

SIREN'S STORM

V'RUN

PARIAH NE

ALEUSIS

RYNN'S WORLD

SEGMENTUM TEMPESTUS

ANNIHILUS

SOLSTICE

REDUCTUS SECTOR

CRETACIA

DELIVERANCE

BAKKA

ANTAGONIS

GRYPHONNE IV

MALEFACTIS

ILLUSTRIS

THE VEILED REGION

NEW DREKPORT
MALFACTUS
SISTEC PRIME
LUNAPHAGE
QUISTO'ROL
SORROWFALL
ANGELIS
COELIA
BAAL
SABLE
NEXUS III ASTRO STATION
SOMNIUM STARS
STORMFALL
HEXOS
T'AU FIFTH SPHERE EXPANSION
FORMUND
KAR DUNLASH
PRESTIGUS V
CORINTHE
ATTILA
VENGEANCE
OBSIDIA
CIRILLO PRIME
THE YMGA MONOLITH
SOTHA
ULTIMA SEGMENTUM
SCHINDELGHEIST
MANCORA
T'AU EMPIRE
BALOR
NEWFOUND
HADEX ANOMALY
ICHAR IV
THE SCOURGE STARS
MACRAGGE
BANE'S LANDING
ULTRAMAR
BLACK REACH
PERDUS
THE SHROUD
SAN LEOR
FALSE HOPE
SALEM
REPENTANCE
THE EASTERN FRINGE
GHOUL STARS
OCCLUDUS
THE DAEMON'S MAW
DESPERATION

KEY

- High stellar density >> chronostamp: post-Noctis Aeterna
- Veiled space // nil informatus >> chronostamp: pre-Noctis Aeterna
- High stellar density // nil informatus >> pending...
- Diabolus extremis // empyric anomaly confirmed
- Critical // alpha classifactus war zone // militaris extremis



WAR ZONE CADIA

The fortress world of Cadia stood for thousands of years as the foremost bastion against the dark servants of Chaos. It formed the linchpin of a belt of militarised star systems known as the Cadian Gate. Abaddon the Despoiler shattered Cadia as punishment for its obstinate resistance, and now the broken world has become a Chaos stronghold at the heart of a burgeoning renegade empire. Yet worlds throughout the Cadian Gate remain loyal to the Emperor. Their defenders still fight to hold back the worshippers of the Dark Gods, and continue to offer prayers for salvation that may never come.

WAR ZONE NACHMUND

The Nachmund Gauntlet is one of only two known stable passages through the Great Rift. This renders it strategically vital to the Emperor's realm, for the route forms a tenuous conduit between its sundered halves. Imperial worlds lay at both mouths of the channel: Sangua Terra in the Imperium Sanctus and Vigilus in the Imperium Nihilus. Both planets and their surrounding systems are under ferocious attack by the worshippers of the Dark Gods, while marauding xenos forces strike at both factions with equal savagery. Meanwhile, Chaos Knights from the tainted world of Dharrovar, which lies in the Gauntlet's throat, march out to lend their monstrous might to the ongoing wars.





WAR ZONE BAAL

Baal is the home world of the Blood Angels, one of the most ancient and noble of all the Adeptus Astartes Chapters. Lying at the heart of a savagely beautiful region of space known as the Red Scar, it is also firmly on the wrong side of the Great Rift. Worse, Baal and its surrounding systems are embroiled in an ongoing war for survival against a vast tendril of the Tyranid hive fleets. Nor is this their only peril, for the daemons of the Chaos God Khorne have struck at Baal once already, and will doubtless do so again. The Blood Angels and their successor Chapters lead a ragged alliance of Imperial armies to drive back the enemy on every front, yet their fight is a desperate one.

WAR ZONE ULTRAMAR

Located in the galactic south east, Ultramar is arguably the Imperium's greatest and most magnificent bastion. It is the stellar empire of the Ultramarines Chapter, ruled justly by them and defended by their battle-brothers, their successor Chapters and vast forces of the Astra Militarum and Imperial Navy. Still, in this dark age it is beset. Led by the diseased Death Guard, the forces of the Heretic Astartes tear at Ultramar's defences and seed entropy and horror across its worlds. Ork warbands crash like bloody waves against its borders, pushing deeper into Imperial space every day, while the Tyranid menace haunts Ultramar's eastern borders, stretching its armies even further.





WAR ZONE PARIAH

Once prosperous and productive, the area of space now known as War Zone Pariah was reduced to haunted decay by the eldritch artifice of the Necrons. Imperial forces responding to the region's sudden silence found planet after planet where cities and manufactorums lay abandoned as nature reclaimed them. Necron war engines and ghoulish android warriors stalked through the ruins, unleashing terrible weapons upon the shocked Imperial armies, who fought back with a mixture of fury and horror. Conflict rages through the region still, fought beneath an oppressive shroud of anti-psychic energies that threaten with every passing moment to steal the very souls of the Emperor's warriors.

THE IMPERIUM SANCTUS

Though certain that the opening of the Great Rift was the work of foul heretics, few in the Imperium know the truth of how or why this catastrophic chain of warp storms erupted across the galaxy. It is clear only that the Imperium is split apart, torn in two by a roiling belt of malevolent empyric energy that has left the Emperor's realm divided as never before.

The vast galactic region known as the Imperium Sanctus is the half of Humanity's realm that fared better in the wake of the Great Rift's opening. Of course, in this time of nightmares 'better' is a comparative term. Consisting of the Segmentums Pacificus, Tempestus and Solar, and parts of both Obscurus and Ultima, the Imperium Sanctus has Holy Terra at its heart. From here flows the psychic light of the Astronomican, a magnificent golden beacon that shines through the madness of warp space to act as a guide for spaceships navigating that perilous realm.

The Astronomican's light is generated upon Terra by a vast choir of psykers, then focused and beamed forth by the Emperor himself. Hundreds of psykers die in agony each day as the effort burns out their minds; such monstrous attrition is seen as a small price to pay to provide a guide by which Humanity can navigate the galaxy. It is thanks to the light of the Astronomican that – despite the opening of the Great Rift having whipped warp-space into a hellish frenzy and left countless Imperial worlds beset – the Imperium Sanctus continues to function.

Throughout this immense region of the galaxy, Imperial worlds of every sort raise their tithes of military manpower and vital resources, sending them forth to bolster the armies of the Astra Militarum and feed the never-ending hunger of Humanity's stellar empire. Space Marine strike forces surge from one war zone to the next, battling the deadliest threats to the Emperor's realm while vast Imperial Navy battlefleets engage in blistering void wars against invasion swarms of every sort.

Crusades of Battle Sisters bear the word of the Ecclesiarchy into the fiery heart of battle, purging heretics against the Imperial faith wherever they are found. Countless Imperial agents work the Emperor's will – overtly or secretly – throughout the Imperium Sanctus, while upon Mars and her countless subsidiary forge worlds the Tech-Priests of the Adeptus Mechanicus horde the arcane secrets of the Omnissiah; they use this dimly understood lore to fashion the technologies and weapons Humanity's armies require to battle their foes.

This is not to say that the Imperium Sanctus is a well-oiled machine. Only astropathic communication can bridge the vast distances between Imperial worlds; passing from one straining warp-sensitive mind to another through the treacherous dimension of the immaterium, this process of psychic messaging is heavy with symbolism, vagary and inaccuracy.

Worse still is the very monolithic bureaucracy by which the Imperium Sanctus is governed; mindless and uncaring, glacially slow, the machineries of administration grind all into dust. Millennia of historical learning are lost amidst dusty catacombs, sealed away behind barriers of religious censure. Response times to crises can often be measured in years, decades, even



centuries. To this vast bureaucratic machine the fates of entire worlds barely register, while individual lives mean less than nothing. The living beings of the Imperium are but grist for its ever turning mill, a resource no different to the promethium that fuels its engines, the iron and adamantine that armours its warriors and war engines and the protein gruel that feeds its armies in the field. Most of the men and women who populate this sprawling empire are born, live their lives of toil and fear and eventually die from hardship, malnutrition, exhaustion or some barely remarked upon industrial accident without ever having seen an alien, a heretic, nor even a warrior of Humanity's armies; crushed down by the oppressive dictatorial rule of Imperial law, and comforted in whatever desperate fashion by the Imperial faith, every one of them has served their part in Mankind's galactic war just as does a bullet fired from a gun or a blade driven into an enemy's guts. Truly, only those who take to the stars to war or conquer in the Emperor's name stand any chance of seeing more of existence than this, and even then much of what they witness is invariably horrific.

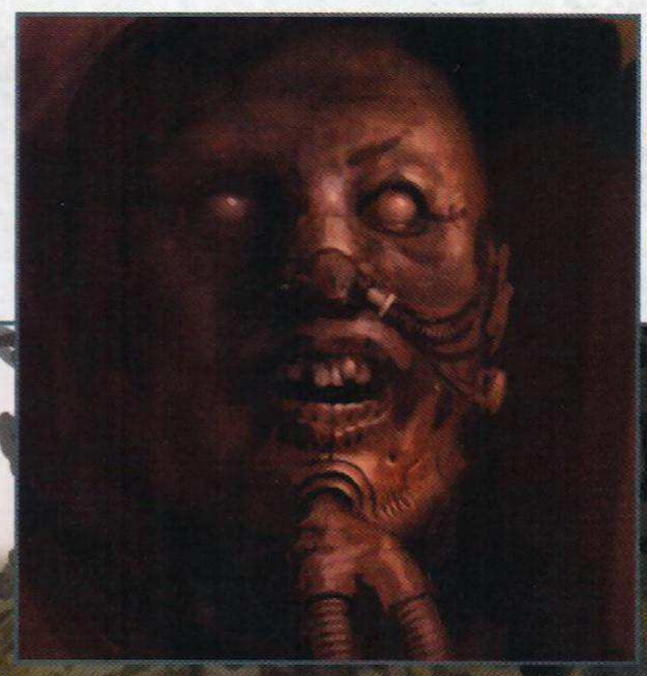
For all its nihilistic misery and soulless oppression, the Imperium Sanctus continues to grind onwards, its sheer weight and momentum carrying it forwards through tragedies unnumbered and hardships untold. This is Humanity's every effort turned wholesale to sustaining total war, all the while praying to the Emperor that one day this nightmare may finally end.

TO SAIL THE SEA OF SOULS

Warp travel is the only way for Humanity to remain a spacefaring race. Yet it is no simple matter; even a single warp jump involves perils beyond imagination, and a long voyage across the Imperium may require dozens of such jumps. Even to pierce the veil requires warp drives – dark marvels of arcane engineering that tear back the skin of reality and allow a ship to plunge into the immaterium or to claw its way back out. Once immersed in the warp, a ship is reliant upon its Geller field to keep it safe. Strange machineries as steeped in the supernatural as in science, these devices enfold the ship in a localised bubble of reality. A vessel in the warp burns like a beacon to the predatory entities of that terrible realm; the souls of its passengers are an irresistible draw to them. Should a ship's Geller field flicker or fail then the craft will surely drown in a tide of nightmares, the souls of all on board forfeit. Even should a spacecraft avoid these perils, it will only reach its destination through the efforts of its Navigator. Strange mutants whose third eyes can read the tides and currents of the warp, these beings guide Human vessels through the empyrean, praying always to emerge again alive, sane and untainted.









THE IMPERIUM NIHILUS

Vast tracts of Imperial space lie beyond the roiling warp storms that make up the Great Rift. Cut off from all but the most determined aid, blind to the Astronomican's light and beset upon all sides by legions of nightmarish foes, the worlds of the Imperium Nihilus must look to their own survival by whatever horrific means necessary.

The region of space known as the Imperium Nihilus is cut off from Terra's light by the warp storms of the Great Rift. Not only is the light of the Astronomican obscured by these raging tempests, but there are also only two comparatively stable channels through which Imperial fleets are able to cross the storm front. Even these shuddering gauntlets are haunted by empyric phantasms and piratical wolf packs, but they are at least safer than the narrow passages that open sporadically between the storm belts only to sweep shut like a monster's jaws upon those brave or desperate enough to dare the crossing.

Thus severed from the rest of the Emperor's realm, each world in the Imperium Nihilus must stand alone amidst the darkness. Many fell during the first nightmarish days of the Noctis Aeterna, when shock waves of psychic upheaval lashed the galaxy in the wake of the rift's opening. Planets and their populations were annihilated or twisted beyond recognition as warp storms engulfed them. Hordes of daemons spilled from rents in the fabric of reality to butcher and torment all before them. Heretical cults arose, prophesying the end of all things and whipping formerly loyal citizens into a murderous frenzy. Rampant mutation ran rife, abominations were spawned from the darkest nightmares of men's minds and entire populations turned on one another in self-destructive storms of violence and cannibalism.

Other Imperial worlds held out. Fortresses rallied their garrisons, readied their weapons and drove back attackers from within and without. Hardy agri-worlders formed defence militias, vanishing into the wilds and fighting guerilla wars against alien invaders. Industrial worlds drafted every man, woman and child to churn out endless streams of materiel, hurling wave upon wave of conscripted soldiery into the teeth of terrors from beyond the stars.

Even still, for many worlds death might have been the kinder fate. The immaterium roils and churns, rendering warp travel catastrophically perilous. Forced to wrestle with spiteful empyric tides, wildly erratic destination flux and dramatic temporal distortion, Imperial ships can risk only the shortest warp jumps, meaning that not only is travel through the Imperium Nihilus terrifyingly dangerous, but it must also proceed at a virtual crawl. Interplanetary communication, too, has been almost entirely stifled; forcing a message across the Imperium Nihilus requires herculean and often fatal effort, and even those missives that do make it to their intended recipients arrive in the form of recurring nightmares.

Many worlds are wholly isolated, more than one population believing themselves the only surviving bastion of Human civilisation in the galaxy. Many planetary governors, military commanders and religious leaders have been forced to make terrible choices and commit monstrous deeds in order to keep the lights of civilisation burning upon the



worlds they rule. Plagues of mutation, madness and supernatural disease blossom while landscapes warp and change beneath baleful skies. Malefic entities manifest seemingly at will to prey upon the unwary, while simple despair stalks every Human soul. And always the Great Rift blazons itself across the firmament, corrupting all that its noxious light touches.

Though the Human territories within the Imperium Nihilus are crippled, the same is not true of their enemies. Some xenos races possess alternate methods – be they technological, biological or seemingly sorcerous – by which they can traverse the stars while bypassing the warp altogether. Others revel in the madness that has been unleashed, joyriding the currents of empyric madness wherever fate wills and falling in howling tides upon whatever worlds lie in their path.

That which blights Imperial worlds, fleets and armies serves only to aid the worshippers of the Dark Gods. Even as it churns in madness, the warp sweeps these heretics and traitors along on favourable tides, more often than not bearing them to their destinations swiftly, if not safely. Surges of immaterial energies allow renegade psykers to enact unspeakable rituals that drag entire worlds into damnation or translocate them into the hellish heart of the warp. Ancient and terrible beings not seen abroad in millennia feed off the raw energies of unbridled chaos, gathering the strength to force their way through the veil and fall upon Humanity with howls of glee. Everywhere hope fails.

Still the loyalist worlds of the Imperium Nihilus fight on, shoring up their faltering hope with unbridled hate. For every system swallowed by the darkness, a crusade blazes a trail across the stars to relieve the desperate defence of another. Space Marine Chapter planets, Inquisitorial fortresses and Adepta Sororitas Preceptories shine as bright beacons of defiance amidst the shadows. Knight worlds light their watch fires and weather the storm, just as they did during the dread millennia of Old Night.

Meanwhile, daring Rogue Traders, dogged Adeptus Mechanicus Explorator fleets and courageous Imperial Navy flotillas brave the tumult of the immaterium to bring hope to lost worlds or claim new colonies for Mankind. Perhaps the end of the galaxy draws nigh. Perhaps the darkness of the Imperium Nihilus will spread like a funeral shroud over all of Humanity's endeavours. However, while faith continues to burn strong, the defenders of the Imperium will not give in.

THE GREAT RIFT

The destruction of Cadia and its ancient pylons, the sundering of Craftworld Biel-Tan, the breaking of the Amethal daemon cage, Magnus' vengeance on Fenris – these and dozens of other pivotal events fractured the stuff of reality as the 41st Millennium raced towards its bloody conclusion. Any or all might have been the final blow that broke the fault lines wide and unleashed the Great Rift upon the galaxy. Known also as the Cicatrix Maledictum to the Imperium, Gork's Grin to the Orks, the Dathedian to the Aeldari and countless other names weighted with dread and mythological symbolism, it has changed the face of the war for the galaxy. Upon its opening the rift unleashed a tsunami of ferocious empyric energy and supernatural darkness known to the Imperium as the Noctis Aeterna, and this alone claimed countless worlds, fleets and armies. Though that shadow has receded, still the rift roils and spreads, devouring entire races with its unnatural fury.



THE EMPEROR OF MANKIND

To the vast majority of Humanity, the Emperor is a god. He is the divine presence who sits the Golden Throne of Terra. He is guider, ruler, the higher power to which they offer their prayers for aid and deliverance. He is depicted and worshipped in myriad forms by souls beyond counting. Most would be driven mad with despair if they knew the truth.

All your works turn to ash and dust if they do not serve the Emperor.

Ten thousand years have passed since the Emperor arose on Holy Terra. It was he that united the warring remnants of Humanity and led them to reclaim their lost stellar empire. Records of that glorious age are gone, ground to dust by the weight of passing aeons or lost amidst deeply buried and rune-sealed vaults that none now can open. What remains is allegory, myth and religious scripture that tells of a Great Crusade to drive back the darkness of Old Night and replace it with the golden light of the Imperium. The Emperor's gene-sons, the demigods known as Primarchs, led his armies of reconquest. Before them no foe could stand. Eternal glory beckoned.

Then came heresy. Then came the Arch-traitor Horus, the Emperor's fallen son. Horus made war upon his father's realm, leading fully half his mighty brothers into damnation alongside him, and in so doing served the will of the dark and terrible Chaos Gods. Tales tell of a devastating war that swept the stars. World after world burned as the Imperium tore at itself in maddened fury and the angels of the Emperor battled the daemons of Chaos for possession of Humanity's soul. At the last the Arch-traitor fell by the Emperor's hand, but not before he had crushed and rent his sire's body with his wicked talons. Legend tells that the Emperor ascended to his Golden Throne that day. His physical form was broken, sustained only by the device's arcane machineries. Yet his soul, and his almighty psychic mind, remained as powerful as ever.

So began the Emperor's endless vigil over the Human race. Though he could no longer walk abroad with his blazing sword and lead his armies to battle, still the Emperor shepherded and protected his people. Enshrined in countless Ecclesiarchal sermons, illuminated texts, magnificent frescoes and immense stained-armaglass windows across the galaxy, that teaching remains central to the Imperial faith – that the Emperor shields Mankind from harm, battling the daemons of the warp in the spaces beyond reality. So long as his servants remain faithful to him, the Emperor protects.



In truth, the Emperor is a carrion lord, his body long withered and decayed. The arcane machineries of the Golden Throne encase his physical remains entire and preserve them using stasis fields and psi-fusion reactors, but of the god-like being he once was only his supreme will remains. The Emperor cannot communicate with those who serve him, cannot issue commands or make his desires known. His rule is far more metaphysical in nature, for it is by his will that the dark terrors of Chaos are prevented from overrunning Humanity wholesale. Even as his mummified corpse writhes in eternal purgatory upon the Golden Throne, so his potent spirit still bestrides the warp and does battle with the endless tides of malefic beings that would otherwise burst forth to tear his people apart. The Emperor has given all he has so that his Imperium might endure. Though it has diverged greatly from the realm of strength and civilisation that he envisioned, endure it does.

The Emperor's throne room is arguably the most heavily protected location in the entire Imperium. Ensconced at the very heart of the Imperial Palace on Terra, it is watched over by the golden-armoured giants of the Adeptus Custodes, magnificent warriors whose bodies resonate with the incredible energies of genetic alchemy and whose entire existence is devoted to protecting the Emperor's physical personage and enacting his divine will. The palace itself is an immense fortress, its bastions built atop the Throneworld's greatest mountain range, its buttressed fortifications and enormous gun-emplacements fit to see off armadas that could despoil entire star systems.

The void around Terra throngs with fleets, vast orbital defence platforms and voidborne minefields. Yet for all this the Emperor is still imperilled. From the stars come invasion fleets beyond number, heretics, aliens and foul daemons all hurling themselves against the defences of the Sol System in the hopes of breaking through to Terra itself. Worse still, though the finest magi of the Machine God throng around the Golden Throne in never-ending communion, much of their ancient lore has been lost. There are none left in the Imperium capable of maintaining the throne's arcane systems, and now whispers hint darkly that they may be failing. Since his interment the Emperor has had to consume the souls of hundreds of psykers a day to sustain his existence, but it is said that his appetite for life force is becoming insatiable. Does this mean his own is fading at last? If so, Humanity is surely doomed, for if the Emperor dies then his subjects will soon follow him into the abyss.



The God-Emperor towers over all. In his shadow the heretic, the mutant, the witch and the rebel find not concealment nor sanctuary, but rather the cold dread certainty that his gaze is upon them and the time of their doom is nigh. Only the faithful may walk in the sight of the Emperor and feel naught but surety, for they are his willing servants just as he is their rightful master.





RULE OF THE IMPERIUM

With the Emperor an inscrutable deific presence, the rule of his immense realm falls to the High Lords of Terra, known also as the Senatorum Imperialis. This conclave of supreme autocrats issues edicts in the Emperor's name, striving to maintain control of an ever more dystopian Imperium, with its all-consuming, labyrinthine bureaucracy and its fractally complex war zones.

The Imperium is so vast, so thinly spread across nigh-unimaginable cosmic distances that by its very nature it defies centralised rule. It can take months, sometimes years for a report, a distress call or a cry for help to carry across the interstellar gulfs to Terra. Often the deployment of a response takes even longer, thanks in no small part to the fickle and anarchic nature of warp travel. In practice, great swathes of the Imperium – especially the more remote or hard to reach systems – must look to their own governors and soldiery for protection.

It can be easy for those who dwell upon such isolated worlds to feel as though the wider Imperium is distant and holds little claim to their planet. However, just because the Emperor's realm is so vast as to be all but ungovernable, this does not mean its cyclopean bureaucratic machineries do not aggressively continue to try. It is a foolish governor who considers themselves beyond the Emperor's gaze. Should a world dare diverge from the rigid status quo, it will be brutally repressed, punished and beaten back into line. Such measures are vital to the survival of the Imperium, for the Emperor's realm is beset on all sides. Examples must be made if every world is to toil as it must for the galactic war effort and be kept free of the slightest chance of insurrection, heresy or worse.

The High Lords themselves always number twelve. Nine titles upon their council are considered virtually sacrosanct, positions such as the Master of the Administratum, the Paternoval Envoy of the Navis Nobilite and the Fabricator General of the Adeptus Mechanicus being always pre-eminent. Other positions vary, drawn from amongst the rarefied circles of Terra's great and good. It is their duty to attempt to interpret the Emperor's will and hope that his potent mind guides the choices they make – choices that routinely decide the fates of billions.



Beneath the aegis of the High Lords lies the Adeptus Terra, the colossal bureaucratic engine of Imperial governance that is itself broken down into myriad organisations. The largest of these is the Adeptus Administratum, which is comprised of many thousands of subdivisions. To its vast military wing, the Departmento Munitorum, falls the duty of marshalling, supplying and deploying the immense might of the Imperial war machine. It is the task of the wider Administratum, meanwhile, to organise, administer, tithe and archive the Imperium, a task so Sisyphean that their administrative backlog is centuries in arrears. The cogs of the Administratum grind ever onwards, however, burning through thousands of exhausted or insane acolytes every day; it is enough that the task is performed, and understanding is neither required nor welcomed.

There are many other organs of the Adeptus Terra: the Navis Nobilite and its illustrious houses of sanctioned mutant Navigators; the Adeptus Astra Telepathica, whose black ships prowl the Imperium in search of potential psykers and whose Scholastica Psykana assesses and trains them, or else condemns them to be fed to the Emperor's Golden Throne; the Adeptus Astronomica, who train the psykers that will take their places generating the Astronomican to guide Imperial ships in the warp; the Adeptus Arbites, whose Judges and Arbitrators enforce the word of Imperial law across the Emperor's realm; the Officio Assassinorum, which takes the most truly exceptional from amongst the human herd and transforms them into monstrous and highly specialised killing-machines. The list goes on and on.

Many autonomous and semi-autonomous bodies help to rule the Imperium through dogma and military might. The Adeptus Ministorum, Adeptus Mechanicus, Adeptus Astartes, Astra Militarum, Questor Imperialis and others provide the strength of arms to enforce the High Lords' will. The Navis Imperialis sends fleets of warships out into the void, following the trails blazed by the rapacious Rogue Traders of the Adeptus Astra Cartographica, while the agents of the Inquisition move through the shadows and fight hidden wars in the Emperor's name.

Despite the combined efforts of these and other mighty bodies, only a small percentage of distress calls can be answered, and only a fraction of threats met with appropriate force. It is the Imperium's own weight and ponderous momentum that carries it ever forwards through millennia of disaster and cruelty, more than the actions of any one group.



ANGELS OF DEATH

No greater symbol of Imperial authority and military might exists than the Adeptus Astartes. Known to much of the Imperium as the Space Marines, or simply the Angels of Death, these post-human warriors strike with speed, skill and overwhelming force against the deadliest threats to the Emperor's realm.

It is said that there are one thousand Chapters of Space Marines, and that each of those Chapters consists of one thousand loyal battle-brothers who stand ready to do the Emperor's bidding. In a realm as vast and disjointed as the Imperium it is impossible to make such statements with even the faintest hope of surety.

If this claim were true, however, it would mean that one Space Marine existed for every populated planet in the Emperor's realm. It speaks volumes of the abilities of these superlative warriors that the wider Imperium believes this number sufficient.

The Space Marines act as sword and shield both. They strike from the heavens to shatter the armies and fastnesses of their foes as often as they defend the worlds of the Imperium with unshakeable determination. Though their numbers are few, each Space Marine is a supremely skilled combatant whose body is enhanced through genetic alchemy and whose mind and soul are armoured against fear, doubt and despair. They are girded with the finest wargear the Imperium can provide and make war with a speed and ferocity few can match.

To become a Space Marine is to become a living weapon. These warriors sacrifice much of their humanity in the name of protecting their species, leaving behind whatever existence they might otherwise have known in favour of endless war in the Emperor's name. In exchange, however, they become more than they could ever have been and, unless death in battle takes them first, they may live to fight for centuries in Mankind's service.

Space Marines are organised into Chapters, each of which is a self-contained and largely self-sufficient army with its own monastic culture, heraldry, traditions and favoured tactics. Nearly every Chapter rules over its own personal planet from a fortified fortress

'There is no greater honour than to become a Space Marine. Few are offered the chance. Fewer still survive it. Most Chapters recruit from feral worlds. Hard, merciless planets breed hard and merciless warriors, after all. They set trials that only the young may attempt. These are brutal tests of skill, speed, endurance, strength, intellect… whatever each Chapter believes their aspirants need to be worthy. For those who pass there is great pride, but in truth their journey is only just beginning. Next comes the surgery, the Chapter Apothecaries implanting organs grown from the sacred gene-seed that is our heritage. Years, those organs take to grow within the aspirant, developing even as his body changes to become bigger, stronger and more resilient than it could have ever been otherwise. Some do not survive this process; it is no small thing to ascend to the ranks of the Adeptus Astartes. Those who do face the most arduous training, countless hours of psycho-indoctrination and subconscious conditioning, a merciless, unending regimen of drills and tests and trials at which still more will fall and fail. Those who prevail earn the right to count themselves amongst our number, and only then does their true test begin.'

- Brother-Captain Acheran
Ultramarines 2nd Company, the Thadorian Address





monastery of vast size and power; those that do not instead maintain crusading fleets that ply the darkness of the void and hunt always for the next threat to Humanity. Almost all Space Marine Chapters are led by a Chapter Master, a storied exemplar of both martial might and strategic brilliance who wields greater power and autonomy even than a planetary governor.

There is great variation in culture, philosophy and even physical characteristics between the Space Marine Chapters, yet still common threads run through them. These can be traced back to the Primarchs, the mighty demigod sons of the Emperor himself. It was from samples of their genetic material that the original Space Marine Legions were created for the Great Crusade, and – in accordance with the doctrines of a sacred tome known as the Codex Astartes – it was those Legions that were broken down into myriad Chapters during the historic Second Founding. Many, many more Chapters have been created since in successive Foundings, and all have been created using reserve stocks of the substance known as gene-seed, which stems from the Primarchs of old.

The most recent of these musters was known as the Ultima Founding, and it saw a new breed of Space Marine join the fight for the Emperor's realm. Known as Primaris Space Marines, these mighty warriors were fashioned in vast numbers over ten thousand years by Archmagos Cawl, one of the most skilled and obsessive of all the Adeptus Mechanicus' magi. Cawl based his works on information from an ancient device known as the Sangprimus Portum, given to him by Roboute Guilliman, the Primarch of the noble Ultramarines Chapter. It was whispered that the Portum contained secrets of the Emperor's own gene-craft and, combined with the encyclopedic technological lore of Cawl himself, these secrets have allowed him to fashion still mightier Adeptus Astartes to continue the fight for Humanity's survival. Their arrival is timely indeed, for never has Mankind's realm been beset to this degree; it remains to be seen, however, whether even such powerful warriors as these can tip the scales.



Only in death does duty end.



No army is big enough to conquer the galaxy. But faith alone can overturn the universe.

By bolt and by flame, by faith and wrath and unrelenting zealotry do the warriors of the Adepta Sororitas drive the enemies of the Emperor before them and consign all such loathsome heretics unto the pit of eternal damnation. Cherubs ply the thermals above the Battle Sisters' advance, while beneath their tread the very ground is purified, for truly they are champions of the Imperial creed.



WARRIORS OF THE FAITH

The Adepta Sororitas, or Sisters of Battle as they are widely known throughout the Imperium, are the militant arm of the Ecclesiarchy. To them falls the duty of defending the Imperial faith across all the Emperor's realm, purging heretics with bolt, blade and flame and launching star-spanning crusades to drive back the darkness that ever threatens to engulf Humanity.

Countless preachers, confessors, priests and missionaries set out each year from the Imperium's cardinal worlds to spread the word of the Imperial faith. Their duty is to convert the heathen savages of fringe worlds, suborning their deviant belief systems and bringing them into the light of the Emperor by whatever means necessary. They march with Imperial armies, their booming rhetoric stoking the fires of faith in all loyal servants of the Emperor who hear them. They move amongst the teeming populations of Imperial worlds, join interstellar expeditions into the darkest reaches of the void and ensure that more souls every day offer their heartfelt prayers to the God-Emperor of Mankind.

By comparison, the duty of the Adepta Sororitas is singular: they look to the sanctity of the Imperial faith, striking swiftly and mercilessly to eradicate any threat to their creed.

As the purveyors of the single, state-mandated Imperial faith, it is unsurprising that the Adeptus Ministorum – commonly called the Ecclesiarchy – possesses wealth beyond the wildest imaginings of the most covetous miser. When it comes to their armed forces, however, the Ministorum are anything but frugal. Armoured battle-chapels and vast trans-atmospheric invasion cathedrums bear the Battle Sisters to war. They march out clad in power armour that bears many similarities to that of the Adeptus Astartes, and wielding an array of equally destructive firearms and melee weaponry. Armoured fighting vehicles, baroque combat walkers and devastating mobile artillery support them on the field of war. In all aspects of battle – from their rigorous training and pre-eminent spiritual purity to their potent materiel – the Battle Sisters exemplify the strength of the Imperial faith and the fury of the God-Emperor made manifest.

Though in theory the Adepta Sororitas is the weapon of the Ecclesiarchy, in truth the Militant Orders take their direction from the most senior of their number, the Abbess Sanctorum. They are ruled from the Convent Prioris of Terra and the Convent Sanctorum on Ophelia VII, with each Adepta Sororitas Order operating from its own armoured sanctuaries and retaining responsibility for its own parish, the majority of which span entire sectors of the Imperium.



SORORITAS ORDERS

There are many different Orders of the Adepta Sororitas, and not all are directly concerned with armed conflict. The Orders Hospitaller, for instance, provide medical support for Imperial forces in the field and work alongside organisations such as the Ordo Sepulturum to halt the spread of supernatural maladies. The Orders Famulous, meanwhile, act as advisors, major-domos and diplomats within the rarefied strata of Imperial high society while providing the Ecclesiarchy with eyes and ears – and if needs be, a concealed blade – amidst the cut and thrust of courtly politics. Then there are the Orders Dialogus, scholars and preceptors who labour long to translate and gain insight into texts holy, heretical or xenos in nature. Still, the most widespread and well known of all are the Orders Militant. Divided into Preceptories, Commanderies and Missions, they wage wars from one end of the Imperium to the other. Organisations such as the selfless Order of Our Martyred Lady, the stoic Order of the Valorous Heart, the furious and relentlessly aggressive Order of the Bloody Rose, the dedicated perfectionists of the Order of the Ebon Chalice and many more have earned places of eternal honour across the Emperor's realm.



THE INQUISITION

Few Imperial organisations are as shadowy in nature or as far reaching in their power as the Ordos of the Inquisition. An Inquisitor has the authority to requisition whatever military or covert assets they require to complete their mission, to deploy private armies at will and even unleash the ultimate sanction of Exterminatus upon worlds considered lost to damnation.

The duty of the Inquisitors is no less than to ensure through whatever means necessary the ultimate survival of the Imperium itself. With such a weight upon their shoulders, and such power at their command, it is unsurprising that these singular individuals are Machiavellian and utterly merciless. Many Inquisitors think nothing of mind-wiping or executing entire regiments, garrisons or even planetary populations if they believe the deed necessary. They act with the implicit authority of the Emperor's own hand. To deny them is death.

The genetically encoded rosette that each Inquisitor carries emits vermilion-level clearance codes that leave no door locked against them and no asset beyond their reach. Those who know that the Inquisition exists at all pale at the very whisper of its name, and with good cause.

The Inquisition is not a single organisation, but rather is broken down into a vast number of bodies known as Ordos. Each Ordo has its own focus and area of responsibility. Some are very broad, such as the witch-hunting Ordo Hereticus or the expert alien-slayers of the Ordo Xenos. Others are smaller or more specialised: the Ordo Sepulturum, for instance, was founded to understand and combat the supernatural diseases spread by the worshippers of the Plague God Nurgle; the Ordo Chronos exists to monitor and swiftly neutralise contradictory time-streams that are caused by the vagaries of warp travel; the Ordo Barbarus oversees pre-industrial Human worlds and ensures they do not fall into deviant worship; the Ordo Sicarius monitors the deeds and operatives of the Officio Assassinorum; there is even an Ordo Necros, whose purpose is shrouded in mystery, and an Ordo Vigilus that was founded solely to keep watch upon the Ordo Necros.



Each Ordo varies enormously in size, though in truth many Inquisitorial operatives are so secretive in their ways that even the Ordos themselves can give no accurate accounting of how many agents make up their ranks. Though groups of Inquisitors occasionally form like-minded conclaves, they more usually work alone, often on extended undercover missions. More than one Inquisitor has been declared long dead only to reappear decades, even centuries later with their mission finally complete.

By their very nature Inquisitors are strong-willed, isolationist and controlling individuals who rarely work well with peers. However, many do employ bands of hand-picked operatives whose particular skills, specialisms or knowledge bases are deemed useful. These henchmen typically become fiercely loyal to their Inquisitor, and vary enormously in nature; law enforcement officers, warrior bodyguards, adepts and savants of all sorts are common amongst Inquisitorial warbands. Stranger beings may also be seen, such as xenos mercenaries, sanctioned psykers, cult assassins and countless other unusual and deadly operatives. Such operatives work from the shadows on their Inquisitor's behalf until he or she deems it time to unleash overt military force.

Even within each Ordo there are vastly differing schools of thought, so much so that it is not uncommon for different Ordos, or even individual Inquisitors, to engage in silent wars with one another through the shadows of Imperial worlds. The most common division lies between those Inquisitors described as Puritan – those who cleave to the absolute letter of their Ordo's laws and operate within fiercely conservative parameters – and the Radicals who view the tools, technologies and lore of the Imperium's enemies as tools to be used for Humanity's gain. Inquisitors reach such positions by degrees, and may move from one school of thought to another during their years of toiling against the darkest horrors of the galaxy. One thing is always true – the longer an Inquisitor fights for the Imperium, and the more they learn of the threats they face and the terrifying consequences of failure, the more extreme their methods become and the harder it gets for them to discern right from wrong.

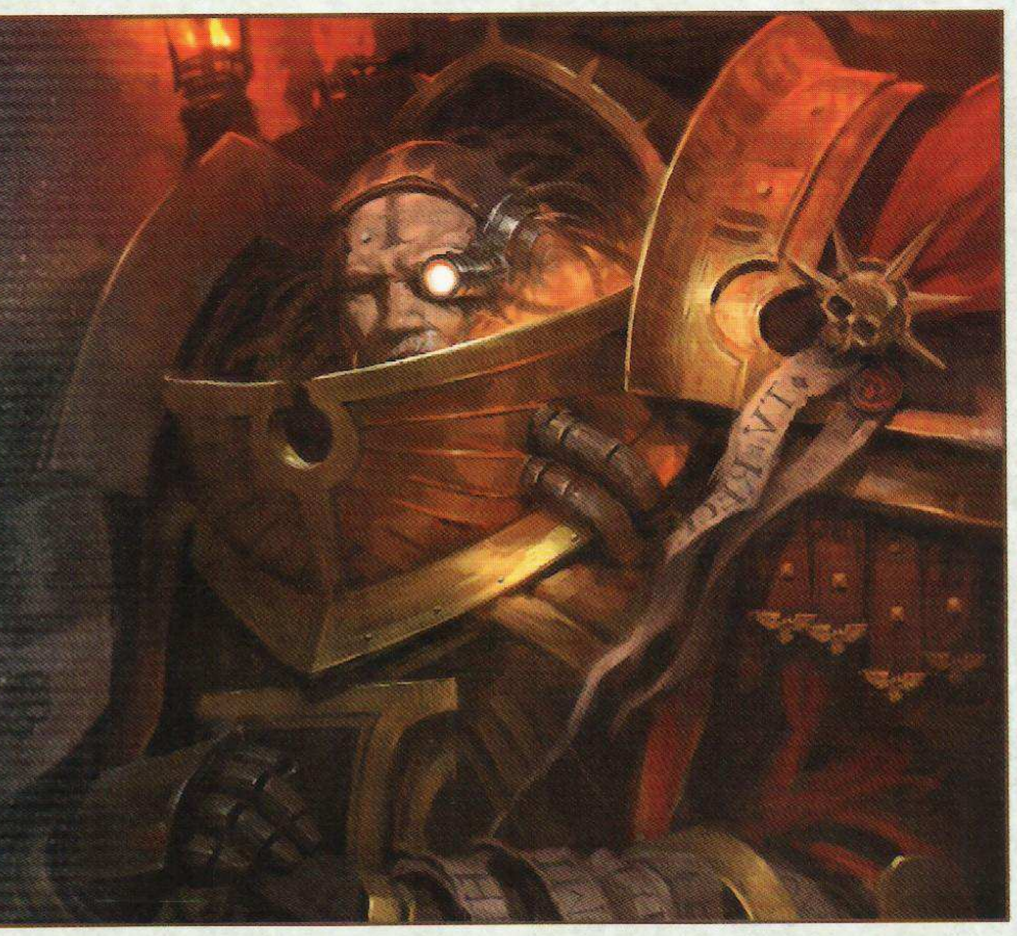


THE ORDO HERETICUS

Grim and relentless are the witch hunters of the Ordo Hereticus. To them falls the duty of tracking down rogue psykers and subjecting them to the Emperor's justice. This is a perilous task; their quarry exhibit dark and unnatural powers, from the casting of mutating hexes or conjuring of witchfire to mind control, telekinesis or bewildering illusion. The Ordo Hereticus employ an array of devices to counteract these malign perils, from arcane psyocculums that track psychic spoor to thuribles of holy incense, blessed stake-launchers and potent null rods that choke off the abilities of nearby psykers. Puritan witch hunters are infamous for lashing even the most minor psykers or suspected mutants to their purifying pyres, while Ordo Hereticus Radicals tend to exhibit psychic abilities of their own, meeting the foul conjurations of unsanctioned witches with righteous manifestations of the Emperor's might.

THE ORDO MALLEUS

The Ordo Malleus are the Emperor's daemon hunters. It is their appointed task to purge the Chaos cults that lurk within Imperial society before their forbidden worshipping leads to a daemonic breach. Should the Ordo Malleus be too late to stop such a catastrophe they must face the resultant tide of horror and close the rift at any cost. Ordo Malleus Inquisitors tend to be accomplished warriors of immense spiritual fortitude, and often go to war clad in sanctified armour and wielding blessed weapons. In extremis they may even call upon the aid of the Grey Knights, a Chapter of daemon-hunting Space Marines whose existence is a guarded secret. The Ordo Malleus are no strangers to concealing forbidden lore; they stop at nothing to keep the existence of daemons a secret from the wider Imperium, and think nothing of mind-wiping or purging armies and populations wholesale to do so.





THE ORDO XENOS

The Ordo Xenos study, exploit and eradicate the alien. Most Ordo Xenos Inquisitors dedicate their lives to combating a single species above all else, for there are as many different races in the galaxy as there are stars, and no one being could hope to battle them all. Both Puritan and Radical Ordo Xenos Inquisitors seek to learn all they can of their prey, studying examples of the aliens' technology and lore, and dissecting them where possible. Puritans draw the line at disgusted comprehension, using the knowledge they have gained to better exterminate the species in which they specialise. Radicals seek ways to integrate the xenos' secrets into their wargear and doctrines, even employing retinues of alien mercenaries and cultivating contacts within their societies. All work towards the same goals, however: the elimination of the alien threat and the eventual galactic supremacy of Humanity.





PERILS UNKNOWN

The Imperium is the largest and most powerful empire to span the stars since the days when the Necrontyr warred with the ancient Aeldari. The immensity of the Emperor's realm provides vast resources and martial strength, yet it also brings Humanity into conflict with countless enemies and ensures that every sector of the Imperium knows constant danger.

Though official cartographs make the borders of Imperial space look clearly defined and secure, in truth they are in constant flux. Even the Segmentum Solar is not as unified and stable a Human heartland as the Administratum would have their subjects believe, while the further one travels from Holy Terra the more rapidly Imperial space becomes wild and dangerous, pocked with vast regions outside of Human control. The far-flung borders of such regions as the Halo Stars, the Veiled Region and the Western Fringe are the wildest of all, with worlds falling to invasion or turning traitor as quickly as new planets can be claimed and settled by rapacious Explorator fleets and daring Rogue Traders.

Those loyal to the Imperium huddle behind their battlements and stare out at the dark void beyond, ever wary of the myriad perils that lie in wait in the darkness between the stars; for most it is less a question of if some terrible threat will descend upon their world as when it will arrive and what monstrous form it will take when it does.

Countless enemies lurk beyond the nominal borders of the Imperium, gathering their strength and choosing their moment to strike. The Chaos-serving Heretic Astartes are chief amongst these malevolent foes, turncoat Space Marines who rule over their own empires in the name of the Dark Gods and descend upon the Emperor's realm to reap and plunder at will. Some ride the empyric tides of onrushing warp storms, while others launch piratical raids or gather together into immense invasion fleets commanded by some suitably powerful warlord. The most devastating examples of the latter have been the thirteen Black Crusades of Abaddon the Despoiler, which between them shattered the linchpins of reality itself and – some say – heralded the opening of the Great Rift.

Xenos threats beyond number also surround the Imperium on every side. Humanity encounters strange and inimical species every day, from the mind-stealing Enslavers and the chronomantic Hrud to the thermoparasitic Vygore. Some creatures are indigenous to a single world. Many more are barely above the level of predatory beasts or parasitic organisms – dangerous certainly, but not on a grand scale. More threatening by far are the xenos species whose territorial empires span star systems, and whose borders clash violently with those of the Imperium. The expansionist T'au Empire presses aggressively into the Imperium's eastern reaches. Barbarous Ork invasions crash like bloody waves against the bulwarks of Humanity's defences time and time again. Necron tomb worlds awaken, often beneath the feet of horrified Imperial settlers, and their invasion fleets sweep down from space to swat aside Humanity's defences with arrogant ease and eradicate the Emperor's servants like vermin. Tyranid splinter fleets push into the galaxy from every side, writhing from the darkness like the tendrils of some immense beast and scouring all organic life that lies in their path. Meanwhile, new xenos threats arise all the time, fresh and monstrous terrors emerging from the darkness beyond the Imperium's borders to plunge Human worlds into anarchy and apocalypse.

The alien fails because it cannot embrace the Emperor.

SPACE HULKS

Space travel is unforgiving, littered with hazards that can snare the unwary and the unfortunate alike. Malfunctions, mutinies, boarding actions and warp anomalies leave many ships dead and adrift upon the currents of the empyrean. The vastness of space and the perils of the warp ensure few of these wrecks are ever salvaged. Instead, the lifeless vessels drift aimlessly, a sea of derelicts moved by eddies until they are swallowed by further warp storms. These colossal tempests crush together the wrecks of warships, space stations, trade haulers, colony craft and debris, creating vast agglomerations known to the Imperium as space hulks. Some of these twisted ghost-ships are little larger than a single macro-barge or deep-void hauler; others are more akin to roaming planetoids of wreckage, their insides an endless, maze-like honeycomb of tangled passages, chambers, crawl spaces, conduits, biodomes and hangars full of shifting shadow and hidden technological treasures. Space hulks are carried upon the tides of the warp then spat out into realspace, often drifting ominously through entire settled systems before blinking away once again. They are regarded by the Imperium as harbingers of dire omen, not least because these creaking hulks often play host to inimical forces. Warbands of Chaos worshippers or vast tribes of Orks often claim space hulks as invasion craft, while the most benighted emerge into realspace saturated with warp energies and heaving with daemonic entities. More still are infested by xenos predators and lethal Tyranid vanguard organisms that must be destroyed by Imperial boarding parties before they spread their taint to nearby worlds.



THE ENEMY WITHIN

Countless perils lurk within the bounds of the Emperor's realm. The hardship of daily life plants seeds of resentment and rebellion in minds made fertile through suffering; mutant monsters and concealed foes stalk the shadows, and the ravings of twisted demagogues lead the faithful into damnation. Against these threats Humanity must be ever vigilant.

For all the unholy threats prowling beyond the frail lights of Imperial civilisation, many believe that it is the darkness lurking within that civilisation itself that presents the greatest danger to the Emperor's realm. From twisted instabilities and unnatural deviance to daemon-worshipping cults, tech-heresy and xenofile traitors, myriad enemies rise from amongst the Human herd with every passing day.

Piracy and sedition are a constant threat, of course. The rule of Imperial law is harsh, and many are unwilling to exist within its strictures. Even without the corrosive effects of Chaos worship and full-blown heresy, many ship captains, Astra Militarum regiments and planetary governors give in to the lure of disloyalty with every passing year. Their punishment may be slow in coming, for the Imperium is lumbering and monolithic; it always comes eventually, however, and the sentence is invariably death.

Mutation is another widespread scourge that lurks in the dark corners of countless Imperial colonies, outposts, hive cities and industrial sprawls. Its causes are myriad: industrial run-off and toxic environs, iterative generations exposed to strange planetary conditions, alien radiation, simple genetic deviation or, most insidious of all, the warping influence of Chaos.

This last has become a more pressing danger than ever since the opening of the Great Rift, and it is at the heart of why the Imperium is almost entirely intolerant of mutation. While useful strains of abhumans – such as Ogryns, Ratlings or Navigators – are officially sanctioned, the curse of mutation is normally met with violent abhorrence lest such rampant deviance be a sign of dangerous warp-taint. The people of the Imperium are taught to hate, fear and revile the mutant, and failure to report such abominations is considered tantamount to heresy. Of course, such a culture of intolerance serves to drive vast numbers of otherwise sane and loyal abhumans to desperate measures, and has ushered countless lost souls into the arms of the Dark Gods over the millennia; in an era of such all-pervading war, however, the Imperium can ill afford the weakness of mercy.

Not all heretics are mutants, however. Amidst the grinding misery of the dystopian Imperium there are countless reasons that a Human soul might turn to the worship of Chaos. Some seek release from lives of slavery, poverty and hopeless, endless toil. Others desire power or influence, whether to provide for those who depend upon them or to revenge themselves upon those who have oppressed or mistreated them.

Few who fall to the honeyed promises of the Dark Gods truly start out as evil. However, it is a slippery slope of morally compromising choices that lead from desperation or idealistic recidivism to full blown heresy. Cults beyond number gather in the dark corners of hive cities to worship deities. Primitive priests work forbidden blood rites upon frontier worlds. Imperial nobles fall to hedonistic pleasure sects while twisted misinterpretations of Imperial scripture lead unwitting practitioners into summoning rituals that can damn worlds.

THE PSYKER'S CURSE

Psykers are the most dangerous mutants amongst the Human herd. These individuals can touch upon the warp with their minds, channelling its energies to reshape reality. Some can conjure blasts of fire or glean glimpses of the future. Others gain the ability to alter their physical appearance or transform hapless victims to bloody ruin with the slightest thought. The most insidious can read and influence the minds of others, manipulating their helpless puppets from the shadows or rising up as twisted despots. Many of these abilities are useful to the Imperium; psykers detected early by the Black Ships and subjected to the agonising soul-binding ritual are pressed into service as living weapons or Imperial agents. Yet for every psychic mutant discovered and made safe, countless others slip the Imperial net. Those who understand and can control their powers are dangerous enough. Worse are those who do not and cannot. When frightened or angry, such psykers' abilities manifest out of their control. Moreover, their minds burn like lanterns amidst the turbulent tides of the warp. Daemonic entities are drawn to such witch-lights, circling like predators and looking for the slightest chink in their prey's defences. Through whispered blandishments, nightmarish visions or simple brute force a daemon may be able to possess an unprotected psyker. The most powerful entities can push out through the psyker's mind and body as though forcing passage through a weak point in a defensive wall. Not only are the results horrific for their victim, but entire daemonic invasions can pour through such breaches. So can a single unguarded thought or ill-understood nightmare damn a world.

The only thing more abhorrent than the alien is the heretic.





THE DARK GODS

The Gods of Chaos dwell within the endless and infinitely mutable realm of the warp. Ancient entities of unimaginable power and infinite malice, they look upon realspace with covetous eyes and scheme endlessly for its overthrow. There are four of these monstrous beings, each an exemplar of mortal obsessions and fears, each certain that they, and they alone, should rule all.

In the warp, similar thoughts and emotions gather like rivulets of water. They form streams and eddies of anguish and desire, pools of hatred and torrents of pride. Since the dawn of time, these tides have flowed through the warp. Such is their power that they formed creatures made of the very stuff of dreams and nightmares. Eventually these instinctual, formless beings gained a rudimentary consciousness. The Chaos Gods were born – vast psychic presences made from the fantasies and horrors of mortals. As the races of the galaxy prospered and grew, so too did their hopes and dreams, their rage and wars, their love and hatred. This burgeoning flood of raw emotion fed the nascent Chaos Gods and nurtured their unholy power. Eventually, the gods reached back to their makers, into and through the dreams of mortals; soon seeing the fruits of their labours, they began an eternal venture to influence the physical realm and its myriad races.

A Chaos God grows in power through the actions and thoughts of mortals. Those who worship such a Dark God and behave in a way that feeds it are rewarded with strange gifts, extraordinary power and, potentially, immortality. The Chaos Gods battle one another constantly in the warp, hurling endless armies of their daemonic followers into conflict across the ever-changing hellscapes of the Realm of Chaos. So too do their mortal followers make war across realspace, fighting always to further the goals of their patron deity in the hope that their rewards will elevate them to greater power.

KHORNE

Khorne is the Blood God, embodying battle, bloodshed and senseless rage. His followers depict him most commonly as a towering and monstrously thewed warrior clad in brazen armour, seated upon an immense throne of brass sat atop a mountain of trillions of mortal skulls. Khorne's head is styled as that of a bestial war hound from whose nostrils spurt smoke and flame, and whose grotesque features are half hidden by a skull-like helm. His feet are pictured as cloven hooves. His eyes are fiery crimson pits of the deepest and most intense hatred imaginable. At Khorne's side is shown the greatest and most destructive sword ever created, known across the galaxy as Woebringer, Warmaker and the End of All Things. It is said that when Khorne swings this titanic blade he can hack apart the stuff of reality itself, allowing his frenzied daemon legions to spill forth.

It is the creed of Khorne's worshippers that he desires eternal war and endless bloodshed. He cares not whether it is his own warriors or those of his many enemies who bleed, only that the blood continues to flow. The Lord of Battle's wrath is infinite, they say, his hatred and bloodlust utterly unquenchable. His temple is the battlefield, his altar the blazing trench, bloodied arena or shell-blasted city. All who make war worship Khorne by their deeds, whether they intend to or not. In this age of ceaseless galactic conflict, the Blood God has grown mighty indeed.





Hatred is the Emperor's greatest gift to humanity

TZEENTCH

Known by such titles as the Changer of the Ways, the Great Sorcerer and the Architect of Fate, Tzeentch is the patron deity of change, destiny and unbound sorcery. His worshippers empower their god through manipulation and politicking, and by their desire for continual change and reshaping of reality. Depicted as an ever shifting being whose flesh crawls with laughing, whispering, sobbing, prophesying and lying faces, Tzeentch is shown crowned by sweeping horns wreathed in arcane fire and surrounded by nebulae of magical energies, which twist and change to show those places and people upon whose fate the deity muses.

Tzeentch's worshippers know that he has plans of his own, schemes of insane, labyrinthine complexity fit to drive even the most ferociously intelligent mortal minds to madness. The Change God's servants labour constantly to fulfil his ineffable plots, and their purposes and deeds often seem like utter lunacy to their enemies until the precise moment they come to spectacular and bloody fruition.

NURGLE

Grandfather Nurgle is said to be as generous as he is malignant, for he is the source of every disease, pestilence, parasite and epidemic ever to trouble mortal beings. Nurgle is rarely described as a spiteful god, but rather he sees his plagues as gifts, given freely so as to maintain the endless fecund cycle of death, decay and unbound life that follows in its wake. He is commonly depicted as a vast hulk of rotting, parasite-riddled flesh through which an infinite number of diseases and vast swarms of plague-mites run rampant. His boil-pocked skin is leathery and green, while the bloated innards that spill through its rents are said to give off a stench that can rot reality itself. Nurgle is depicted hunched over his cauldron of poxes, humming cheerfully to himself as he brews up another infectious concoction with which to bless the mortal races of realspace.

The Plague God's realm within the immaterium is depicted as a monstrous garden of unimaginable foulness and rampant life. Amongst foetid swamps and bloated plant life his daemons gambol and trudge, and the land itself can spill through into realspace when enough disease, entropy and misery is concentrated upon a single point. Nurgle's power fluctuates the most of all the Chaos Gods, at its apex when his metaphysical epidemics ravage the stars, only to fall into remission when the tides of sickness burn themselves out. Yet he always rises again, for entropy is everlasting.

SLAANESH

Slaanesh is the Dark Prince, the hideously beautiful embodiment of excess in all its mortal forms. His is the power of endless temptation, of even the most virtuous beginnings transformed and perverted into hideous vice. Arrogance, lust, greed, sadism, desire, ambition – all serve to feed the Dark Prince's power, yet so too does any excess of love, generosity, determination or pride; in short, as soon as a mortal being's efforts pass into the realms of obsession they give worship to Slaanesh, however inadvertently.

Depictions of Slaanesh vary depending upon what speaks loudest to the worshipper's hidden desires. The Dark Prince is most often described in Human lore as an androgynous and lissom figure, guileless in their innocence yet with eyes that instantly steal the soul of any mortal who dares look into them. Slaanesh's domain within the Realm of Chaos is said to be a vast Palace of Pleasure that resides at the heart of six concentric circles of temptation. Each of these perverse realms appears at first glance to be a paradise devoted to a different mortal desire – be it vainglory, gluttony, lust, sloth or any other obsession – yet in truth, each is a hellish snare intended to waylay those who would invade the Dark Prince's territory and trap them forever in torments of their own making.

THE SAGA IMPERIALIS

'The Emperor's realm is a fortress forged of blood and bone, of fire and iron and courage and hate. Its walls are the corpses of martyrs beyond count. Carrion mountains rise like foothills about them, the last remains of its myriad foes mingling with the dust of time itself. Neither can fell this endless edifice. The Imperium stands eternal.'

- Chaplain Grimaldus of the Black Templars





AGES OF MANKIND

The road the Human race has walked through history stretches long and bloody at their collective heels. Its origins are hidden by the swirling dust of aeons, its present wreathed in the flames of war and ahead the future yawns like a dark and forbidding pit. Still, Imperial historitors do what they can to preserve the truth of Humanity's journey, even if none may survive to read it.

Beneath the Imperial Palace on Terra lie thousands of miles of catacombs, hushed vaults and scroll-stuffed libraries. They are protected by rune-sealed bulkheads so formidable they could endure sustained orbital bombardment. Their guardians are shadowy terrors, unsleeping, ever vigilant. So vast is their sprawl that predatory things have evolved amidst the shadows and the dust, ruling over trammelled ecosystems of pallid troglodyte vermin. The knowledge kept here under lock and key spans the great ages of Humanity. Even this ultimate repository is mouldering and much-eroded by entropy's inescapable touch, yet just those fragmented records that remain would take many lifetimes to study, and contain secrets enough to blast the reader's sanity or bring the entire Imperium crashing down. It is well, perhaps, that few even know of the endless archives' existence. Fewer still are permitted beyond their doors.

AGE OF TERRA: M1-M15

No record now remains of Humanity's first, faltering steps into the interstellar void. Yet step they did, their confidence and skill increasing until steps became strides, became bounding leaps through space. Ancient Earth became the shining hub of a powerful Human realm with Mars, the first world terraformed, standing proud as a bastion of technological innovation and scientific learning. Humanity's first encounters with alien races are not directly detailed, though fragments suggest that accords were struck with some, while wars were fought against others, most notably the ever belligerent Orks. Little more can be said of this long-lost age of adventure and hope. Glimpses and echoes are all that survive.

AGE OF TECHNOLOGY: M15-M25

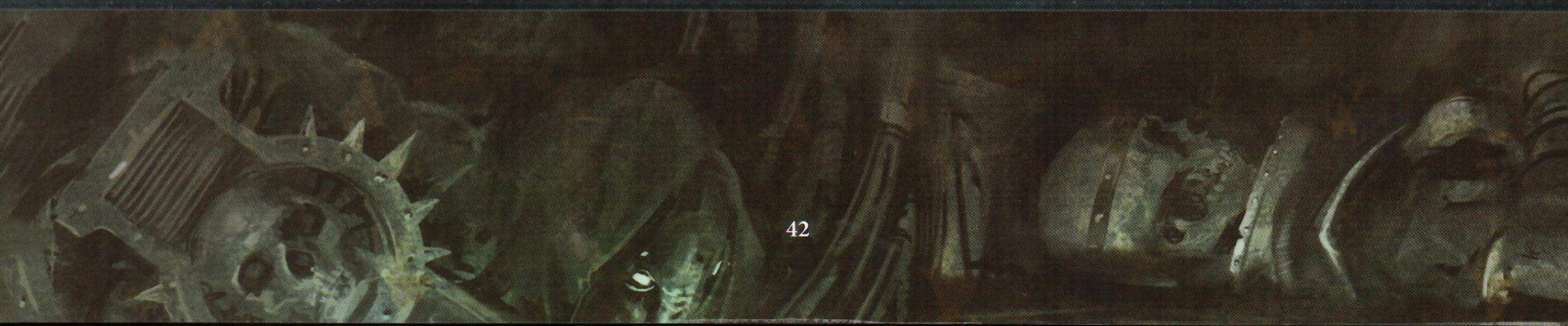
The first indications of Human warp travel date from the early millennia of this age. They hint at gruesome disasters and many setbacks, yet it is clear that eventually the technology was perfected. The cultivation of the Navigator gene and the establishment of the Navigator Houses came soon after, allowing vast leaps in interstellar travel and the establishment of a full-blown Human empire amongst the stars.

As Humanity's power and influence grew, so too did its hubris. The indomitable spirit of Human endeavour has ever risen to the sternest challenges; interstellar exploration, trade and – inevitably – warfare presented challenges like nothing Mankind had faced before. Planetary colonisation proceeded at a ferocious rate. It seems likely that, during this era, the Human race splintered and reformed time and again into warring or competing power blocs and planetary empires, but nothing could destabilise Human space as a whole.

Human scientists, engineers, inventors and innovators became the new gods. They worked alien technologies into their race's devices to increase their efficacy with little thought to the risks. They modified their species' genome to ever greater degrees, fashioning vast armies of tailored gene-troopers whose Humanity was all but lost amidst the array of freakish alterations worked upon their bodies and minds. They invented Standard Template Construct machines – or STCs – that allowed Human colonists to rapidly fashion everything they needed to dominate new worlds from whatever natural resources were available. They developed sentient nano-plagues, world-sundering energy weapons and endless ranks of fearsome Men of Iron that could be unleashed upon those who refused to bend to their wills, alien and Human alike. They fashioned thinking machines of vast intellect that administered to the every need of colony worlds transformed into glittering utopian paradises.

It was during this age, also, that Humanity's psychic evolution is said to have accelerated apace and therein lay the seeds of this first Human empire's annihilation. Arch-historitors, chronopedants and Inquisitors of the Ordo Hereticus have combed what scraps of information exist from this era and have agreed upon two things; first, that it is impossible now to separate fact from allegory; second, that the first mentions of psykers appear around the end of M22, are near ubiquitous across Humanity's worlds by late M23, and that absolute anarchy is said to have engulfed the worlds of Mankind soon after.

The collapse was sudden and appalling, a wave of apocalyptic catastrophe that swept across Human space. Terrible wars saw entire star systems scoured of life. Armies of mechanical soldiers marched against their creators and slaughtered billions. The scourge of mutation ran rampant and everywhere psychic





atrocities were unleashed, everything from psykers claiming godhood over entire worlds to daemonic possession and full-blown reality collapse. Then came the most ferocious warp storms that had been seen in all of Mankind's history.

AGE OF STRIFE: M25-M30

If the previous age had been one of prosperity and enlightenment, the Age of Strife was its dark mirror. It is hard for historitors to separate fact from insane ramblings or prophecies of doom, but it appears that terrible wars raged across the length and breadth of Humanity's galactic domain. Many worlds were consumed entirely, while even those whose populations endured were cut off from one another by the warp storms ravaging realspace.

During this era of isolation and hardship, many colonies underwent drastic and widespread mutation. Some were destroyed by it, for those mutations were the result of warp energies saturating their flesh and engulfing their worlds. Others underwent more natural processes of adaptation, transforming into abhumans such as Ogryns, Ratlings, Stiltlimbs or Beastmen. Many wondrous advancements were lost or fell into disrepair, most of the STC technologies amongst them. Subjected to millennia of isolation, hardship, invasion and horror, countless worlds plunged into post-apocalyptic barbarism. Amongst them was Earth itself.

Legend tells how the home world writhed in the grip of terrible wars beyond count. Techno-barbarians battled collectives of gene-soldiers through the blazing ruins of once-great arcologies. Cannibal savages unleashed unholy powers upon legions of cyborg zealots. Grand warlords, demagogues and proto-deities rose and fell, each one threatening to finally take the planet and its people with them into damnation. And then, in Humanity's darkest hour, came the Emperor.

It was he who at last healed the terrible breaches between renamed Terra and rebellious Mars. It was he, also, who led the brutal campaign known as the Unification Wars at the head of armies of super-soldiers known as Thunder Warriors. These were the precursors to the Emperor's mighty Space Marine Legions, and at their head the Emperor cast down all rivals for the throne of Terra. Yet this was only the beginning of his endeavours. At last, the Age of Strife was over. Hope was restored. Yet hope has ever been Humanity's addiction and curse both…

AGE OF DARKNESS: M31

Seeking to unify not just Terra but rather all of Humanity's lost domains, the Emperor gathered his might and launched the Great Crusade. Here was the single grandest undertaking Mankind had ever known. Only one as charismatic and uncompromising as the Emperor could have even conceived of a plan so far-reaching. Mighty fleets departed Terra, vast Space Marine Legions at their heads and sweeping all resistance before them. In their wake came all the manifold agents of Imperial compliance, ready to impose the Emperor's secular truth upon what they were taught was an ignorant and fearful galaxy of misrule.

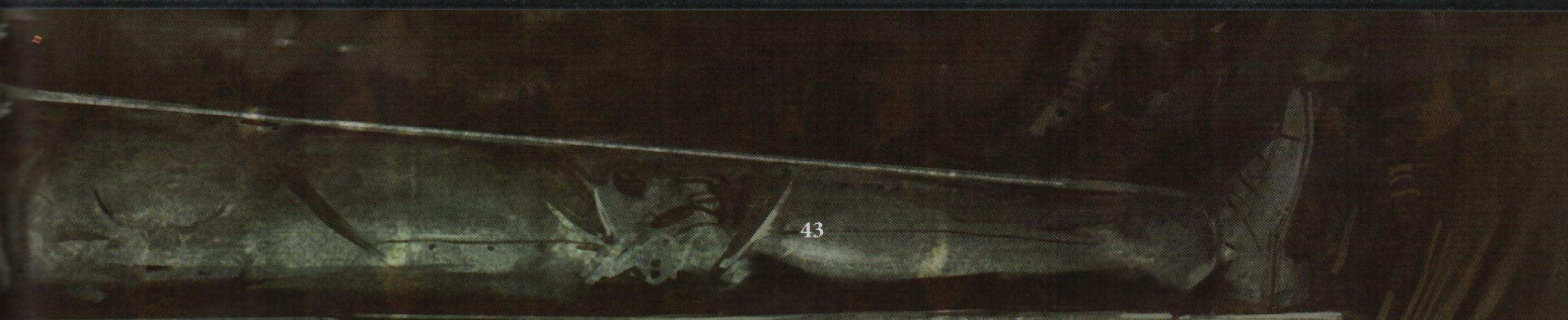
It was the Emperor's vision that the Great Crusade would reclaim all the lost worlds of Humanity and reunite them beneath his banner. Not only this, but all xenos species would be purged mercilessly from the galaxy and all resistance to Imperial rule crushed. Only in this way, the Emperor claimed, could the dark tragedies of the past be prevented from occurring again.

The Great Crusade swept the stars for more than a hundred years, pushing always outwards and bringing ever more systems and worlds into the nascent Imperium. Yet the seeds of disaster were planted at the very heart of the Emperor's designs. Before beginning his labours he had first fashioned the Primarchs, a brotherhood of alchemically engineered demi-gods from whose genetic material the gene-seed of the Space Marine Legions was created. Before they could be truly 'born', however, the Dark Gods discovered the Emperor's designs and contrived to snatch away the Primarchs' incubation pods and cast them adrift upon the tides of the warp. Each Primarch landed upon a different planet, scattered far and wide across Humanity's ancient domains, and grew to maturity amongst the peoples of their adoptive worlds. As the Great Crusade pushed out across the stars, the Primarchs were rediscovered and repatriated into the Imperium; each was given leadership of the Legion their gene-seed had created, and charged to lead them as the Emperor's vision dictated.

It was the Emperor's favoured son, Warmaster Horus of the Luna Wolves Legion, who turned first. Even as Humanity stood upon the brink of triumph he was seduced by the whispers and lies of the Dark Gods and turned in wrath upon his father's empire. Horus led fully half of his Primarch brothers into damnation alongside him, and plunged the Imperium into the worst civil war Mankind had ever known.

This dark and terrible conflict raged from one end of the galaxy to the other, pitting brother against brother and Space Marine Legion against Space Marine Legion until at last it was decided at the cataclysmic Siege of Terra itself. It was during that final battle that the Emperor felled Horus at last and drove his Traitor Legions into exile, but not before the Warmaster had mortally wounded his sire.

So was the Emperor confined to the Golden Throne. So was the Imperium sundered, never to be truly whole again. So began hope's slow death.



The Tech-Priests of the Adeptus Mechanicus are amongst the few with any understanding of Humanity's scientific legacy, and even their practices are mired in mysticism and sacrosanct tradition. They maintain and worship the Imperium's weapons of war, but view innovation as heretical.

REMNANTS OF A DARK AGE

The Imperium of the 41st Millennium is a deeply superstitious realm, its people bound in shackles of ignorance and blinded against dangerous truths. Atavistic terror and religious disgust characterise its attitudes to mechanical innovation, stemming from the barely remembered horrors of the Dark Age of Technology.

Technology is but dimly understood by the mass of Humanity. Be they erudite scholars, military heroes, the pilots of spacecraft or ragged serfs, the majority of Mankind attributes the operation of technology to fickle machine spirits that must be beseeched with the proper rituals of activation and appeased with offerings of sanctified oil, sacred unguents and the like. Only the magi of the Adeptus Mechanicus possess true repositories of technological lore. They hoard all they have gathered in towering data-stacks deep within the industrial sprawls of their fortified factory-planets, known as forge worlds. Yet even these insular priests make no distinction between technical blueprint and sacred scripture, component and holy relic. Their prayers are delivered in blaring binharic cant, their repairs conducted as incense-wreathed rituals and the construction of their revered machines performed by rote rather than understanding. Experimentation and invention are considered tantamount to heresy.



The doctrines of their Machine God – the Omnissiah – grew out of the terrors of the Age of Strife and warn of the dangers of rampant innovation. Knowledge lost to the ravages of time remains lost, for the terror of tech-heresy – or at least, of its discovery and the subsequent punishment – is greater by far than the dread of ignorance. For all this the Adeptus Mechanicus holds vast power in the Imperium, which is reliant upon technology to survive. There is a reason that worship of the Omnissiah is the only officially tolerated religion besides the Imperial creed. Nor do the Adeptus Mechanicus view the acquisition of lost technologies to be in any way equivalent to the sin of fashioning devices anew. There is an irony long lost on the Tech-Priests that they hunt rapaciously for even the slightest fragments of ancient Human artifice, many of which are examples of the very Dark Age technology so reviled by their own creeds.

Such relics of the Omnissiah are viewed as sacred treasures; armies are readily sacrificed to ensure their acquisition. Most precious of all are the remnants of Standard Template Construct machines that have survived the millennia. These remarkable STCs allow auto-fabrication of devices that Humanity can well use in their war for survival; many of the Imperium's most ubiquitous weapons and war engines are still produced in this fashion.

The Imperial creed is as damming of unsanctioned technology as it is of mutation or rebellion. Many allegorical parables warn against the horrors of artificial intelligence; such 'thinking machines' are regarded with horror, and are banned even amongst the Adeptus Mechanicus. The average Imperial citizen views tech-heresy as akin to witchcraft, and reacts with equal intolerance to either. Some Human worlds play host to ancient sites where the remains of Dark Age technology lurk, but these are shunned as cursed by those forced to live in their shadows. Xenos technology is even further mistrusted; even the most replicable and galaxy-changing innovations are typically shunned if they are of alien origin. There are exceptions; dangerous archeotech finds its way up from the lawless roots of hive cities or mine workings after being excavated by labour gangs. Fringe world colonists – who take a more pragmatic approach to survival than most – trade with neighbouring xenos species, and in so doing introduce xenotech to the sprawling Imperial black markets. Such dangerous prizes are sought out by various Ordos of the Inquisition, of course, as are their suppliers, for the damage that these deviant devices can cause in the wrong hands does not bear imagining.



LEGACY OF STRIFE

The Human race bears deep scars upon their collective psyche thanks to horrors of the Age of Strife, which ground on for almost six millennia. Mankind survived its ravages in only the most fragmented and desperate fashion, emerging from its shadows and into the Emperor's light as a species much changed.

The collapse of society during the Age of Strife brought a violent end to millennia of Human confidence. It shattered the species' sense of galactic destiny. Never before had there been a peril or challenge Human ingenuity could not best. Worse, the dangers that laid Mankind low came from within, unmarked until it was too late. The damage done to the gestalt Human psyche by thousands of years of galactic catastrophe ran so deep as to become instinct; mistrust of curiosity and invention, of alien influence and psychic witchcraft predominated. Humanity became closed-minded and violently conservative, desperate to avoid repetition of the mistakes that had led to the horrors of the Age of Strife. Where lore and record keeping failed, mythology and religion kept those fears alive.

Perhaps this explains the fervour with which the Emperor's Great Crusade was greeted. Though of course countless warlords and isolationist societies fought his rule, the Emperor's unification brought a safe and secular comfort that banished the ghosts haunting the Human soul. If this is true then it would also explain why the Emperor's fall saw those spectres rush back in with such vengeance. Fearful and bereft, Humanity sought strength in the blind zealotry that the Emperor himself had so assiduously discouraged, becoming ever more entrenched in their superstitions over time.

The Age of Strife even scarred the galaxy itself. Countless worlds were reduced to inimical wastelands or overrun by dangerous living weapons. Others were left haunted by the Cyclopean ruins of lost endeavour, vast haloes of decaying orbital machinery, looming spires crackling with strange energies, echoing tech-vaults still concealing deadly threats behind bulkheads buried in the dust of ages. Every time the Imperium discovers another such remnant of its former glory it is but another reminder of the hubris that damned Humanity, and the dangers of daring to hope in such a dark and terrible age.

Across the vastness of space alien races plot the dethroning of the Emperor and the downfall of Humanity. The Imperium's call to arms and nothing shall stand in the way of its righteous crusade.

THE AGES OF TERRA

None now remember Earth as it was in the ancient days. What scant records exist speak of a planet whose natural resources and beauty were quickly sacrificed upon the altar of progress. In the last days before the Age of Strife it seems likely that Earth-as-was hosted sprawling cities from pole to pole, polluted monuments to power and godhead.

Then came war unlike anything Humanity had ever known. What 41st Millennium historitors know of these conflicts they have gleaned from nightmarish legends and gruesome myth, but it seems certain that weapons and armies were unleashed of such horrific power that they toppled the great cities of Mankind. By the time the Emperor arose and began the process of reunifying the world that would be reborn as Terra, its people were little more than savages warring for survival amidst the ruins of their former glories.

Unification changed everything. The devastation of the old was torn down and replaced with the magnificence of the nascent Imperium. The Emperor's palace alone employed an entire mountain range as its foundation. Vast cityscapes covered continental landmasses, rich with statuary, parkland, soaring architecture and spaceports that stretched up into the outer atmosphere. Then came the Heresy, and with it the brutish fortification of everything once beauteous about Imperial Terra. Devastation followed anew as the Warmaster's hordes bombarded the throneworld from space, and though they were at last driven off, much that could never be replaced was lost and destroyed. Since that time Terra has been rebuilt again, yet its magnificence becomes ever more faded, macabre and gothic; it is almost as though the throneworld itself is bound to the Emperor who rules it, and as his vitality fades so too does that of proud and ancient Terra.

There have been times in which servants of the Imperium have aligned themselves with xenos races in order to eradicate a mutual enemy, but such alliances are invariably short-lived. Anything that diverges from Humanity is viewed with mistrust at best, and more typically with hostile revulsion.

Ever since the Horus Heresy tore through the galaxy, the Imperium has been constantly beset by the servants of the Dark Gods. The armies of Chaos bring death, ruin and corruption. They are perhaps the greatest threat to Mankind's existence, and a horrific reflection of all it means to be Human.



AGE OF DARKNESS

The Horus Heresy tore the Imperium in two, pitted brother against brother and saw countless Imperial worlds burn. Yet for all the devastation and death that occurred across the span of that dreadful conflict, its after-effects were perhaps even more catastrophic, echoing down through the ages even unto the 41st Millennium.

Many dreams died when the Emperor was sealed within the Golden Throne. Mankind was shorn of his guidance. Lost too was the wisdom of the Emperor's vizier, Malcador the Sigillite, who perished during the last battle for Terra, and more than half of the Primarchs, lost either to death or betrayal. Their surviving loyalist siblings vanished one by one, fading into history and leaving Humanity ever more bereft. It was left to the High Lords and the Imperial Cult to do what they could in the Emperor's stead.

The Age of Darkness cost the Imperium its wisest minds, but more than that it also shattered what certainties Humanity had managed to rebuild. The secular Imperial truth was undone. Horus' dark pacts and otherworldly allies had exposed the malevolent empyrean for all to see. Only through brutal repression and religious dogma could this knowledge be prevented from corroding Humanity's soul. Thus began a spiral of enforced ignorance that cost Humanity dear.

Trust, too, was a casualty of the Heresy. The Space Marines had been Humanity's protectors, the Primarchs its mightiest champions. If one as trusted as Warmaster Horus could turn, who amongst the Legiones Astartes could ever be relied upon again? Historitors point to such sentiments as the catalysts for the sweeping reforms that fragmented the Imperial war machine in the Heresy's wake. It was Ultramarines Primarch Roboute Guilliman himself who penned the Codex Astartes, the sacred text whose implementation saw the vast Space Marine Legions split into parent Chapters and their successors to ensure that never again could any one warlord wield such a concentration of martial might. The Imperial Army and Navy were both massively compartmentalised, spread across the Imperium's vast reaches and commanded by layer upon layer of officers and bureaucrats. The Ordos of the Inquisition kept watch over Humanity's rulers from the shadows, while draconian new laws aimed to ensure that rebellion on the scale of the Heresy could never occur again.

In the wake of the Age of Darkness there was hope again for a time, albeit hope of a bloody-minded and insular sort very different from that inspired by the Great Crusade. Yet as the years ground on and brought new hardships and perils with them, that hope was replaced by unthinking authoritarian dogma and the simple determination to survive for survival's sake. There are those who say that, though the body of the Imperium survived the Horus Heresy and recovered from its wounds, the soul of Mankind never did.

THE LONG WAR

With Horus' death the Traitor Legions fled. Some Imperial factions gave immediate chase. Others held back, seeking to consolidate their losses or salvage that which had been lost amidst the fires of war. The eventual campaign of pursuit and vengeance against the traitors is known to Imperial historitors as the Scouring, and appears to have been a drawn out and bloody conflict. The Traitor Legions wrought havoc as they fled across the war-torn Imperium before the vast majority plunged headlong into the warp interstice known as the Eye of Terror. The armies of the Imperium could not pursue into that region of ensorcelled madness, and so vowed instead to keep a watch in case the traitors should ever return. It seems that, even as Humanity turned their attention to other threats and to the healing of their shattered realm, the renegades struck ever more dolorous pacts with the Dark Gods of Chaos. Their Primarchs ascended to become daemon demi-gods, and though their fractured legions fought bitter wars amongst themselves, none forgot their long war against the Imperium that made them. Soon enough, traitor war parties began to raid the Emperor's domain again, reaving and burning, venting their hate upon those who had denied their victory. Yet these were but the opening sorties in a war that will only be over for the traitors when Terra lays in ruins.



Frater Cheim ducked as bolt shells rocketed over the trench. The rounds struck home amidst Thoria's squad, who had been dashing over the open ground to reinforce the line. Screams and dull, meaty explosions told Cheim that the reinforcements would not be coming.

Sweating, shaking, the priest muttered prayers as he crouched in the bottom of the trench. A rough shove sent him sprawling. He looked up to see Sergeant Khrayn already at the firing step. Grayves and Khallo were with him, the former carrying the squad's grenade launcher, the latter heavily bandaged over one eye but still in the fight.

'If you're useless, get out of the way, priest,' spat Khrayn. He fired at the oncoming foe, enemy autogun rounds and lasbolts thumping into soil and flakboard around him. The man barely flinched.

Cheim felt shame at the sight of that.

The frater took a firm hold of his faith and used it to lever himself back onto his feet. Anton Cheim was determined not to disgrace himself in the Emperor's sight. After all, the God-Emperor rewarded his faithful, Cheim thought with sudden hope. Perhaps sufficient fervour might earn them the miracle they needed to survive this relentless traitor offensive.

'Vox!' roared Khrayn, not taking his eyes from the enemy as he kept firing. Cheim dragged himself up next to the sergeant and watched the enemy advance. There were cultists, clad in ragged robes and firing cheaply stamped autoguns. Behind them came huge armoured warriors, half lost amidst the smoke of war but no less terrifying for it. Their eye lenses glowed with infernal crimson light and their bolters roared.

Thousands of corpses scattered the cratered quagmire of no man's land that had once been south agri-belt five-five-four. While the shells were still falling, the enemy had died in droves. Cheim had thought there was no way these heretic filth could break the Imperial lines. Now the artillery had fallen silent, Emperor alone knew why, and the thin line of planetary defence militia was eroding by the minute.

When those huge warriors reached them...

'Vox!' bellowed Khrayn again, shocking Cheim out of his frightened reverie.

'Jarcer's dead, sir,' gasped Trooper Treyn as she, Fausten and Praest joined the firing line from further down the trench. Their lasguns howled as they spat bolts of energy at the foe.

'And his vox set's scrap, I s'pose?' asked Khrayn sourly. Treyn nodded, though her answer was lost in the plosive thump of Grayves firing his grenade launcher.

'Holy Throne, what are we going to do?' asked Fausten, close to panic. Praest looked glassy-eyed, Cheim saw, and the rest weren't much better. If their morale collapsed then any hope of survival would be gone.

Cheim steeled himself.

'Oh Emperor, look down upon your faithful servants,' he began, raising his voice in a shaking prayer.

'Bless us this day with your solemn regard, for we fight in your name and offer all that we have for your cause.'

Around the frater, Khrayn's squad took heart at the familiar prayer. Some joined their voices to his as they returned fire against the advancing heretics. As they drew strength from him, so Cheim drew strength from them. His voice became firmer, louder.

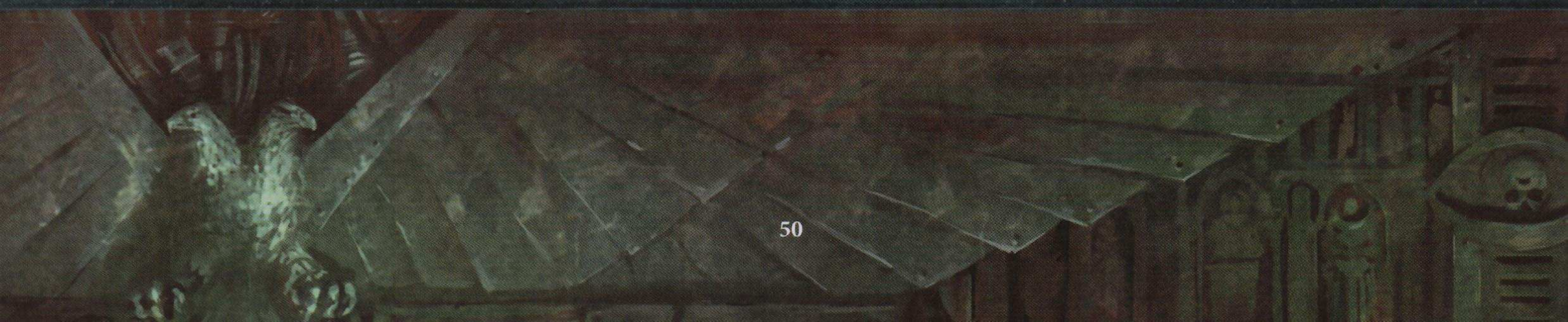
'Oh mighty God-Emperor, we ask you for the power to defeat those who are proven heretics in our sight! We beseech thee for thine aid in purging the unclean foe!'

Up and down the trench line, Cheim could see other knots of frightened militiamen redoubling their efforts as his oratory carried to them.

Please, God-Emperor, if ever we needed your miraculous intervention it is now he thought. Please. Please!

And then, to Cheim's amazement, he saw it. Trooper Praest still stared into the middle distance as though hearing a choir that sang only to him. But now a halo of bright light was manifesting itself around his head and shoulders. Cheim blinked, prayers faltering as the light grew stronger.

'What in the Emperor's name?' barked Khrayn, yet even the weathered sergeant had a note of awe in his voice as Trooper Praest hauled himself up, out of the trench and into no man's land. Bullets whined around him. None touched the blessed warrior. A bolt shell detonated





feet in front of his face, smoke and shrapnel billowing harmlessly around him.

'He is blessed...' gasped Frater Cheim, rapture making him tingle as he heard a soft choral note hovering on the air. Again, louder, he shouted it. 'He is blessed! The Emperor has blessed Dieter Praest!'

Several of Khrayn's squad took up the cry, and Cheim heard the shout echoed along the line. His heart thundered with joy.

The shouts redoubled as Praest lazily flicked out a hand and sent a streamer of holy light blazing into the midst of the foe. Chaos Cultists burst into flames at its touch, screaming as they immolated then blew apart in clouds of ash.

Cheim recoiled in shock, then elation filled him and he cheered as wildly as the soldiers around him.

'We are delivered! The Emperor has sent us a saint!'

Praest gestured again, then again. With each languid motion another mass of heretics went up in flames. The front ranks of the enemy were scattering now, their momentum gone. They tumbled over one another. They fought and clawed to escape this blazing avatar of Imperial faith.

When Trooper Khallo slammed back against the far wall of the trench, Cheim jumped. The thought formed in his mind that she must have been shot, but then white fire consumed her. Suddenly he was reeling back, tasting her ashes, wiping them frantically from his eyes.

It couldn't be! The thought repeated in his mind, an idiot mantra. It couldn't be! It couldn't!

Light blazed. The choral note soared higher, became a shriek. Through the dazzling glare, Cheim saw Praest lash out again and again, and his fires struck friend and foe alike. Yet now the supposed saint was burning, too. Ethereal flames danced across his body. The trooper blurred as Cheim stared at him aghast, like two images badly overlaying one another against the skin of reality. One, the beatific saint – the other a screaming monster whose flesh ran like wax as it burned.

Cheim turned to run just as that molten flesh shot forth in coiling tendrils and wrapped around Sergeant Khrayn. The man's horrified shouts turned to gurgles as his bones cracked and white fire engulfed him.

Panting, frantic, mind a white scream of noise, Cheim scrambled up the back wall of the trench even as Fausten and Treyn exploded into ashes and swirled about him.

Emperor, he thought, incoherent. Emperor, Emperor please...

The choral scream reached a crescendo.

From behind Cheim came an appalling wet boom. He was lifted bodily and flung through the air. Hot fluid and tongues of white flame surrounded him. The ground rushed up and stars exploded behind Cheim's eyes.

He came back to himself, groggy, vision swimming. Pain sharpened Cheim's senses and he looked down to see his legs now ended in ragged stumps. Blood, bright red and shocking, pumped from his ruined limbs and soaked into the thirsty mud.

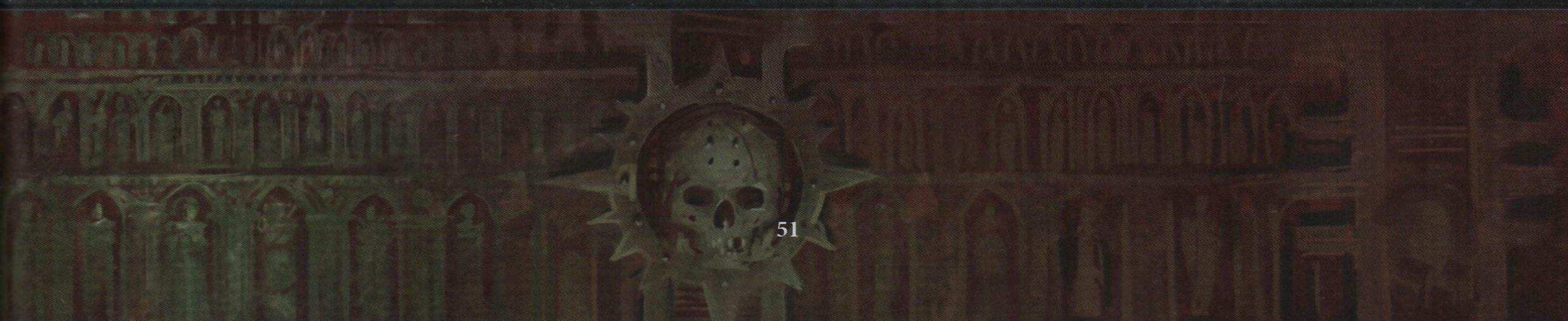
Cheim raised his head and groaned in horror as he saw the blood-slick crater where Khrayn's squad had made their stand. Of the soldiers there was no sign. Instead, those huge, armoured figures were striding through the whirling ashes towards him, eye lenses aglow.

'Emp... er... or...' Cheim managed to croak. He felt horror, bewilderment, fiery agony. It hadn't been a miracle. He knew that much now. It was all a lie, all of it. They had died for nothing.

'Emp... er...' he gasped again, though whether in supplication or accusation even he didn't know. One of the armoured monsters looked down at him, the horns on its helm seeming to writhe against the sky. The blazing skull on its deep crimson shoulder guard screamed it's silent scream, a ghastly reminder of Praest's fate.

'Your Emperor isn't here, little worm,' rumbled the massive warrior, his metallic rasp heavy with contempt. 'He never was.'

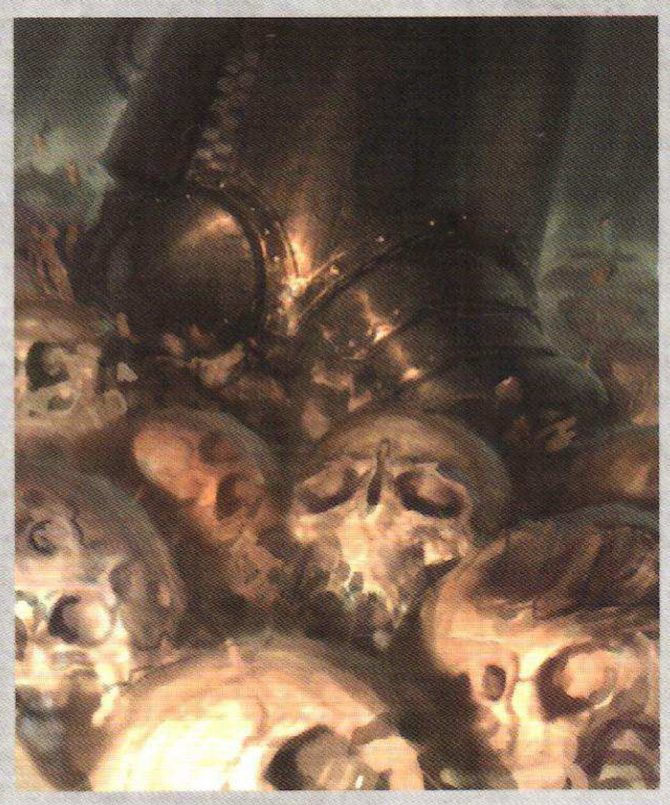
With that the warrior raised one armoured boot and brought it down upon Frater Cheim's head. The priest felt a moment of crushing agony, and then he felt nothing at all.



AGE OF THE IMPERIUM

The rising tide of horrors that crashes against Humanity's bastions in the 41st Millennium has done so for thousands of years. After the Age of Darkness came a period of hardship as xenos invaders and piratical raiders preyed upon the weakened Imperium. Though repulsed time and again, their attacks have never ceased.

Throughout M32 Humanity struggled not only to recover what it had lost, but to retain its grip upon that which it still held. Invasions and separatist uprisings took their toll as the High Lords strove to defend their scattered domains. The last loyal Primarchs were lost during this turbulent era; Jaghatai Khan of the White Scars and Leman Russ of the Space Wolves vanished into the stars while hunting their foes, while Vulkan of the Salamanders and Corax of the Raven Guard disappeared under more mysterious circumstances. Rogal Dorn of the Imperial Fists was said to have fallen in battle with the Traitor Legions, while his brother Roboute Guilliman of the Ultramarines was laid low by Fulgrim, Daemon Primarch of the Emperor's Children. Guilliman was spirited away from battle and encased in a shimmering stasis field that preserved him in a long sleep through the millennia to come.



Through M33 and M34, the Adeptus Terra secured an ever more ironclad grip on power. Many of the astropathic sanctums that transmit messages even today were established during this era, as were a great number of the fortress worlds and deep-space naval bases that still watch over the sub-sectors of Imperial space. Over the same period the Imperial Creed became the sanctioned religion of the Emperor's realm. The mailed fists of bureaucracy and religion took a tight hold of Mankind's reins, and for a time they endured, even prospered.

Then came the era of Nova Terra Interregnum. For over nine hundred years the Imperium was split in two after the Ur-council of Nova Terra claimed sovereign rule of the entire Segmentum Pacificus. Also known as the time of the two Emperors, this turbulent period of Imperial history saw countless civil wars, uprisings and trade disputes. Documentation from this era suggests that many such disturbances had their roots in heretical subversion, though heavy redaction by the Ordo Malleus makes it hard to say for certain. A legacy of mistrust and prejudice lingered long after the Imperial reunification, such that even in M41 the Segmentum Pacificus is still the most under-resourced in the Imperium.

What followed in M36 has become known as the Age of Apostasy, for it saw devastating religious schisms threaten the very survival of the Imperium. Goge Vandire's Reign of Blood very nearly brought the Imperium to its knees, and saw the worst internecine Imperial conflict since the Age of Darkness. It was followed by the horrors of the Plague of Unbelief, a galaxy-wide uprising of corrupt demagogues that saw the followers of the Dark Gods wreak havoc.

In the wake of such heresy and strife the era from M37 to M41 became known as the Age of Redemption. Crusade after crusade was launched by Imperial forces, many of them penitent in nature and oath-sworn to reclaim those worlds lost to infighting, heretical overthrow or xenos invasion in prior centuries. The Imperium knew many victories during this era, yet the zealous fervour that drove Mankind's armies onward had scant regard for the sustainability of the worlds it won. The Macharian Conquests were arguably the last and greatest of these crusades, for they saw a thousand worlds claimed for the Imperium in just seven years. Yet the subsequent collapse into rebellion and heresy of those same worlds was characteristic of the years that followed, a period known as the Waning in which the overextended and martially exhausted Imperium saw control begin to slip from its grasp. The rule of Imperial law became ever more draconian in response, and portents of doom were both incessant and relentless. The prescient foretold great ripples in the warp, like the water disturbed by some colossal but unseen menace. Darkness was coming for the Emperor's realm.

There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.



The armies of the Imperium continue to fight in the Emperor's name. Through tradition and dogma they enshrine the glorious deeds of millennia past, giving praise to long-fallen heroes and bellowing oaths of hatred against ancient and eternal enemies.



Quiet. For a moment it is quiet in the arming chamber. Just the slow beat of blood in the warrior's ears. Dead men's blood. His breath holds the taste of incense, of machine oil, of static. The world within his closed eyes is still. At peace. It cannot last. It must not last.

But he waits.

Around him, the serfs stand, bending under the weight of armour plates. Skull-faced cherubs glide on false wings, clutching parchments that tell of his oaths and deeds. Censer-servitors swing smoke through the air. All wait for him to speak, and by speaking to begin the ritual.

But he will not speak yet. Every Human serf in the chamber with him knows that this is how this moment passes, and the rest know better than to break the silence.

Somewhere, far off, beyond the hull of the ship he stands in, across the cold dark of space down through the skin of atmosphere, down through the wrappings of smoke and cloud, a world burns in the fires of war. The warrior can feel that world's bleeding in the tactical data he has absorbed, can see the numbers of casualties as bodies blown apart and lying in the ruins of their homes, can feel the banners of the survivors tremble in their hands. Dead souls, and the dying, life and the living. It will be here as it has been in all the other places of swords that the warrior has known in his life of battle.

Deployment from atmosphere… the rush of the fall, G-force shaking through him as the Drop Pod drags fire through the sky, the voices of his brothers rising in prayer.

Impact. Deployment, the explosion of doors opening like the petals of an iron flower. A deluge of bullets, splashing like rain on ceramite. The thump of his second heart kicking into waking, blood pumping to muscle.

Dead men's hearts… Dead men's blood…

Threat and target runes spinning in his helm display, rounds thumping from his gun, bodies bursting, and him going forwards with his brothers, no words, no commands, just the precision of warriors forged as one, thought and instinct unified, metal teeth spinning blood and pulped meat into the air, and the kick of the grip in his hand as the chainsword pulls free of meat and bone. Proud blue spattered red.

All as it will be. All as it must be.

He remembers then.

He remembers, two boys running across a crest of rock beneath a blue sky. They are brothers by birth. Two souls made alike. Sweat is pouring from them, air gasping from their mouths. The precipice opens at their feet, and they stop, eyes plunging down the drop between the walls of rock. Behind them the cries of the beasts rise on the wind. One of them turns and looks. The beasts are grey shadows on the dust-dry ground, spines and scales and fur surging in bounds over crags, yellow eyes, teeth white in pink mouths.

'Jump!' his brother shouts and yanks him on, towards the precipice, muscles bunching as the beasts bound closer.

They leap.

In the arming chamber, the warrior feels the scars across his hands. He remembers holding to the razor edge of the far side of the precipice. He hears the beasts roar from the opposite side. And beneath he sees his brother fall, hand still reaching to grip the rock. A brother lost and a warrior never reborn.

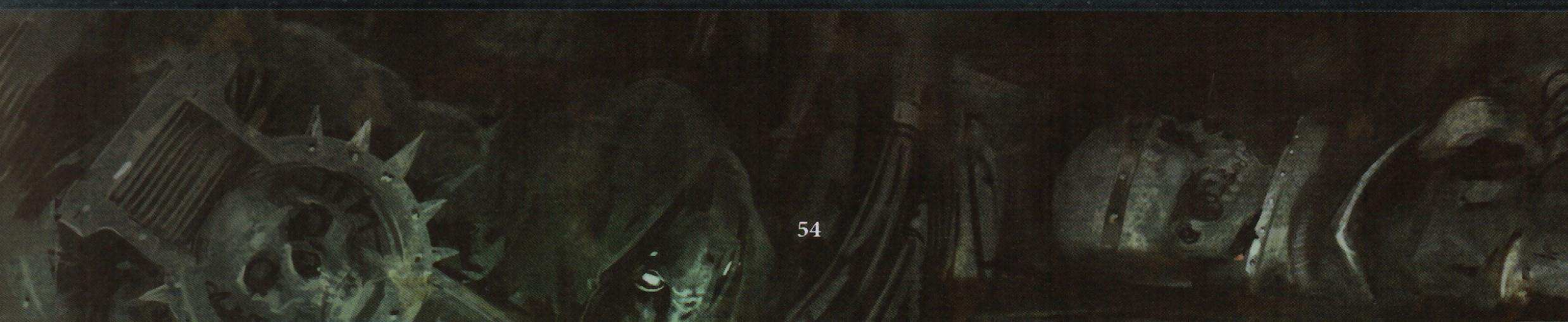
The warrior raises his head.

'Begin,' he says.

Chants rise. Serfs in robes move forwards. The first plates of armour touch the warrior's body. Interface sockets lock into plugs in his spine. Needle pain shoots along his nerves. He feels the sleeping weight of the armour as it settles over him.

Behind his eyes he sees the green lenses of the Apothecary looking down at him. White armour slashed with dripping red. Blades and saws on chrome limbs darting into the open cavity of his chest. He is drowning in his own blood, kept alive only by the thump and beep of machines. A spider hand of metal swings into sight above him. A mass of grey flesh sits in its grasp. Blood and culture fluid drip from it. Dead men's flesh taken from the fallen to remake the living. He watches as the metal hand lowers the gene-seed into his chest – a gift from thousands of generations of warriors, a promise that he too shall die in war and not by time's scythe.

The armour wakes around him. Power flows into servos





and muscle fibres. It becomes a warmth in his chest, its strength a song in his limbs. He does not feel majestic or terrifying, though he is both of those things. He feels whole again, returning to the only home he has ever known.

A serf lifts the warrior's helm above his head. The man is old and the warrior can hear the crackle of failing life as he speaks the canticles of fire and the prayers of war. The helm lowers over the warrior's head. There is a moment of darkness, of the world's clamour silenced again. Then the helm wakes. Targeting data, threat markers, and readouts spin in his sight. Ammunition counts rise in glowing numbers as his hand closes around the grip of his weapons.

The serfs and servitors stand back, silent again.

The warrior is still. A demigod of war, an angel of death in the blue of summer skies, a furious intent made flesh and skinned in armour. From here he will go to the life he was remade for. It may be his last act or just the next step on a road that shall end far from here. That does not matter. He is a warrior and death is his only truth. And if he falls another will stand where he stands and feel the beat of dead men's blood in their veins.

He steps forwards.



THE ALIEN TIDES

For as long as Humanity has sailed the stars, they have encountered alien races. These races – broadly classified as xenos by the Adeptus Terra – have, on occasion, proved valuable allies alongside whom to battle mutual foes. More often by far they are themselves the enemy, and must be fought to the death lest they butcher, devour or enslave the worlds of Mankind.

For ten thousand years, from the westernmost reaches of the Segmentum Pacificus to the most far-flung listening stations of the Eastern Fringe, the Imperium has made war upon myriad alien races and has been made war upon in its turn. To an authoritarian regime such as the Adeptus Terra there is little room for ambiguity when it comes to the hated xenos, and no consideration given to the possible benefits of alliance or truce with any of them. That which is inhuman is unclean, and must therefore be destroyed. The realities of combat in the field are rarely as binary, however; on many occasions throughout its long history the armies of the Imperium have found common cause with the more comprehensible xenos species – even on occasion those deemed monstrous – when faced with yet worse perils. In particular this is true of the craftworld Aeldari or the mysterious Harlequins, with whom many temporary accords have been struck. Yet even these pacts seem always to manipulate Mankind's destiny in unforeseen ways. Aware of the eldritch abilities of the Aeldari, plentiful Imperial commanders have embraced mutual annihilation on their own terms rather than set aside their ingrained xenophobia.

The wars against the Ork menace have been comparatively simple, if at times utterly devastating. Setting aside the odd unconfirmed report of illicit trade with alleged greenskin sub-factions, Humanity and the Orks have been at one another's throats near constantly for the best part of ten millennia. The Ork race is so incredibly prolific that few indeed are the star systems without at least a hint of greenskin presence. Moreover, these crude and anarchic aliens are so aggressive that to encounter them at all is to find oneself embroiled in an immediate and rapidly escalating war that it soon becomes clear is being fought as much for the Orks' sheer enjoyment as for any coherent material gain. Such sudden and senseless conflicts are bad enough, but Imperial history is littered with examples of those times when greenskin numbers have reached critical mass upon some world or system and a Waaagh! has begun. From the notorious War of the Beast to the second and third Armageddon Wars and the unstoppable advance of the Arch-arsonist of Charadon, such occasions have seen the Imperium virtually brought to its knees by this brutal and widespread foe.

Some xenos threats to the Imperium are more ancient than Humanity itself. This is true of the myriad Aeldari factions, but equally so of their ghoulish nemeses of old, the Necrons. Imperial historitors know little of the origins of this race of murderous alien androids, and much of the knowledge they have successfully gathered has been delivered by the arrogant – and often insane – overlords of the Necrons themselves, casting its veracity into doubt. It is certain, however, that the Necron race plunged themselves into millennia of hibernation long ago,

Hope is the first step on the road to disappointment.



If the common herd had any idea how many aliens batter at our walls... why, most would lose their backward little minds with fear. Oh, they know of the Ork, of course, if only as brutish green bogeymen. The well informed or terribly unfortunate may be cognisant of such terrors as the Tyranids, the risen or the perfidious Aeldari. In all likelihood, though, such knowledgeable folk don't live long enough to benefit from their enlightenment. And these beings are but the fin of the void whale. I have travelled further across the stars and seen more and stranger sights than the ignorant masses could even conceive of. I have done business with beings that would haunt their nightmares. I have hunted or been hunted in turn by beings so divorced from Humanity that even I struggled to comprehend their sheer grotesquerie. Thesstrian Flesh-takers, Hopeweavers, the Threadlairs of the Riftborn... I still shudder at the memory of those last. The truth is that for all our might we are laughably outnumbered. Better to take what you can from the xenos and steer clear of the really nasty ones while you can. You'll live longer that way.

- Eyva Phalomor, Rogue Trader



perhaps seeking to outlast or evade some deadly foe. Now they are awakening again, their buried complexes of stasis-tombs rumbling to life deep beneath the surface of countless worlds scattered across the galaxy. The Inquisitors of the Ordo Xenos suggest that the Necron race is fractured into many factions, and that, thanks to the ravages of time, it has emerged from its long sleep damaged in both body and mind. For all this the Necrons are a terrifying and ineffable foe, and conflicts such as the battle for the ice-locked War Zone Damnos have proved to the Imperium that nothing short of an overwhelming military response stands any chance of overcoming the Necrons' eldritch technologies or the shackled, god-like beings that they goad into battle.

By comparison the Imperium also faces xenos threats that are comparatively young and vital, or else have only made their appearance upon the galactic stage of late. When Explorator ships first marked the home world of the xenos race classified as the T'au, they found a relatively primitive society that were marked for potential further study or exploitation and then ignored. The next the Imperium saw of the T'au was when the aliens' technologically advanced and ideologically driven empire surged into the Eastern Fringe. How the T'au could possibly have advanced so swiftly was beyond the ken of the Adeptus Mechanicus, and thus swiftly put down to monstrous alien heresy. A more pertinent question appeared to be how best to drive them back. The most serious attempt yet by the Imperium to do so has come to be known as the Damocles Crusade, and at best that bloody and protracted war could be adjudged a draw.

Unable to keep pace with the rapid manoeuvring of T'au forces and in constant danger of losing outlying populations to the utopian promises of the aliens' Water caste diplomats, Imperial commanders were at last forced to enact a broad-frontage annihilation protocol that employed ancient Adeptus Mechanicus technology to mutually deny a 'firebreak' of worlds in the path of the T'au advance. It was a desperate act that put an end to a desperate war, but it seems unlikely that this is the last the Imperium will see of the dynamic T'au Empire.

In the meanwhile, however, the Tyranids had begun to assail the fringes of the galaxy and it rapidly became clear to the beleaguered Imperium that here was a new terror to rival anything alien they had faced before. Descending in vast and rapacious swarms, the Tyranids appeared at first to be little more than predatory animals, incredibly dangerous certainly but limited by their lack of higher intelligence or motivation.

Yet as more and more Tyranid tendrils push into the galaxy, as the hive fleets adapt rapidly to each new military encounter, seed mutant cults through Imperial societies and react with ominous cunning to each fresh attempt to understand or destroy them, an understanding has spread through the Ordo Xenos and beyond that these aliens are driven by some vast hive mind that seems focused on the eradication of all non-Tyranid life in the galaxy. All races must now face this terrible threat if they wish to survive but, with the Great Rift sundering the stars and the agents of the Dark Gods spreading death and anarchy through every sector of Imperial space, can any one power truly muster the strength to turn back the Tyranid tide?





Priad of Damocles, of the Iron Snakes of Ithaka, is clad in slate grey armour, one shoulder marked with a blue coiled snake upon a white field.

Iron Snake. Indomitable. Relentless.

The hour is approaching. The final hour. The ending of the fight. The end of the undertaking. The skin of his armour is crazed with a million tiny nicks and gouges, scratches and grazes.

The place is called Bar'ad Atyok. In the voice of the greenskins, this means Kill Hill. It is the highest peak of the western continent of the world Koram Mote. Priad of Damocles, of the Iron Snakes of Ithaka, knows this for a fact. He knows it because there is not one place, not one single, lonely part of the western continent of the world Koram Mote that he has not been to, measured, cleared of enemies, and conquered. He knows Kill Hill is the highest peak because his armour's visor display tells him so, to eight decimal places. It is sixty-one metres higher than Osh Tarr ('Blood Summit'), and a mere seven metres higher than Bar'ad Onkgrol ('Marrowbone Hill'). It is demonstrably, technically the highest peak on the western continent of the world Koram Mote, and that is what matters.

Screamer vox-signal to Ithaka Beacon: Extraction point, highest geo-feature/ western continent.

Greenskins await in the slipline of the rocks as he ascends. Another day on Koram Mote. More to kill, ever more to kill. Another day on Koram Mote. Except it is the last day.

Priad of Damocles, of the Iron Snakes of Ithaka, still carries his boltgun, though it has been dry of rounds since the seventh year of the undertaking, the pod-dropped ammo-hoppers finally emptied. It is too beautiful and precious a weapon to leave behind. Priad bears his power sword, and his automated claws. They still function. He had fashioned a lance too, but he left it behind last night, rammed through the gizzard of a greenskin warboss on the lower slopes of Bar'ad Atyok.

As good a place as any to leave it.

The first of the greenskins rush him, howling rage. They are all spittle and slack, trembling lips filled with rot-peg teeth, their animal bulks painted with ochre, chalk and woad. Spears and cleavers rip at him. More tiny marks on the patina of his armour.

He has been here for fifteen years. Fifteen years. Still the greenskins haven't learned they cannot kill him. They will not ever kill him. If he stays any longer, the highest peak on the western continent will be the mound of greenskin corpses he has stacked up.

He meets the first, braced, armour joints locking to withstand the collision, clouts it aside, greets the second and decapitates it. Its lungs are still exhaling a war cry, and air slaps and farts out of the severed throatpipe as it pitches away.

Blood droplets in the air.

The third. A dull steel axe-head sparks off Priad's shoulder guard. His lightning claws find a throat and chest, and fork through the flesh as if through wet parchment. A fourth. His sword takes off an arm, and the axe it is holding. Priad kicks, his amplified blow casting the maimed greenskin down the slipline scree, head-over-heels. He catches the axe out of the air. It is still spinning and falling, slipping from the dead arm that is also still spinning and falling. He is moving so fast, it is as though time has slowed down to wait for him, as though the greenskin left the axe in mid-air for him to take, as if the air held it for Priad like an obedient servitor.

He catches the axe, turns it, buries it in the face of the fifth. Blood spray. On, on up the slope.

Priad of Damocles, of the Iron Snakes of Ithaka, has been here for fifteen years. To the human mind, that is a great chunk of a lifetime. To an Imperial Guardsman, that would be a long and heartless tour in hell.

To Priad, it is an undertaking, a period of occupation, a duty. Onerous, perhaps, grueling even, but in the end just another mission notch on his service history, just another action to while away a life that will be functionally immortal if violent death does not claim him.

He looks forward to seeing Ithaka again. He looks forward to the surroundings of Karybdis, the fortress moon, the Chapter House. He looks forward to seeing his brothers in Damocles Squad. He looks forward to the Rite of Returning. These are the only consolations he permits himself, the only comforts for the vestigial humanity he allows in a mind that otherwise has been a focused weapon for fifteen years.

He looks forward to speaking to another soul for the first time since the undertaking began. The silence has been long. He looks forward to cleaning and mending his armour, to polishing out the million scratches, to servicing his boltgun, to sleeping for a term, more fully than the half-rest



periods he has eked out with his catalepsian node so that he cannot be taken by surprise.

Fifteen years. Hold the greenskin clans at Koram Mote, said the Chapter Master. Keep them occupied. Focus their attention. Stem their numbers. Buy us time to range Battlefleet Reef Star against their base worlds, and purge them.

How long will it take to manoeuvre the fleet into position? Priad asked.

Not long. Fifteen years.

Entirely reasonable. For a moment, Priad had been concerned that it might be a significant length of time. Great Petrok's two centuries spent holding Ankylos might have become tedious by the end. Steelmen are less entertaining to hunt than Greenskins.

He's reaching the summit. One of the suns is coming up in the south. The light is yellow, sidelong. He sees a bright speck, like a low star, to the west. Running lights. Inside his visor, a chime sounds and an icon illuminates.

Two minutes out. The last two minutes of fifteen years.

There are greenskins on the summit. He has become a myth to them, a monster, hunting and killing them across the western continent for fifteen years. They want him dead, but they cannot have him dead. He cuts one in half with his sword, punches the face off another with his claws. A warboss looms, twice Priad's size, laughing like an ogre, a grunting infrasonic boom, axe side-swung to chop.

Huge, but just so slow. Priad of Damocles, of the Iron Snakes of Ithaka, leaps over him, drops in behind, cuts through a tree-trunk spinal column with his sword, cuts throat blubber as the warboss sprawls, vast body no longer working. Priad lops the giant, bloodied hands aside as they spasm and grope at him.

He delivers the killing blow.

'Ithaka!' he cries, the first word he has said aloud in fifteen years on Koram Mote, and the last.

The Thunderhawk powers in, hanging overhead, settling down onto Kill Hill, ramp open, thrusters screaming.

The fifteen years are done.

He wonders what they will have him do tomorrow.



THE HORRORS OF CHAOS

Time passes strangely in the warp, and its corrupting energies make a mockery of that which the Human race considers possible. So it is that those same Traitor Legions who pitted themselves against the Throneworld ten thousand years ago still endure, sustained by sheer bitterness, the fires of their hatred of the Emperor unquenched by the long passage of years.

The Imperium has known countless foes over its millennia-long existence. Many have come and gone, their own power waxing and waning. Others have presented sudden and shocking threats to the Emperor's realm, but once vanquished have vanished into the teetering mountains of data-scrolls and ledgers entombed beneath the Emperor's palace on Terra. Only one enemy has remained a constant and omnipresent threat throughout the last ten thousand years, and there is a grim irony that it is an enemy of Humanity's own making. These are the Traitor Legions, the Heretic Astartes, the dreaded Chaos Space Marines.

Hounded across the galaxy by vengeful Imperial armies, Horus' traitors were forced to take refuge in the Eye of Terror, a vast interstitial area of space between the warp and realspace. Plunging into the anarchic tides of this tainted region, they fractured and degenerated in a nightmarish plethora of ways. Some Legions – Angron's blood-mad World Eaters and the ever anarchic Night Lords chief amongst them – shattered entirely into countless warbands, each led by their own dangerously ambitious champion. Others, such as Perturabo's relentless Iron Warriors, retained much of their martial structure but were corrupted body and soul by the Ruinous Powers. During the horrors of the Heresy, a number of the Primarchs had pledged themselves and their Legions to a particular Dark God, and now those monstrous beings became the rulers of their own daemon worlds. Horus had united the Traitor Legions. With the Warmaster dead, the insanity of Chaos all around them and the promise of unlimited power tantalisingly within their reach, the defeated renegades fell upon one another – and anyone else unfortunate enough to stand in their way – and thought only of walking the bloody path to glory.

Despite all this, the unifying factor that the Traitor Legions retained was their hatred of the Imperium. Whether they believed that they had truly fought upon the right side of an ideological conflict, had been embittered by the loss of their beloved heroes or battle-brothers during the fighting, resented their martial defeat at the eleventh hour or had simply descended into murderous insanity hardly mattered; to the traitors the war was far from over, and their determination to see Terra burn was greater than ever.

So began the Long War. It began with sporadic raiding by Chaos-worshipping Heretic Astartes warbands against Imperial holdings bordering the Eye of Terror. With few stable warp routes in or out of that malevolent realm, smaller raiding parties could slip in and out with impunity, but larger forces had to attempt to pass through the Cadian Gate. Centred around the fortress world of Cadia itself, this massively defended region had been established specifically to hold back the potential threat of a major traitor invasion of Imperial space, and it did its job well despite the cost. Yet as the centuries ground



past, the worshippers of the Dark Gods found other ways to strike at the Imperium. Agents of misrule moved from world to world, establishing cults in the shadows and spurring bloody insurrection wherever Imperial vigilance faltered. The whispering lure of the Ruinous Powers turned formerly loyal Space Marine Chapters renegade, each such fallen brotherhood weakening the defences of the Imperium even as it strengthened the cause of the Dark Gods. Particularly determined or favoured champions forged temporary alliances between Chaos warbands and rode the tides of the warp wherever they might take them, emerging into Imperial space aboard tainted warships or monstrous space hulks to reave and murder at will.

The Imperium fought back, of course. For centuries the Heretic Astartes were just another of the dangers that beset Humanity, terrible certainly, so much so that the Inquisition fought to suppress the very knowledge of their existence lest it incite panic and heresy. Yet, divided and ever at one another's throats, the traitors stood no better chance of overthrowing the Imperium than did any of the other foes that battered at Humanity's defences year in and year out. Yet that was all to change.

THE BLACK CRUSADES

When Horus fell his chief lieutenant, Abaddon, had the Primarch's body borne away and held the Sons of Horus together long enough to reach the Eye of Terror. What occurred beyond the precipice of realspace is a matter of conjecture and guesswork to those few Imperial scholars who dare address the subject at all. What is known from records, however, is that near the end of M31 Abaddon the Despoiler emerged again from the Eye of Terror, leading his renamed Black Legion and dozens of allied Chaos warbands in the first of his apocalyptic Black Crusades. The tide of screaming lunatics, twisted mutants, daemonic warriors and hellish war engines wrought havoc throughout the Cadian Gate before they were at last turned back at terrible cost of lives. Yet incredibly, in the bleak light of hindsight, it seems likely that the entire war was but a distraction, during which Abaddon was able to travel in secret to the world of Uralan and claim the daemon sword Drach'nyen; this, along with the mighty talon of his own slain gene-sire, he would use to butcher the servants of the Emperor in their thousands.

This was only the beginning. As the millennia ground on the Despoiler struck again and again against the Imperium. Twelve more Black Crusades bedevilled the Emperor's realm, some greater, some smaller, but each working towards some ineffable goal that only Abaddon himself truly understood. The Shrine of Saint Gerstahl was despoiled and the prophetic words in his tomb erased from existence. The Citadel of the Kromarch was breached and the entire line put to death. The forge world of Arkreath was annihilated, the naval fortress at Cancephalus crushed and the Gothic Sector plunged into unrelenting war. Always, Abaddon demonstrated terrifying foreknowledge of the Imperium's defences and strove to achieve goals that his enemies did not understand until it was far too late. Only when the Great Rift roared into being and the Imperium shuddered as it was split in two did those few cursed with knowledge see the truth of what Abaddon and his Heretic Astartes had striven to achieve.



There is no greater foe than Chaos. The Ordo Xenos prate of alien empires, of shape-shifters and mind-stealers. The priests of Mars blare about tech-heresy while witch hunters decry the psyker and the mutant by pyrelight. These last at least understand the symptom, if not the cause. None of them truly understand, though. There are... things... that lurk beyond the veil, swarming so thick that even if the Administratum had a thousand years they could not tally these fiends. These daemons, they hate us with a malevolence and intensity beyond words. It is their nature, their purpose to worm their way through the skin of reality and unleash horror upon our realm. Yet just as they are but puppets of their dark masters, so they can also act as puppeteers. They take the minds and souls of potent psykers, brave warriors, cunning generals and devoted healers and they... twist... all that might benefit Humanity. Their poison spreads until the Imperium's greatest champions become instead its most terrible foes. Chaos peers into the collective Human soul and uses what it finds there to turn us against ourselves. That, acolyte, is why it is the greatest danger we face.

- Inquisitor Lhorcus Phrecht

The justice of your action is measured by the strength of your conviction.





One of the dead is still alive. At first, *this is of no interest at all.* The *battle is over, and the war will soon follow.* Neither Zeravael, nor his lord, have any need of *prisoners.* In *life, the enemy hold no information worth torturing from them – and* Zeravael can tear whatever he needs to *know from a foe even after death.* Often, *it's easier that way: to sink his psychic talons into the corpus of a writhing soul and gently, so very gently, draw forth what he requires.*

Many of his brethren delight in their brutality. It is a thing some of them unleash at will in the heat of war, while others release it in the quiet moments between battles; it is catharsis for some, and grotesque indulgence for others.

Zeravael feels little in the way of these desires. So he tells himself.

A *truth unfaced is as good as a lie*, whispers the monster in his blood.

But he quells that beastly murmuring, refusing to fuel it.

Instead he listens to the warrior that still lives amidst the gathered dead. He hears the breathy invocations, and these aren't merely the curses of a dying man, for they would be easy to ignore. Generations of bloodshed and battle have rendered such things beneath Zeravael's otherwise heightened senses – no more notable than the scurrying of rats or the muted click-songs of insectile vermin. Ignorable. Forgettable. Background sounds to his life.

These words are something more. They are the pleas of a warrior demanding more of his failing form, pleading for just one more chance, begging for the strength to keep fighting.

This is amusing, and amusement is rare and precious enough to be savoured.

Zeravael starts hunting.

A battle's aftermath is never truly silent. Ruptured armour still hums, even with the wearers reduced to lifeless ruin. Blood no longer runs now the hearts are stilled, but the looting victors walk through pools of collected gore. Weapons hiss and steam as they cool in the chill air, and tank engines idle, as throaty as weary beasts. A battle leaves echoes that take a long time to fade.

Dead Land Raiders lie slouched, no more than smoking hulks. Suits of ceramite war plate, cast in both the black of the victors and the red of the dead, litter the streets. This war is costing the Legion dearly.

Abaddon will not be pleased, Zeravael thinks. And that name, just the silent sound of that name is enough to entice the beast in his blood to stir.

Somewhere within this chorus of echoes, Zeravael hears the ragged drag of mauled respiration. He wades through the fallen, through blackened chunks of barricade, through the ashy rubble of sacred buildings that now lie shattered across the rockcrete road. In his hunt, he pays no heed to the shards of priceless ceramite he grinds beneath his tread. Later, he will pull mangled armour plating from the ignoble dead and use it to patch the damage to his own war plate. Later, the spoils of war will be torn from the slain to regenerate the living.

Later, later. Now, he hunts.

As he moves, the creature that dwells within his bloodstream shivers, toying with the idea of awakening.

Sleep, he bids the beast.

Its response is a wordless, idle affirmation. A flicker of instinct.

The survivor scarcely deserves the title. He is a thing of sundered armour and broken flesh, a shattered remnant of a soul too stubborn to realise he's already dead. On the warrior's shoulder, facing the sky in cracked splendour, is the emblem of his defeated horde. It glitters, the blood drop of ruby crystal with flaring ivory wings, broken beneath the uncaring stars.

The symbol proclaims the dying warrior as a scion from the thin-blooded shadows that fight beneath the banner of what was once an ancient and proud Legion. Just another pack of lesser sons dying in emulation of their failed gene-father.

Zeravael knows the symbol well, not only from breaking it in battle but from wearing it in another age, in another war.

He interrupts the revenant's teeth-clenched invocations. The clawed horror that was once Zeravael's left hand wraps around the survivor's throat, choking off the





warrior's words. With a grunt, bracing himself on the chestplate of another of the fallen, Zeravael hauls the dying warrior from the mound of the dead. Sparks spurt from the man's gouged armour.

'Greetings,' Zeravael says, 'O bleeding Angel.'

His words come in a tongue surreally archaic – a dialect of Baalian that last saw common usage almost four hundred generations ago – but enough of the language's roots remain in whatever derivation remains spoken among Baal's descendants today. The wounded warrior's eyes flared. Ten thousand years of shifting lexicon, and still the victor's words were understood.

'Do you know what lies behind the veil?' Zeravael asks in that ancient tongue. 'Do you know what lies in the void, poisoned by its own madness, listening to prayers like yours?'

The Blood Angel bares his fangs in useless hatred. Zeravael returns the gesture, though laughter burns in his pale eyes as he hisses, and his hatred is anything but useless.

'Look at me,' Zeravael commands the dying Angel. 'See me.'

Their eyes lock, angelic brothers divided by ten thousand years of divided loyalty. One wears war-scarred black and gold, the other wears ravaged red. Both look youthful, yet one is ancient and ageless, the other young and dying.

Even so, Zeravael is sure he sees, in the bloodied jewels of the Angel's eyes, the hint of recognition. The revelation of something real, a bond through blood.

'Traitor,' the Blood Angel seethes. '*Traitor.*'

But that's what they always say. In another life, Zeravael cringed away from that word, not only from shame but from fury, from rage that his brethren *couldn't see* and *couldn't understand*. Time changes all things, though. He is not his brothers' keeper. It isn't his place to bring enlightenment to the eternally deluded.

The daemon within writhes towards awakening. Zeravael resists it. *This is my kill*, he tells the waking presence, and begins to close his claw. Ceramite, already ruptured, squeals as it is mangled.

The Blood Angel doesn't scream.

'Who were you?' he asks with his dying breath.

And for a moment, just a heartbeat's span, Zeravael's grip loosens. His clawed fingers tighten, refusing to drop the dying warrior, and he breathes through his clenched teeth, fangs scraping, enamel on enamel. He expects to see triumph on the Angel's lacerated features, some grim victory at inflicting a moment of unwelcome dissonance on a foe… but there's nothing there but pity. Defiant, enduring pity, in the eyes of a wretched husk that reeks of blood and defeat.

I *was Seraphiel*, Zeravael remembers. These are his thoughts, not those of the creature inside his blood and soul. I *was an Angel of Blood. Crimson-clad and white-winged.*

'I was Seraphiel,' Zeravael says with a pained smile.

E*nough*! rebels the creature lurking in his heart.

The Angel can no longer speak. Devoid of breath, still of heart, life is fading from his eyes. Eyes that still shine with unspoken emotion. His last act in life is to pity his fallen kinsman.

A*waken*, Zeravael incites the daemon within. He can fight it no longer. Surrender is a release, a relief, an adrenal rush. A*waken, awaken*.

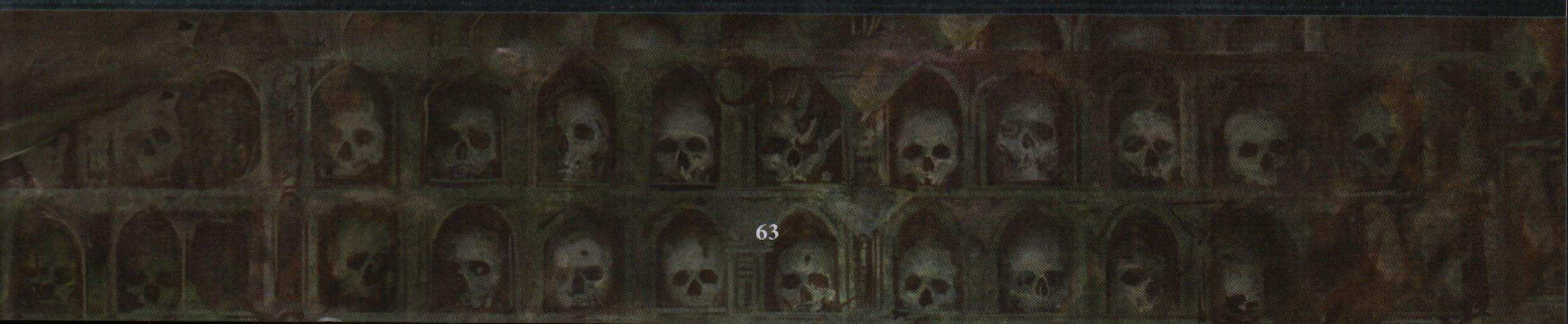
The beast uncoils, infusing cell and flesh and vein and muscle. Ceramite cracks and warps. Bone thrusts through. Sins manifest, the crimes of his soul writing themselves on Zeravael's armour: protrusions of hatred and shame and bitterness form from cursed iron and biometallic bone.

'I am Zeravael,' the Possessed warrior speaks with two voices. He leers into the face of the breathless Angel, following the final flickers of life. 'I am what waits for you on the other side of revelation.'

He *pulls*. He *tears*. He casts the wet, organic wreckage aside, and breathes in the smell of wet gore on his claws.

Last of all, he looks down at the butcher's mess he's made. At what was once an Angel, and is now scrap, carrion, and failure.

'I am what happens when the gods answer your prayers.'





THE GATHERING STORM

The opening of the Great Rift was presaged by an era of dark portents and momentous happenings. Seers and mystics went mad with fear, raving about an unstoppable confluence of events and of black storm clouds gathering to blot out the light of hope. It was a time of desperate heroics, of grand triumphs and bitter defeats, all turning about the inescapable wheel of fate.

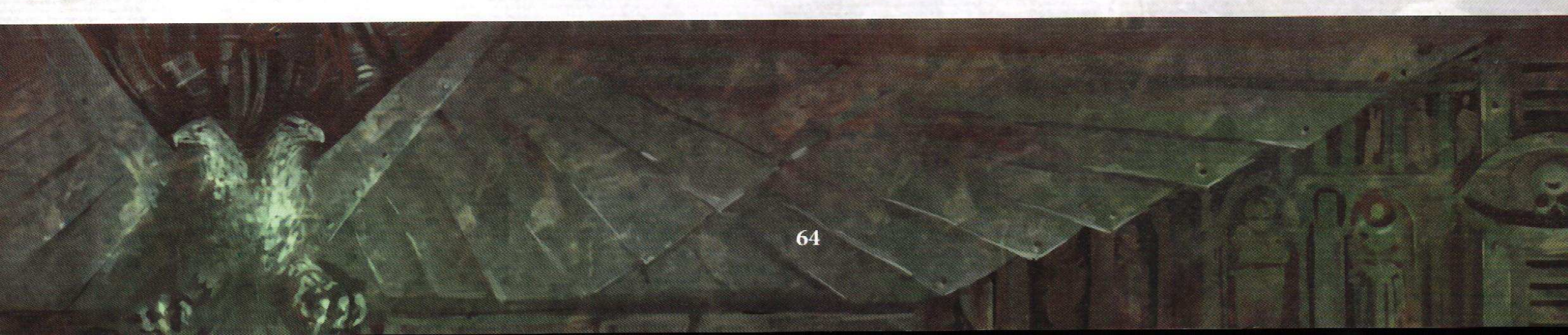
Dramatic events occurred in the later years of M41, directly preceding the opening of the Great Rift. The galactic mayhem that followed has left the Adeptus Terra struggling to piece together what really happened. It does not help that many accounts sound more like scripture or myth than tangible fact, or that Terra was subjected to a tidal wave of astropathic distress cries that may – in some cases – have dated from thousands of years in the past or even from unspecified but horrifying fragments of the future. Nor is the burden of reckoning events made lighter by the fact that some of the trails of causality and fate may lead back through millennia now all but lost to time's corrosive embrace. Perhaps it will never truly matter; as the Imperium struggles to weather the worst storm since Horus' fall there are few enough adepts free to concern themselves with understanding the whys or hows of the rift's opening. Comprehension is a dangerous luxury in an era where nothing but the fight for survival matters.

For all this, there are those who have pieced together what they can. These scholars point to a series of loosely interconnected happenings, each significant enough in itself to warrant entire pages in the historitors' accounts yet vastly more important as a whole than the sum of their parts. The return of the Planet of the Sorcerers from beyond the veil of the warp; the scorching of space during the devastating culmination of the Damocles Crusade; the vicious dysjunction that tore through the dimensional sub-realms of Commorragh; the shattering of the last of the chains that bound shut the Crystal Tome within the halls of the Black Library; the sundering of the Amethal daemon cage; all of these happenings punched their own ragged tears in the weft and weave holding reality and the warp apart, and any of these or countless others like them could have been the pivotal blow that split the galaxy in two. Yet the three most likely epicentres for this galactic shock wave are the fortress world of Cadia, the Aeldari craftworld of Biel-Tan, and the Ultramarines Chapter planet of Macragge in the heart of Ultramar.

In that portentous time, war-torn Cadia became the stage for the final battle of a conflict that had raged for millennia. For thousands of years the hordes of Chaos had hurled themselves against the Cadian Gate. From the Gudrun System to the naval base at Belis Corona the fighting had raged, yet always it was Cadia that had borne the brunt of one traitor offensive after another, and always the redoubtable fortress world had held. Yet in this dark hour Abaddon the Despoiler came against the planet again, and this time he led so impossibly vast a coalition of traitors, daemons and renegades that even the Kasr fortresses of Cadia could not withstand their fury. Though great Imperial leaders and countless mighty armies rallied to the planet's defence, though winged Saint Celestine swept down from the firmament to aid the planet in its hour of need and Belisarius Cawl turned his unimaginably vast intellect to its defence, it was not enough. Abaddon laid waste to Cadia and, in so doing, destroyed the ancient noctilith pylons that had for so long held the Eye of Terror itself in check. Far too late did the Imperium understand the true power of those prehistoric xenos structures. Far too late did they wonder whether more such pylons had existed upon other worlds that Abaddon had ravaged during his millennia of war. By the time such questions were asked, catastrophe had already been unleashed.

The sundering of Craftworld Biel-Tan was an equally unforeseen disaster, one that sent shock waves through all the scattered branches of the Aeldari race. Imperial comprehension of how or precisely why the craftworld met its end is hazy to say the least, and much of the knowledge possessed is sealed behind layers of Inquisitorial security protocols. It is apparent only that within the ancient xenos race arose a sect preaching of an ancient death god, and that their coming factionalised – and continues to factionalise – the Aeldari entire, from Commorragh to the most distant maiden worlds. Years of desperate manoeuvring, factional infighting and the bloody manipulation of countless strands of fate were to culminate in a vicious daemonic onslaught against Craftworld Biel-Tan and its subsequent shattering. That this same event somehow manifested the corporeal avatar of the Aeldari God of Death is beyond question, but what other devastating effects it created both in the warp and through the fabric of realspace remain in question.

The most incredible happening of all those in this turbulent period –at least from the Imperial point of view – took place upon Macragge, within the fortress monastery of the renowned Ultramarines Chapter. A heady mixture of eyewitness accounts, barely coherent scriptoral logs and much-embellished mythology tells how, even as a host of Abaddon's own Black Legion led a devastating attack against Macragge, an uneasy alliance of disparate champions from across the galaxy converged along paths of fate to thwart them. With them they brought strange lore and ineffable machines that they would use to work a miracle. Even as battle raged at the very foot of his stasis throne the Primarch Roboute Guilliman was healed, brought back at last from the brink of death to lead his gene-sons in the hour of their greatest need. Guilliman drove the Chaos worshippers from his world before embarking upon a desperate crusade of his own; he reached Terra upon the very wings of the Great Rift's devastating warp storms, and from there began his furious battle to save his father's realm from annihilation.





The Adeptus Astartes are created to assess and to respond differently to the rest of Humanity. You understand? We do not think in the same fashion. We do not feel in the same fashion. We come to accept this fact swiftly. We are conditioned to do so. Yet on that day I learned that though my battle-brothers and I might be able to resist the grip of fear, we can be unmanned as easily as any by awe.

The Primarch sat in repose upon his stasis throne for thousands of years. Thousands. It is a span of time even the Dreadnought brethren in their armoured sarcophagi can barely comprehend. He was not truly a person to any of us, for all his flesh and blood. He was a statue. He was an idol, heretical as that sounds. He was our gene-sire. The fact of his physicality rendered him no more present than any of the long-departed Primarchs of our brother Chapters. He was lost to us. For all this there was not one amongst the Chapter who had not longed against all logic to see Roboute Guilliman rise from that throne, a legend come back to life, a father returned to his sons.

And then he did.

I learned then that awe can paralyse the Adeptus Astartes just as it can our foes. Yet it was we who recovered first, and with our Primarch to lead us. I cannot describe to you what we felt. I can say only that it is small wonder we shattered our enemies that day and swept on to absolute victory on Macragge.

- Ultramarines Veteran Sergeant Tassius Albo



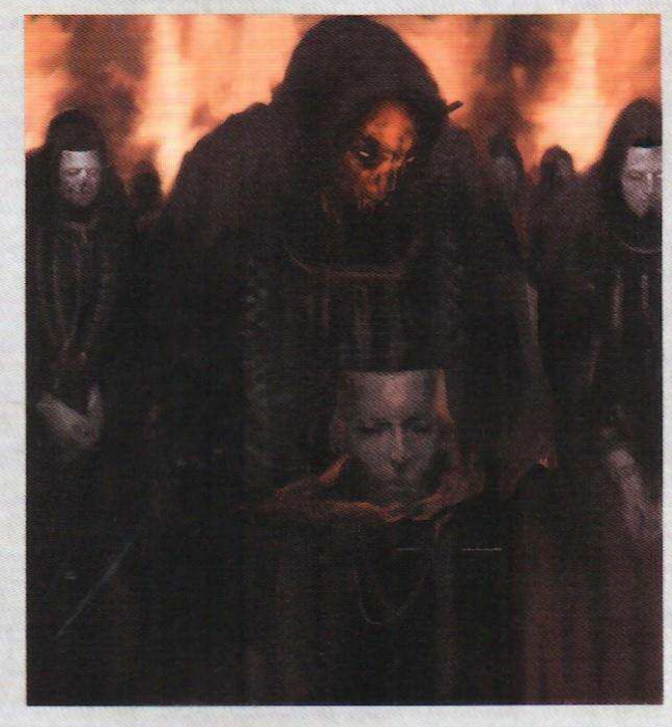


AGE OF THE DARK IMPERIUM

Ten thousand years have passed since the Emperor ascended to the Golden Throne – ten thousand years of hardship, toil, loss and horror. Still Mankind fights on, clinging to their faith in the God-Emperor and their belief that one day he will deliver them. Were such to happen it would be a miracle on a scale unprecedented in Human history, for the darkness enveloping the Imperium has never been deeper.

Most of the galaxy's sentient races have prophecies of doom, a time when the stars will be extinguished and the void consume all. The *Rhana Dandra* of the Aeldari, the Hollowing of the Nicassar, the T'au Empire's carefully suppressed terror of a plunge back into the final violence of the *Mont'au*; Humanity has known so many apocalyptic predictions that no single scholar could collate them all in a lifetime. Always they have been averted or proven false. Yet as the 41st Millennium accelerates towards what must surely be a catastrophic conclusion, the peoples of the galaxy could be forgiven for believing that the end truly has come.

The Great Rift did worse than simply disunite the Imperium – it bifurcated it, severing Sanctus from Nihilus as surely as a clean sword stroke will lop off a warrior's head. Its erupting warp storms swallowed hundreds of star systems whole along with countless indigenous species. It distorted the flow of time and causality and vomited tides of uncontrolled energies into the void. Humanity was, perhaps, the worst-effected race, the sheer scope and scale of its holdings and its desperate reliance upon the Astronomican rendering it uniquely vulnerable. To the Adeptus Terra, the worlds lost beyond the rift may as well have ceased to exist, along with the reinforcements, resources and intelligence they supplied. It is just as possible for those denizens besieged upon the lost worlds of the Imperium Nihilus to believe they are the last Humans left alive.



These sundered fragments of Humanity might take heart if they could see how hard they all continue to fight. For every world lost to madness, despair or catastrophe, another battles on even now, their watch-pyres burning high and their hymnals ringing defiantly out into the darkness of the void. After all, Mankind has not survived ten thousand years of strife by being weak or quick to admit defeat.

The ages that came before have tempered the Imperium. They have instilled both strengths and weaknesses in the Emperor's teeming flock. Humanity's ignorance has long been a blight; technological innovation might allow them to resurrect countless vital weapons, defences, communications systems, perhaps even to repair the faltering mechanisms of the Golden Throne itself. With greater knowledge of the dangers they face, could Mankind perhaps adapt better or employ those insights to combat the manifold threats? A less superstitious and ignorant Human race would be swifter to react, more versatile and adaptable, would perhaps even set aside its crippling prejudices long enough to forge common cause with the more amenable alien races and thus gain powerful allies in the war against Chaos.

Yet perhaps ignorance, fear and superstition are the Imperium's saving graces. The downtrodden masses provide an endless supply of military manpower and industrial toil against which more empowered populations would rebel. Too much knowledge is a dangerous thing when battling eldritch horrors such as the ancient Necrons or the insidious daemons of Chaos; against such foes, unthinking faith is the brightest-burning blade and the most indomitable shield. Perhaps the macabre edifice that Humanity has become is ideally suited to surviving this darkest hour. Yet if that is so, then what price victory?

Perhaps it makes no odds either way. The galactic war has a momentum all of its own and the sheer scale of the Imperium's wars defies Human control or comprehension. Even the greatest individuals can do little to change the course of matters at this point; mired in darkness and uncertainty, they can only do their best to drive back the most dire of threats as they appear, and to hold the Emperor's realm together under the ever increasing pressure.

For every battle honour a thousand heroes die alone, unsung and unremembered.

Even where the light of the Emperor does not reach, his loyal servants continue to battle against the enemies of Humanity. Their foe is without number – vast legions and endless hordes encroach from every direction. Only by blood and blade can the Imperium stand against this grim darkness.

THE INDOMITUS CRUSADE

When he reached Terra, the Ultramarines Primarch Roboute Guilliman came before his father, the God-Emperor of Mankind. What transpired behind the closed doors of the Emperor's throne room is not recorded, but it is said that Guilliman emerged with new purpose burning in his gaze. He would not sit idle while the Great Rift poisoned the stars…

Even the Sol System was besieged in the wake of the Great Rift's opening; only the combined efforts of many Imperial armies saw the Throneworld preserved and the enemies of Mankind hurled back yet again. By this time Roboute Guilliman had had the chance to see well the strength that remained in the Imperial war machine. He now appreciated better than ever the might that the beleaguered Imperium could still bring to bear when fighting in concert. It was this strength he intended to set against the horrors revealed as the darkness of the Noctis Aeterna faded at last. It is said that Roboute Guilliman struggled every day not to draw his sword, gather his loyal warriors, and simply plunge into the maelstrom of battle, such was his dismay at the condition of the Imperium and his hatred of the traitor foe. Instead – displaying the ability to rationalise and compartmentalise for which he was rightly famed – Guilliman held his ground and set in motion a plan that he hoped would allow him to win not a handful of battles, but rather Humanity's desperate war for survival.

Guilliman viewed the wider galactic battlefield with a perspective no mere mortal mind could achieve. First and foremost he recognised that the Imperium Sanctus must be made secure before any but the most desperate thought could be given to the Imperium Nihilus. Secondly, with a dispassion many called cruelty, he concluded that every world could not be fought for or saved. If the Imperium was to stand a chance it must amass its overwhelming strength as best it could and then apply it strategically and methodically. So began the mustering of the Indomitus Crusade fleets, the greatest military undertaking by the Human race since the Great Crusade had departed Terra ten thousand years before.

The muster could not happen overnight, nor could it occur without resistance and difficulty. Guilliman secured the agreement of the High Lords easily enough, for they saw in his plan a chance to restore sanity and stability to a galaxy turned to madness. The Primarch had to work harder to secure the support of the Adeptus Mechanicus, the Adeptus Custodes, the guilds of the Navis Nobilite, the ponderous bureaucratic might of the Adeptus Terra and countless others. He faced organised resistance, not only from those cells of Chaos worshippers and xenophile cults that festered in Terra's underhives, but also from pompous and politicking nobles too used to being the masters of their own petty domains. Guilliman was as tireless as he was merciless in crushing and purging these obstacles to his plan – the diplomatic and military onslaught he unleashed through every strata of the Throneworld soon became known as the Primarch's Scourge, and though it won him few friends it also ensured that the muster of the Indomitus Crusade fleets proceeded apace.



That muster was achieved in part by the vast materiel output of Terra, Mars, Jupiter and more distant worlds such as Armageddon, Bastrophol and Shenjin. As much if not more military strength was garnered through withdrawing vast forces from those systems in the Imperium Sanctus that were deemed untenable – this latter process spawned a great deal of resentment and more than one mutiny by warriors unwilling to abandon their posts, but it succeeded in providing vast numbers of battle-hardened warriors and war machines for the growing crusade fleets.

Those fleets were now taking shape at designated muster points around the Sol System, the Gehenna System and several others. Guilliman had created a vast new administrative body called the Officio Logisticarum, and it was this army of scribes, diplomats, macro talliers and others that smoothed the integration of elements from every strand of the Imperial war machine into vast, self-sufficient and coordinated military forces. Guilliman's plan envisioned an initial wave of ten Indomitus Crusade fleets, codified Fleet Primus, Fleet Secundus, Fleet Tertius and so on. Though varying enormously in composition and size, each fleet had its own assigned grand strategic mission, determined by Guilliman himself to interlock into a robust counter-offensive strategy intended to prevent the final collapse of the Imperium.

It was Fleet Tertius that departed first, slipping its moorings and plunging into battle before the muster of fleets Sextus and Octus had even commenced. Tertius was loosed to meet a vast Khornate Crusade of Slaughter on a collision course with the Sol System, before arcing out into the Segmentum Pacificus with a view to swinging thence into the Segmentum Tempestus. Fleet Secundus departed Terra next, taking the Martyr's Road straight toward the Eye of Terror. Only once he was sure that his plans had gathered unstoppable momentum did Guilliman at last allow himself to strike out at the head of Fleet Primus and begin reinforcing the Imperium Sanctus one world at a time.

THE CRUSADE FLEETS

Though varying hugely in size and comprising elements from the wide array of the Imperium's military bodies, every Indomitus Crusade fleet followed the same core organisational strictures. These were laid down by Guilliman himself and followed to the letter by the Officio Logisticarum. Each crusade fleet was ruled over by a single fleet master – whose authority was considered second only to that of Guilliman and of the High Lords themselves – and divided into numerous battle groups. Each of these was a fully self-sufficient crusading force, large and versatile enough to invest sub-sector-sized war zones. Each battle group was codified with a High Gothic alphanumeric such as alphus, beataris or cerastus, and commanded by a groupmaster. At that officer's discretion the forces of the battle group could be further split into task forces assigned a numeral designation, such as I, II or III. Each task force was, in theory, a temporary formation assembled to complete a specific mission. Conquering a world, re-establishing contact with a lost system, bearing a crucial message, hunting down a hated foe – such were the roles of the task forces. In reality, many task forces were deployed to undertake lesser crusades of their own, finding themselves cut off from their battle groups or pressing on in search of further strategic goals at the discretion of their commanders. Many developed markings and sub-cultures of their own. Bonds stronger than adamant forged between warriors from different strands of the Imperial war machine who served together in task forces, sometimes for decades, against horrifying foes or in the face of seemingly impossible odds.







AGE OF WITCHES

The opening of the Great Rift had many obvious and catastrophic effects. It brought a more insidious peril, too, one that spread slowly across the stars and tainting all it touched. The warp had been laid open like flayed flesh, the boundaries of realspace rent apart on a scale never before seen. It was inevitable, perhaps, that its energies would flow like blood from those wounds.

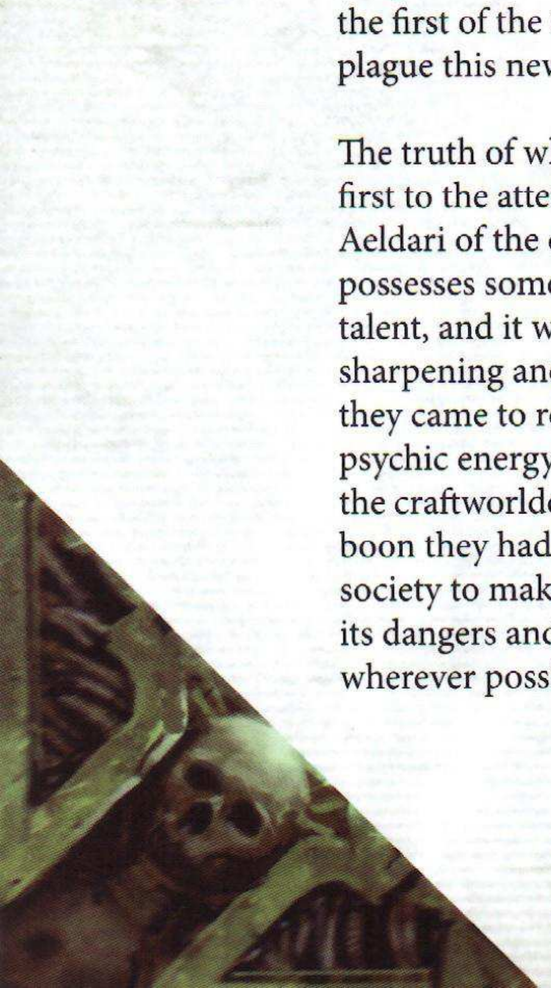
After the Great Rift opened, the darkness of the Noctis Aeterna hid many evils. Psychic cataclysms and daemonic incursions consumed dozens of worlds. As the darkness cleared, the Adeptus Terra developed a clearer picture of the horrors that had been wrought. They looked on aghast. Little did they realise the phenomena they witnessed were but the first of the unnatural manifestations to plague this new dark age.

The truth of what was happening came first to the attention of the Asuryani, the Aeldari of the craftworlds. Every Asuryani possesses some small modicum of psychic talent, and it was thanks to the gradual sharpening and heightening of these that they came to register the growing swell of psychic energy spilling from the rift. For the craftworlders this was a dangerous boon they had long ago honed their society to make use of, knowing well its dangers and guarding against them wherever possible.

The more visionary amongst them realised, however, that this would not be the case for Humanity. They sought to warn those Imperial representatives with whom they maintained tenuous ties. Mankind were so widespread that should they suffer some sort of psychic apocalypse, all the other races of the galaxy would suffer as a consequence. The xenos could provide agents of the Imperium with their warning, but they could not compel them to act upon or share it. Thus, the vast majority of Humanity were still utterly ignorant of the danger as it began to manifest.

There were signs, of course, that could be read by those with sufficient knowledge. The witch hunters of the Ordo Hereticus found themselves fighting an ever greater number of malefic Human psykers emerging from within the greater herd. The Black Ships were swiftly packed to the gunwales, many forced to turn for home long before their rounds would normally have been concluded. Even the Silent Sisters who patrolled the ships' holds found themselves struggling to contain the ferocious powers of their abducted charges. The Adeptus Arbites and planetary militias logged instance after instance of psychic mutation. In many cases, horrific consequences followed long before those same local authorities were offered any aid by the distant Imperium.

Though their subjects laboured on oblivious, an ever greater number of the Imperium's rulers and defenders were forced to acknowledge a disturbing truth. Humanity's psychic evolution had accelerated. Theories abounded as to why this should be, everything from linking the phenomena to the Great Rift through to blaming it on the erosion of faith, pointing to supposed weaponised xenos psy-plagues or even claiming that the Emperor himself was reaching out to touch his faithful and imbue them



Reason begets doubt; doubt begets heresy.







with his might. In the Talledus System, masses of Imperial citizens and soldiers manifested powers that appeared divine; this earned them the moniker of Humble Saints and saw the forces of Chaos driven back, at least until the moment that those powers escaped their wielders' grasp with ruinous consequences. Across the systems of the Red Scar, Imperial defenders were forced to waste valuable days screening tides of refugees for hidden witchery when they should have been battling the Tyranids from which those refugees fled.

Space Marine Chapters found themselves struggling to handle the influx of psychic novitiates. Inquisitors and Imperial armies alike were forced to battle newly psychic overlords and self-proclaimed deities who had overthrown formerly loyal worlds. Chaos worship spiralled as power and temptation combined to transform even the lowliest Imperial menials into dark cult magisters.

As the Emperor's servants came to appreciate the true scale of the threat they did what they could to counteract it. Crusades were declared. Purging flames consumed entire settlements. In rare cases, entire worlds were put to death through the dread sanction of Exterminatus. Despite all this, it became ever more apparent that Humanity would have to endure this perilous new evolution or else be destroyed.

Nor did the threat to the Imperium stem only from within. The psychic build-up affected all the races of the galaxy; even those not as psychically gifted were rendered dangerously unstable, or else driven to violent action by the phenomena manifesting around them. The Orks, for example, became even more aggressive than they had been in millennia. It was as though the background swell of psychic energy drove them into a frenzy of tribal aggression. More and more of their migratory invasions – known as Waaagh!s – poured into Imperial space, either driven by the expanding fringes of hungry warp storms or else led by bellowing Warlords; around these latter, green energies leapt and crackled amidst the deep and booming laughter of monstrous gods.

Though utterly without psychic presence, the T'au Empire found themselves beset on all sides by sudden and unnatural manifestations that their science could not explain. Determining the root cause of these nightmarish phenomena to be Humans and other such warp-sensitive beings, the T'au became ever more intolerant of alien species, and ever more aggressive in their neutralisation. The Tyranids were equally immune to the touch of the warp, their tendrils snaking heedlessly through even the most empyrically unstable regions to strike at the Imperium from unexpected directions.

Yet it was the Necrons whose response was perhaps the most frightening and dangerous. Though not themselves psychic, the ancient androids could nonetheless lose their worlds to manifesting daemons and cataclysms; a galaxy overrun by metaphysical insanity was of no use to them. Accordingly, they applied their eldritch lore to the problem in an attempt to stabilise – perhaps even neutralise – the influence of the immaterium upon realspace. Amidst the veiled horrors of War Zone Pariah, the Imperium saw the barest hint of the damnation such an effort would unleash: spirit-dead Human colonies; soulless husks with glassy, staring eyes; worlds saved from madness but plunged instead into silent sterility. This fate also the Imperium must resist with all their faith and strength, lest in battling the madness of the warp the Necrons should be allowed to drive the galaxy to an even more terrible fate.

WARRIORS OF THE EMPEROR

'It is by the grace of the God-Emperor that you exist. Your life is his to command. Why, then, should your death be any different? So, take up your weapons, servants of the Emperor, and rejoice! For though this may prove your last day, you know now that this is only because the Emperor wills it so!'

- Frater Militant Aulbrey in his address to the Cadian 84th





ARMIES OF THE IMPERIUM

The Imperium's military might is vast beyond imagining. The worlds of the Emperor's realm echo with the crash of marching feet and the clangour of martial industry. His battlefleets ply the void, armoured prows piercing the darkness. Vast war engines, zealous throngs of fanatical killers, elite super-soldiers, shadowy assassins, ground-shaking artillery and other agents of Imperial supremacy fight all across the galaxy, sworn to give their lives in the name of the Master of Mankind.

For ten thousand years, Humanity has fought tooth and nail for its place in the galaxy. In M41, this battle is more desperate than ever before, yet, with typical belligerence, the Imperium meets this time of trial by pushing every single world in the Emperor's realm onto a footing of total war. Every planet contributes everything it has to the fight. Exhaustive food production, tireless munitions production, and rapacious extraction of every last natural resource are just some of the ways that the worlds of the Emperor's realm give their all for their species' survival. Nor do these vital worlds stand undefended. Glowering fortifications rise up over windswept deserts, steaming jungles and teeming cityscapes alike. Menacing void mines and bristling defence platforms orbit every Imperial planet. Armies loyal to the Imperial faith stand firm on every front. Humanity's foes might be closing in on all sides, but they will not find the servants of the Emperor to be easy prey.

The most iconic warriors of the Imperium are the Adeptus Astartes, more commonly known as the Space Marines. Genetically engineered post-human super-soldiers, they are fearless, ferociously strong and incredibly skilled. Armed and armoured with the best wargear the Imperium can provide, the Space Marines strike suddenly and with overwhelming force to eliminate enemy leaders, shatter the foe's morale, and knock out key military targets. They then redeploy with such speed and efficiency that the battle is often won before the opponent even realises that it is under attack. Each Chapter of Space Marines has its own home world, warrior culture and strategic specialisms; the most extreme examples of this are the daemon-battling Grey Knights and the alien-hunting Deathwatch. Both employ prohibited lore and specialised technologies to save the Imperium from disaster, time and again.

Where brute force is required for a protracted campaign, the might of the Astra Militarum is unleashed. Also known as the Imperial Guard, this military body is tithed continuously from all across the Imperium, its numbers of fighting men and women so immense that even the Departmento Munitorum cannot keep an accurate tally. The Astra



Militarum overwhelm their enemies with numbers, armour and firepower. They deploy regiment upon regiment of infantry, tanks, artillery and aircraft in blow after bludgeoning blow until – no matter the cost – the foe is ground to dust.

Where the Astra Militarum employ the Imperial faith as a means to keep their warriors in the fight, the Battle Sisters of the Adepta Sororitas embody its tenets to the last. They fuse devastating close-ranged firepower, armoured resilience and extensive training with zealous conviction. The result is a hard-hitting and fanatical force, whose strength of belief is so great that miracles manifest around them as they purge the Emperor's enemies with cleansing flames.

The Emperor's aspect as the Machine God garners equally ferocious – if coldly logical – faith amongst the Tech-Priests of the Adeptus Mechanicus. Their armies are no less zealous in their prosecution of the foe, with relentless maniples of cyborg Skitarii and energy-wreathed processions of Electro-Priests hammering their enemies with arcane power. Terrifying robot warriors, walking tanks and bizarre war engines let fly with barely understood energy weapons. There is no enemy that the Adeptus Mechanicus will not do battle with in the name of recovering the ancient archeotech they covet, and in extremis they will even unleash the god-machines of the Titan Legions upon the battlefield.

The Knight houses, too, employ mighty bipedal war engines. Their nobles pilot these Knight suits into battle, each mechanical steed many times the height of a man and capable of bearing the firepower of an entire tank squadron. The Knight houses are driven by codes of chivalry and honour to defend Humanity, no matter the cost, and their deadly lances lope into the flames of war with thunderous strides.

It is not only teeming hosts and towering war engines that fight in the Emperor's name. There are also ultra-elite agents who wield his authority, speak with his voice and slay as though by his own hand. Foremost amongst these are the Adeptus Custodes. For ten millennia, these exemplars have stood as the Emperor's bodyguards; they fought first at the Emperor's side during the unification of Terra, and are as far removed from any other Imperial soldiery as Space Marines are from Astra Militarum Guardsmen. Through genetic alchemy are the Custodes blessed with near-immortality, with the bodies of demigods and the minds of savants. They repay this gift by fighting to defend the Emperor and Terra with single-minded determination, wielding ancient and potent weapons to eliminate the most extreme and terrible threats to the Throneworld, wherever they may appear.

Inquisitors fight their shadow wars to protect the Imperium, leading bands of henchmen and requisitioned armies into battle in the Emperor's name. Lethal agents of the Officio Assassinorum slay demagogues with pinpoint shots from miles away, or shape-shift to strike from the midst of their targets' most trusted lieutenants. Rogue Traders direct their private armies to sweep aside aliens and heretics alike, and claim new worlds for the Emperor's domain.

Horus' has not been the only rebellion to bedevil the Imperium over its long history, of course. More often than they would wish to admit, these selfsame armies have been unleashed upon seditious Imperial factions. Yet, no more mercy is shown in such battles than against the most abhorrent alien or daemonic heretic; in the war for Humanity's survival there can be no mercy, and any who do not serve the Emperor's will are foes who must be destroyed.

Death is our final offering to the Emperor.







ADEPTUS ASTARTES

'AND THEY SHALL KNOW NO FEAR'

There is no combat theatre in which the Space Marines cannot excel, no foe they cannot overcome, and no danger they fear to face. They are the elite shock troops of the Imperium, whose lightning-fast campaigns are conducted with such spectacular brutality that they have come to be known as the Angels of Death.

Each Space Marine is a living weapon of remarkable potency. Infused with the gene-seed of their Primarch, psycho-indoctrinated to loyalty and fearlessness, and trained in every aspect of the sacred Codex Astartes, each battle-brother is a lethal tool of martial supremacy.

The Adeptus Astartes benefit, also, from the most devastating wargear the Imperium can furnish them with. Most ubiquitous and well known of all the Space Marine armaments is the vast range of bolt weapons they employ. From pistols and rifles up to massive heavy bolters and other, more esoteric weapons, these guns fire self-propelled micro-missiles, whose bellicose machine spirits detect when they have punched deep into their targets, before detonating with tremendous force. Equally potent is Space Marine power armour. Incredibly durable, servo-assisted and powered from a mounted backpack unit, the various marks of power armour afford their wearer an advanced suite of auto-senses and personal protection, comparable to that of a light battle tank. Not only this, but advanced marks such as Mk X armour, or the ancient Terminator plate, permit battle-brothers to adopt highly specialised roles and wield unusual armaments with ease. These are but a few examples of the vast range of specialised and finely crafted arms and armour the Adeptus Astartes have at their disposal. From revving chainswords to lethal plasma incinerators, all are wielded in the Emperor's name.

Each Space Marine Chapter also benefits from a vast armoury, which can be called upon to deploy fleets of battle tanks, armoured transports, light reconnaissance vehicles, aerial interceptors, transport gunships, mobile artillery and combat walkers. All are crafted and crewed to the highest possible standards, and many are ancient and deeply venerated by the warriors who fight alongside them. Most Space Marine Chapters boast a full battle fleet of heavily armoured spacecraft, capable of transporting their companies around the galaxy. These vessels shatter orbital blockades and utilise rapid deployment methods, such as Drop Pods and teleportation arrays, to deliver their warriors directly into the heart of the foe.

Speed, precision and overwhelming force lie at the centre of the Space Marine way of war. Though comparatively few in number, Space Marines are ideally suited to the sorts of high-stakes, high-danger missions that change the tide of entire war zones. A strike force of Adeptus Astartes can gut the enemy's command structure. They can knock out orbital defences ahead of a major offensive, shatter the opposing battle line with an armoured thrust, or launch a string of terror raids to break the foe's morale. Sometimes, the Space Marines go to war alongside larger Imperial deployments, spearheading the attack of crusading battle groups then departing for their next war zone, leaving lesser soldiery to clean up.

The Adeptus Astartes undertake missions that no other fighting force dare attempt, pressing deep into space hulks to purge them of xenos infestations, and fighting in both hard vacuum and on worlds too polluted, irradiated or tainted for unaugmented Humans to survive. They are able to face abominations that would shatter the sanity of lesser warriors, operate for months behind enemy lines without detection, and hold out for weeks at a time without resupply or support against overwhelming forces. All of these



missions and more lie within the Space Marines' remit.

There are hundreds of different Space Marine Chapters with proud honour rolls and magnificent martial histories to call their own. Yet all trace their genetic lineage back to one of the First Founding Chapters, who themselves were formed from the core of each of the loyalist Space Marine Legions in the wake of the Horus Heresy. These First Founding Chapters maintain the teachings of their Primarchs, and most closely resemble them in physical appearance, personality and tactics. They are Imperial institutions with honour rolls stretching back ten thousand years, and though some are bedevilled by secrets and curses, each successive generation of battle-brothers fights on, unbowed, to defend the Imperium that created them.

The Dark Angels are secretive and sombre. They hide terrible truths about the Horus Heresy, and have spent ten thousand years engaged in a hunt for atonement and absolution. By comparison, the red-armoured Blood Angels are noble sons of the angel-winged Primarch Sanguinius, and exhibit all the charisma and magnificence of their gene-sire. Yet, these warriors suffer a curse known as the Flaw, which can undo all their greatest works at a stroke, and see them descend into a berserk blood-frenzy from which there is no return.

The Ultramarines are held by many to be exemplars of the Codex Astartes. Wherever their blue-armoured warriors take to the field, they embody their Chapter's battle-cry of 'Courage and Honour!'. Scarcely less magnificent or prolific are the Imperial Fists, the sons of the Primarch Rogal Dorn, who were charged as Terra's own praetorians, specialising in both the prosecution and defence of besiegements across the galaxy. If the Imperial Fists have a weakness, it is their stubborn refusal to accept defeat, which has seen them and their successor Chapters engage in untenable assaults and doomed last stands time and again.

The White Scars are huntsmen from the windswept plains of Chogoris, experts in stalking and encircling their prey before striking with lightning speed and overwhelming force. The Space Wolves of Fenris also exhibit what appears to outsiders to be a barbarous and feral edge, though where the White Scars are often sombre and grim, the sons of the Wolf-King Leman Russ are rambunctious and wild in their pursuit of glory and adventure. For all this, both Chapters are the bane of the Emperor's foes, renowned for hunting their enemies like prey and annihilating them without mercy.

From the fiery world of Nocturne hail the Salamanders, masterful warrior artisans and wielders of hammer and flame, who believe that to endure hardship is to temper yourself upon the anvil of battle. From the barren world of Medusa come the Iron Hands, the sons of doomed Ferrus Manus, who believe that living flesh is a weakness. These warriors advance themselves with ever more bionic augmentations of steel and iron, and preach that cold and merciless logic is the Imperium's greatest weapon. From the moon of Deliverance the strike forces of the Raven Guard take flight; the gene-sons of pale and mysterious Corax, these warriors employ stealth, subtlety and ambush to annihilate their enemies, offsetting their small numbers and unstable gene-seed by striking with murderous precision. These, then, are the First Founding Chapters from whom all other Space Marine Chapters descend. Whether it is one of these ancient warrior orders, a divergent successor Chapter, or one of the Primaris Chapters of the Ultima Founding, all are the champions of Humanity, and all fight their wars in the Emperor's name.

SPACE MARINE CHAPTERS

There are said to be at least a thousand Space Marine Chapters scattered across the galaxy. Some have fought the Emperor's wars since the earliest days of the Imperium. Others are but recently founded, still striving to carve their place in the rolls of honour. Whatever the case, each Chapter bears its distinct livery and heraldry with pride.



Ultramarines
Heroic exemplars of the Codex Astartes



Black Templars
Zealous crusaders in the God-Emperor's name



Blood Angels
Noble heroes cursed with a bloodthirsty rage



Crimson Fists
Out of catastrophe they have forged great strength



Dark Angels
The Unforgiven, they who hunt the Fallen



Howling Griffons
Oath-sworn traditionalists and defenders of Humanity



Iron Hands
The flesh is weak! Logic conquers all!



White Scars
Fierce huntsmen who bring the wrath of the storm



Silver Templars
Blade-bonded duellists for whom honour is all



Revilers
Cunning and vengeful hunters of heretics



Hawk Lords
Masters of aerial combat and rulers of the skies



Raven Guard
They who strike from the shadows, the tyrant-slayers

'The vast majority of Space Marine Chapters cleave to the Codex Astartes to a greater or lesser degree. Yet, even amongst its most exemplary adherents, one can observe cultural and strategic differences that define each Chapter's character. Just as did the Primarchs of old, every Chapter finds its own way to make war.'

- Ghaloritas, Reflections Upon the Angels of the Emperor



Salamanders
Relentless, resilient master artisans of war



Scythes of the Emperor
Reapers of foes, sworn enemies of the Tyranid menace



Silver Skulls
Takers of heads and readers of omens



Rift Stalkers
Haunters of the void and hunters of the stars



Sons of the Phoenix
Ritualistic crusaders who wield the fires of the Imperial faith



Castellans of the Rift
Guardians of the Nachmund Gauntlet



Imperial Fists
The siege-masters, defenders of the Bastion Imperialis



Angels of Redemption
The trust-shorn, they who walk the shadowed road



Aurora Chapter
Bellicose lords of armoured warfare



Brazen Claws
Enemies of the Dark Gods unto the bitter end

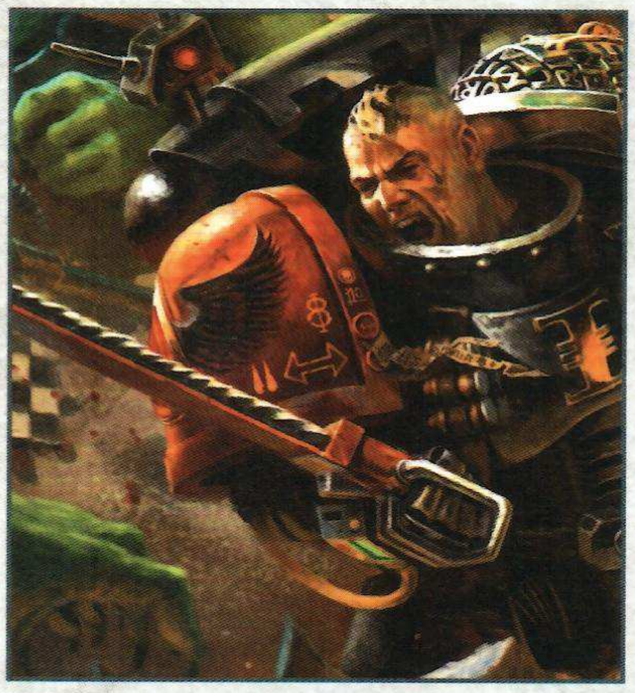


Emperor's Spears
Barbarian watchmen at the edge of the Outer Dark



Space Wolves
Headstrong and heroic are the feral warriors of Fenris





DEATHWATCH

THE SHIELD THAT SLAYS

The Deathwatch are a specialist Chapter of Space Marines formed for a single purpose. It is their task to defend the Imperium from alien threats on every front, utilising whatever technologies and weaponry they must so as to ensure that the xenos tide never rises so high as to engulf the Emperor's realm.

'The alien deserves only death. By its very nature it is unclean, an affront to reason and a threat to the Emperor's realm. The alien deserves only death.'

- Watch Captain Artemis before the Battle of Coheria



Even amongst the rarefied ranks of the Adeptus Astartes, the Deathwatch comprises only the best of the best. Almost every Chapter in the Imperium is pledged to tithe a portion of their finest battle-brothers to the Deathwatch, and senior officers confer to select those of especially notable strength of spirit, mind and body. It is well that this is so, for the endless vigil of the Deathwatch is one of the most gruelling duties that any Imperial organisation faces, a commission that can only be performed by the very greatest of warriors.

The spaceborne watch fortresses of the Deathwatch are spread thin across the galaxy. Each is a power in its own right, ruled over by a Watch Master and his cadre of Librarians, Chaplains, Apothecaries and Dreadnoughts. Each fields flights of deadly Corvus Blackstar gunships, squadrons of tanks, armoured phalanxes of Dreadnoughts, and – at the heart of every Deathwatch battle line – specialist alien-hunting Space Marine squads known as Kill Teams.

Every Deathwatch Kill Team incorporates Space Marines from different Chapters. Their armour is painted midnight black, while their shoulder guards display on one side the silver emblem of the Deathwatch, and on the other the heraldry of their Chapter of origin. These battle-brothers often hail from wildly different warrior cultures, with disparate strategic approaches to warfare; frequent are the clashes of personalities and tactics within newly forged Kill Teams, yet the Space Marines that make up their ranks soon form an alloy of incredible strength.

This martial might is enhanced by access to some of the most advanced and specialised wargear in the Imperium. Many strictures against technological innovation are relaxed or outright ignored by the artificers of the Deathwatch, whose duty it is to arm and armour the Shield that Slays with every possible advantage over the alien species they battle. Bolt weapons are loaded with specialist ammunition that discharges tailored neurotoxins, carapace-busting plasma blasts or ravenous bio-acids upon impact. Auspex arrays are calibrated to detect enemies capable of exotic forms of camouflage, or even shape-shifting. Battle-brothers are armoured and subconsciously indoctrinated to face foes as insidious and varied as mind-eating parasites, dimension-shifting assassins, and building-sized bio-titans.

No matter the nature of the alien threat that rears its ghastly head, the Deathwatch stand ready to assess the danger and strike with clinical precision and killing force, then redeploy to where they are next needed most. In this way does the thin black line stand against wave upon wave of xenos foes. In this way do the Deathwatch fight to preserve the hope of a future for Humanity.



GREY KNIGHTS

THE INCORRUPTIBLE

Wherever daemons break through the veil of reality, wherever the powers of the warp manifest in the form of malefic entities or abhorrent possessions, there strike the Grey Knights. Silver-clad psychic templars from the moon of Titan, these selfless warriors risk all to hold back the threat of Humanity's eternal damnation.

The Grey Knights are the Emperor's daemon-hunters. They are a highly specialised Space Marine Chapter whose existence is known only to a privileged few, and whose deployment is the ultimate sanction against the powers of the warp. They form the chamber militant of the Ordo Malleus, often responding in force to warnings issued by its Inquisitors and stemming the daemonic tide before it can rise up to consume Imperial worlds.

The Grey Knights were forged in secret during the time of the Second Founding, when the Space Marine Legions of the Great Crusade were broken down into Chapters. Based on the moon of Titan, shielded from detection by vast and sorcerous wards, the Grey Knights have their own fortress monastery whose defences are all but impenetrable, and whose deep catacombs contain labyrinths of dark secrets and forbidden lore. It is the role of the Grey Knights to use that lore as a weapon. They alone possess the mental and spiritual fortitude to stare full into the face of the warp. They alone are strong enough to wield the weapons of the Archenemy, and use them to take the fight to the daemonic foe.

To this end, every single Grey Knight is a powerful psyker who has trained their entire lives, not just to withstand the dangers of the empyrean, but to counteract them. The Grey Knights channel their powers into projecting a perpetual shield of warding enchantments, known as the Aegis. This field repels the creatures of warp space and protects the battle-brothers' minds and souls from their touch.

Moreover, many Grey Knights are able to unleash their psychic might to blast their enemies with searing flame, conjure protective energies around their comrades, or banish daemons from existence with no more than a word or blow. They combine these powers with blessed weapons of incredible potency, including Nemesis blades and hammers, and psycannons that channel their wielders' psychic potential to rip through tank hulls and metaphysical warp-hide as easily as mortal flesh.

Just as the Grey Knights' battle-brothers are a superlative evolution of all that it means to be a Space Marine, so too does their Chapter Armoury contain some of the greatest war machines in the Imperium. Battle tanks, Dreadnought sarcophagi and heavily armed gunships bear sigils and wards that armour them against the touch of the unclean, and are piloted by veteran warriors and bellicose machine spirits whose martial abilities have no equal. Meanwhile, the Grey Knights' fleet of warships bear them swiftly across the galaxy, with warding sigils and ensorcelled engines that ensure they strike precisely when and where they must in order to keep the threat of Chaos at bay.





Throw your hopes into the fire. Let hatred take their place.



ADEPTA SORORITAS

THE SISTERS OF BATTLE

The Adepta Sororitas are warriors of the faith. With bolter and melta, with flamer, howling chainblade and zealous devotion, they purge their enemies from the field of battle in the name of the Emperor and the Imperial creed. The Battle Sisters excel in short-ranged firefights, mowing down the foe with endless volleys of firepower while their soaring hymnals echo over the screams of the dying.

There are none so pious, nor so resolutely faithful, as the Sisters of Battle. They are sworn to the Emperor from their earliest days, inducted into the higher arts of battle and indoctrinated utterly into the Imperial creed. Their zeal renders them determined and ferocious soldiers, armoured against weakness, fear and ill discipline by their utter conviction. There is no hardship or horror that the Battle Sisters will not willingly endure for their God-Emperor. All would gladly martyr themselves to the last provided that, in doing so, they fulfilled their holy mission. In short, the Adepta Sororitas are amongst the most devoted and highly skilled warriors in the Emperor's realm.

This great martial value is magnified by the Battle Sisters' access to a wealth of potent wargear and specialist combat training. They are the only Imperial military organisation outside of the Adeptus Astartes to make widespread use of power armour, rendering their warriors phenomenally resilient and capable of making war across a wide range of inimical environments. They wield the holy trinity of Godwyn-De'az-pattern boltguns, melta weaponry and promethium-belching flamers, rendering them punishingly lethal in mid-to-close range firefights. The Battle Sisters have access to fleets of assault vehicles and armoured personnel carriers that are variants of the redoubtable Rhino chassis, from the fire-belching Immolator to the bizarre and terrifying Exorcist artillery tank. Specialist squads, such as the Retributors, Dominions and Seraphim, employ massed heavy or specialist weaponry to blast their enemies apart, or else soar into battle on the angelic wings of ornate jump packs.

The Ecclesiarchy also provides hordes of fanatical and bizarre shock troops to support the Adepta Sororitas in battle: Arco-flagellants lash their crackling flails in a killing frenzy; torment-powered combat walkers stride through the enemy with roaring blade-saws swinging; sinister Death Cult Assassins venerate the Emperor through murder, while stalwart Crusaders raise their towering shields and advance into the foe.

The Adepta Sororitas also benefit from courageous war leaders and mighty champions to lead them into battle. These range from firebrand preachers, selfless Sisters Hospitaller and strategically gifted Canonesses, to such strange and wondrous spectacles as the supernaturally imbued Triumph of Saint Katherine and the angelic Living Saint



Celestine, who has fallen and risen again in battle countless times throughout the history of the Imperium.

It is these last that speak to the most remarkable aspect of the Adepta Sororitas as a military force. As they advance into battle and their prayers ring out, it seems to friend and foe alike as though the Emperor, in his beneficence, answers them. Direct hits miraculously rebound where they should have punched deep, or fly wide when they should have struck home. The Battle Sisters' own fire strikes crucial weak spots in their enemies' armour against all odds, while unaugmented blades slice through inches-thick armour with supernatural ease. Heretical enemies burst spontaneously aflame, and squads of Battle Sisters stride unscathed through withering bombardments. Even their wounded rise up from seemingly fatal injuries to fight on when they should have perished.

To the Adepta Sororitas themselves, such occurrences are simply proof of their faith, and of the divine power of the God-Emperor. To them, it is the most natural thing in the galaxy that the will of the Master of Mankind should manifest itself in such ways; their faith is such that it would be unimaginable to the Battle Sisters that reality could be any different.

Not so their allies, who are inspired beyond words by such displays, nor their enemies – more than one heretical horde has hurled down its weapons and fled in terror before the Sisters of Battle and the manifest will of their God-Emperor.

Whether the enemy choose to fight or to flee, there is no escape for them. Even a single Mission of the Adepta Sororitas possesses the numbers, firepower and unrelenting fury to sweep down upon their foes and annihilate them wholesale, with shocking speed. Yet, the Battle Sisters typically deploy in greater numbers than this, with entire Commanderies descending upon enemy worlds aboard vast ecclesiarchal drop craft known as invasion cathedrums. Upon impact with a planet's surface, such towering structures sweep their surroundings with immense macro flamers and pressurised jets of sanctified holy water. Deafening plainsong rolls from their laud hailers as, all about them, the tainted lands of the enemy burn and drown. Even as the flames dance higher and rushing rivers of holy water fill the streets, rank upon rank and squadron upon squadron of the Adepta Sororitas debark from their craft to begin the true purgation of their target world.

Such an invasion force drives the foe before them like frightened beasts before a forest fire. When dozens of drop cathedrums descend upon wings of flame to infest a planet's surface, their armies of conquest and reconsecration make the ground shake with the crash of their boots and the thunder of their guns. Against such a gathering of martial might and unwavering zeal, the heretical foe stands little chance of survival.

Each of the martial orders of the Adepta Sororitas have perfected their own particular way of war. The Order of Our Martyred Lady, for example, place little value upon their own lives, and will battle on no matter the odds or the danger until nothing stands before them but ruin. By comparison, the Order of the Valorous Heart place such value in stoicism and endurance that they can shrug off even the most grievous wounds; their seemingly supernatural capacity for survival has seen many battles carried through sheer sanctified suffering. The Order of the Bloody Rose channel their fervour into fierce aggression, driving unstoppable assaults deep into the heart of the enemy's battle line, while the Order of the Argent Shroud level such devastating hails of fire against the enemy that nothing can stand before the muzzles of their guns and live. Many more martial orders are scattered across the Emperor's realm, each a lethal and specialised force for holy warfare against his many foes.

Prayer cleanses the soul, but pain cleanses the body.



WAR ZONE: PARIAH



Amidst the darkness of the Noctis Aeterna, dread things moved with malevolent purpose. As the shadows receded, the Adeptus Terra struggled to re-establish contact with many systems across the Imperium Sanctus. Yet, of all the silent gulfs that demanded exploration, none yawned as wide or as ominous as the dead zone in the galactic north-west quadrant of the Nephilim Sector.

An ever increasing number of Imperial crusade forces are pushing into the region now recognised as the Pariah Nexus – or War Zone Pariah. Yet, in truth, even the assembled armies of the Adepta Sororitas, Adeptus Mechanicus, Ordo Xenos and Adeptus Astartes have only the most rudimentary understanding of the threat developing there.

Some eldritch force radiates from the benighted Xendu System to sever realspace from the warp. It stretches like a shroud of crawling unease that settles across world after world. Those planets engulfed are swiftly rendered 'stilled'. One by one, living minds are smothered and souls snuffed like guttering candle flames. Warp travel within the Nexus is massively curtailed, with Navigators reaching desperately for empyric currents they can barely sense, and ships suffering catastrophic malfunctions as they attempt to force their way through the Nexus' entangling shroud. Astropathic communication is strangled. Only faith seems to stave off the threat, and even then it is but a temporary reprieve.

The relentless expansion of the Pariah Nexus is the work of the Necrons. The ancient android-bodied xenos are enacting the first steps of a plan aeons in the making, driven by Szarekh, last of the Silent Kings. With the uneasy allegiance of an ancient conclave of Crypteks known as the Technomandrites, Szarekh is attempting to propagate a star-spanning weapon of such potency that it could end the threat of Chaos altogether. That this sea change in the galaxy's fortunes would come at the cost of soul death for every non-Necron life form is simply an additional boon from the Silent King's point of view.

At the heart of this colossally ambitious scheme lies a substance known as noctilith – or, more commonly, as blackstone – wrought into towering pylons. Though Imperial military observers cannot be sure whether the pylons within the Pariah Nexus were excavated by the Necrons or dropped in from space, one thing is clear: somehow, the cyclopean Obelisks are now channelling the energies of the caged Xenduan star to generate a supernatural barrier between realspace and the warp.

The vast majority of the worlds within the Nexus are already considered lost, their Human populations stilled. Some have been reduced to eerie ghost-worlds of sepulchral silence, while others have been transformed by continent-spanning Necron defence matrices into xenos super-fortresses. Imperial crusade contingents still push into the silent systems, with faith in their armour and in sacrifice. Should they fell the Necrons' pylons, perhaps this spreading nightmare might still be curtailed. Yet, as the battles rage more fiercely and fresh Necron dynasties move to aid the Silent King, the situation looks desperate indeed.



OBSERVATION: Technologies at work within Pariah Nexus fascinating. Effect upon animating energies of sentient organic units begs extensive research. Many applications.

QUERY: Does effect of Nexus interfere with divine Motive Force? Response: Within organic units, banishment of Motive Force observed within <<temporal range 5 cycles>>. Religious conviction a variable. Difficult to ascertain why a practical factor outside of Omnissiah's worshippers.

THEORUM: If xenotech field impacts Motive Force, and Motive Force is divine spark of Omnissiah, logic dictates Adeptus Mechanicus devotees possess immunity to effects.

OBSERVATION: Combat-data capture from [REF: Shen'Tai Offensive] deleterious effects detected in contradiction to theorem.

AMENDMENT: Organic elements variable? Machines and devices exposed to Nexus field still operational. Flesh a weakness? [ERROR] does not account for faith ref: unaugmented Adepta Sororitas. Conclusion: Further combat data required.

- Magos Dominus Atarix Thrassi

++ MAGOS METAFACTOTUM NOTATION 66/7 ++

- Notable increase <factor 223%> in xeno-migration and aggressive stellar nomadism evinced in systems abutting expanding Nexus border. Query>>Correlation>>44.5.4

THE PARIAH NEXUS

< NEPHILIM SECTOR – THREAT LEVEL RECOGITATION IN PROGRESS... >

BALOR

BANE'S LANDING

REDACTED

VERTIGUS

SHEN'TAI

LASSEVER

ZEIDOS

VIE ALMUS

ARDOS

KAVADAH

TORBIE

PARADYCE

TREDICA

REDACTED

ZETA IIX HESPUS

VORLIAN ANOMALY

XENDU

CHASTROS

MYRTIKA

X-THETA

INSPIRA

IG

HEAVU

TASSEMA

LOMORR

ZANN

THRULE

RAMASUS

SATYRUS

K'PET

MAWGAWR

ASTHAN

ARGOVON

Path of Waaagh! Smashakrak – disperses within four temporal cycles of entering Nexus – fascinating.

++ MAGOS METAFACTOTUM NOTATION 9021//L-6 ++

- Imperial systems outside of current projected nexus radius not depicted.
- Systems projected in two-dimensional arrangement for ease of Human comprehension. Three-dimensional rendering presents non-Euclidean spacial-referentral issues // sanity detriment unacceptable.
- Ordo Xenos advise several Aeldari webway gates <K-4-epsilon> within affected region now present as sealed from within.

KEY

Nodal System

Outlier System

Plundered/ 'Stilled' System

REDACTED

Ordo Xenos Clearance Crimson

Nexus Stellar Nodal Entanglement corridor

Current estimated Nexus border <fluctuating>



ADEPTUS CUSTODES

THE GOLDEN LEGION

The Adeptus Custodes were the first and greatest of the super-soldiers engineered by the Emperor. Each is a warrior of superlative might and superhuman resilience, a strategist and tactician to rival the greatest generals, and so much more besides. They are nigh-immortal exemplars of legend, who stop at nothing to defend the Emperor and his Throneworld.

In a galaxy of uncounted souls, the Adeptus Custodes are few indeed; their numbers never exceed ten thousand warriors at any given time, and often stand at substantially less. Yet, a single Custodian Guard is the equal of entire regiments of any other soldier. The secrets of genetic alchemy behind their creation are amongst the most closely guarded in the Imperium. Every cell in a Custodian Guard's body sings with incredible vitality and power, lending them the speed, resilience, strength, intellect and functional immortality of a virtual god of war. When girded with weapons and armour of precious auramite and assembled into mighty shield companies, there is no quest the Adeptus Custodes cannot complete, and no foe they cannot lay low.

During the times of the Great Crusade and the subsequent Horus Heresy, these warriors were known as the Legio Custodes, and their sworn duty was to serve as the Emperor's companions and protect him at all costs. It was for this purpose that they were fashioned, but when Horus mortally wounded the Emperor, the Legio Custodes failed in their duty. In the Heresy's wake, the Emperor's guardians became the Adeptus Custodes and spent many thousands of years watching over the Imperial Palace, while swathed in mourning black.

The Adeptus Custodes still serve as the guardians of the Emperor's palace. However, as the passing years have dulled the sting of their great failure, the Adeptus Custodes have recognised that the most effective way to safeguard Terra is to take a proactive hand in the ongoing battle against Mankind's innumerable foes. To this end, many of their shield hosts now strike out into Imperial space. Guided by psychic divination and the intelligence gathered by the shadowy agents known as the Eyes of the Emperor, the Adeptus Custodes descend without warning.



Their battles see them strike down demagogues and warlords who might otherwise raise invasion forces against Holy Terra. They capture ancient and eldritch artefacts whose very existence is a danger to the throne, spiriting them back to Terra to be locked deep in the black cells beneath the palace. They safeguard Imperial champions-to-be until they can fulfil their vital potential, make terrifying examples of those who threaten the sanctity of the Throneworld, and root out hidden perils so diabolical that, alone, even the Inquisition or Officio Assassinorum are not equal to the task of their destruction. In this way, the Adeptus Custodes serve as the ultimate arbiters of the Emperor's will, and his most assiduous and effective protectors.

In battle, their shield hosts are utterly unstoppable. Squads of auramite armoured warriors wade into the enemy, bolts thundering from the guns of their guardian spears, swords and axes, while their gilded storm shields deflect shots and blades as the Custodians fight. Each carves his own path through the foe in order to add to his own, ever-growing honour name inscribed on the inner plates of his armour. The shield hosts deploy military technologies from the golden age of the Imperium, including ancient Land Raider battle tanks, Contemptor Dreadnoughts and Dawneagle Jetbikes, blasting bloody wounds in the opponent's battle lines. Courageous Allarus Custodians, clad in magnificent suits of Terminator plate, teleport directly into the midst of the opposition, before breaking apart like lions on the hunt and tearing the heart from the foe's army. Everywhere the Adeptus Custodes strike, enemies fall with horrifying ease, while the foe's own efforts to lay them low come to naught. Such is the fate of all those who would set themselves against the ultimate power of the Golden Throne. Theirs is a swift and bloody death delivered by merciless giants – a warning to any others who might consider making the same, fatal mistake.



Therias Vhorne stood like a statue, his armoured bulk blocking the archway between Preceptor's Square and Gallow Walk. The Custodian watched the cultists approaching through Gallow Walk's broken columns. They picked their way through the shadows, eyeing him with fear, believing themselves hidden from his sight. Therias counted at least thirty. Ragged, half-starved and clutching crudely stamped weapons, they were almost pitiful. Vhorne had no pity to spare for heretics like these. One cultist, a big brute with a vestigial horn and a crazed rictus grin, urged his followers to attack. At last, thought Vhorne.

The cultists burst from cover. Vhorne swung his guardian spear up and squeezed the trigger. Precogitated firing solutions guided the bolts into the onrushing mass. Screaming faces twisted with shock an instant before the shells detonated and reduced Vhorne's victims to torn meat. In return, the cultists pelted him with bullets, crude fire-bottles and lumps of rubble, which rang uselessly from the Custodian's armour. The cultists' momentum carried them on and they hit Vhorne like a wave. He responded with a smooth economy of motion that saw his spear's energised blade slice through them again and again. Blood sprayed and severed limbs and heads hit the ground. A few lucky blows rang from his armour and Vhorne frowned as he felt pain. A glance showed him the horned cultist wrenching a heavy pick from his armour joint, crimson droplets spattering in its wake. Before the cultist could swing again, Vhorne attacked. He lashed out with blade, elbows, knees, feet and fists, and his bolter roared. Less than three seconds after the Custodian's blood hit the ground, the last of the cultists followed it. Vhorne had killed them to a man, swift and brutal. He advanced over their butchered remains, feeling his slight wound clotting as he went. Enough standing guard, thought Vhorne, as he spied more enemies moving further down Gallow Walk. It was time to take the fight to the foe.



Death of all hope is he who spurns the Emperor's Blessing.




DXX





ASTRA MILITARUM

THE IMPERIAL GUARD

The Astra Militarum are a blunt instrument of violence, wrought on a galactic scale. They serve both as a flesh-and-bone shield for the Emperor's realm, and as an unstoppable sledgehammer with which to crush its foes. There is precious little subtlety to their way of war, just the raw application of force, yet they have served the Imperium well for ten thousand years.

To be a soldier of the Astra Militarum is to be one more expendable statistic amongst countless trillions. It is to be swept away from all you know and consigned to an often short and brutal life of battle, on worlds you have never seen, against foes from your worst nightmares. It is to face monstrous enemies while armed with little more than rudimentary training, mass-produced wargear and the tenuous shield of your faith to preserve you. It is to know hardship, horror and desperation. It is to experience all of these awful things, and yet to fight on regardless. Such is the courage of the Astra Militarum, and it is not to be underestimated. In a galaxy of terrors, those who would stand firm and fight for their species are champions all.

The forces of the Imperial Guard may not benefit from elite super-soldiers or techno-supernatural weaponry, but what they have instead is immense firepower and sheer, crushing weight of numbers. Astra Militarum armies are characterised by teeming regiments of ground-pounding infantry, mechanised assault spearheads, rumbling armour columns, tortured battle psykers, companies of abhuman troopers, sprawling batteries of mobile artillery, sky-darkening squadrons of combat aircraft, and super-heavy war engines the size of mobile fortresses. Wave upon wave of these forces deploy, their officers barking orders through booming vox horns as their regimental priests bellow fire and brimstone sermons, inspiring hardened veterans and green-gilled conscripts alike.

When the grand armies of the Astra Militarum open fire, it is apocalyptic. Lasguns in their thousands fill the air with searing fury and crew-served heavy weapons spit streams of bolts, tank-busting salvoes of missiles and whistling mortar rounds. Plasma blasts and thermal detonations gouge craters in the opposition's lines, while rockets and shells the size of tanks scream down on the foe, their explosions hurling spumes of bedrock and broken bodies high into the air. Relentless and merciless, the bombardment annihilates even the most resilient of rivals. Enemy assaults are blunted by counterstriking armoured spearheads, or overwhelmed by the expedient of hurling Imperial Guardsmen into the meat grinder. It is a horrific way to make war, an impersonal slaughter that explains why most Astra Militarum soldiers do not expect to live out their first fifteen hours in combat. Yet, it has won countless wars for the Imperium over the millennia, and if Humanity has one strength above all others, it is a near limitless pool of fresh recruits to feed its rapacious war machine.



Not all battles fought by the Imperial Guard are such cataclysmic affairs. The history of the Imperium is littered with tales of small bands of soldiers staging notable last stands, of commando teams slipping behind enemy lines to assassinate heretical war leaders, and of armoured convoys fighting their way through hostile wastelands to deliver vital messages. Air wings engage in pinpoint strikes against the foe's command bunkers, or fight their way through hostile skies to knock out bridges and generatorums. Under-supported and under-supplied platoons of Astra Militarum infantry fight their way through crumbling tunnel networks and bombed-out ruins, in the hunt for xenos predators.

Almost every world in the Imperium is expected to provide a regular tithe of new recruits for the Astra Militarum. As soldiers are drafted from wildly diverse planetary environments, each group possesses their own cultures, local dialects, styles of dress and specialisms of warfare. Some of these companies have become famous – or else infamous – throughout the Imperium for deeds either noble or nefarious. The Catachan Jungle Fighters, for example, are well known for their belligerent survivability and expertise at fighting on overgrown death worlds. The soldiers of Mordian are renowned for their crisp firing drills, those of Armageddon for their armoured infantry, while the men and women of destroyed Cadia are widely regarded as the most courageous and determined warriors in the Astra Militarum.

SCHOLA PROGENIUM

A number of elite regiments and organisations augment Astra Militarum armies in the field. The recruits for several of these come from the Schola Progenium. This organisation extends across the Imperium, and its heavily fortified scholams take in the orphaned sons and daughters of slain Imperial officers. This is no act of altruism, however; from the moment they become wards of the Schola Progenium, these youths are plunged into a gruelling training regimen. They are utterly indoctrinated into the Imperial faith and trained in the arts of war by drill abbots who will gladly maim – even kill – their charges rather than see them taint the Imperium with any weakness.

While female recruits are most likely to join the Militant Orders of the Adepta Sororitas, the majority of the male Schola graduates are funnelled into the Militarum Tempestus. Highly trained, rigorously conditioned and fanatically loyal, these so-called storm troopers are the finest unaugmented Human soldiery in the Imperium, and their rapid drop assaults have won victories beyond number. The most rigorous and merciless disciplinarians, meanwhile, are instead drafted to the Commissariat. Clad in black coats and peak caps, these distinctive morale officers prowl the lines of the Astra Militarum, watching for any signs of cowardice or weakness. They do not hesitate to make examples of any found wanting, usually with a swift bolt round to the skull.

A good officer commands without question. A good soldier obeys without doubt.



THE SOLDIER'S LOT

It is incumbent upon the worlds of the Imperium to raise, train and equip sufficient soldiery to fulfil the Departmento Munitorum tithe. Should a world fail to do so, the consequences are dire. Almost all governors ensure that they meet the recruitment rates required of them, packing swathes of their populace onto bulk landers with clockwork regularity. However, the quality of training, wargear and soldiery varies; it is a lucky Imperial Guardsman who goes to war fully prepared. For some worlds, their technological base is barely adequate to the task, and it is not unheard of for regiments to troop aboard their shuttles wielding swords and spears, or clad in tribal furs. Other worlds treat the tithe as an opportunity to rid themselves of undesirables, funnelling unruly convicts and scum-gangers into the Astra Militarum. Then there are those worlds with extreme climates or conditions, whose folk make for resilient soldiers in certain circumstances, but prove ill-suited to others; more than once have the hardy regiments of the Valhallan Ice Warriors been hamstrung by careless deployment to sweltering desert worlds, or the Tallarn Desert Raiders frozen on ice-locked tundras. Humanity's situation is too desperate and time too short for complaint. The soldiers of the Astra Militarum must make do with their lot, just as the Astra Militarum must make do with them.







ADEPTUS MECHANICUS

THE PRIESTHOOD OF MARS

The Adeptus Mechanicus wield strange and arcane technological weapons of phenomenal power. They are as aggressive and unrelenting a foe as they are terrifying, for they prize knowledge above all things, and without a second thought they will shed oceans of blood – both the enemy's and their own – in their endless crusade for its acquisition. Such is the will of the Omnissiah, and his priests will stop at nothing to see that will done.

An Adeptus Mechanicus army in the field resembles a bizarre and grotesque religious procession. Servitors trudge and cyber-cherubim soar, bearing censers that burn with sacred oils and petrochemical incense. Rank upon rank of cyborg Skitarii march tirelessly into the teeth of rival guns, or ride to fight aboard Skorpius Duneriders, raising binharic hymns to the glory of the Omnissiah as their radium carbines and galvanic rifles howl and crack. Lightning-wreathed Electro-Priests scream with the rapturous energies of the Motive Force as they hurl themselves into battle, the blows from their glowing weapons dragging the bioelectricity from their victims, or amplifying and redirecting it with explosive results. Elite cyborg assassins stalk the shadows, their vicious blades and mechanical talons slicing through the opposition's armour, and their augmetic systems bombarding their victims with horrific neurostatic chaff. All of this leaves even the mightiest of warriors helpless before them.

Behind these massed augmetic soldiers come maniples of battle robots – ancient Cybernetica war constructs driven by clattering difference engines. These walking relics inspire wild fervour in the Omnissiah's faithful, for they are embodiments of all that the Martian Priesthood hold sacred. In the foe they spark only terror as they stride across the battlefield, unleashing devastating salvoes of firepower before bludgeoning survivors into bloody paste with their massive, servo-driven fists.

Insectoid walking tanks stalk into the flames of war, unleashing ravening blasts of energy and hissing clouds of micro-missiles as they advance. Long-legged cavalry walkers lope around the enemy's flanks with bizarre amalgamations of ancient brass-bound technology and grotesque servitor surgery serving as mounts for armoured Skitarii cuirassiers. Heavy tread units crush rubble and bone alike as Kataphron servitors rumble up in support, their eye lenses scanning the foe as their cogitator brains assemble targeting solutions, then let fly with devastating energy weapons. All the while, the tech-magi themselves lurk amidst the massed ranks of their followers, sending out directional imperatives or unleashing weaponry of stupendous power upon the foe. More priests oversee each battle from orbiting macro barges, their data-tethers allowing them to puppet the faithful of the Omnissiah like marionettes upon digital strings.

Most terrifying of all are the vast war engines unleashed by the Adeptus Mechanicus upon their luckless enemies. Towering Mechanicus-aligned Knights lope onto the battlefield, their Noble pilots singing data-hymnals to the Omnissiah even as they unleash salvoes of devastating fire into the opposition's ranks. More formidable still are the hab-block sized Ordinatus Engines, while the greatest assets of the Adeptus Mechanicus are the god-machines of the Titan Legions. Should the tread of those bipedal land-battleships shake a planet's surface, and their shadows stretch dark across its lands, then surely the doom of the Omnissiah's foes is close at hand.

Though the Adeptus Mechanicus technically owe fealty to the wider

Imperium, in practice their macroclades usually march out only when it serves the Tech-Priests' own agendas. These are as labyrinthine as they are incomprehensible to any not of the Omnissiah's faith. At their heart, though, they are nearly always acquisitive at the expense of all else.

The home worlds of the Adeptus Mechanicus are known as forge worlds – Mars the greatest and oldest amongst them – and each is a manufacturing super-complex of unimaginable capacity and power. The industry of the Adeptus Mechanicus always demands more raw materials, and it is not uncommon for the Skitarii to march out in search of fresh sources of fuels, ores and the like to be plundered.

Even raw materials are eclipsed in importance for the Adeptus Mechanicus when placed against raw information. The devotees of the Omnissiah believe that all lore, be it biological, technological, chemical or whatever else, is the rightful possession of the Machine God and his servants. It is not uncommon for forge worlds to launch vast, interstellar crusades in order to recover some lost repository of scientific knowledge or weapons technology, nor for them to abandon the needs of the wider Imperium should such a prize present itself. Indeed, the divergent agendas of the Adeptus Mechanicus have set their armies against those of the wider Imperium on numerous occasions across the millennia, and even pitted one forge world against another. If the Martian Priesthood were not so vital to the continued operation of the Emperor's realm, it is possible that they would have been plunged into open war with Terra long ago, and the fate of Humanity sealed one way or the other. As it is, however, the Imperium needs the disciples of the Machine God to survive, and vice versa, so the uneasy alliance continues.

Over the millennia, different forge worlds have become especially renowned for their philosophies or ways of war. These are often coloured by the technologies they specialise in manufacturing, or the foes they have most commonly faced. The Tech-Priests of Ryza, for example, have spent so long defending their world from Ork invasion that they have become experts in battling the brutish xenos. The devotees of forge world Metalica loathe all biological life forms and seek their eventual eradication, while forge world Lucius boasts such advanced technologies that they can teleport super-heavy war engines directly into battle.

The Tech-Priests of the Adeptus Mechanicus are far divorced from the rest of Humanity. They are heavily augmeticised, grotesque tech-ghouls, who seek ever greater cybernetic optimisation to better serve their god.

WAR ZONE: ARMAGEDDON

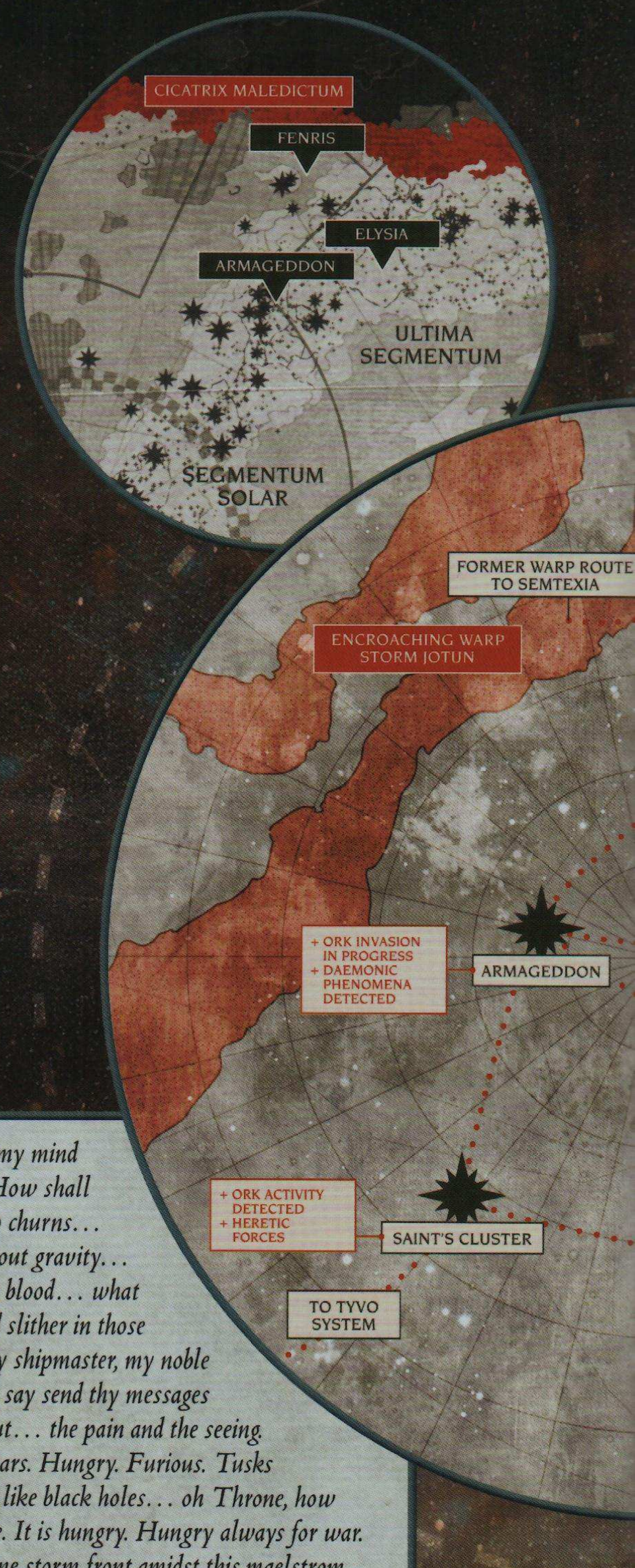
For thousands of years the planet of Armageddon has been the site of great battles, notable victories and crushing defeats. Always it has stood strong and unbowed, an Imperial bastion whose industry has never faltered, despite successive invasions by heretics and xenos alike. Never has Armageddon known such peril as it does now, however.

The world of Armageddon has been a linchpin of Imperial strength for millennia. From its sprawling manufactora and forge temples issue tides of armoured vehicles and munitions, to sustain thousands of armies in the field. From its ash wastes march endless regiments of the Armageddon Steel Legion, tenacious heavy infantry who excel in armoured and extreme environment operations. The planet itself is resource-rich and well-fortified, and its turbulent oceans, sweeping polar ice fields and equatorial jungles possess a stark beauty all of their own. Yet, Armageddon has rarely known peace.

A WORLD BESET

Twice has the mighty Ork Warlord Ghazghkull Mag Uruk Thraka led his Waaagh! against Armageddon. Known as the Second and Third Wars for Armageddon, these titanic conflicts saw the greenskins sweep down upon the world in uncountable numbers. They assailed its hive cities from space, hurling vast roks down to smash the Imperial defences into ruin while their armoured convoys and anarchic Kults of Speed duelled with Imperial armour divisions across the burning ash wastes, until smoke blotted out the stars from the sky. They launched brutal coastal invasions with fleets of macro submersibles, overran Titan Legions in open battle and fought bloody guerilla wars throughout the jungles against steely eyed regiments of Astra Militarum Ork Hunters.

Though the Orks have beaten against Armageddon's defences like a storm lashing the ocean, inflicted casualties in the trillions and reduced vast swathes of the planet to hotly contested war zones, Ghazghkull has never known lasting victory. The first war saw him driven back in defeat, while he abandoned the second in order to lead





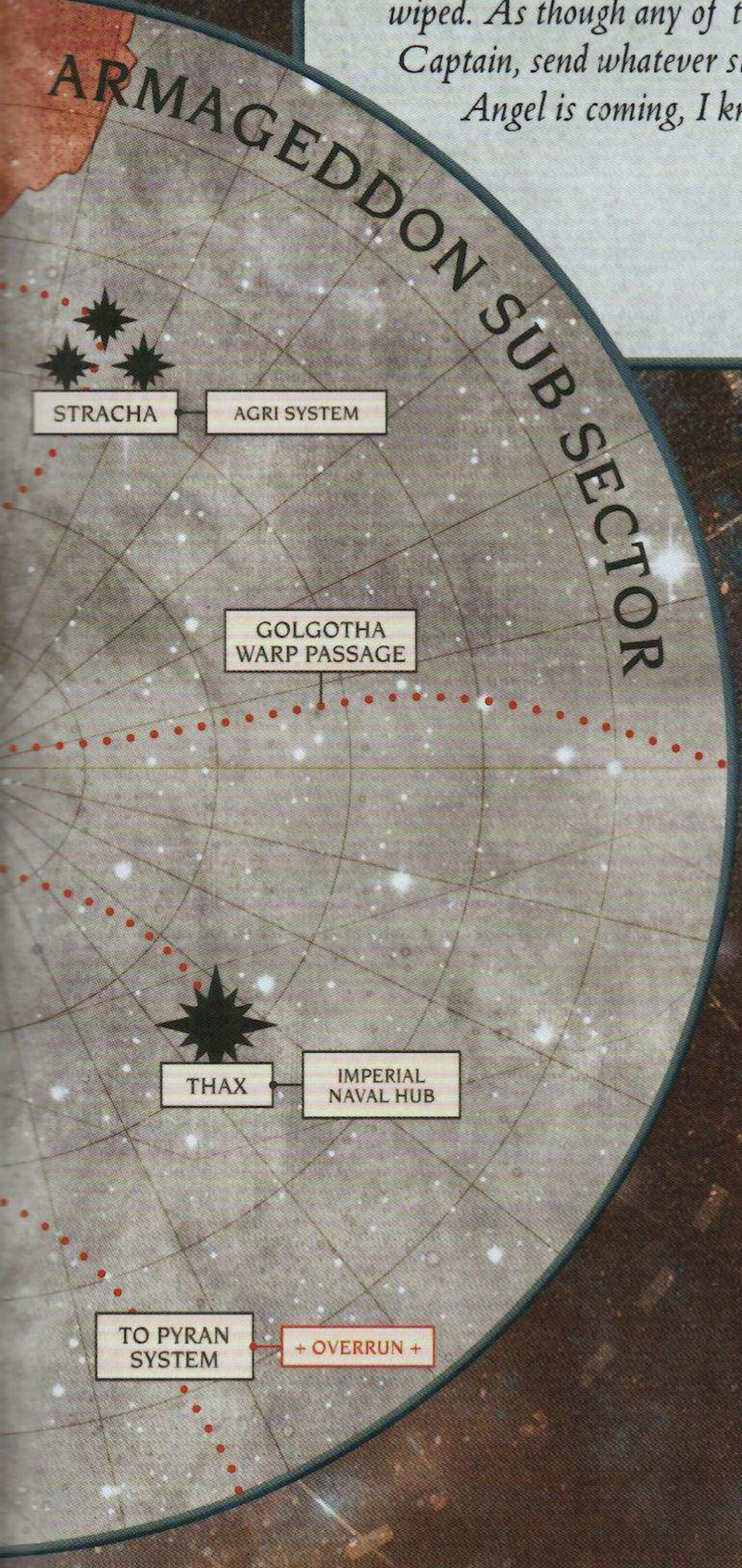
Throne, how shall my mind endure this place? How shall my soul? The warp churns… like fire roiling without gravity… an ocean of frothing blood… what nightmares turn and slither in those carmine depths? My shipmaster, my noble Imperial Fists, they say send thy messages and I would do it, but… the pain and the seeing. Always the beast roars. Hungry. Furious. Tusks like mountains, eyes like black holes… oh Throne, how its maw yawns wide. It is hungry. Hungry always for war. But its cry is only one storm front amidst this maelstrom… a thousand furnaces exhale as one… the fires eat life and crack, crack, crack go the bones within them as they blacken… skulls piled high, dripping, blood and molten brass, the endless mountain. The eyes… oh Throne, preserve us, red as gore and ablaze with a hate. So many dying. So many hating and fearing… they say send, so I try… maybe I get something through… Emperor willing… maybe…'

- Helicta Chemin, Astropath

Urgent Request: Interdictio Extremis - Vermillion Clearance

Brother-Captain, I pray this missive finds you swiftly. I fear it may already be too late. It is as you feared. The Red Angel's gate has opened and doom comes to Armageddon. This warp rift bleeds suffering and hatred like nothing I have ever seen. From it march rank upon rank of manifestations. They are pushing south by the day, transforming the world from a war zone to an abattoir of the insane. I have ordered Armageddon blockaded and a cleansing of all affected Imperial forces, but there is considerable resistance. These fools still believe the Orks the greater danger. They site a need to maintain the strength of their armies, rail that they cannot defend the world with their soldiery purged or mind wiped. As though any of that matters any more. As though that was the threat here. Please, Brother-Captain, send whatever strength is yours to commit with the greatest haste you can. The Red Angel is coming, I know it in my soul. Only you can prevent it now.

- Inquisitor Tallemachus Leyk, Ordo Malleus



his Great Waaagh!, deserting the limited pursuit of a single planet in favour of unstoppable galactic conquest. He left behind him a world trapped in a grinding war of attrition, Imperial and Ork reinforcements alike pouring steadily into a meat grinder that looked fated to churn on for evermore. Then came the opening of the Great Rift, rousing with it the dark legacy of the secret First War for Armageddon and threatening both warring factions with annihilation.

LEGACY OF BLOOD

The history of the First War for Armageddon has been brutally suppressed by the Inquisition. It saw the Daemon Primarch Angron – former lord of the World Eaters Traitor Legion – lead a vast host of Heretic Astartes, lunatic blood cultists and Khornate daemons against Armageddon. Only through the sacrifice of near a hundred daemon-hunting Grey Knights was Angron banished and the war ended. Even then, an empyric fault line – which would later come to be known as the Red Angel's Gate – was left in reality by the Daemon Primarch's presence. It was this unhealed wound that burst open as the Great Rift tore at the fabric of the galaxy, and allowed a new invasion force to join the battle for Armageddon.

Now, the vast continents of Armageddon Prime and Armageddon Secundus writhe in the grip of furious violence. Humans battle Orks who battle daemons in an ever shifting tripartite conflict. From the northern polar reaches come blood storms and shock waves of unreasoning rage, which fan the flames of war into outright psychosis and incoherent slaughter. Traitor warbands strike from the depths of space, threading their way through tumbling orbital debris fields and sprawling Human versus Ork naval conflicts to pour heretic reinforcements into the land war. The planet itself shudders in the grip of empyric energies, whirling from the Red Angel's Gate. The land and its people alike show horrific signs of mutation as the unearthly onslaught gains pace. Many claim that, at long last, Armageddon's final doom draws nigh…



QUESTOR IMPERIALIS

THE IMPERIAL KNIGHTS

Imperial Knights tower over the battlefield like ironclad idols of war. Each piloted by a warrior of prodigious skill and courage, they carry the firepower to annihilate entire regiments of the foe in a single salvo, or else wield industrial-scale close combat weaponry that can tear down a fortress gate or flip a battle tank with a single blow.

The ground shakes as the Imperial Knights march into battle, the pennants and honour banners affixed to their armour flapping in the hot winds of war. Massive plasma reactors thrum with energy, driving the pistons, servos and gears that send the Knight suits pounding forward with frightening speed. At the heart of each towering war engine is a Noble pilot, sitting in their Throne Mechanicum and controlling their mighty steed through a mixture of runic controls, haptic feedback and neural uplinks. These Nobles fight with sublime skill; though huge and ponderous, their Knight suits act as extensions of their own bodies. This profound connection allows lances of Imperial Knights to fight less like clumsy walking battle tanks, and more like armoured giants, magnifying the skill, strength and daring of their pilots a hundredfold.

It is well that this is so, for Imperial Knights enter battle vastly outnumbered by the Emperor's foes. Where their enemy may send hundreds, even thousands of warriors into the field, an army of Knights may number but a handful of Nobles. It speaks volumes for the armoured fortitude of the Knight suits, and the superlative martial skill of their pilots, that such numbers are sufficient to the task. Even the lightest classes of Imperial Knight boast inches-thick armour of adamantine and plasteel, which can absorb the fury of artillery shells and searing energy blasts without faltering. Moreover, every Knight benefits from the protection of an ion shield. These miracles of Dark Age technology project arcing energy fields that can destroy or deflect incoming ordnance; Nobles train long and hard to master the use of these shields, tilting and angling them with the speed of thought to intercept the opposition's fire.

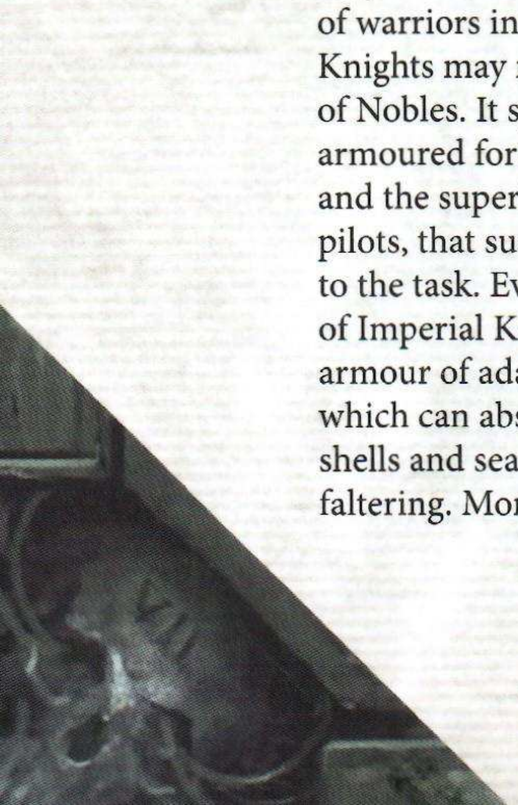
When the Knights return fire, then how Humanity's rivals suffer! Rapid-fire battle cannons pelt salvoes of explosive shells into their lines, hurling showers of rubble and bodies high into the air. Avenger gatling cannons scream as they pour footlong bullets into the enemy in a steely, slaughterous storm . Thermal spears spit ravening blasts of superheated energy, volcano lances roar as they blast the foe with enough power to kill a Titan, and stormspear rockets rain down upon the opponent's infantry, reducing their worlds to fire and death. A single Knight unleashing its payload can rip a gaping hole in the opposition's battle lines. An entire lance of Knights, letting fly in concert, can shatter them entirely.

Nor are Knights restricted to duelling their enemies from afar. As befits warriors driven by a subconsciously conditioned code of chivalry and honour, many Nobles seek to close with the foe and best them in hand-to-hand combat. To this end, many Knights wield weapons such as the reaper chainsword, or a powered, saw-toothed cutting blade that can carve a Dreadnought in two and, in a single swipe, reduce a squad of warriors to a blizzard of gore and gristle. Others are armed with thunderstrike gauntlets, massive energised fists that can crush, bludgeon or even hurl rival soldiers and war machines alike with contemptuous ease.

There are numerous classes of Knight employed by the Imperium, each of which lend themselves to broad strategic roles, such as scouting or fire support. These are further broken down into multiple patterns of Knight, each with their own designation and iconic weapon configuration. Armiger-class Knights are light and fast, serving as skirmishers and flanking units for knightly lances. The Helverin pattern employs its autocannons against enemy infantry and light armour, while the Warglaive races ahead to engage the opposition at close quarters.

Dominus-class Knights are hulking, armoured beasts that require twin reactors simply to move and fire. The Castellan pattern serves as a movable bastion, laying down withering fire to decimate the foe, while the Valiant ploughs ahead as a heavy line breaker, blasting and trampling all in its path.

It is the Questoris class that sees greatest service in most Knightly Houses. Mid-weight, swift and versatile, this chassis supports many patterns, from the close-ranged Knights Errant and Gallant to the potently equipped Knight Crusader, and the strategically flexible Knight Paladin, Knight Warden, and Knight Preceptor.





The Victor lives in honour; The Vanquished dies in shame.
Realise that you have no right to let them live.

HOUSES AND OUTCASTS

Every Knight world is ruled over by its Noble houses. Often a world plays host to only a single house, whose Nobles rule baronies around the globe, and who all rally to the banner of their High King or Queen when honour compels them. Glorious names such as House Terryn, House Griffith and House Hawkshroud are renowned across the Imperium for their great and warlike deeds. Other Knight worlds play host to numerous competing houses, who often joust limited skirmishes for territory, honour and the right of planetary rulership. Such minor conflicts are overlooked by the wider Imperium, for when war calls, the Knights will always set aside their differences to fight in the Emperor's name.

However, there are other Nobles abroad in the Imperium. Shorn of their houses, battling alone or in small warbands, Freeblades travel the space lanes of the Emperor's realm as exiles and mercenaries. Some have been cast out by their houses and seek redemption, validation or final death in battle. Some are the last survivors of houses destroyed by cataclysm or warfare, who fight on to honour their lost comrades, or because grief has taken their sanity, leaving only blood and vengeance in its wake. Often fey, mysterious or frightening figures, Freeblades are nonetheless powerful allies for those Imperial forces who can win their aid.



Every Noble house has its heraldic crest, a design developed over the millennia to signify that house's greatest deeds, its honourable battle record and its martial might. These designs are blazoned proudly across the armoured hulls of the house's Knight suits, alongside the personal heraldry of each Noble pilot.



IMPERIAL AGENTS

THE EMPEROR'S HIDDEN HAND

The dangers facing Humanity in this benighted age are manifold, and the battlefields across which they must be faced are myriad. The raw might of a Space Marine strike force or Astra Militarum tank company can crush an army of foes in open battle, yet for all their military strength, insidious threats and subtle theatres of conflict may render them ineffectual. Fortunately for the Imperium, the Emperor wields other blades for when such artful knife work is required.



Some may question your right to destroy ten billion people. Those who understand realise that you have no right to let them live.

In ornate ballrooms and hushed council chambers of high city spires, Chaos worshippers whisper lies from behind smiling masks of piety. In remote laboratories, misguided scholars and deranged savants fashion nightmares that will plague worlds. Deviant cults meet in candlelit tombs or slip through crowded city streets, driven by a desperation or ambition to worship diabolical masters. Even as the guns thunder on every front and martyrs beyond count give their lives to protect the bastion of the Imperium, so the foolish, the evil and the insane strive to wear away its foundations from within. It falls to the disparate Imperial Agents to counter such threats.

Where powerful figures spread sedition and heresy amongst the upper echelons, so the political nous of Sisters Dialogus may expose their heresy. An Inquisitor's blade may find the malcontent's neck, or – most terrifying of all – a dead-eyed killer sent by the Officio Assassinorum may make a bloody example of them for all to fear.

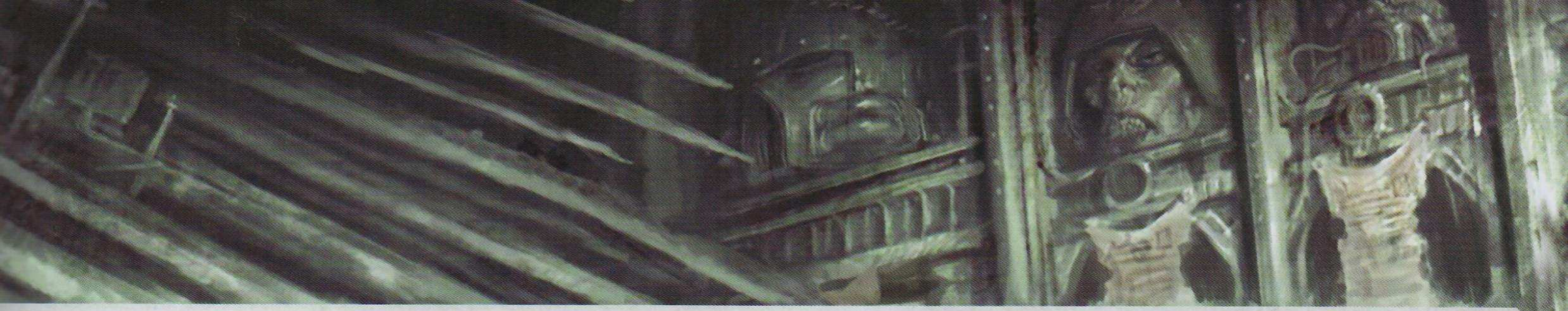
Where rioting mobs abandon their manufactorum lines at the urging of heretic preachers, they risk starving the Imperial guns of shells, and battle tanks of fuel. Such agitators soon find themselves met by the shotgun muzzles, crackling power mauls and ferocious cyber-mastiffs of the Adeptus Arbites. These Enforcers toil tirelessly to eliminate illegal hive gangs, root out mutant enclaves, bust open xenotech smuggling rings and enforce the Imperial law.



Where misguided or rebellious citizens disseminate anti-Imperial propaganda, infocytes and data-predators close the net upon them. Where cowards push for rebellion amongst the ranks of the Astra Militarum, the Commissariat execute the ringleaders and restore the steel to soldiers' spines. So ponderous and immense is the bureaucracy of the Emperor's realm that such agents are crucial to preventing less visible dangers from wreaking havoc. Sector command personnel and planetary governors are only just able to handle the task of responding to the most pressing of the endless overt military threats to the Imperium. So must Imperial Agents labour in the gaps between, their efforts often saving entire worlds or systems.

It is impossible to draw a distinct line defining who is, and is not, an Imperial Agent. For some, it requires only official dispensation, while considerations such as merit or motivation matter little. For others, it is a simple case of being in the right place at the right time, vigilant against the danger of corruption and possessed of a will to burn it out. In such cases, the lowliest hive ganger or mendicant might serve as an Imperial Agent, striking the blow that fells a cult demagogue, prevents the spread of a xenos plague or destroys a trove of forbidden archeotech before its evils can be unleashed.

Many believe themselves righteous, however. In such a dark age, the shadows of ignorance and fear are deep indeed. Though they all serve the same master, Imperial Agents often find themselves operating at cross purposes, or outside the bounds of the law. In such cases conflict is tragic, but inevitable. Accusations of heresy fly. Followers of the Dark Gods, or the unwittingly duped, sow confusion through the ranks of the faithful. Arrogance, zealotry or a lust for power leads loyal and righteous warriors to fall upon one another. So do the shadow wars of the Imperium rage on, deadly dramas waged in secret for the soul of the Emperor's realm.





SISTERS OF SILENCE

The Sisters of Silence are an order of warrior Null-Maidens who guard the Imperium with explosive bolts, searing flame and razor-sharp blades against psychic abominations. Bearers of the Pariah gene, they are anathema to psykers; the Sisters' mere proximity is able to sever a sorcerer's connection to the warp. These terrifying witch-seekers swear the Oath of Tranquillity upon their admittance to the Sisterhood, and never again utter a word. They communicate with each other via a secretive sign language, some signals of which are barely perceptible to those outside their ranks. The Sisters of Silence also have a duty to patrol the Black Ships of the Adeptus Astra Telepathica. Subduing the tithe of psykers in the holds with their fearful aura, the Sisterhood stand as a final defence against those who believe their unnatural powers make them gods.

OFFICIO ASSASSINORUM

The operatives of the Officio Assassinorum are state-sanctioned monsters. They are trained, augmented and hypno-indoctrinated to become merciless living weapons. Assassins care nothing for their target's identity or crimes, for the hardships required to achieve their mission, nor for the collateral casualties involved. Each temple teaches its own methods of murder. Eversors are skull-faced berserkers and living bombs, Vindicare Assassins are master marksmen who slay from afar, while Callidus shape-shift using polymorphine to get close to their victims before burying the knife. Vanus slay with information, Venenum employ a gruesome array of poisons and Culexus are psychic nulls who terrify their prey into submission before blasting away their souls. No matter their defences, no one is safe once the Officio Assassinorum has ordered them dead.





ROGUE TRADERS

A Rogue Trader is an adventurer, a pathfinder and a privateer. Provided with ancestral charters to ply the void upon the very fringes of Imperial space and beyond, they are charged with locating new worlds and new riches to be exploited by the Emperor's servants. Beyond that, Rogue Traders may do as they wish, recruiting whatever followers they believe will aid them in their duties and employing whatever methods they deem necessary to ensure that it is they – and by extension, the Imperium – that benefit from their finds. Even the least amongst the Rogue Traders' ranks captain mighty starships, and the majority also lead private armies, wielding all manner of exotic weaponry. Out upon the dark precipice there is precious little aid to be had; martial strength, courage and an iron will are all that count, and Rogue Traders possess them all.

A valiant force of Ultramarines surge into battle against the Necrons of the Szarekhan Dynasty. Though surrounded by the eldritch structures of the enemy's tomb world and by their deathless foes, the sons of Guilliman drive their enemies back with courage and honour.

A crusading strike force of Ultramarines sweep through the mist-shrouded ruins of a Necron tomb world, their heroic champions leading the advance from the fore. Their Bladeguard Ancient raises his banner high, inspiring his brothers to deeds great and mighty.



As the Necron forces advance, the Ultramarines draw up an impenetrable firebase centred around their Hammerfall Drop Turret, whose guns thunder relentlessly as they reap a merciless tally amongst the xenos ranks.



Mephiston, infamous Lord of Death and Chief Librarian of the Blood Angels Chapter, leads his battle-brothers in a furious counter-attack against the Tyranid swarms. At his side fight the lost warriors of the Death Company, selling their lives dearly before the end.



Upon a Chaos-tainted world, the massed forces of the Dark Angels Chapter clash with the heretical Thousand Sons and their daemonic allies. Stoic, they weather waves of sorcery and warpflame as they blast a path through enemy lines.



Serve the Emperor today, tomorrow you may be dead!

Feral howls and Fenrisian oaths fill the air as Ragnar Blackmane leads the might of the Space Wolves Chapter against Ghazghkull Thraka and his massed Goff Orks. Blood falls like rain as these two ferocious armies battle to the death.



The Ultramarines Vanguard engage a warhost of Saim-Hann Asuryani amidst the steaming jungles of an alien death world. Suppressor autocannons thunder and bolt carbines bark as the Space Marines slaughter their xenos foes.



Led by their Bladeguard Veterans, the Imperial Fists hold the line against the relentless advance of the plague-ridden daemons of Nurgle. As wave after wave of Plaguebearers slouch from the festering swamps, the sons of Dorn mow them down like wheat before a scythe.



Roboute Guilliman, Avenging Son and Primarch of the Ultramarines, leads the battle-brothers of his Chapter against the filth-ridden warriors of the Death Guard and their Daemon Primarch, Mortarion.





Primaris Outriders strike with the fury of the storm as they lead the White Scars' charge against the corrupt xeno worshippers of the Genestealer Cults.



As the Necrons advance upon a beleaguered Imperial hive, they are met by an indomitable wall of battle-brothers and armoured behemoths from the Salamanders Chapter.



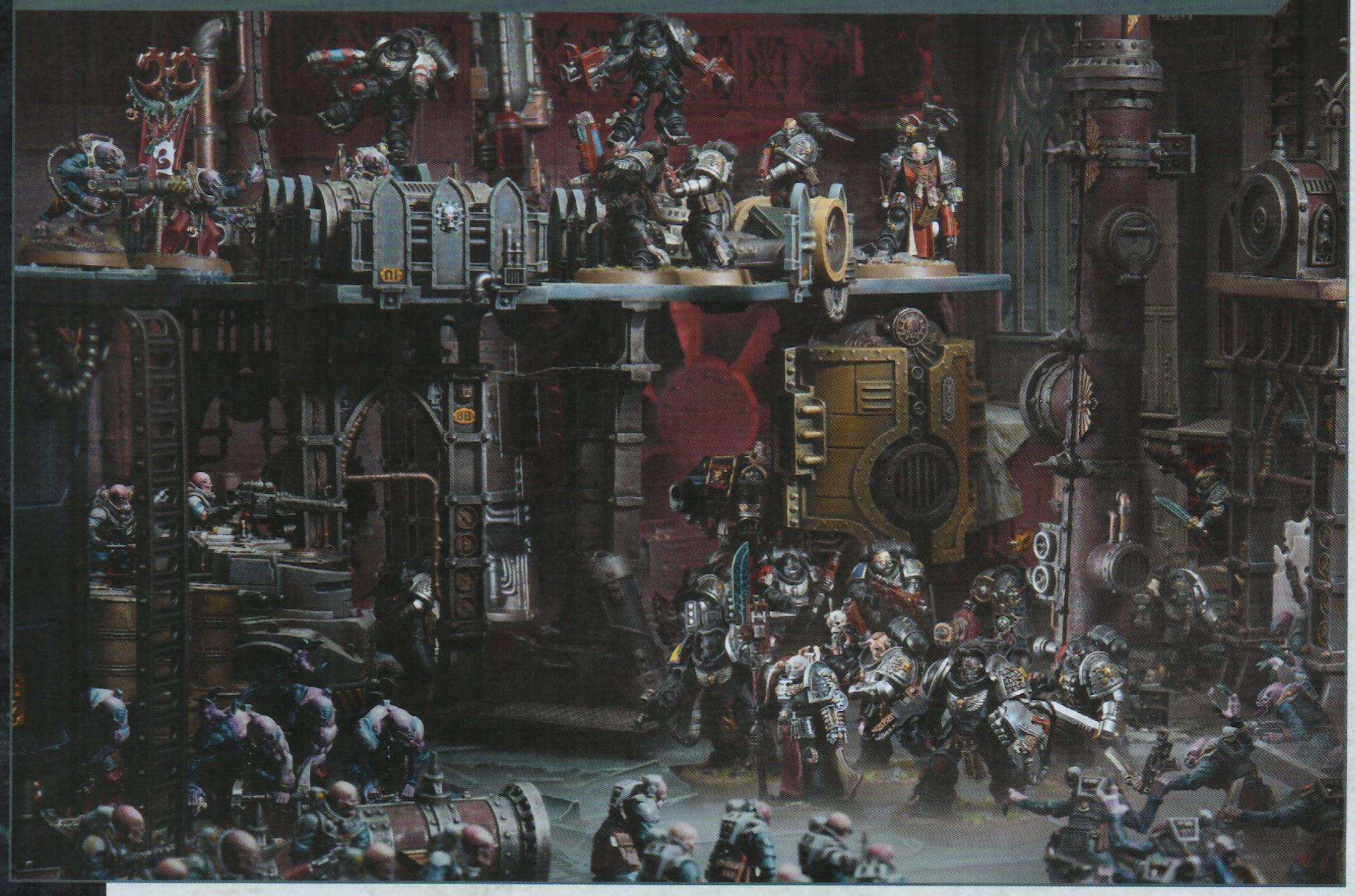


Primaris Assault Intercessors from the Blood Angels Chapter hack their way through a Genestealer infestation, fearless in the face of overwhelming enemy numbers.



DEATHWATCH

Led by their Watchmaster, the battle-brothers of the Deathwatch press deep into an infested hivesprawl. As the xenos tides flow from every alleyway, crawl space, vent and duct, they calmly ready their weapons and prepare to purge the alien.



Deathwatch Terminators and Vanguard Veterans launch a sudden strike deep behind the T'au battle lines. The jungle ruins ring to the sound of gunfire and bellowed war cries, as the xenos-hunting Adeptus Astartes cut a path toward the aliens' high command.





Deploying from their sanctified Land Raider battle tanks, the Grey Knights meet the onrushing daemons of Khorne head-on. Nemesis blades flash through the blood-misted air and massed psychic might is unleashed to banish the murderous entities back to the warp.



As the gibbering daemons of Tzeentch caper and bound toward the Imperial lines they are met by Grey Knights Paladins and looming Dreadknights, whose warding aegis casts aside the Horrors' sorcery even as their guns blaze with killing wrath.



As the skies darken over a doomed world deep in the Imperium Nihilus and the monstrous Bloodthirster Skarbrand leads his unnatural hordes to overrun the last of the defenders, the Grey Knights deploy in a sudden, devastating counter-assault to turn back the tide.

Driven into ecstasies of faith by the presence of the miraculous Triumph of Saint Katherine, the Battle Sisters of the Order of Our Martyred Lady unleash the full fury of the Emperor's wrath upon their twisted Heretic Astartes foes.



The armoured might of the Adepta Sororitas grinds forward, directing a withering hail of fire into heretical enemies as they go. Hymnals soar over the howl of rockets and the pounding footfalls of the Penitent Engines that lead their charge.



The Emperor asks only that you hate.

Wreathed in a coruscating halo of holy energies, Celestine the Living Saint descends from the turbulent skies above the battlefield flanked by her Geminae Superia. The faithful look upon her with renewed hope in their hearts, while her enemies quail in terror.



Do not waste your tears. I was not born to watch the world grow dim.

Life is not measured in years but by the deeds of men.

Faced by the suppurating warriors of a Death Guard vectorium, the Adeptus Custodes advance with valorous war cries ringing out and guns blazing. The Venerable Contemptor Dreadnoughts that anchor their advance lay down withering hails of fire.

ADEPTUS CUSTODES

Captain-General Trajann Valoris himself leads an elite shield company of the Adeptus Custodes into battle against the perfidious Alpha Legion. Vertus Praetors streak in on an attack run even as the Allarus Custodians pin the heretical foe in place.

At the moment when the Great Rift split the galaxy, a mighty Khornate war host fell upon Terra itself, seeking to smash down the doors of the Imperial Palace and slay the Emperor. They were met by the indomitable Adeptus Custodes, fighting alongside the Ultramarines.

ASTRA MILITARUM

The ground shakes beneath the grinding treads of squadron upon squadron of Astra Militarum battle tanks. With mighty, super-heavy war engines pressing unstoppably forward in their midst, the massed Cadians unleash a devastating fusillade upon the hated traitor forces.

Amidst the smog-choked spires and war-torn industrial yards of Korlax V, Adeptus Mechanicus ground forces press their relentless advance while aerial support units sweep overhead on their way to bombard the enemy's front lines.

Skorpius Disintegrators and Skorpius Duneriders lead the Adeptus Mechanicus' push into the ruins of a Chaos-held city. Strange weapons crack and buzz as the Skitarii disembark from their transports and unleash barrages of killing firepower into the foe.



Archmagos Belisarius Cawl himself leads the defence of a vital Adeptus Mechanicus forge complex against a sudden infestation of Nurgle daemons. The servants of the Machine God advance relentlessly upon their unnatural foes, determined to purge them without mercy.



Amidst the ruins of a war-torn manufactorum complex, the massed Knights of House Terryn unleash an unstoppable charge upon the worshippers of the Dark Gods, honour pennants flying proud as the Knights crush their foes beneath their armoured feet.



THE LOST AND THE DAMNED

'Cast down the idols! Destroy the temples!
Slay the priests! Show these fools
that they worship nothing more than a
rotting corpse!'

- Dark Apostle Harzhan
of the Word Bearers





FORCES OF CHAOS

The followers of the Chaos Gods are myriad in both number and nature. Endless hordes of crazed cultists, grotesque mutants and cackling daemons rush into battle alongside the hate-filled and indefatigable warriors of the Heretic Astartes and the towering war engines of the Chaos Knight households. Rising up to overthrow the Emperor's rule or bursting into reality from warp-based bastions, they live only to do the Dark Gods' bidding and to see the galaxy burn.

The worshippers of the Ruinous Powers are turncoats and traitors, the desperate, the damned and the hopelessly insane. Some are motivated by their hatred of those they believe have failed them, or whose weak rule they despise and resent. Others seek a chance to change their fortunes, making dark pacts with ineffable entities and trading away their souls in exchange for a better hand than life has dealt them. They are unified by their propensity for anarchy and destruction, and – in the main – their vehement hatred of the Imperium, but in many ways they are disparate indeed.

The worshippers of Chaos are led by mighty champions, individuals who have long served the Dark Gods and have been utterly twisted by the experience. On occasion, the goals of one champion might align with another long enough to see their forces combine into a unified and terrifying host. Once a planet has been razed, plundered and its populace offered up for sacrifice, these alliances often crumble. Only the greatest and most powerful of Chaos warlords are able to hold such alliances together through a mixture of fear and manipulation, to bloodily defeat the challengers from within their own ranks and to garner the mercurial support of warp entities from beyond the veil. Such so-called allies care nothing for loyalty or honour, but they can be compelled to offer aid in return for the correct sacrifices.

Combining the awesome military strength of the Adeptus Astartes with the foul power of the Chaos Gods, the Heretic Astartes are amongst the most dangerous of threats to the Emperor's realm. Some have fought against the Emperor since the dark days of the Horus Heresy, the dreaded Daemon Primarchs first amongst them. Others are more recent turncoats. Wherever the Chaos Space Marines strike, death and ruin follow as these most terrible of warriors slay, enslave and plunder.

Many Heretic Astartes worship a particular Chaos God, with some exhibiting the kind of perverted blessings that suggest favour from their deity in return. The Death Guard – Traitor Legion of the Daemon Primarch Mortarion – have thrown their lot in with Nurgle, each of their number a rotting host to unnatural maladies said to be concoctions of the Plague God himself. When they march to war, their forces are accompanied by dense clouds of fat, disease-ridden flies and thick clouds of toxic miasma. The Thousand Sons, by comparison, are followers of Tzeentch, their many sorcerers infused with vast empyric power yielded from intense study of forbidden and esoteric texts. Their armour gleaming with eldritch energy, Thousand Sons hosts march in



perfectly formed ranks, bolters firing as their empowered champions unleash deadly blasts of warp fire upon the enemy.

The most infamous of the Heretic Astartes are the Black Legion, who are led by Abaddon the Despoiler, the Warmaster of Chaos and gene-son of Horus himself. Bound together and given purpose by their hatred of the Imperium and the fearsome will of their master, the Black Legion serve no single Chaos God; instead, they offer worship to the pantheon in whatever way best serves their own egotistical aspirations. They possess the greatest numbers of any single Chaos Space Marine force, for they recruit not only through their own gene-seed and twisted novitiates, but also from amongst the disillusioned and disaffected of other Traitor Legions. The Black Legion – and Abaddon most of all – are the poisoned heart whose thunderous beat keeps the Long War alive. The Warmaster aims to see the Throneworld burn, and he will stop at nothing to achieve this.

Once noble and honourable champions of the Imperium, the Chaos Knights have since been horribly corrupted by the Ruinous Powers. These bipedal engines of destruction tower over the battlefield. Each is piloted from within by a single fallen Noble who integrates with their mighty Knight suit through biomechanical uplinks and parasitic neuroempathic relays, allowing them to move and fight as though their Knight was a monstrous extension of their own mutated limbs. Even a single Chaos Knight is a deadly war engine that boasts the firepower and close quarters savagery to devastate regiments of the foe; when they march out en masse, entire worlds are razed.

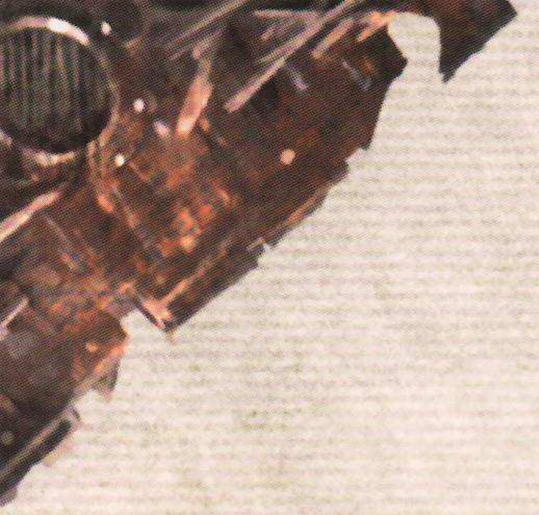
Amongst the most dangerous of all the Dark Gods' followers are the daemons of Chaos. Formed of the very stuff of the warp, their numberless hordes seek nothing but to turn the material realm into an endless maelstrom of torture and madness. Taking countless horrifying forms, they leap, charge, writhe and slaver across the battlefield, unphased by incoming fire and hungry for mortal souls. The daemons of Chaos are as insidious and cunning as they are ferocious. Many tear open the minds of psykers as gateways into realspace, or else tempt the weak-willed into compliance. Those who are seduced by the power of the warp often wrongly believe that they are the ones with the upper hand in any bargain struck. They discover far too late what fools they have been, and what terrible fate they will suffer for falling for a daemon's silken promises.

For ten thousand years the worshippers of the Dark Gods have sought to conquer realspace; since the opening of the Great Rift, they are closer to this goal than ever before. Cults rise in greater numbers as more worlds are thrown into turmoil and more systems stormed and sacked. Each cultist, Chaos Knight, daemon and Chaos Space Marine works to bring about the downfall of Humanity even as they fight to overthrow their rival sects, all in the service of conspiring powers bent on consuming the entire galaxy.

Despite the ghastly peril facing all of reality, the people of the Imperium are kept largely ignorant of the threat of Chaos in all but the most abstract terms. It must be so, for with knowledge of its true nature comes madness, terror and mutation that, if left unchecked, would bring the Imperium to its knees. The Inquisition and other secret forces work tirelessly and ruthlessly to maintain Mankind's shield of ignorance, with no price considered too high and no butcher's bill too bloody. In this way, the insidious corruption of Chaos works to undermine the Imperium's strength by influencing the actions of its most faithful defenders, for the Inquisition thinks nothing of mind-wiping whole regiments or euthanising entire worlds to maintain its most dire of secrets.

Beware the enemy within!





Burn the heretic!
Kill the mutant!
Purge the unclean!

HERETIC ASTARTES

'DEATH TO THE FALSE EMPEROR!'

They are Humanity's fallen heroes and the Imperium's scourge, who have sold their souls for the promise of power gifted from the Dark Gods. They are the Heretic Astartes – the Chaos Space Marines. From the Eye of Terror, the Maelstrom, the Great Rift and a thousand other strongholds they strike at the realm they once swore to defend, driven by hate, bitterness and bloodlust.

Blessed with the Emperor's gifts of preternatural strength, speed and endurance, and made even deadlier by superlative armour and devastating weaponry, the Heretic Astartes are incredibly powerful warriors. Being Space Marines they are dangerous enough, but with the blessings of the Chaos Gods – secured through dark and unholy pacts – they are rendered even more powerful by fearsome mutations and supernatural powers. Openly rejecting the righteous discipline of the Imperium, the Heretic Astartes are as varied in their approach to battle as they are in their horrific appearance.

The Heretic Astartes often bear a superficial resemblance to their Imperial counterparts. Though distorted, many of their weapons follow a similar pattern to those wielded by the loyalists, be it boltguns, chainswords, missile launchers, krak grenades, plasma pistols and the like. They even field main line battle tanks and armoured transports based off the redoubtable hulls of the Rhino APC or the formidable Land Raider. In truth, however, the Heretic Astartes and the Adeptus Astartes are little alike. The longer a Chaos Space Marine spends following the Dark Gods, the more corrupted they become. Horns and spikes protrude from their armour, and they may even be gifted with heinous mutations by their new patrons, whether it be whiplike tentacles, additional limbs or other, stranger alterations. Their flesh and armour often fuse into one, making them and their plate a single horrific organism.

With their Warpsmiths and Dark Mechanicum allies channelling the unfettered energies of Chaos into the creation of heinous war machines, Heretic Astartes hosts are joined by throngs of daemon engines. These abominations combine armoured brass and iron chassis and hellish weapon systems with a bound daemonic essence that animates the engine and drives it into battle.



The answer as to what motivates psycho-indoctrinated, superhuman warriors of the Imperium to rebel against the empire they were bred to serve, is as varied and complex as each individual Chaos Space Marine. There are those who seek to throw off the chains of servitude and turn their might to their own advancement. Others claim to have been betrayed by the Imperium, or else are driven mad by exposure to forbidden secrets and fell powers. Some walk yet stranger paths to glory or damnation, raiding, pillaging and slaughtering as they go. Most appear to do this to satisfy their cruel desire for slaughter and mayhem, their inhuman abilities and potent wargear making them a threat to even the most formidable of foes. They may believe themselves to be their own masters, choosing to give their worship to the Dark Gods in preference to the Emperor; the truth is, however, that the majority of renegade Space Marines have simply exchanged one distant and uncaring master for another. Those who truly excel may be rewarded with dark blessings, even immortal daemonhood, but for many there is only brutality, hardship and an eventual grisly end.

Just as there are hundreds upon hundreds of loyalist Space Marine Chapters, so there are vast numbers of factions within the ranks of the Heretic Astartes. Ten thousand years on from the Horus Heresy there are those Traitor Legions still clinging to cohesion, still fighting the Long War. Alongside them fight warbands of renegades, turncoats and lunatics who have fallen into Chaos worship in the millennia since. The Dark Gods' insidious tendrils quest constantly for the hearts and souls of the Emperor's greatest warriors. Wherever a chink is found, wherever spiritual rot takes hold, there is formed a new warband of the Heretic Astartes sworn to revenge themselves upon the Imperium that created them.



BLACK LEGION

'LET THE GALAXY BURN'

The Black Legion is a name synonymous with evil. Living reminders of the Imperium's greatest catastrophe and its greatest threat, the Black Legion's warriors are the bringers of death and ruin, with souls as dark as their name. Abaddon the Despoiler leads them in their relentless campaign against the Imperium, and under him they will stop at nothing to achieve their goal.

Once named the Sons of Horus, the Black Legion's journey to pre-eminence amongst the Traitor Legions was hard fought. Only Abaddon had the strength to break the cycle of internecine warfare between the traitors, and to forge the Black Legion into a notorious host that continues to ravage the Imperium ten thousand years later.

More numerous by far than any other faction of Heretic Astartes, the Black Legion is made up of countless warbands consisting of turncoat Space Marines who have bent the knee to Abaddon. The only requirement for one who wishes to join this brotherhood is a hatred of the Emperor. Since the Horus Heresy warriors from other Traitor Legions, and renegades of all stripes, have donned the black and gold of Abaddon's hosts.

While many worship the Chaos pantheon entire, others dedicate themselves to a single god. Over the millennia, many of the old Sons of Horus have done this, as have all manner of renegades. Equally, those dedicated to, and seemingly chosen by a single god – the Death Guard, the World Eaters, Emperor's Children and Thousand Sons – have on occasion abandoned their own Legions to join Abaddon's own. The Despoiler cares not to which god or gods any of his followers give offerings. Nor does he care, for the most part, where they raid, pillage and kill; his warlords are extended both Abaddon's trust and the high expectations that come with it. The Despoiler cares only that they answer his call when he summons them and follow his orders when he gives them. Failure in this is unwise; Abaddon has had long millennia in which to dream up suitable punishments for those who let him down. In battle, the Black Legion's fighting style is as varied as the warbands involved, but in the firm grasp of Abaddon's command the disparate Heretic Astartes fight as one. Imperial observers with rare access to secret archives see ruthlessly efficient combat patterns of swift, decisive strikes that overwhelm the enemy, followed by Terminator attacks that break the foe's back – tactics not dissimilar to those used by the Sons of Horus of old.



ABADDON THE DESPOILER

The Despoiler of Worlds. Warmaster of Chaos. The wielder of the Talon of Horus and the daemon sword Drach'nyen. Abaddon claims all of these dark accolades and a thousand more besides. No Chaos Space Marine warlord or champion can match Abaddon's personal might or martial power, or has comparable favour with the Dark Gods. None has fought the Long War with as much fervour, focus and unfaltering hatred as he.

Abaddon the Despoiler is the fulcrum around which the powers of the Heretic Astartes pivot. Over a period of nine thousand years, his thirteen Black Crusades dealt savage blows to the Imperium. The objectives of all contributed to a singular event that was brought about at the climax of the Thirteenth Black Crusade – the cataclysmic opening of the Great Rift, the all-engulfing darkness of the Noctis Aeterna, and the devastating sundering of the Emperor's realm. Now, with his enemies' forces divided in two and half the Imperium drowning in shadow and horror, Abaddon prepares his next ruinous blow.



THE TRAITOR LEGIONS

Ten thousand years ago, at the height of the Great Crusade, the Warmaster Horus turned against the Emperor. Fully half the Space Marine Legions followed his path of corruption and heresy and, in the 41st Millennium, these Legions continue unrelentingly to fight their Long War.

Once, the names of those now known as the Traitor Legions were uttered throughout the Imperium with respect and admiration. No longer. The cunning and duplicitous Alpha Legion, the zealous fanatics of the Word Bearers, the grim siege-masters of the Iron Warriors, the terror troops of the Night Lords, the potent psykers of the Thousand Sons, the relentless and indomitable Death Guard, the ferocious World Eaters, the magnificent and perfectionist Emperor's Children and the audacious Sons of Horus were the Space Marine Legions that turned against the Emperor at the end of the Great Crusade. Now they are amongst Mankind's most dangerous and feared enemies.

Those that escaped the Siege of Terra and the Scouring that followed scattered across the galaxy, with many fleeing to the warp rift known as the Eye of Terror. For years they warred amongst themselves, for after treachery has been committed once it is easier to commit again. They vied for territory, slaves and supplies. Immersed in the unnatural currents of the warp these traitors fractured and mutated, their lifespans unnaturally extended so that many who besieged the Emperor's palace still fight against his waning Imperium ten millennia later.

Thousands of years of constant warfare, rivalries and jealousies have broken once unified Legions into splintered warbands, led by champions who rule through might and cunning. The bitterness of defeat has festered in their hearts throughout the years, and combatants once motivated by duty now find themselves consumed by hate.

While setting the Imperium aflame is no little reward, those following the Chaos Gods often aspire to even greater ends. For those who glorify their dark patrons through heinous rituals, mass slaughter and the desecration of sacred sites, there is a chance that they will be granted daemonhood by their masters, gaining vast power and immortality.

To walk the Path to Glory is enormously dangerous, for the gods are fickle, cruel and indifferent to the plights of mortals. A champion who puts an entire world's population to the sword might have his arms warped into bladed weapons, or be gifted with a brass collar protecting him from psychic powers. Another champion might open a huge warp rift that enables legions of daemonic horrors to spill into reality and turn a world into a twisted nightmare, for which the gods might reward him with incredible knowledge and wisdom, or a number of semi-autonomous tentacles. He might then turn a highly militarised fortress world into a den of hedonism and torturous ecstasy in the hopes of being blessed with ways to deepen every sensation, and instead have his eyes rendered sightless and his ears made incapable of hearing. The gods are as capricious as they are ineffable. Some champions may labour all their unnaturally long lives and never once receive a Chaos God's boon. Others might catch the regard of their patron only to be showered with so many unnatural blessings that their bodies mutate out of control, their minds snap, and they devolve into hideous Chaos Spawn.

For all the lofty goals of daemonhood and the wreaking of vengeance, many amongst the Traitor Legions fight chiefly for material gain. A war that has lasted for thousands of years cannot be sustained by hate alone, and what cannot be fashioned through slave labour must be stolen by the Heretic Astartes in raids. Their gore-encrusted weapons and vessels are relics from the Age of Darkness, yet they have been repaired and made serviceable many times over and modified with material ripped from the dead hands of Imperial servants, or the hulks of devastated loyalist ships.

In the Era Indomitus, the Traitor Legions strike from their warped bastions and armadas at the weakened Imperium with a vigour and audacity not seen for millennia. Recorded sightings have not necessarily increased, but that is only because so many worlds have fallen silent beneath their blades before being able to send word. It is feared by many in the Imperium's highest echelons that what information they have barely scratches at the surface of what the Traitor Legions have achieved. Cults bearing the three-headed hydra of the Alpha Legion are becoming frighteningly common, and terrified calls for aid scream from worlds engulfed in complete darkness by the Night Lords. The Iron Warriors have constructed massive, labyrinthine bastions on fallen Imperial worlds, while what scattered bands of World Eaters remain butcher with wild abandon, leaving mountains of skulls in their wakes. Indomitus Crusade battle groups have discovered systems captured by the Emperor's Children that have descended into pits of twisted hedonism, while sightings of soldiers clad in the spiked, deep crimson armour of the Word Bearers are inevitably followed by mass daemonic incursions and the raising of dread Noctilith Crowns.

It is nigh impossible for the servants of the Emperor to contain every heinous depravity, blasphemous assault and blood-chilling atrocity. The Traitor Legions' terrifying success has provided them with immense bounties of supplies and slaves with which to further their evil cause, even before the boons and rewards bestowed upon them by their malefic deities are counted. Every victory brings them closer to seeing the Throneworld in flames, and the devastation promised by the Horus Heresy brought at last to gruesome fruition.





From a single seed of doubt can grow a world of heresy.

'On their orders we killed billions. We put worlds to the sword or cast them into fire, yet now they call us murderers? They scorn and reject us for following out their own orders. Now they shall see what a true butcher looks like.'

- Ku'loth of the Red Corsairs

RENEGADES

Not all Heretic Astartes can trace their history back to the Horus Heresy. Over ten thousand years, many more Space Marines have fallen from the Emperor's Light. Driven by bitterness, greed or lust for power, these traitors now fight against the Imperium they once served.

Despite years of psycho-indoctrination, hypno-conditioning, arduous training, incredible mental robustness and strength of character, not even Space Marines of the Adeptus Astartes are completely immune to Human weakness. They too can fall to the subtle temptations of the Chaos Gods.

Though the Administratum would never openly admit such a thing, over the course of its long history individual Space Marines, squads and even entire Chapters have turned renegade in alarming numbers. There are many reasons for this heretical phenomena, with each new band of renegades evidencing their own weaknesses or buried desires. Some are simply power hungry, and chafe against the shackles placed upon them by the Imperium's labyrinthine rules and bureaucracy. Others grow disillusioned, holding too tightly to a sense of entitlement and looking with scorn upon the Human cattle they are told it is their purpose to protect. Some are exiled in dishonour, cast aside in the wake of tragedy, heresy or rampant politicking. These Space Marines may even be pre-emptively attacked, driving the survivors into a life of piracy as they are forced to flee the Imperium that betrayed them.

All renegades are reavers of a kind, raiding, pillaging and murdering in their constant battle to survive, secure new territories and defend their strongholds. On those rare, devastating occasions where a whole Chapter turns traitor, entire systems can swiftly collapse, assailed by the deadliest warriors in the galaxy in full strength and without restraint. Such merciless assaults leave worlds stripped of materiel, their populations enslaved or massacred and vast fortifications erected on their surfaces to honour the Dark Gods. Many renegades dwell in the Eye of Terror, following in the footsteps of the Traitor Legions before them. Many more operate from hidden bases in asteroid fields, from vast space hulks that drift through the void without course, or as nomads aboard fleets or single ships.

No matter what caused them to turn, all Space Marine renegades eventually fall to Chaos, by accident or by design. Free from the bounds of Imperial doctrine, some indulge their desires for the sake of aggrandisement, glory or greed. Others, close to extinction or on the brink of catastrophic defeat, hand their souls over to the Dark Gods in exchange for the smallest chance of survival.



The Crimson Slaughter, the Purge, the Red Corsairs, the Cleaved, the Scourged and many more are renegade warbands whose names strike fear into the hearts of Imperial rulers. For the Inquisition and the Imperium's high command, they are a stark reminder of the innate risks that Space Marines pose, and how Humanity's greatest asset can swiftly become its greatest danger. Despite the obvious need for the Adeptus Astartes in defence of the Imperium, they too are susceptible to heresy and should be closely observed without complacency.

The mere existence of such renegade warbands stirs deep hatred within the loyalist Adeptus Astartes; not only do they despise their traitor brethren for their heretical crimes, but also for the fact that they dishonour all that it means to be a Space Marine, casting doubt upon the loyalties of those who remain true. Wars between loyalist and renegade Space Marines escalate rapidly, enveloping entire sub-sectors in terrible, all-consuming conflict. Many renegades relish these wars for the opportunity to harvest gene-seed and equipment. After all, though they combine the martial might of the Adeptus Astartes with the dark and unnatural blessings of the Chaos Gods, renegade warbands rarely boast any but the most rudimentary supply chains. Most are forced to survive by cannibalising the wargear and even the biological components of loyalist warriors, or else by preying upon other, less powerful renegade bands.

No one, save perhaps the Emperor, knows just how many Space Marines have turned renegade over the millennia. Even one loyal warrior falling in this fashion is too many. As each new renegade warband joins the Long War on the side of the Dark Gods, so they take with them yet more of the Imperium's military might, now turned to the perverse purpose of tearing down Humanity's realm one world at a time.

In the tumult of havoc that has raged across the Imperium since the Great Rift's emergence, raids of such a nature have become frighteningly common. Renegades seize every opportunity to capitalise upon the confusion, hardships and panic of isolated Imperial forces and worlds. The Imperium's armies are overstretched and overwhelmed on multiple fronts, making too many worlds easy prey for Chaos renegades who are well learned in the art of plundering, reaving and raiding.



WAR ZONE: VIGILUS

Situated close to the Great Rift in the Imperium Nihilus, Vigilus stands guard over the Nachmund Gauntlet, a rare stable route through the Cicatrix Maledictum. Designated invaluable by Roboute Guilliman himself, its enormous importance has made it a tempting target for both xenos and Chaos invaders alike.

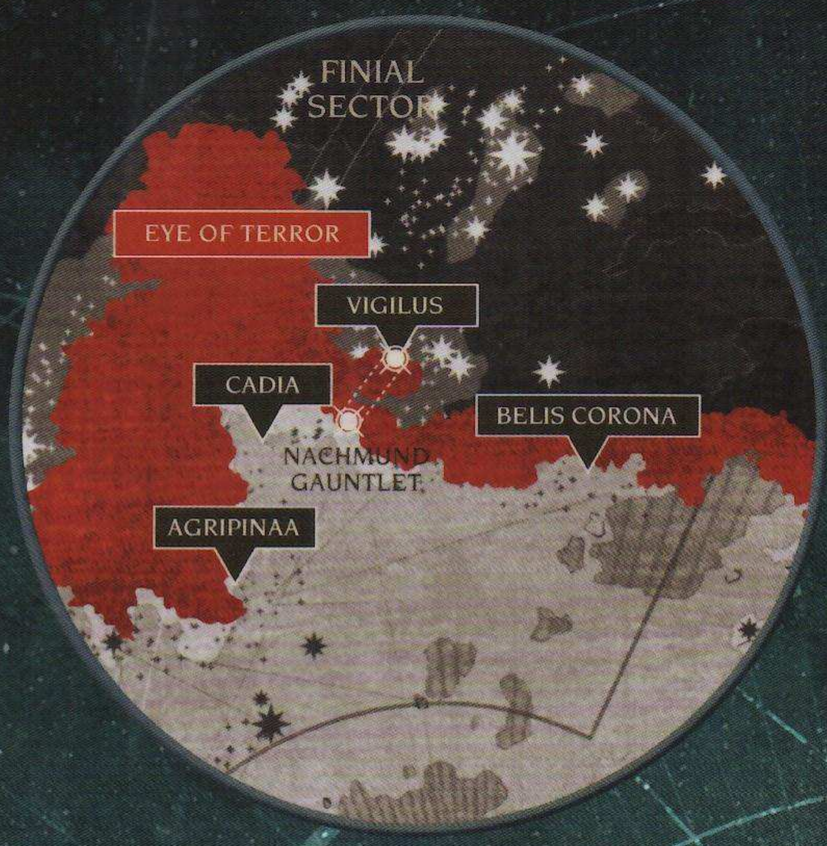
Situated close to the Eye of Terror, Vigilus is a hive world that has always been on a war footing. Its courageous Astra Militarum regiments and powerful Adeptus Mechanicus macroclades have fought many battles to defend this linchpin planet from the invading forces of Chaos.

Vigilus' vast foundries have long furnished regiments of Astra Militarum soldiery across multiple systems with guns, armour and war engines. Moreover, the planet's Tech-Priests possess the secrets of creating psychically charged Bastion force fields, a unique technology that they exported off-world and also deployed in vast energy fences to defend Vigilus' continent-like hivesprawls. In the aftermath of the Great Rift, the planet became a magnet, a blessed sanctuary for billions of lost souls fleeing from the horrors inflicted upon worlds in the Imperium Nihilus.

THE FIRST PHASES

The eyes of xenos races were the first to set on Vigilus. The Great Rift spat out flotillas of ramshackle Ork ships, each full of greenskins itching for a fight. After overwhelming Imperial defence fleets, already mauled by the astral phenomena of the Great Rift's opening, they crash-landed onto Vigilus' surface. The Orks set to work turning their ships into scrap cities and dominating the vast wastes between Vigilus' hivesprawls.

Worse was to follow. The greenskins' sudden arrival, and the threat it posed, triggered a premature uprising of the Genestealer Cult of the Pauper Princes. For years the xenocultists had been gathering their strength, preparing Vigilus for their star gods' arrival by labouring assiduously, while hidden from prying Imperial eyes. Grandsire Wurm and his brood would not surrender what they saw as their world to the Ork invaders.



The conflict rapidly escalated as Imperial, Ork and Genestealer Cult armies fought. Following astropathic distress cries, numerous Space Marine Chapters and other forces of the Imperium raced to Vigilus' aid. At the same time, however, Drukhari raiding parties burst forth from the webway gate at Vigilus' extreme south pole to prey upon the ice quarries of Kaelac's Bane. The worshippers of the Dark Gods were not idle upon Vigilus either. Blood flowed in Litmus Dock after a filth-encrusted ship landed, unleashing a shambling rabble of bloated, Gellerpox Infected mutants, and a vectorium of Death Guard.

THE ARMIES OF THE WAR FOR VIGILUS

The war for Vigilus has been utterly cataclysmic, its participants as myriad and disparate as they are numberless. Below is but a fragment of the total forces involved in the horrendous conflict.

IMPERIUM

Hyperian Guardians

Ultramarines	7 demi-companies (impromptu)
Hawk Lords	1 company
Vigilant Guard	15 regiments
Dharan Bloodfists	2 regiments

Mortwald Saviour Detail

Imperial Fists	1 demi-company
Fire Lords	13 regiments
Catachan Jungle Fighters	9 regiments
Vigilant Creedsmen	26 regiments

Oteck Combined Defence Group

Space Wolves	1 strike force
Utica Pikemen River Guard	2 regiments
Miasman Redcowls	3 regiments
Tekarn Iron Men	1 iron phalanx

Dirkden Rearguard

Crimson Fists	3 companies
Vigilant Underhivers	*EXPURGATOS*

++ All Continued in file 267G/vigil/3∂ ++

XENOS

Orks

Krooldakka's Blitz Brigade	12 Battlewagon mobs
Ozgrog's Kult of Speed	54 speed mobs
Da Teefspitta Nobz	13 Knight-class walkers
Da Kogtribe Grindaz	33 scrapper mobs
Badgrot Stikkas	94 grot mobs
Warhog's Dakka-planes	12 Flyboy sky mobs

Genestealer Cults

Clergy of Piston's Hollow	1 sub-sect
Lurkers in the Oil	1 sub-sect
The Dynasty Beneath	4 brood cycles
The Writhing Wyrm	3 brood cycles
Deltarian Broodsurgers	4 claws
Trenchcrawlers	10 claws

Drukhari

Coven of the Altered	5 Haemonculi (+ cells)
Kabal of the Black Heart	5 shards
Kabal of the Flayed Skull	6 shards
Cult of the Unending Pain	7 circles
Cult of the Obsidian Rose	4 circles

CHAOS

Black Legion

The Aphotic Blade	1 warband (elite corps)
The Shrieking Masquerade	5 warbands
The Sixth Rapture	2 warbands (Slaanesh)
The Ashen Dead	1 warband (Tzeentch)
The Black Lions	4 warbands (Khorne)

Death Guard

Apostles of Contagion	7 vectoriums (cf. schism)
Selminster's Curse	5 vectoriums
Seventh-day Morbidians	4 vectoriums
Gellerpox Hordes	4 pox mobs

Thousand Sons

Fractal Blades	1 kill team
Masters of Magnus' Will	1 sect
The Scions of the Great Architect	1 sect

Hereticus Militarum

The Pallisane 'Idolators'	3 regiments
Jenen Ironclads	4 regiments
Antivigil Bloodcorps	2 regiments

WAR OF NIGHTMARES

Despite all of this, the Imperial forces kept fighting, thanks in part to the efforts of the newly arrived Marneus Calgar. Cult agents were rooted out and eliminated, and xenos hordes were driven back – albeit at great cost. Faced with the very real threat of annihilation, the factionalised Human forces rallied behind the leadership of the Aquilarian Council, achieving at least enough cohesion and common purpose to solidify their positions. League by torturous league they pushed the invaders back. Then came a new storm.

Heralded by Haarken Worldclaimer, Abaddon the Despoiler himself came to claim Vigilus for Chaos. When the Despoiler's fleet struck, it punched through the world's orbital defences with ease, and the heretical invasion began in earnest. Countless warriors and cultists from thousands of factions, legions, cults and warbands attacked. They struck all across Vigilus, pitching formerly stabilised war fronts into bloody anarchy.

Chief amongst the attackers were the Heretic Astartes. The Word Bearers completed reality warping rituals that summoned tides of daemons, while the Iron Warriors used blasphemous scrapcode to break down the already fluctuating Bastion shield generators before launching merciless assaults. The Fallen – the secret shame of the Unforgiven Chapters – unleashed a space-distorting weapon that shattered the Imperial fleet and brought hive spires crashing down.

Nevertheless, the traitor forces found themselves bloodied not only by the Imperial defenders, but also by the xenos races on Vigilus. The Pauper Princes held the Scourged and the Night Lords at bay, and Abaddon's strike against the blackstone reserves at Silo XV ground to a halt when hordes of greenskins intervened in the hopes of a good fight. Calgar himself took advantage of the aliens' presence, luring Heretic Astartes forces into hordes of Ork speed mobs.

Such was the Imperium's plight that alliance with the Aeldari became necessary, as both sides recognised Chaos as the greater enemy. In a desperate gambit, Calgar and the Aeldari targeted Horus' flagship. An Asuryani warship with a payload of Deathstrike missiles struck the colossal vessel, causing catastrophic damage and forcing Abaddon to retreat. Many of his forces were left behind to become embroiled in countless battles, although much of the invasion's impetus and focus was lost. Intense fighting still rages on Vigilus, and it is only a matter of time before the Despoiler returns.

THE NACHMUND GAUNTLET

Piercing the roiling storms of the Great Rift like a shaft of sunlight through clouds, the Nachmund Gauntlet stretches from Sangua Terra in the Imperium Sanctus to Vigilus in the Imperium Nihilus. It is, if not precisely safe or stable, at least a clear space lane that allows those with sufficient courage to travel between one half of the sundered Imperium and the other. Even this passage has been claimed by war, however; not only have renegade forces fallen upon Sangua Terra in great numbers, but at the heart of the gauntlet itself lies the traitor Knight world of Dharrovar. The Tyrant King Kaligius – motivated by isolationist paranoia and twisted by the unnatural energies of the rift that bombarded his world – led his Nobles into open revolt and straight into the arms of the Dark Gods. Now they strike at any Imperial warships that dare the Gauntlet, and have despatched lance after lance of Chaos Knights against Vigilus.





DEATH GUARD

THE ROTTED BROTHERHOOD

The Death Guard, one of the original Traitor Legions who turned against the Emperor in the Horus Heresy, are favoured by Nurgle over all others in his service. Led by the Daemon Primarch Mortarion, their fleets launch from the Plague Planet to ravage the worlds of the Imperium.

To face the Death Guard in battle is to fight that which repulses, cripples with nausea and loosens bowels with fear. Their hulking Plague Marines are clad in the hues of their patron deity, displaying the panoply of unbridled filth and the heraldry of contagious disease. Coils of foul-smelling entrails burst forth from cracks in their armour, and some are gifted with writhing tentacles in place of their limbs, covered in hungry suckers and wicked claws that seem to have a malevolent sentience of their own. Accompanying their every step wafts a horrendous aroma, a vomit-inducing combination of diseased flesh, noxious fumes, corpse gas and acid-decayed metal, emanating from every inch of their bodies and billowing from corroded power packs and purpose-built vats.



They who feast today do so in ignorance of their mortality. Tomorrow they must die or change.

Upon sight of the Death Guard's inexorable march their enemies unleash punishing volumes of fire, desperate to bring down Mortarion's sons. Yet the Death Guard are implacable warriors favoured with unnatural, diseased resilience. They have been rendered immune to pain by Nurgle's blessings, and jovially weather volleys of fire that would destroy lesser armies. In return, the Death Guard ply their infamous close range fighting skills. Salvoes of bolt rounds are combined with noxious streams of toxic slime, or barrages of armour-piercing shells that unleash corrosive ironblight within the hulls of armoured vehicles. Whether battling street to street, ploughing through trench networks or marching unstoppably through suppurating swamps, the Death Guard are unstoppable once they close with their foes.

Bubo-covered cultists and deathless Poxwalkers add to the traitors' ranks, eager to kill and infect. Foetid Bloat-drones hover overhead to drench the foe in toxic slime, or hunt enemy armour with hails of corrosive shot. Plagueburst Crawlers launch barrages of spore-spewing shells as they smash aside enemy defences with their ram-blades. Myphitic Blight-haulers harry enemy tanks with multi-meltas and missile launchers, as their gaping maws of razor-sharp teeth snap and drool in hunger. Combined, Death Guard forces grind their foes down into virulent sludge, ripe for moulding in Grandfather Nurgle's hands.

THOUSAND SONS

'ALL IS DUST'

Clad in ornate armour of rich lapis lazuli and purest gold, the Thousand Sons were one of the Emperor's original Legions, but are now enthralled to Tzeentch, the Changer of the Ways. Led by both their Daemon Primarch – Magnus the Red – and by Sorcerers drunk on arcane power, the Thousand Sons seek to bring about the Imperium's lasting destruction.

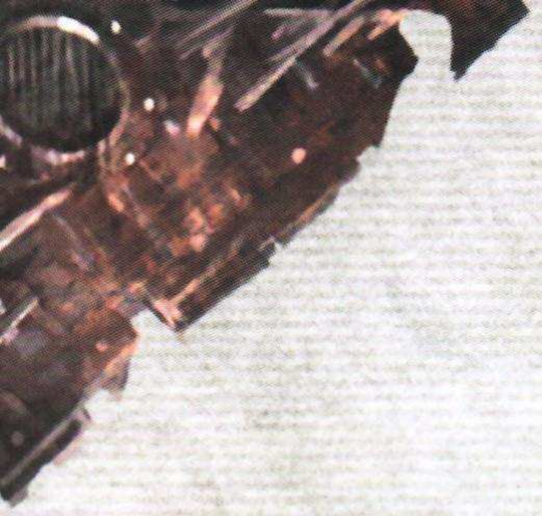
When the Thousand Sons make war, it is to claim lost knowledge, to complete arcane rituals and to revenge themselves on their hated Imperial foes. Each action, however huge in scale to the outside observer, is but one component in a complex plan potentially eons in the making. Few can even begin to divine the patterns established, so labyrinthine and circuitous are they.

The mere presence of the Thousand Sons warps the nature of the battlefield around them. Time itself is contorted and made sinuous, while the air whips with the eldritch winds of unbound change. Gleaming ranks of Rubric Marines march in lifeless lockstep, their physical bodies reduced to glittering dust within their animated armour, and their souls little more than possessor ghosts bound to reality by the same sorceries that consumed them. The only sounds they make are the roars of their bolters as they fire punishing volleys of inferno bolts, which detonate with the power of the immaterium. These Rubric Marines are supported by Scarab Occult Terminators who deliver hails of armour-piercing rockets and wield wicked khopesh blades, their advance as unstoppable as it is unnaturally coordinated.

For every lifeless Rubricae golem, hundreds of deranged cultists and avian Tzaangors follow in their wake. Brays, chants and prayers directed at the God of Change echo across the battlefield, building to a crescendo of excitement as the shrieking zealots close with the enemy. Packs of hideous daemons join them, a menagerie of beasts bounding, leaping and soaring across the battlefield in myriad colours. These unholy throngs mutate and fling searing warpflame even as they surge into battle. Cursed tanks and daemon engines lend their fire to the fray, their machine spirits twisted and spiteful.

So do the Cults of the Thousand Sons unleash the magicks of Chaos upon their foes and, in so doing, give praise to the ineffable Changer of the Ways. So do they also serve the will of Magnus the Red, who seeks to gather the forbidden lore that his father the Emperor once forbade him – only then can he earn vindication for himself and all those psykers who offer him their committed service.





CHAOS DAEMONS

LEGIONS OF THE DARK GODS

No foe of the Imperium is more malignant, nor more terrible, than the daemons of Chaos, the numberless foot soldiers of the Ruinous Powers. Spawned in the depths of the warp and fashioned from the very essence of the empyrean, they take the form of monsters from mortals' darkest nightmares and cruellest desires, and they will stop at nothing to see reality itself torn apart.

Wherever daemons set foot within realspace, death and despair follow. Their every deed is motivated by the singular desire to further the agenda of their patron Chaos God and, in the process, ensure that those of their rivals are violently stymied. On the battlefield no mercy can be expected from them, for such a concept is utterly alien to beings as strange and inimical as these. Relentless, tireless, they sweep forward to tear their victims apart with hellish weapons and raking talons, or unleash floods of unholy and unclean sorceries.

Despite being entities native only to the warp, there are many ways in which daemons can pierce the veil of reality. To these malevolent and ever hungry creatures, mortal souls appear as shining beacons within the immaterium. Those that shine the brightest are psykers, who to the daemons of Chaos are the richest pickings of all. Should such individuals be ignorant of their own power or be caught unawares, the slightest moment of weakness will see daemons rush in to consume their souls or, worse still, transform them into a tortured, living conduit between the warp and realspace.

Vessels that ply the empyrean to cross the galactic void are equally vulnerable. Imperial craft employ Geller fields to stave off daemonic incursion by surrounding the ship with a 'bubble' of reality. Yet, should these shields flicker for even a moment, they will admit a torrent of malevolent entities hell-bent on slaughter and possession. For ships that come under full-scale attack, those on board have to fight a near hopeless battle against evil made manifest. Countless craft are lost this way, their hulks left to drift in the warp or the void for millennia, with all souls lost.

Then there are warp storms, vicious tempests of unreality where the skin of realspace splits and the stuff of the immaterium spills violently through.





Worlds engulfed by – or even unlucky enough to lie close to – such storms are doomed to weather wave upon wave of daemonic incursions. The proximity of the empyrean fuels and sustains the Dark Gods' legions, allowing them to march upon nation after nation, world after world, without losing their tenuous grip upon reality.

Daemons can even be summoned by those mortals foolish or powerful enough to do so. Wanton slaughter, blood sacrifice and forbidden rituals all serve to rip open reality. So are the daemonic hordes admitted freely through the veil, often at a cost far higher and more hideous than any the summoner could have imagined.

Each Chaos God's legions manifest physical characteristics, twisted abilities and overarching drives that embody that deity's essential nature. Khorne's Blood Legions are relentlessly violent and endlessly wrathful, equipped to spill vital fluids and take skulls with tooth, claw and blade. The most favoured of Khorne's followers charge into the fray on massive Juggernauts – brass-fleshed fusions of horned beast and machine. They are led by mighty Bloodthirsters; bestial-headed mountains of fury, these daemon lords carry huge axes and cruelly barbed whips while clad in armour of magick-resistant brass.

Tzeentch's Scintillating Legions are writhing masses of warp-flesh, their bodies swathed in empyric energy. The Change God's minions take the form of cackling, sanity-blasting distortions that can wield deadly warpflame and conjure sorcery capable of mutating foes into gibbering spawn or twisting the strands of fate itself. Such is the trickery of the Changer of the Ways that to cut down one of his Horrors is to unleash two more. Led by towering avian terrors known as Lords of Change, Tzeentch's armies are devious, spiteful and utterly unpredictable.

Enemies double over in nausea at the hideous stench of Nurgle's Plague Legions before they even set eyes on the Grandfather's foul offspring. The Plague God delegates much authority to the Great Unclean Ones – vast, bloated monstrosities that heave themselves across the battlefield, their open sores weeping pus and their steaming entrails dragging behind them. All of Nurgle's progeny delight in the spreading of unholy contagions, seeking to infest the galaxy with the fungal growths, unending plagues and fleshy inflorescences that they see as Nurgle's gifts to an ungrateful but fortunate galaxy.

It is said that no sight amongst the stars is as alluring yet repellent as that of Slaanesh's Legions of Excess. Daemonettes and Fiends bound across the battlefield, each a lithe, graceful and androgynous creature that beguiles and repulses in equal measure. Some Daemonettes ride sinuous Steeds of Slaanesh, while others are mounted on chariots made from hosts of razor-sharp blades, the slightest sting from which inflicts agonies fit to drive mortals mad. Lightning fast, all of Slaanesh's daemons wield their blades and claws with lethal skill, their sensuous movements serving to distract the foe in the moment before the killing strike. Towering above all of Slaanesh's daemonic minions are the Keepers of Secrets – four-armed, androgynous daemon lords that strut proudly before their followers, the most skilled and horribly alluring of all.

Since the opening of the Great Rift, the predations of the daemons of Chaos have become far more widespread and – if it were possible – even more gruesome. Daemonic legions fall upon world after world, sustained by the pulsing tides of warp energy that spill from the Cicatrix Maledictum. Amidst the darkness of the Noctis Aeterna and the endless madness of the Imperium Nihilus, the daemonic servants of the Chaos Gods wage their unnatural wars with newfound vigour. Never have these entities presented a greater threat to the Emperor's realm, nor to the minds and souls of those who dwell within it.



There is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.





CHAOS KNIGHTS

'HONOUR THROUGH ANNIHILATION'

Towering monstrosities, the Chaos Knights are twisted and malignant masters of war. Wielding devastating heavy weaponry and deadly close combat armaments, these fallen Nobles annihilate all before them and set entire worlds ablaze in their nigh-unstoppable fury.

When a house of Knights stride onto the battlefield, tremors ripple through the ground, warriors topple and the foundations of bastions crack. They are engines of destruction designed for one purpose: war on a gigantic scale. Across the Imperium, the Knight houses are the Emperor's strength incarnate, inspiring boundless courage and embodying the power of the Imperium. When these machines and their Noble pilots turn to Chaos, however, such feelings are replaced by dread and despair. Toxic fumes billow from corroded exhaust vents as lances of Chaos Knights storm through the ranks of their enemies, scattering and trampling all before them without mercy. Warped and tainted by heinous sorceries and malefic re-engineering, once honourable Knight suits become walking nightmares. Evil-looking spikes protrude from pauldrons, skulls of defeated foes hang from heavy chains and Imperial sigils are desecrated and replaced with evil symbols and images of unholy beasts.

Thought begets heresy; heresy begets retribution.

The fallen Nobles who pilot these colossal war machines are prideful and arrogant, all too aware of their immense power. Many will only pledge allegiance to the most successful and legendary Chaos champions. Others retain ancient ties to the Dark Mechanicum that date back to the horrors of the Age of Darkness, and to this day are pledged to the hereteks who rule the chaotic daemon forges. Many fallen households make war alone, deeming none but the Dark Gods themselves worthy of their allegiance.

When a household marches out with their dark pennants snapping in the winds of war and their diabolical weapons primed for the slaughter, they crush enemy armies and burn entire worlds.

Not all Chaos Knights fight as part of a household, however. Some wage their hateful wars alone as Dreadblades, roving from battle to battle according to whims and desires only they comprehend.



The motivations that make a Knight and its Noble pilot turn from the Emperor of Mankind are manifold. Some belong to households that followed the Traitor Legions into rebellion during the dread times of the Horus Heresy, while others are simply insane, their minds warped by profane visions or the exploitation of dark entities. Some fall through duplicity or ill fate, their Thrones Mechanicum tainted with daemonic ichor or their home worlds consumed by violent warp storms. Whatever the reason behind their turning renegade, these tormented and oath-sworn killers are mighty champions of Chaos indeed.

From the moment they turn traitor, a Noble and their Knight suit alike begin a grim descent into irreversible damnation. One taints the other through their neural uplinks, while both suffer the howls and cries of the ancestral ghosts trapped within their Throne Mechanicum, whipped to madness by their acts of base betrayal. The pilot impresses upon their armour every burst of hatred and bitterness they possess and, in turn, the animal ferocity of a Knight suit turned bestial berserker spreads corruption and mutation throughout the fallen Noble's body and soul.

In the aftermath of the Great Rift's opening, more and more Knight houses have fallen to Chaos. Many have found themselves in close proximity to raw warp energy, twisting and transforming them beyond imagination. Others have been so beset by endless hordes of foes that slaughter itself has become their duty. The need to kill amid so much death consumes them and their Throne Mechanicum, and their fall to Chaos is assured.



DREAD KINGDOMS

Chaos Knight houses establish fell empires – domains conquered through bloodshed and ruled with an iron fist. They are places of misery, torment and despair, and the Chaos Gods look upon them with great favour. The fallen Knight households rule over these worlds with a mailed fist, but they cannot do so alone. They do not possess the means, nor the arcane technological lore required to maintain the twisted mechanisms of their Knight suits. Those Knight households loyal to the Imperium utilise the Sacristan orders, trained by the Adeptus Mechanicus, to repair and work upon their mechanical steeds. Fallen Nobles rely instead upon the Idolators, dark mirrors of the Sacristans who learn their heinous arts with the Dark Mechanicum.

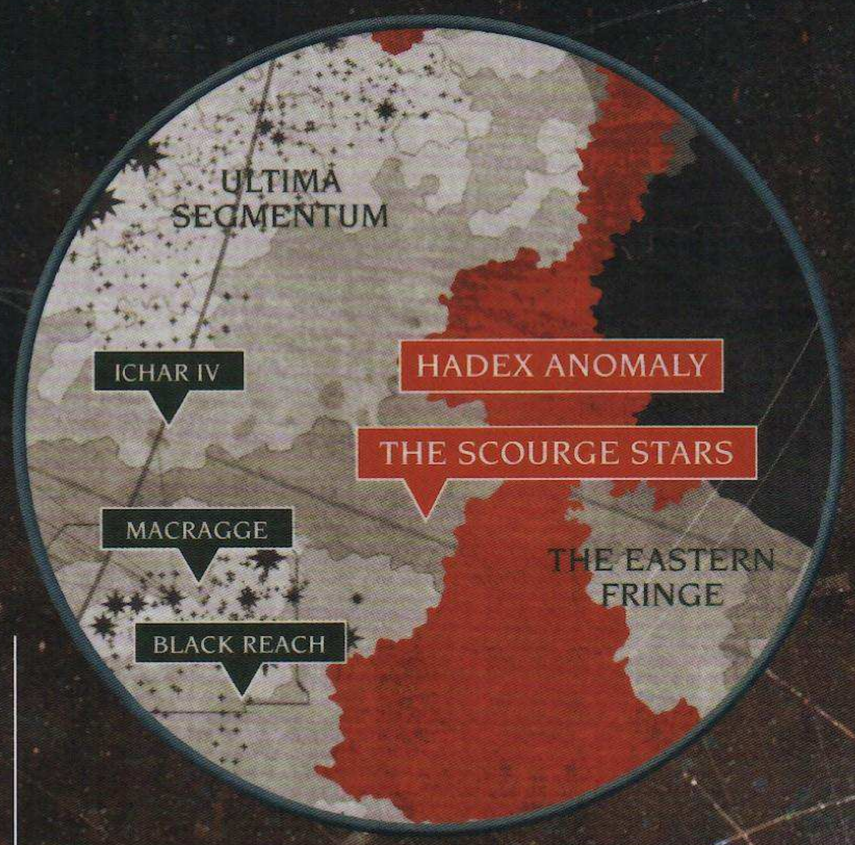
Dedicated to the Chaos Gods, as well as to their own ambitions, the Dark Mechanicum began as an offshoot of the Adeptus Mechanicus, some elements of which can trace their origin to the dark days of the Horus Heresy. Ever since, the depravities and madnesses committed by the traitorous tech-magi on their hell-forges have reached levels unimaginable, even to their scruple-less predecessors, and their numbers have been swelled by hereteks with an all-consuming desire to study forbidden technologies.

Under the auspices of the Dark Mechanicum, Idolators in training carry out diabolic rituals, sacrificing living victims as well as powerful machines to entice the daemons of the warp. Through such atrocities they learn the secrets of how Knight suits work, how to desecrate the Throne Mechanicum and how to repair any damage the armour suffers in the huge battles they fight through. Many learn how to increase the power of weapons, or install spiritual yokes and shackles. Some even learn sorcery, developing psychic powers that enable them to give their dark overlords insights into what the future holds, and any rich pickings that are ripe for conquest.

Multiple cabals of Idolators may dwell on a fall Knight world, all vying for influence with the household they serve in order to have power over one another. Those that rise can expect rewards and hedonistic pleasures beyond their wildest dreams, including access to better plunder. Those that fall may expect little better than a painful end with their corpses displayed on their former masters' trophy racks. The Idolators are not entirely at the mercy of the Chaos Knights, however. They have the dark knowledge and blasphemous skills that the Fallen Nobles need, and more than once the scorned have taken their grisly revenge on the despots whose arrogance has gone too far. Some of these oppressors find their minds taken over by the insane spirits that reside in their Throne Mechanicum, while others experience much, much worse.



WAR ZONE: SCOURGE STARS



The collapsing worlds of the Imperium were fields of well-tilled soil to Nurgle's followers. Ripe for planting, his legions set to work and the systems later called the Scourge Stars – the first to fall into their embrace – soon became lavish with the fruits of the Plague God. Not every inhabitant would welcome this, however, and other forces conspired to ruin it all.

The Great Unclean One, Slurg Glottathrax, licked his boil covered lips at the thought of corrupting the prosperous worlds of Ultramar and folding them into Nurgle's own, verdant garden. His covetous eyes fixed, he dispatched legions to conquer that realm. Systems to the north of Ultramar were struck first, subjected to all manner of virulent strains of the Plague That Walks, the Oozing Pox and the Eyerot before falling and becoming the Scourge Stars. These three fell systems were the stepping stone to Ultramar, and a horrifying example of what foulness Slurg was concocting for it in Nurgle's name.

Even once Nurgle's gifts had settled on the Scourge Stars, and those systems shed their former names to become Noxias, Rottgrave and Verminox, there were some who spurned the generosity bestowed upon them. Like a doting grandfather with an unruly child, Slurg smiled, knowing that one day they would thank him. For the time being, however, those unwilling to accept his gifts had to be silenced.

On the world newly christened as Vermidil, a sanctuary of the Order of the Valorous Heart held firm, its hallowed ground unsullied by Nurgle's creations. Its presence was a beacon to all those who still fought for the Emperor and such resistance could not be suffered, so Slurg sent Plague Legions to cast the sanctuary into ruin. Throughout all three systems pockets of resistance remained, led by Space Marines, Battle Sisters, Knight Barons and charismatic priests. Glottathrax decreed all would learn the folly of their ways.

The collapse of the veil between realities around the Scourge Stars saw many daemons flood into realspace, but not all were offspring of Nurgle. Daemons of Tzeentch, Khorne and Slaanesh all stepped unwelcome talons, claws, hooves and tentacles onto the Grandfather's hallowed ground, taking delight in killing the Lord of Decay's mortal followers and in banishing his daemonic minions in the name of their own patron deities. Some came by chance, while others slipped into the Scourge Stars upon the commands of their daemonic overlords. Regardless, battles raged across the Scourge Stars. Daemonic fastnesses were laid siege to, millions of daemons clashed in colossal, open field battles and Imperial survivors launched desperate raids to topple daemonic effigies in an attempt to stem the Chaos incursion.

THE CORRUPTION OF VERMIDIL

The sporadic but bitter fighting on Vermidil was dominated by incessant raiding by daemons of Khorne and Tzeentch, and by the fierce defence made by the Order of the Valorous Heart, as well as other Imperial holdouts. A selection of forces present are detailed below.

CHAOS

Legions of Nurgle

Death Guard	12 vectoriums
Drudgewalkers	7 Plague Legions
Zzzzartap's Circus	7 Drone Wings
Sloughskins	7 Plague Legions
Carrion Legion	7 Plague Legions
Talliers of the Dead	7 Plague Legions
Poxbringers	7 Plague Legions
Poxguard	7 regiments
Slimehorn Legions	7 Pestigor Legions
Seven Blights	7 Blight Towers
Chem Squads	2 regiments
Plague Zombies	[unknown numbers]
Befoulers	7 Claw Corps
Rot Reapers	6 companies
Legio Pestis	1 Legion

Legions of Tzeentch

Capering Cohorts	9 Scintillating Legions
Skyscreamers	3 Scintillating Legions
Mutagenics	9 Scintillating Legions
Flamechangers	9 Scintillating Legions

Legions of Khorne

Disembowelers	8 Blood Legions
Dismemberers	8 Blood Legions
Redblades	8 Blood Legions
Skullclaimers	8 Blood Legions

Full analysis of heretic forces is unavailable due to extreme empyric disruption. The above record has been gathered from intercepted vox transmissions and astropathic intercepts.

IMPERIUM

Valorous Heart Sanctuary

Order of the Valorous Heart	1 Preceptory
Takarn Iron Fists	7 infantry companies
Al-Arach Suvars	4 armoured companies
Sentae Honorifica	[unknown numbers]
Miscellaneous survivors	[unknown numbers]

Basilica of Saint Jeronius

Order of the Bloody Rose	3 Commanderies
Jeronian Guard	1 infantry regiment
Justus Bombardiers	8 artillery companies
Frateris Militia	[unknown numbers]
Servant of Jeronius	Freeblade Knight
Miscellaneous survivors	[unknown numbers]

Fort Crachtus

Ventrillian Nobles	9 infantry companies
Phyressian Lancers	10 armoured companies
Miscellaneous survivors	[unknown numbers]

++ Data presented as recovered on 219//207//99. Incomplete and subject to alteration.

Oh how we were wrong. How we were wrong for so long, clinging to superstitious nonsense, holding ourselves back from our true potential, denying the gifts that were so generously made for us. Our time of backwardness is over. Our armour evolves and grows, as does our bond with it. What fearsome power we now wield, unfettered from the narrow-minded dogmatism of our former masters. A time of liberation is at hand. Let us be its heralds.

They already call it Vermidil, while we still stand. Such arrogance! Such blasphemy! I tell you now, Sisters, we stand firm. We shall make them pay for their impunity, sear them from this blessed ground with holy promethium, hack their growths from the Emperor's realm with the mighty chainsword and blast them into oblivion with holy bolts from sacred boltguns. Though we may be few, we are inviolable, we are immovable and we are faithful.

The callouses I once despised are now my armour. The incessant retching has strengthened my lungs and the contagions that made me shiver, sweat and bleed are my immunity. How ungrateful and ignorant I was! Blessed Grandfather... I thank you... and I beg you for more.

Three worlds... a tri-lobe... what menageries of maladies, what gruesome gardens, what nations of nausea can be concocted here? Let ailments be planted, decay be watered and viruses be fed. What a sweet sight to see the Little Lords frolic amongst the rot-flies and gambol amongst the poxworms!



One-eyed skulls for the skull throne! Hack them all down! Lance their bellies, lop off their heads, pop their eyes, silence their laughter, wipe their smiles off their faces! Purge their filth, make them bleed! This is the Lord of Battle's realm now! One-eyed skulls for the skull throne!

Brothers of the Iron Hounds, this is our final stand. Our last act of defiance against a most foul foe. You bring pride to our Chapter. You honour your colours. You have earned the title Iron Hound a hundred times over. You have saved lives and preserved order for longer than ever deemed possible. The last act is now upon us. May our sacrifice make this ground hallowed. May our every loyal breath purify the air. May our wrath be our enemy's scourge.

In the three-boil zone the fat flies drone. A new garden the Grandfather grows as after new lands the Master of Fortune crows. What schemes will he make? What steps will he take? What fun would it be to have the Lord of Rage strike the god of eyes three? Such an idea fills me with glee...

Oh God-Emperor, I beseech you, let the stories be true. Let me find the sanctuary of your light, the beacon of your eternal presence. I hear them lurching in the night... feel the maggots writhing between my toes. Please let me escape. Please let the Sisters still stand. Please, I beg you!

Through the destruction of our enemies we earn our salvation.

Agents of stealth and misrule they may be, but when the Alpha Legion unleash their martial might, worlds shake at their tread.



The Night Lords employ terror as a weapon, toying with their enemies from the shadows before striking the killing blow.

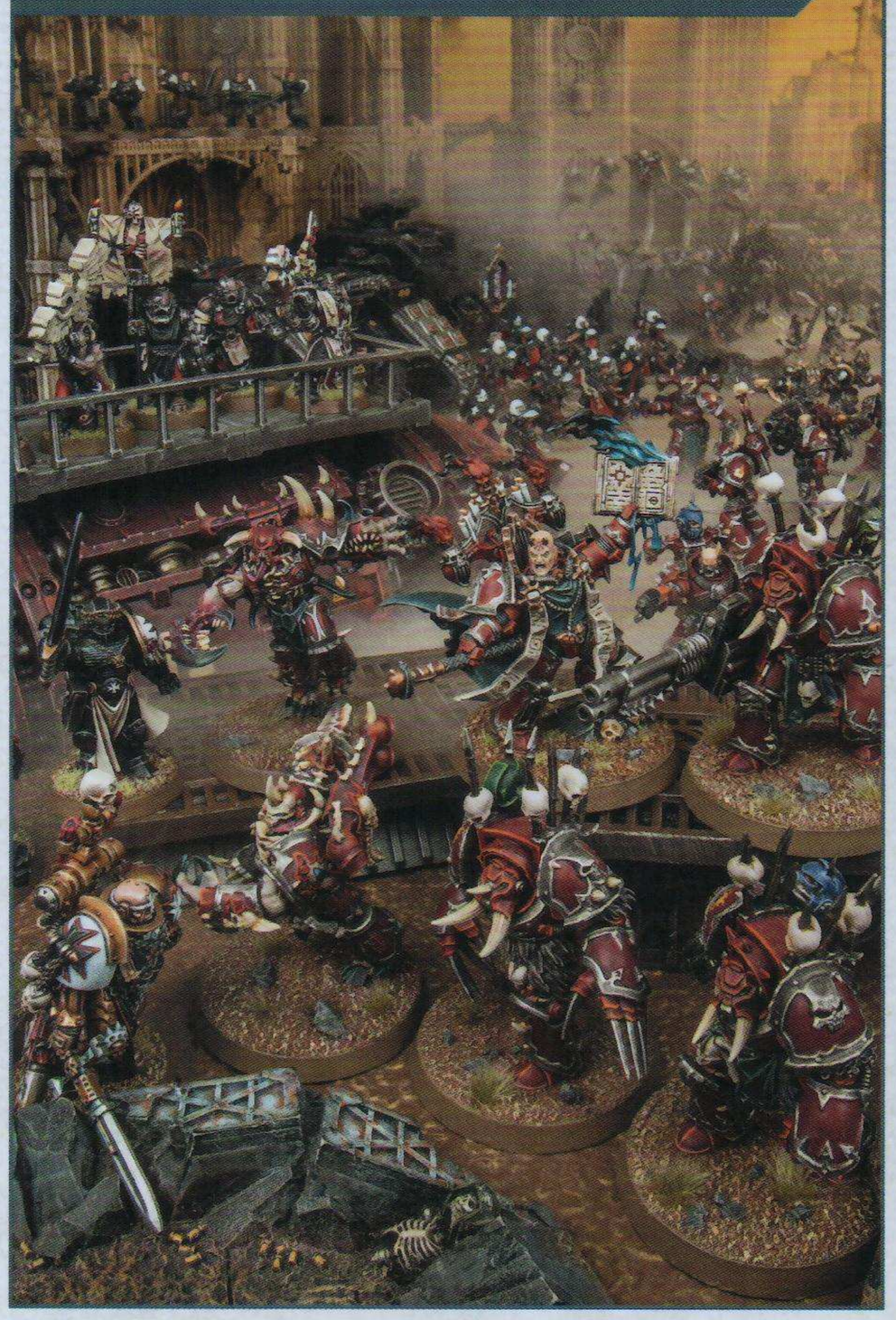


Abaddon the Despoiler leads his hate-filled Black Legion warriors to crush yet another Imperial stronghold. Though his Cadian foes fight with bravery and determination, they have no hope of defeating the overwhelming military might of Abaddon's conquering warbands.



CHAOS SHOWCASE – HERETIC ASTARTES

None are more zealous, nor brazenly heretical, than the Word Bearers, first and most fanatical devotees of the Dark Gods.



The Iron Warriors are masters of siege warfare, tearing down the bastions and shattering the armies of the Imperium they hate.





The Black Legion storm headlong into the lines of the loyalist Ultramarines as raw empyric power from the Noctilith Crown pulses behind them. Blades clash, guns thunder and bellowed oaths of mutual loathing fill the air as the two armies battle to the death.



Mortarion, Daemon Primarch of the Death Guard, is corrupted beyond all reason. Wielding the horrifying scythe Silence and the arcane energy pistol known as the Lantern, he reaps an unstoppable path through his foes, leaving diseased corpses in his wake.

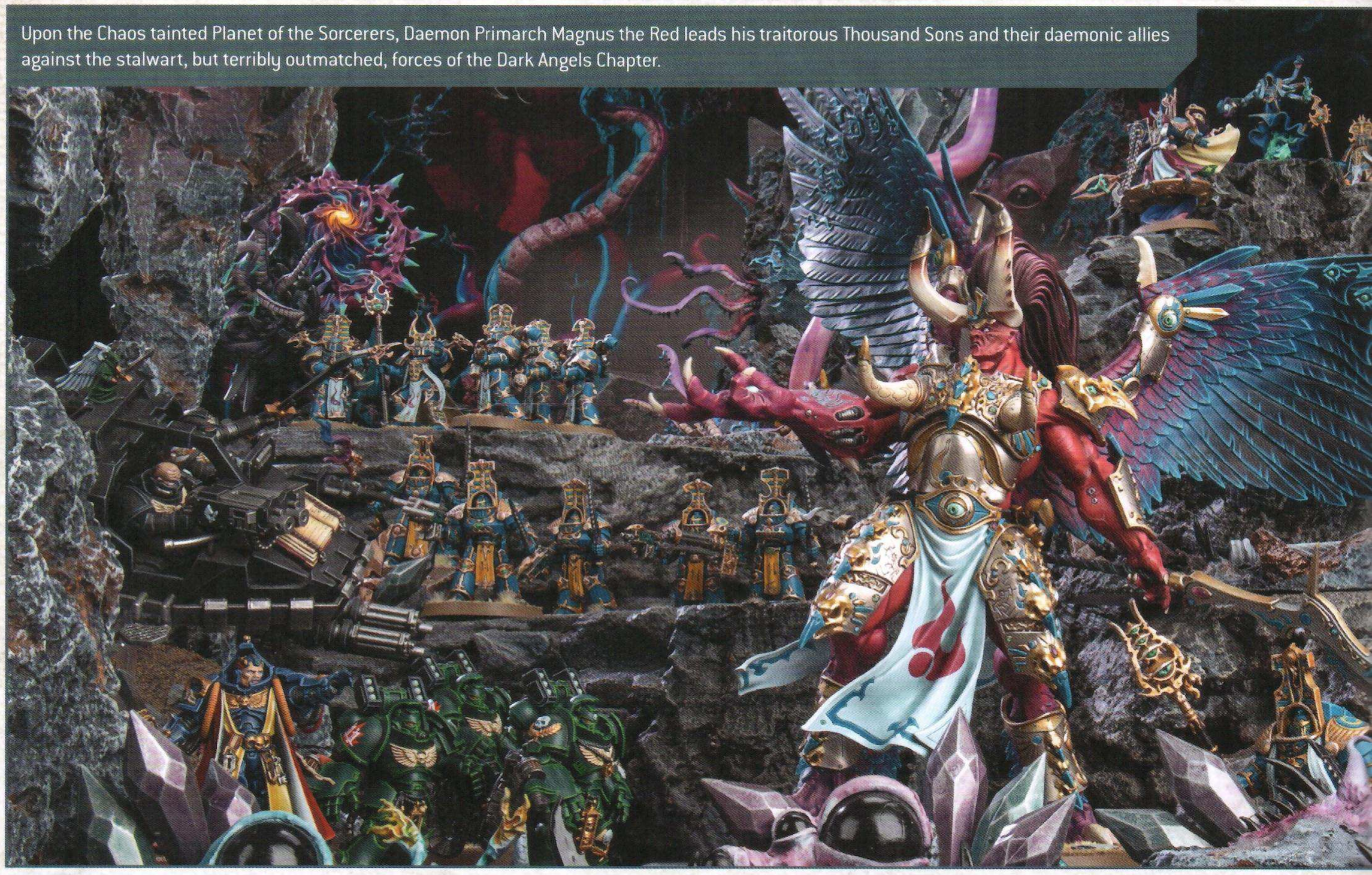
Relentless in their advance and all but indestructible in their unholy vitality, the plague-ridden Death Guard sunder the Imperial lines with daemon engines snarling at their fore, and the dread figure of their Daemon Primarch looming at their backs.



Typhus, the dread Herald of Nurgle, leads his vectorium of Death Guard warriors against the cybernetically enhanced combatants of the Adeptus Mechanicus. Their foes' cyborg resilience provides little protection against the insidious warp-poxes of the Plague God.



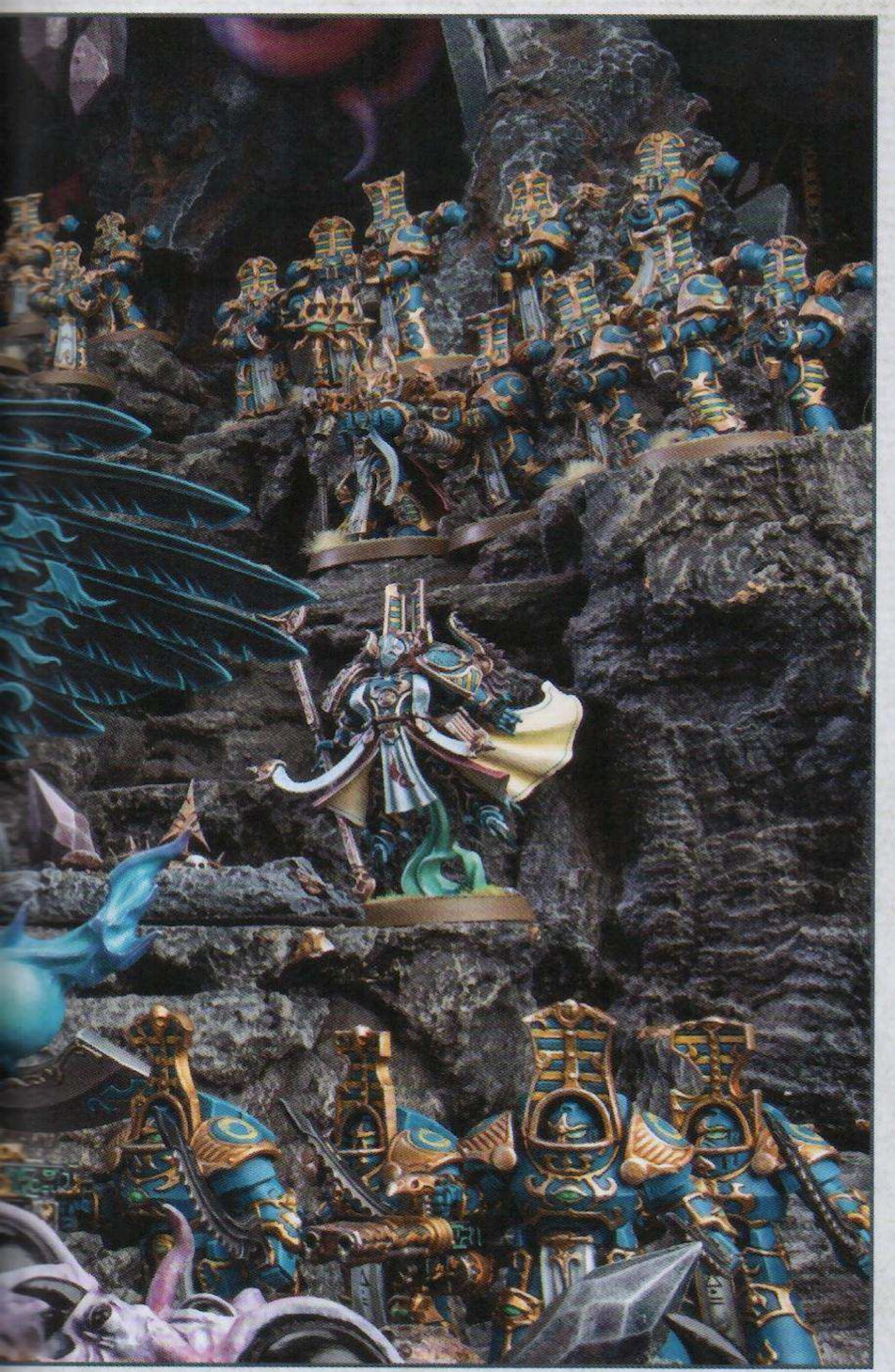
Upon the Chaos tainted Planet of the Sorcerers, Daemon Primarch Magnus the Red leads his traitorous Thousand Sons and their daemonic allies against the stalwart, but terribly outmatched, forces of the Dark Angels Chapter.



It is not in my mind to ask questions that cannot be answered. That is the soul standing on the crossroad of vacillation. You search for wisdom but achieve only a stasis of will.

Ahriman, Arch-Sorcerer of Tzeentch, leads a coven of his twisted Thousand Sons brethren against the feral warriors of the Space Wolves. There can be no mercy in this bloody clash, for these ancient foes share a hatred of one another that dates back ten thousand years.



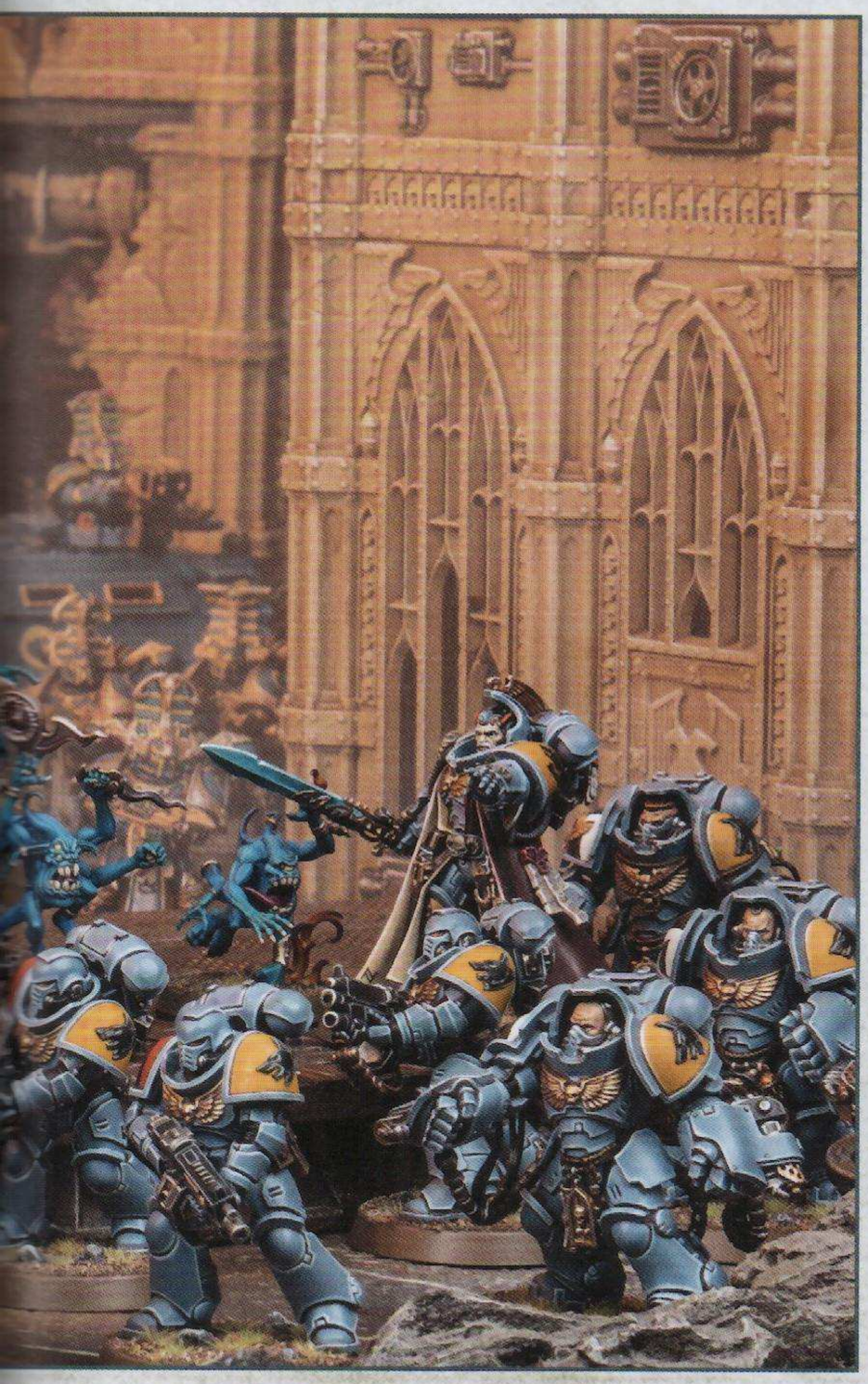


A Mutalith Vortex Beast lumbers into battle, the caged warp-anomaly upon its back distorting reality and lending vigour to the daemons capering about it.



A host of Scarab Occult Terminators march relentlessly into the guns of the Imperial Fists, weathering the storm of loyalist aggression as they drive them back.





Salamanders Space Marines seek to disrupt a dread Tzeentchian ritual. As hordes of shrieking Tzaangor burst from the mists, the Salamanders realise their doom is at hand.



The daemons of Khorne are fury and hatred made manifest. Their only thoughts are to shed blood and take skulls for their master, to make war with psychotic ferocity and to smash and slaughter everything and everyone in their path until the end of time.



Enigmatic and bizarre are the daemons of Tzeentch, whose powers lie in sorcery, in fate and in endless, chaotic change. Unnatural warp-flames flicker about these cackling beings as powerful incantations and dark prophecies spill from their twisted maws.



Utterly repulsive, the daemons of Nurgle are plague given monstrous form. Their unnatural flesh crawls with myriad diseases and, as they trudge unstoppably forward, they are accompanied by buzzing flies and the squelch of rotting flesh, dripping pus and squirting slime.



Repulsively beautiful, jaggedly graceful and horrifically compelling, the daemons of Slaanesh embody sick compulsion and unspeakable obsession. They cavort riotously into battle where they hypnotise and bewilder their prey before striking with breathtaking skill.



CHAOS KNIGHTS

Part towering war engines, part corrupted and predatory beasts, Chaos Knights lope into battle with a ground shaking tread. They are twisted reflections of their loyalist counterparts, replacing nobility and honour with tyranny and unthinking violence.



XENOS INVADERS

'They came from the dark places between the stars, from the abyss into which even the Emperor's angels fear to gaze. Monstrous in form, endless in number, the swarm descended to devour all.'

- Anon





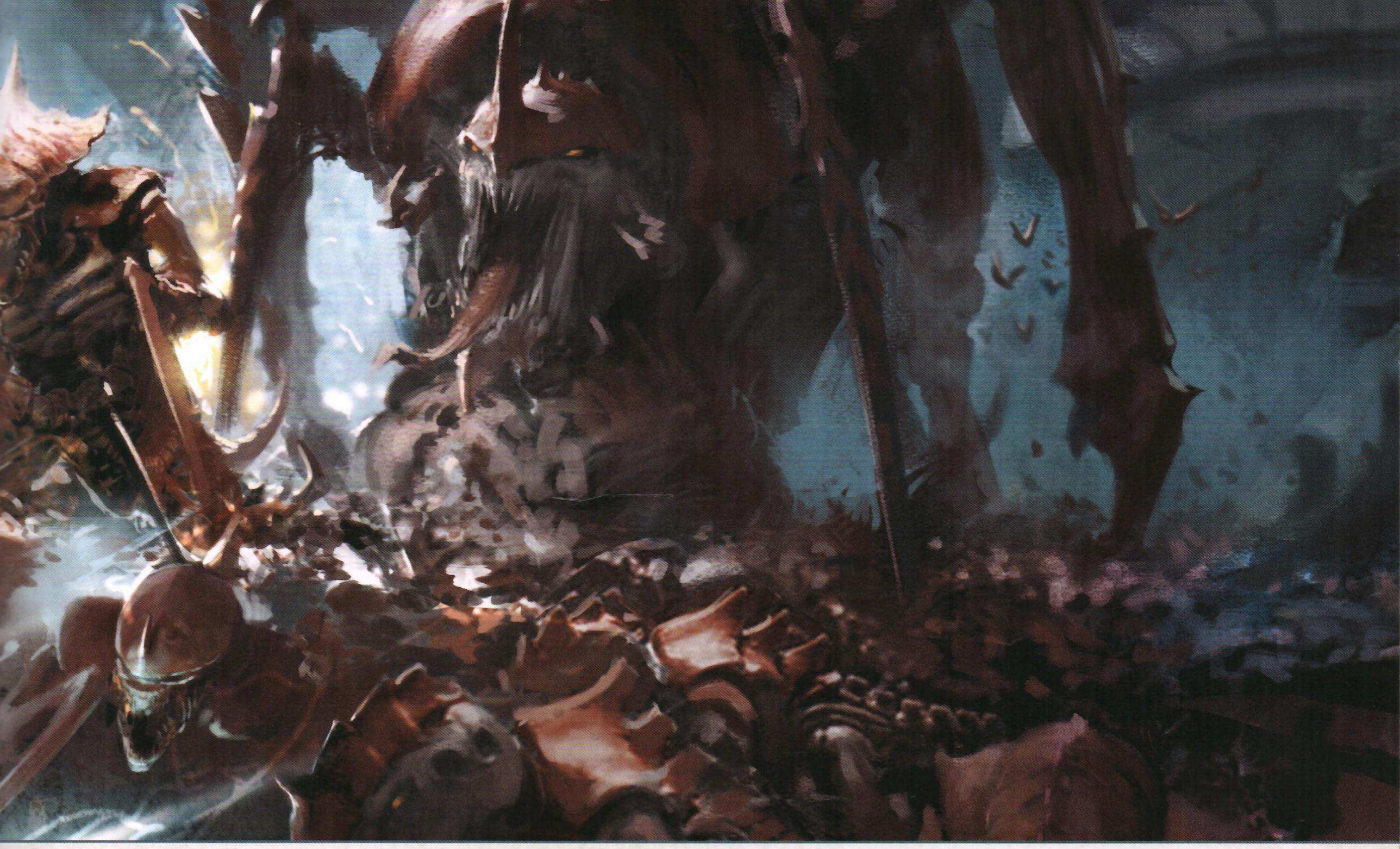
THE XENOS THREAT

Multitudinous are the xenos that inhabit the galaxy, and all are hated and reviled by the Imperium. Some have been a thorn in Humanity's side since the first colonies beyond Terra were settled. Others have only been encountered in recent years. Some have sector-spanning empires, others dwell only on a single world. It matters not. Whether Aeldari, Ork, Tyranid, T'au or Necron, all are a dire threat to the Imperium of Man.

The Aeldari once ruled the galaxy, their vast empire spanning its entirety. Such was their technological mastery that stars lived and died at their whim and worlds dedicated to their pleasure were created. Their incredible technologies made them master of war, able to defeat even the most terrible foes. Yet everything the Aeldari had ever created came crashing down in the cataclysm known as the Fall, which annihilated much of their race and completely destroyed their empire. Some of those few Imperial scholars with knowledge of the period believe that this disastrous event caused the manifestation of the Chaos God Slaanesh, and that this warp entity has hunted the Aeldari ever since, its appetite for their souls insatiable. The terrible calamity of the Fall fragmented and scattered the Aeldari race into a number of disparate factions, each battling to escape the embrace of She Who Thirsts or fight back in one way or another. In the millennia since, these responses have come to define the cultures and martial traditions of these societies. Although but fractal reflections of their race's former glory, the craftworld-dwelling Asuryani, the murderous Drukhari, the enigmatic Harlequins and the newly emerged Ynnari are significant players on the galactic stage.

The Necrons, a race of deathless androids from the prehistory of the galaxy, spent tens of millions of years in hibernation until the days of the 41st Millennium. Glistening phalanxes of metal warriors accompanied by talon-limbed horrors, spectral assassins and esoteric battle engines emerge from long-forgotten tombs. Such are the hosts led by the Necron Lords, who are bent on reclaiming ancient empires and pursuing feuds millions of years old. While the behaviour of awoken tomb worlds varies, the majority are highly aggressive, launching anything from small-scale raids to genocidal actions against enemies on their planets and further afield. Such hostility has brought the Necrons into conflict with all of the galaxy's major races.

Orks are a plague upon the stars, an endless green tide of brutish beasts that thrive on war, fighting, violence and killing. So numerous and dangerous are they that should the entire race



be united into a single force, Imperial researchers believe that they could conquer the entire galaxy. Fortunately for the Imperium, Orks are as likely to fight each other as any other species, and there is virtually no other form of xenos that has not fought long, bloody wars against the greenskin menace. The Aeldari of Craftworld Biel-Tan hold a particular hatred for them, seeing their presence on any world as a tenacious infection. The T'au, after failed attempts at assimilating the Orks into their empire, declared them unworthy of such an honour and established numerous protocols and defences to contain further greenskin assaults on their domain. Many look upon the Orks with disdain, and misjudge the threat they and their ramshackle vehicles – driven with unconcealed joy by their maniacal drivers – pose. Orkish ingenuity has proven itself in battle time and time again, however, and the death toll for underestimating the greenskins is incalculable.

Totally committed to their ideal of the Greater Good, or *T'au'va*, the T'au are a young, technologically sophisticated and ambitious race determined to share their creed with the rest of the galaxy. Such an ideology has led them to establish contact with numerous species. Those that do not join them are destroyed, and the T'au's Fire Warriors have gained much experience cleansing new colony worlds of their inhabitants. The T'au's short but noteworthy history tells of rapid expansion from their home world in the Eastern Fringe, enabled by extremely advanced technology, formidable battlesuits and constant innovation. They have already fought many wars against the Imperium, disabusing Humanity of the preconception that the T'au are just another short-lived, upstart empire.

The Tyranids are a xenos race totally driven by consuming all life in the galaxy, coming from beyond the intergalactic void. Traversing the stars in vast, living hive fleets, their invasion swarms descend upon any worlds in their path with a single, deadly purpose: to feed. Each and every Tyranid bioform and weapon is a highly evolved organism with a singular purpose for which it is perfectly suited. Where these creatures from beyond the stars go, nothing but dead worlds stripped of every cell of biomass are left behind. The Tyranids care not for the nature of what they consume, and countless species have been eradicated by them. The vast genetic resource accumulated by the hive fleets in wars against the Imperium, Orks and Aeldari have all contributed to the adaptation and spawning of different specialised bioforms, only making the Tyranids even more dangerous.

Stowing away on Imperial ships, Tyranid Genestealers infiltrate Human worlds with the intention of infecting as many of the planet's population with alien genetic structures as possible. The cults that form around these Genestealers are insidious and remain hidden, all the while infiltrating the local governments and sabotaging communications and supplies. The cults themselves are psychic beacons that draw Tyranid hive fleets to the planet. When they arrive, the cultists welcome them as gods descending from the heavens to save them, rising against their former Imperial overlords. Such a rebellion wreaks havoc and destabilises the world's leadership and military, making it easy pickings for the Tyranids' endless swarms.

Countless xenos species swarm between the stars, and new threats to the Imperium are identified all the time. Inimical species such as the hyper-violent Barghesi and the chronomantic Hrud; parasites like the Enslavers, the Chittrix or the Phor'pex; even mercenary races such as the Kroot, the serpentine Sslyth or the repugnant Machtori Bone-eaters; all fight for survival and conquest amidst the endless galactic war.

In an age of insanity look to the madman to show the way.



Between the stars the ancient unseen enemies of mankind wait and hunger. Every voyage into the nothing is a confrontation with horror, with the implacable things of the warp, and with man's innermost fear.

CRAFTWORLD AELDARI

THE CHILDREN OF ASURYAN

Since the cataclysmic event known as the Fall, the Asuryani have plied the stars in vast space vessels known as craftworlds. Once ruling an empire spanning the length and breadth of the galaxy, these Aeldari represent but a fragment of their former power. Nonetheless, they are a proud people who fight their war for survival with immense skill and wondrous technology.

A dying race, the Asuryani have been in perpetual decline since the Fall. In the 41st Millennium, the Asuryani are amongst the least numerous of the Imperium's foes. Despite this, their incomparable grasp of psychic power, long lives enabling decades of military training, highly advanced technology and ruthless determination to survive make them incredibly deadly enemies.

When Asuryani warhosts strike, they do so from hidden webway portals or from their craftworld's sleek and elegant warships. With such few numbers relative to those of other major players on the galactic stage, the Asuryani commit to battle only to achieve the greatest result while minimising their losses. They give no warning when they strike, and the motivations behind their attacks are near impossible for their enemies to determine. They make offers of allegiance without warning also, often disguising a hidden blade. More than one Imperial garrison has found itself beset by foes before being relieved by graceful Aeldari warriors and war machines, only then to be turned upon by those who were their saviours shortly before. All such acts contribute to a reputation for unpredictability and perfidiousness. For the Aeldari, and a select few of the Imperium who have learned of their ways, the reality is very different. Every act of war is carefully decided based on a detailed reading of the skeins of fate, debated at length by council of Farseers, Warlocks and senior military leaders.

Many disparate craftworlds sail the stars, each an independent entity with its own beliefs, culture and way of war. Ulthwé is known for its formidable seers and ceaseless fight against Chaos. Biel-Tan is highly aggressive, deploying large numbers of Aspect Warriors to destroy new Human colonies, burgeoning Ork infestations and other incursions by lesser races. More than any other, Iyanden commits the souls of its dead to war in wraithbone constructs, having been terribly bloodied by the Tyranids of Hive Fleet Kraken. Saim-Hann's aggressive Windrider hosts have perfected fighting from the saddles of their lightning-fast jetbikes. Alaitoc's numerous Outcasts act as its eyes and ears, and its warriors have been identified engaging the soulless androids of the Necrons on multiple worlds.

The Asuryani have developed the Path system, in which they each dedicate a portion of their life to a single discipline before taking on another. Though harsh, this system prevents the slide into excess all Aeldari are vulnerable to. Although many of the Paths are civilian in nature – for example, those of the poet, potter, artist and musician – a good number are martial. The Path of the Warrior has an irresistible lure to almost all Asuryani, and those who choose to follow it join a temple dedicated to a single aspect of Khaine, the Aeldari god of war. These Aspect Warriors form the backbone of the craftworld armies, each squad performing a dedicated role. Fire Dragons are experts in anti-tank combat, their fusion guns capable of melting through the thickest armour with ease. Striking Scorpions slip in and out of cover as they silently advance to rip their enemies apart with chainswords. Crimson Hunters race overhead at supersonic speeds, dominating the skies with their crafts' deadly laser weapons. Dark Reapers, Howling Banshees, Shining Spears, Warp Spiders, Dire Avengers, Swooping Hawks – all and more are found on Aeldari craftworlds and play an essential part in their race's war for survival. In their lifetime many Aeldari return to the Path of the Warrior multiple times before taking the Path of Command. Such Asuryani are called Autarchs, and lead their craftworld's armies in the field.

The Aspect Warriors do not always number enough for the task at hand. So few are the Asuryani that they train each of their citizens in the craft of war. Known as Guardians, these squads of militia are still highly skilled warriors. While often fighting on foot, they are also expert riders of Windrider and Vyper jetbikes, skilled in aggressive reconnaissance as War Walker pilots and bringers of death from afar as support weapon crew. Not least they pilot the Engines of Vaul, the Asuryani's elegant and deadly anti-grav tanks and transports – shielded Wave Serpents race to deliver their cargo of warriors to the front lines, Night Spinners launch clouds of lethal monofilament wire that saturate the



battlefield with death, and Fire Prisms unleash hugely powerful lasers capable of piercing armour as easily as a shuriken slices bare flesh.

Every Asuryani wears a spirit stone on their person, its purpose to capture their essence in the moment of their death so that it does not fall into Slaanesh's open maw. Once secured, their spirit is released into the Infinity Circuit, the psychic matrix that runs through the core of every craftworld. This not only ensures an afterlife for the Asuryani, but allows the living to commune with the dead. In times of war, however, spirit stones are often placed in huge wraithbone constructs to power them. Even the smallest Wraithguard and Wraithblade looms over the living Aeldari warriors around them, with the gigantic Wraithlords twice the size again and gargantuan Wraithknights as tall as an Imperial Knight. Combined, these ghost warriors form wraith hosts, implacable walls of psychoplastic armed with some of the most fearsome weapons in the Aeldari arsenal.

Under the peerless command of the Autarchs and guided by the future-reading power of the Farseers, together the various Asuryani hosts fight with a power greater than the sum of their parts. Each individual and squad fit into carefully laid plans seamlessly, every swift strike, nimble withdrawal and onslaught of deadly-accurate fire perfectly carried out to inflict as much damage as possible in the shortest time.

THE WEBWAY

An interstitial nether-realm ancient beyond Mankind's comprehension, the webway is a vast network of shimmering arterial pathways that exists between realspace and the warp. Known also as the labyrinth dimension, it allows for incredibly fast travel across the stars without much of the substantial risk entailed in warp travel. For countless millennia it has been the Aeldari's chosen method of traversing the galaxy. In the warp, a Human soul is barely a flicker. By comparison, an Aeldari's soul is a beacon inviting all the immaterium's foul denizens to feast. For this reason, warp travel for the Aeldari is at best unwise. The elaborately and organically engineered capillaries that make up the webway vary hugely in size. Some are barely large enough for columns of warriors to pass in single file. Other are so huge each side is invisible to the naked eye, and entire battlefleets can pass cleanly through. Such was the ubiquity of the webway's long-vanished creators that portals accessing it can be found throughout the galaxy, many of which are concealed from prying eyes by holofields and other mysterious technology. By such means the Aeldari of all factions can deploy sizeable forces almost at will anywhere required, and such methods have only increased their race's reputation for unpredictability.

Millions of years have not been kind to the webway. Over the course of time, its circuitous routes have been ripped open and polluted by the followers of the Chaos Gods and all kinds of strange beings from multiple realities. Whole passages have totally collapsed and others have been deliberately closed off by the Aeldari to preserve the sanctity of the rest. No individual or race has the knowledge, skill or power to restore the webway to its former glory, and like the Aeldari who use it, it seems doomed to total decline.





DRUKHARI

RAIDERS FROM THE DARK CITY

The Drukhari are sadistic killers who feed off the despair, anguish and suffering of their victims. Rapacious slavers, they raid their unsuspecting enemies with lightning speed before vanishing back to their lairs in Commorragh, the twisted nether-city that lurks in the darkest corners of the webway.

The wise fear the Dark City of Commorragh and its twisted inhabitants. Sheltered in the webway since before the Fall, the Drukhari have thrived on violence, decadence, depravity and excess. As time has drawn on they have only grown more addicted to each in their drive to stave off death and an eternity of unbearable torment in the clutches of She Who Thirsts.

Arrogance is a trait found in all Drukhari, from the most inexperienced Kabalite to the wizened Archon who recalls life before the Fall. Having survived this catastrophe practically unscathed, the Commorrites felt little of the humbling imposed upon their Asuryani kin. Seeing no real decline in their strength or power, such a concept as repentance is practically unknowable to them. In no small part due to this, the Drukhari feel no shame or concern in the seizing of billions of slaves from lesser races and inflicting unspeakable horror upon them to feed their insatiable lust for extreme acts of perversion, decadence and torture. Commorragh has always been a city of obscene wealth, shameless excess and bloody internal strife, and this has only grown worse since the Drukhari learned that such things are sufficient to deny She Who Thirsts their souls and grant them everlasting life. The great diversity of Aeldari characters that were drawn to Commorragh's unique delights and experiences before the Fall has since evolved as the Dark City's needs have changed, and many warring factions have emerged, each tailoring its activities to the demands of Commorragh's vast population. With the Dark City having access to hidden webway gates on thousands of planets throughout the galaxy, the Drukhari are able to raid, slaughter and plunder at will. Since the emergence of the Great Rift, or Dathedian as it is known to the Aeldari, many worlds thought impregnable are now vulnerable, something that Drukhari of all stripes have not hesitated to exploit to its furthest extent.

Resembling criminal gangs, militant cartels and noble households, the armies of the Kabals are amongst the most recognisable Drukhari. Clad in sleek, bladed armour, their devilish raids are commanded by Archons and made at enormous speeds, their warriors mounted in gravity-defying flocks of barb-prowed Raiders and Venom transports. Even as the vessels descend from the skies, the Kabalites' splinter weapons spit torrents of crystal shards that subject their targets to hideous pain. Every scream is sweet music to the Kabalites, who revel in the thrill of the hunt, the torment they cause, demonstrating their superiority over the galaxy's lesser races while partaking in debaucherous murder. Their raids yield countless millions of slaves with each passing day, sold in Commorragh's vast flesh-markets to be subjects for sick experiments, worked to death in

choking and hellish weapons factories or tormented, their drawn-out end giving untold pleasure and great sustenance to their buyers. There are hundreds, if not thousands, of Kabals vying for supremacy in Commorragh, each with their own agendas and styles of warfare. The Kabal of the Black Heart is the greatest and oldest of its kind and the personal army of Asdrubael Vect, Supreme Overlord of Commorragh. The crimson-armoured Kabal of the Flayed Skull are noted for their mastery of aerial combat. The Kabal of the Obsidian Rose's perfectly crafted weaponry is the envy of all in Commorragh. The Kabal of the Poisoned Tongue is notorious for its skill in the art of infiltration, even amongst their duplicitous race. No matter a Kabal's idiosyncrasies, however, all must win battles and seize captives to survive.

The many thousands of Wych Cults have evolved out of Commorragh's insatiable appetite for depraved sensations. Not every Drukhari wages war in realspace, feasting off the pain of the fallen, yet all need sustenance. The daily and gruesome gladiatorial combats displayed by the Wych Cults in their hellish arenas satisfy the masses' deep needs. Each Wych is an expert in the art of death and maiming, able to extract the maximum amount of pain from every thrust of the impaler or slash of the blade. All Wyches thrive on competition, and constantly strive to outshine their rivals and show off their mesmerising skill. The arena is not the only place where they can do this. Many of their number relish taking to the field of battle to test their worth against the myriad monsters and creatures the galaxy holds. Supported by Reavers mounted on agile jetbikes and drug-fuelled Hellions riding nimble skyboards, the Wyches cut through their foes with breathless ease as they are driven ecstatic by the suffering they cause. As with the Kabals, the Wyches use these raids to take captives of their own. While many might be sold upon returning to Commorragh, many more are kept by the Cult. Myriad beasts and species dwell throughout the galaxy, each feeling pain and expressing misery in unique ways. The Wych Cults endeavour to showcase unique delights to their cheering spectators, and many of their strikes into realspace are set the task of seizing never-before-seen wonders to torture and slay on the sands of their gladiatorial pits.

Dwelling in dungeon-strongholds in the very bowels of the Dark City, the abhorrent Haemonculi spark dread even amongst their own kin. Yet these malevolent torturer-alchemists possess the power – through eldritch science and forbidden lore – to revivify even the most brutally slain Kabalite or Wych. Jealously do the Haemonculi Covens guard their secrets, for the denizens of the Dark City will pay richly to guarantee resurrection in the event of untimely death. Not only this, but the Haemonculi also possess the gruesome knowledge and facilities needed to grow cloned Drukhari in the amniotic breeding walls of their lairs. For a species with so low a birth rate and so brutally high a tally of attrition through murder, warfare and duplicity, this monopoly on creation makes the Haemonculi powerful indeed. They conduct raids for their own horrifying and hideous ends, leading armies of laboratory-created abominations when they do. Huge Engines of Pain constructed from tortured flesh and metal, flawlessly obedient Wracks and insane Grotesques inspire terror in their enemies as they carve them apart, seizing the most intriguing of victims for their masters to take back to Commorragh. Though these traits are common to most Covens, each is a unique entity. Some create ever more monstrous minions with which to further their goals. Others take great pains to lure their targets into deadly traps. Many develop the arts of fear to new and terrible heights.

Commorrite society is defined by cut-throat politics, rivalry, treachery and paranoia. No one Drukhari can truly trust another. An offer of allegiance can easily disguise the point of a blade or the end of a splinter pistol. Every drop of wine or bite of food at a feast can contain deadly, untraceable toxins. Thus it is, thus it always shall be. Asdrubael Vect – supreme overlord of the Dark City – would have it no other way. By such means are his people strengthened, his rivals kept occupied and his supremacy assured.

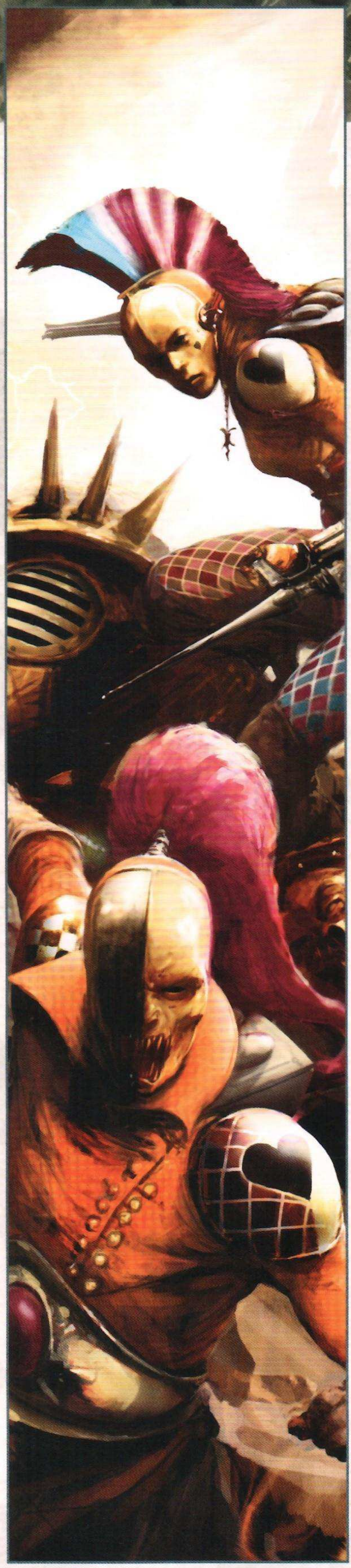




'Screams, cries, howls and shrieks. What a symphony! What beauty! Every moan brings ecstasy. Every snivel enlivens the senses. More, my kin, make me more!'

- Archon Khorrzh Vhrex, Kabal of the Black Heart





HARLEQUINS

WARRIORS OF THE LAUGHING GOD

The Harlequins are devoted servants of Cegorach, the Laughing God, the only deity of the Aeldari pantheon to survive the Fall. In his name do they wage their war against the servants of Slaanesh and play their cruel tricks upon their foes.

Fighters of immense speed and agility, the Harlequins make battle a lethal dance. Every leap, thrust, charge and parry is a perfectly choreographed step designed to bring about swift death to any foe. Clad in holosuits that turn every deft movement and graceful stride into a polychromatic blur, they leave their terrified opponents facing little more than lethal gheists. When the Harlequins choose to reveal themselves to their victims, their masks change, forming nightmarish images. Lightweight flip belts use anti-grav technology to allow their wearers to weave through dense terrain and over formidable obstacles with frightening ease in a ballet of psychedelic colours. Despite the haze that characterises the Harlequins' every move, the kiss of their blades is undeniably real.

Even facing one Harlequin on the battlefield is to fight a ghost set on causing as much mayhem as possible. To fight an entire masque is to engage a mirage of blades and shuriken and a riotous confusion of sound and colour. Together, Troupes of Harlequins work in perfect synchronicity. Each attack is a dance of death, a waltz of bloodshed, and every one tells a tale from Aeldari legend. Each Harlequin knows their place, the exact time to swing a blade or pull a trigger. They make war into art – although to the untrained eye none of this is perceptible, such is its subtlety and the skill and speed with which it is applied.

The Harlequins' lightning speed on foot is supplemented by hosts of rapidly moving anti-grav vehicles and jetbikes. Striking from the webway at extreme velocity, Starweaver transports bring hosts of warriors to battle, Voidweaver gunships blast the enemy with prismatic and haywire cannons and Skyweaver jetbikes achieve nigh impossible feats of aerial acrobatics as they strike down foe after foe. Elite specialists lead and join the masques. Troupe Masters direct every move like the greatest impresario, Death Jesters launch volleys of heavy shuriken, seeking out key targets to bring down, and mysterious Shadowseers drench the battlefield with phantasmic power to terrify and misdirect. Solitaires are such masters of combat that they can do the bloody work of entire armies with their esoteric weaponry, though the sacrifice they have made for such abilities are horrifying to comprehend.

Every Troupe, masque and Grand Masque is unique. Though they all fight Cegorach's war against Slaanesh, how they do this varies. The Midnight Sorrow fight Chaos more aggressively than any other. The Frozen Stars care only for the restoration of the Aeldari race. The Dreaming Shadow do whatever it takes to prevent the rebirth of the Necrons. Countless others have their own agendas. To achieve their aims they are given singular freedom to move between the Aeldari factions, and have been instrumental in uniting their race when needed to most.







Death is the servant of the righteous.

YNNARI

CHILDREN OF YNNEAD

Known as the Pathless, or the Reborn, the Ynnari are followers of Ynnead, the Aeldari God of the Dead. A rising force in the galaxy, they believe that through the death of every Aeldari, Ynnead will rise and defeat the Chaos God Slaanesh forever.

The Ynnari are made up of Aeldari from every faction of their dying race. They believe in the ancient prophecy that when the last of their people dies, the slumbering God of the Dead, Ynnead, will awaken and slay Slaanesh, their most feared and hated enemy. It is also their belief that this can be achieved without the true death of their race. Thus have Asuryani, Drukhari, Harlequins and others come together under the leadership of Yvraine, the Emissary of Ynnead. Such diverse hosts as those fielded by the Ynnari fight in a unique manner, with Aeldari who have never fought side by side combining their skills in deadly fashion. Kabalite Warriors unleash hails of agonising splinters into the foe alongside Asuryani Guardians launching volleys of armour-piercing shuriken. Harlequin Troupes perform their dances of death amongst Drukhari Wych Cults, cutting down enemies ensnared in the Wyches' shardnets. Windrider Jetbikes race Skyweavers across the battlefield, their riders whooping and laughing as they gun the enemy down in droves.

In addition to the impeccable warrior-skills that all trained Aeldari possess, as Ynnari they have access to energies that none of their kin elsewhere have – they can harness the power of the dead. When the Ynnari clash with their foes and bloodshed begins, they have the ability to siphon the souls of the slain as well as those within the spirit stones they wear to invigorate their attacks. Such an infusion enables them to fight with preternatural speed and unleash psychic powers that strike down enemies in seconds or fortify their kin. This makes them a deadly foe indeed, for should an enemy have the upper hand and slay a great many Ynnari, the Aeldari will only be strengthened, fighting back with greater ferocity and vigour.

This absorption of power makes each Ynnari a living hoard of souls. Denying Slaanesh its bounty in such a way deeply angers She Who Thirsts, and holding so much power within them makes each Ynnari a sumptuous bounty to the Chaos God. Representing gluttonous feasts as well as dangerous threats, the Ynnari are uniquely targeted by Slaanesh, such that wherever they go, despite the hope they may offer by denying the Aeldari race's greatest enemy its feast, death always follows them.

Yvraine and her loyal bodyguard, the Visarch, are unmoved by this threat. Neither are they persuaded to abandon their quest to restore Ynnead by those of the other factions who see them as dangerous, or even tainted. With the support of invaluable allies, such as Eldrad Ulthran of Ulthwé and Iyanna Arienal of Iyanden, and the ability to release the immense power of the Yncarne – the Avatar of Ynnead formed in the fracturing of Biel-Tan craftworld's infinity circuit – Yvraine remains determined that the salvation of the Aeldari race is in her god's hands.

'It is a sad truth that in order to secure life we must become servants of death. Such are the depths that our race has been pushed to. But through this we are to become like the phoenix, arising anew out of the ashes of our former selves.'

- Eldrad Ulthran, Farseer of Ulthwé



WAR ZONE: LAEVENIR

For thousands of years, the Laevenir Archipelago remained under the careful watch of the Asuryani. Made up of nine systems and home to no fewer than eleven maiden worlds, its safety is of paramount importance to many Aeldari. It has remained relatively untouched by the horrors of the galaxy, the Archipelago's native species kept in check by the precision Asuryani raids. No more – the tendrils of Hive Fleet Ouroboris reach out, and they hunger.

By the time Craftworld Kinshara's calls for aid reached their scattered galactic kin, the Tyranids of Hive Fleet Ouroboris had already consumed one of the Archipelago's systems. Such a loss was a terrible tragedy in its own right, and the prospect that many more maiden worlds could fall to the same grisly fate was unbearable. Each loss made the possibility of an Aeldari resurgence that much more unlikely, and brought the apparent doom of their race painfully to mind.

The very real possibility that the Tyranids could consume the pristine maiden worlds of the Laevenir Archipelago was horror enough, but another factor persuaded many Aeldari to take up arms as word spread. Laevenir was home to a number of vicious, unique alien species. The race known to the Kinshara Aeldari as Those Who Evade the Crone possessed a strange genetic makeup with bizarre time dilatory side effects that made them difficult to track in the Farseers' skeins of fate. Should the alien DNA fall into the open maw of the hive fleet, the abominations that might be spawned were terrifying to even contemplate.

KIN IN CONFLICT

The Aeldari contingents that rushed to aid Craftworld Kinshara in shielding Laevenir from the Tyranid onslaught were far from a unified force. Warhosts from no fewer than six craftworlds, Harlequins from a number of Grand Masques, several Corsair fleets and even detachments of Ynnari arrived independently of each other, some deigning not even to communicate. A number of forces gathered in the Athairna System, furthest from the Tyranid incursion, though not all were pleased by the presence of some of their erstwhile kin. The Masque of the Frozen Stars refused to fight beside the Ynnari. Few trusted the Asuryani of Altansar, who had spent centuries in the clutches of the warp before being freed. Many scoffed at the Corsair fleets, openly questioning when the outcast pirates would abandon the cause in favour of petty gains. Fraying tempers were made worse by the Shadow in the Warp that permeated the entire Archipelago with its oppressiveness. In the end, it was the authority of the Biel-Tan and Saim-Hann craftworlds, most numerous in terms of forces present and most experienced at destroying alien threats to their race's birthright, that seized command and forced order. Not all were content with this, and fully half the Harlequins as well as the entire Ynnari contingent departed the system to pursue their own agendas.

The remaining Aeldari set to work. Strike forces raced to the Gilarian, Ylsan and

FORCES OF THE BATTLE FOR ORALOTH

A remarkable variety of xenos races are engaged in mutually destructive military operations throughout the length and breadth of the Laevenir Archipelago. The primary thrust of the conflict is between allied Aeldari forces comprising Asuryani, Harlequins, Ynnari and more, ranged against the swarms of Hive Fleet Ouroboris. Numerous other races idiosyncratic to the region are embroiled on all fronts.

TYRANIDS

Hive Fleet Ouroboris

Splinter Fleet ..... 1 Invasion (Number of creatures countless. Hundreds of millions, and majority of all sub-species thus far identified as a part of Ouroboris' actions. Multiple new discoveries made. See addenda on *That Which Makes the Condor its Prey* and *Pterocollossos Maxima*.)

++ Data presented as recovered on 091.295//ϕδ. Severely incomplete and subject to alteration.

Full analysis of xenos forces impossible due to extreme empyric disruption and their highly developed encryption methods. Records shown have been gathered from intercepted transmissions and astropathic intercepts. Approximate translations of Aeldari terminology included where available, as well as temporary and/or colloquial designations made by Ordo Xenos observers.

NATIVE XENOS

Designate: The Gaanerth Pact

Slave Caste	Est. 180-1030+ Clews
'Bloodlashers'	Est. 15-35+ Clews
'Sagitus' Wartype	Est. 25-45+ Clews
'Venox' Wartype	Est. 2000-3000+ Blooms
Command Caste	Est. 20-55+ Devotions
'Aspus' Wartype	Est. 230-275+ Clews

Designate: Horrors of Cilvadia

'Velox' Wartype	Est. 215-285+ Haunts
'The Vice That Grips'	Est. 20-40+ Haunts
'Persecus' Wartype	Est. 60-95+ Shadows
'Those With Silent Steps'	Est. 5-250+ Haunts
'Fervos' Wartype	Est. 350-500+ Penumbras
[REDACTED]	Est. 125-175+ [REDACTED]'

Designate [Unknown]

Collecting data on this species has proven extremely difficult. Vox and pict recording equipment has been irrevocably damaged by some kind of rapid entropy. Such findings are similar to those of investigations into the 'Hrud'. At this stage the truth cannot be reached with any certainty.

AELDARI

Asuryani

Kinshara	20 Warhosts
Biel-Tan	48 Warhosts
Saim-Hann	37 Warhosts
Telennar	14 Warhosts
Lugganath	26 Warhosts
Altansar	18 Warhosts

Harlequin Grand Masques

The Frozen Stars	12 Masques
The Twisted Path	6 Masques
The Shattered Mirage	4 Masques
The Leering Moon	5 Masques

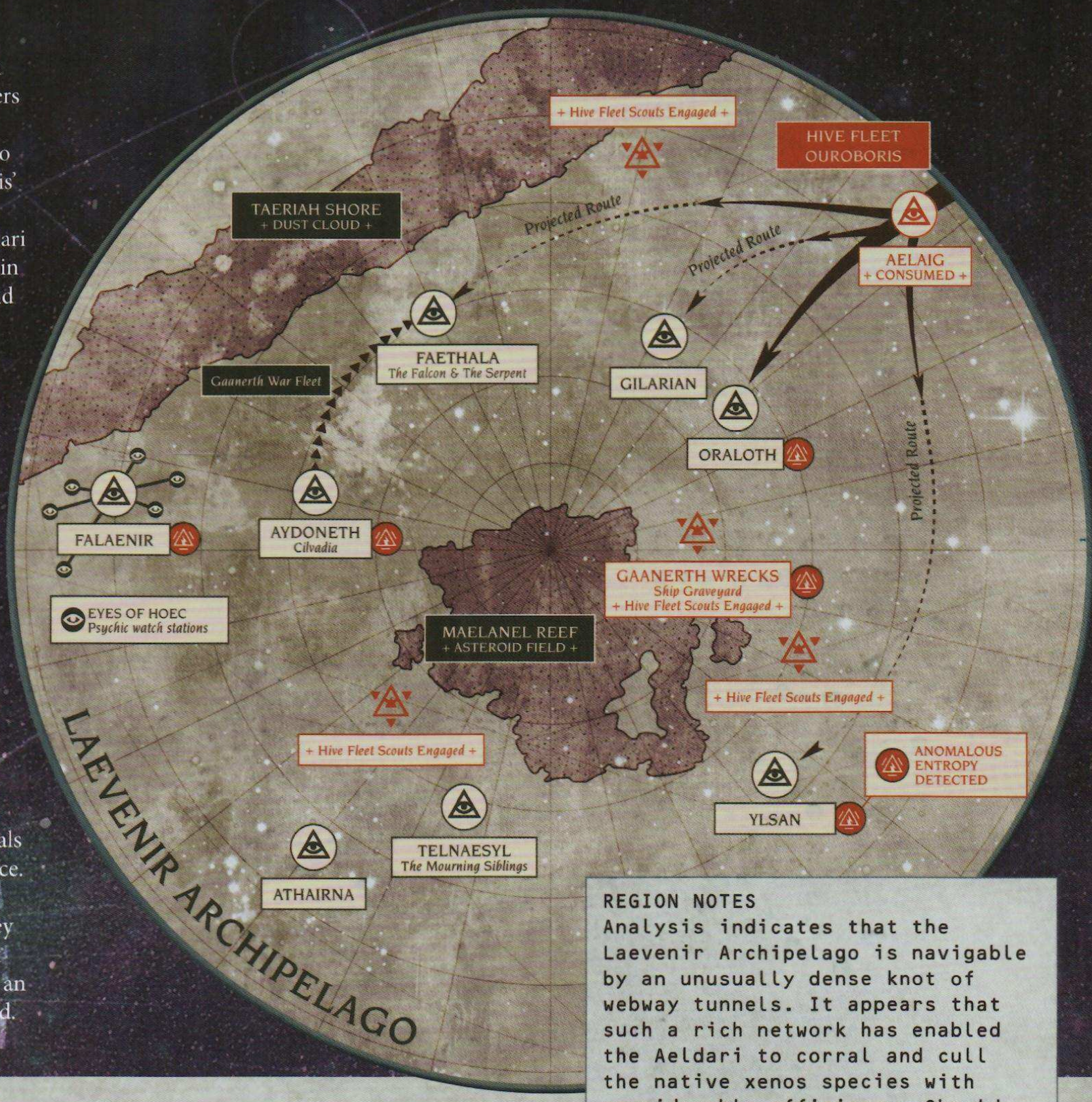
Ynnari and Corsairs

Ynnari	[Identified as present. Force structure unconfirmed.]
Sunblitz Brotherhood	3 Fleets
Black Suns	1 Fleet
Void Dragons	2 Fleets
Sky Raiders	1 Fleet

Faethala Systems to purge them of alien life. Nimble but deadly Corsair destroyers and cruisers duelled chitinous and betentacled hive ships in bitter clashes to sweep Laevenir space clean of Ouroboris' scouts. Striking Scorpions and Rangers stalked the creatures known to the Aeldari as Those With Steps of Silence. Harlequin Troupes laughed and japed in savage and breathtakingly fast duels to the death with broods of Genestealers.

A council of Farseers decided that the greatest portion of the Aeldari's strength would race to Oraloth, the next system in the Tyranids' path. There it was known that many of the native aliens were fighting a cataclysmic war amongst themselves, leaving them terribly vulnerable to the encroaching Tyranids.

Flotillas of sleek Aeldari warships made for the Oraloth System. Warriors from a dozen masques, craftworlds and Corsair coteries slipped into the webway to emerge from the many portals scattered over the maiden world's surface. Plans were set in motion. Traps were set. This would be no simple battle. They could not unify Laevenir's races against the invader, and abandonment was not an option. A gruelling, costly war lay ahead.



REGION NOTES
Analysis indicates that the Laevenir Archipelago is navigable by an unusually dense knot of webway tunnels. It appears that such a rich network has enabled the Aeldari to corral and cull the native xenos species with considerable efficiency. Should they be infiltrated by an enemy, the whole region is vulnerable.





NECRONS

THEIR NUMBER IS LEGION, THEIR NAME IS DEATH

After sixty million years in hibernation, the android legions of the Necrons rise across the galaxy. Armies of burnished steel once dormant and hidden march again, inexorable in their advance to restore their ancient empire. Armed with arcane technology, nigh impervious to damage and led by maniacal Overlords, few xenos races are as terrifyingly dangerous.

Aeons ago, in a time of apocalyptic war between some of the first sentient beings in the galaxy, the Necrontyr sold their souls in their greed for the secret of eternal life, being born again as the Necrons. Thus did beings of flesh become beings of metal. The story of these events is shrouded in myth and allegory, even to the most ancient races. All that can be gleaned is that it was seen fit to commit the Necrons to the Great Sleep, legions of warriors placed into stasis-crypts alongside esoteric battle engines, ready to wake again to rebuild and reclaim. Now that they have risen, they strike out, slaying those younger races who have since settled their worlds and dispatching fleets to cleanse the stars of lesser species.

The Necrons command technologies that are capable of bending the law of physics to their will, possessing an understanding of the sciences far exceeding that of the Imperium. On the battlefield its effects are truly devastating. Even the gauss flayers carried by the most rudimentary Necron warriors unleash precision volleys of disassembling beams that can strip almost any material to its constituent atoms in seconds, and even armoured fighting vehicles are vulnerable to its fearsome power. Tesla weapons discharge bolts of living lightning that engulf the target, immolating and melting flesh and metal with equal impunity. Beam weapons use faster-than-light tachyonic particles to transmute a sliver of metal into a lance of energy that simply erases the foe it strikes out of existence.

When the Necrontyr traded their flesh-and-blood bodies for cold metal forms, they exchanged all the weaknesses of mortality for the unbendable strength of the machine. Those unfortunate enough to face the Necrons in battle quickly learn that their traditional tactics and weaponry are of little avail against this new foe.



Steel warriors march on in lockstep, immune to the bullets and flames that would lay low mere mortals. When heavy weapons are brought to bear against the Necrons, severed limbs made of living metal claw their way back together, the fallen Necron lurching back to its feet to continue its war of extermination and conquest. To witness such a harrowing sight is unsettling indeed, and is to know how hopeless resistance truly is. Those damaged beyond repair simply phase out, leaving no trace of their former presence. The majority of such vanished Necrons are not, in fact, destroyed; rather they are teleported back across time and space to their tomb complex, where arcane machineries make them ready to march to war again.

Though indomitable phalanxes of steel infantry are the core around which the Necron legions pivot, other forms take their place in the sea of metal, each a deadly force in their own right. Canoptek constructs that guarded the sleeping Necrontyr for millions of years turn their energies to the attack, Spyders coordinating the terror-inducing Wraiths and tides of armour-crippling Scarabs. Battle engines drawn from techno-armouries make their presence known on the field with crackling energy charges, clouds of menacing Night Scythes and Doom Scythes dominating the skies as colossal Monoliths, Obelisks and Doomsday Arks creep forward relentlessly. Insane Destroyer Cults, motivated purely by the desire to annihilate the living, attack with blades flashing and cannons firing. Deathmarks assassinate enemy leaders after spending days hidden in pocket dimensions of reality.

Most dangerous and mysterious of all are the C'tan Shards. Disparate and contradictory records describe them as star gods enslaved by the Necrons before their slumber. Beings of near-unlimited

Fear the enemy beyond!



power, when unleashed from their terrible prisons by the Necrons their actions are terrifying to behold. They can manipulate the flow of time, control the minds of lesser beings, direct blasts of deadly energy and achieve all manner of nigh-impossible feats.

The Lords and Overlords who command these armies have woken from their slumber with much of their personality, motivations and memories intact, unlike their lesser subjects, most of whom had their minds mutilated by the experience. In the eyes of these rulers, the galaxy is theirs to reclaim and the races that populate it little more than vermin to be exterminated or dust to be swept away. Though each Lord and Overlord's ambitions vary wildly, and many have had their agendas distorted into near-madness by the long passage of time, most revolve around the accruing of power and influence. Should this mean infighting, coups and plots then so be it – such behaviours are part of Necron society, in which power is held by the cunning and the ruthless.

At the height of its glory, the Necron Empire was a tapestry of countless interlocking dynasties, each making a crown world of its own its home. Though the Necrons have been awakening slowly for thousands of years, the number of dynasties rising to restore their former territories has surged in recent centuries.

Many of the awoken dynasties have reached prominence, earning new reputations in the dying days of the 41st Millennium. The Szarekhan Dynasty is the Silent King's own, and those who belong to it are arrogant masters of blackstone. The Sautekh Dynasty is amongst the most ambitious and powerful, its phaeron, Imotekh the Stormlord, seeking to unite all the Necrons under his banner. The Mephrit's Overlords once were famous for their arsenal of star-killing weaponry, and compete for power in the aftermath of their phaeron's death. The Nephrekh are masters of the translocation beam, able to lead their armies from system to system with terrifying rapidity.

BLACKSTONE

Also known as noctilith and resembling onyx in appearance, blackstone is a mysterious and ancient substance that has only recently come to be better understood by the Imperium. For millennia it had baffled terrastitians and cryptogeologists, with omnispex and prognost-wave readings being ambiguous at best.

It wasn't until Archmagos Belisarius Cawl's discovery of a pattern in Abaddon's Black Crusades that a theory emerged. It was posited that Blackstone, appearing most notably in the form of noctilith pylons on Cadia, can interact with the metaphysical energies of the warp. Cadia's pylons had been in some way negatively charged, meaning that they could hold back the encroaching power of the warp. Conversely, the Blackstone Fortresses unleashed by Abaddon upon that unfortunate world were positively charged, and thus able to discharge vast beams of destructive chaos energy.

This theory, as hope inspiring as it is alarming, has led Mankind to pursue and collect blackstone wherever it can be found, for within it may lie the potential to close the Cicatrix Maledictum forever. Unbeknownst to most, if not all, of the Imperium, the mysterious origins of this precious material go back further than sixty million years, when the Necrontyr set up guardian structures of blackstone to hold back the tides of Chaos before going into hibernation. Now, entropy and war has destroyed much of the Necrontyr's array. Finally awoken by the rising tides of Chaos, Necron Technomandrite Crypteks set to rebuild their ancient work.





ORKS

THE GREEN TIDE

Tough, brutal, relentlessly thuggish and impossibly numerous, the Orks are one of the most dangerous species in the galaxy. Thriving on battle and mayhem, they have been a dire threat to Humanity since before the dawn of the Imperium, their marauding warbands turning up in every corner of the galaxy.

When the Orks attack, they fill the air with their bestial roars, the thunderous growls of revving engines and the deep booms of their crude artillery. They sweep on like an onrushing tidal wave, wreathed in choking clouds of dust and filthy exhaust fumes. Mobs of Orks storm forwards clad in patchwork armour, swinging brutal weapons with savage joy. Many race into battle aboard armoured trukks and wagons whose gaping exhausts belch thick black smog even as their massive guns hammer furious – and usually, wildly inaccurate – volleys of fire into the foe.

As the Orks surge towards their foes they display a singular lack of concern for the dangers they face or the casualties inflicted amongst their fellows. So inhumanly resilient is the Ork physiology that they frequently ignore multiple gunshot wounds or even the loss of limbs in their eagerness to get to the fight. The explosive demise of their fellows' war engines or combat walkers, meanwhile, prompts little more than raucous cheers and catcalls from the Orks nearby.

The carnage truly begins when the Orks reach the enemy lines. Numbers, momentum and sheer ferocity combine into a thunderous charge more akin to a living avalanche than an attacking army. Orks hack down opposing infantry with their choppas, or turn them to bloody mulch with revving killsaws. They crush foes to death with brutal power claws or riddle them with fusillades of crude firepower at point-blank range. Every greenskin revels in the brutal anarchy of the action, not once slowing down in their joyful fury, egged on by the rest of the Boyz in their mob and by the mighty Warbosses who lead them.

Once an enemy is destroyed, the Orks set upon the corpses of the dead – greenskin and foe alike – and the thousands of wrecked vehicles strewn across the battlefield, aiming to loot anything of value. A lump of twisted steel that will make for the perfect axe, Orks' teef – the currency of the greenskins – and entire tanks are all taken by the marauding xenos. Fights amongst them are common, whether it be over the richest pickings, leadership of the various warbands or very often out of sheer boredom now that the battle is over. These frequent brawls are a form of entertainment in their own right, with the diminutive Gretchin running between the legs of jeering Boyz, taking bets and enjoying seeing their larger, bullying cousins taking a beating for a change.

Made up of so many highly competitive and violent warbands, tribes and clans, the Ork race has an immense propensity for infighting, and many Imperial scholars assert strongly that this self-destructive behaviour is the only thing stopping the greenskins from taking over much of the galaxy. It takes a particularly large and powerful individual to steer

'I fired the heavy bolter for so long the barrel melted. The mortars ran out after an hour and the last frag missile was loosed not long after. We fired enough to kill thousands, but they just didn't stop. And they laughed the whole time!'

- Guardsman Helk, 4th Natovian Fusiliers

the greenskins towards a common purpose, for Ork society is one based on a simple hierarchy: might is right and biggest is best. The bigger and stronger a greenskin is, the more likely he will be in charge. The very biggest and strongest Orks conquer vast numbers of lesser tribes before folding them into their own, resulting in a great Waaagh!, a rampage that can be described as something between a holy war, invasion and migration fit to drown entire star systems in wave upon wave of greenskins. In recent times the Imperium has encountered more Waaagh!s than ever before, thinning its depleted and overstretched defences.

Six major clans have been identified amongst Ork society. The Goff Clan consists of hulking, black-clad brutes who specialise in close-quarters infantry assault. The speed-crazed Evil Sunz race into battle on customised trukks, warbikes and other vehicles fitted with all kinds of weird weapons and daubed with generous lashings of red paint – which the Orks believe makes them go faster. The Blood Axes are viewed askance by other Orks and rarely trusted, for they engage in such un-Orky practices as planning their battles beforehand and wearing camouflage. Daubed in lucky blue paint, the Deathskulls are looters and thieves supreme while the Bad Moons are by far the richest Orks, their fast-growing teef allowing them to buy the biggest guns and deck their vehicles with gold plating and flashy decorations. Traditionalists by Ork standards, meanwhile, the Snakebites favour simple forms of warfare. There are some who are outcasts from their clans. Known as Freebooterz, these piratical Orks rampage around the galaxy looking for loot and opportunities to sow mayhem and destruction.

The Orks as a whole are not complex beings, and their society – for all its apparent barbarity – is a robust one. As long as there are foes to fight, the Orks will keep fighting them, spreading ever further across the stars until they either are defeated at last, or conquer all.



To attempt understanding is folly when dealing with aliens.

A weapon cannot substitute for zeal.

T'AU EMPIRE

'FOR THE GREATER GOOD!'

Dynamic and supremely confident, the T'au have established a powerful empire built around their philosophy of the T'au'va, or Greater Good. Incredibly ambitious, they believe their fusion of ideology and military technology conquers all; to the T'au, there are only those who will embrace the T'au'va, and those who must be shown the error of their ways for failing to do so.

United by their unshakeable commitment to the T'au'va, the T'au believe unreservedly that it is their destiny to bring hope and enlightened rule to a benighted galaxy. With a highly developed and rapidly advancing mastery of technological innovation, their people have brought light to the darkness of bleak stars. The T'au do not hesitate to defend their ideology or propagate it on the field of battle, where their armies of Fire Warriors and alien allies excel at applying enormous firepower in precisely coordinated strikes to cripple their enemies and bring them to their knees.

T'au society is made up of five castes. The Water caste provides silken-voiced diplomats and wily traders. The Earth caste provides fastidious scientists and assiduous logisticians, The Air caste breeds daring pilots and tireless spacecraft crew. From the Fire caste are drawn the T'au's skilled soldiery; derived from the physically strongest of the T'au race's original tribes, they have been selectively bred over centuries to further improve upon these natural advantages, so that each Fire Warrior is robust, aggressive and courageous. Finally, the T'au are led by the Ethereal caste, mysterious individuals of unknown origin who command respect and loyalty without question. Many Imperial observers suspect that the means by which the Ethereals have secured their rank and influence can only be nefarious, such is the devotion they inspire.

The warriors of the Fire caste are born and bred to be soldiers. Those who reach the highest ranks of command will have served the Greater Good for decades, and no Fire Warrior is permitted to leave the military except through old age or death. During their service, each warrior employs some of the most advanced wargear in the galaxy. Their Earth caste scientists furnish them with enormously powerful weapon systems, highly advanced battlesuits and armour, and even artificial intelligence systems that can serve in any role from reconnaissance to fire support.

The T'au recognise that individually they may lack the sheer brawn of the Ork or the speed of the Aeldari, but united by their ideology and backed by

their technology, they know there is no foe they cannot defeat. On the battlefield the T'au are masters of combined-arms warfare. Squads of Fire Warriors lay down torrents of pulse-rifle fire as veterans in Crisis Battlesuits use their jet packs to leap in and out of cover, blasting the enemy with a fearsome array of weapons. Hammerhead Gunships destroy enemy armour with pinpoint railgun shots as swarms of seeker missiles hunt remorselessly for their targets. Overhead, nimble Razorshark Strike Fighters duel with enemy aircraft as Sun Shark Bombers ensure no ground target escapes the T'au's reach. Amongst the deadliest of all are the Riptide Battlesuits and Stormsurge artillery walkers, vast assets wielding some of the most advanced weapons in the T'au arsenal. Under their Commanders' wise leadership, these elements work closely together to bring about the most efficient defeat of the enemy.

Never a numerous race, the T'au do not employ the tactics of attrition evinced by the Astra Militarum, Orks or Tyranids. While the tides of war may dictate sacrifice in the name of the Greater Good, no T'au military assets are considered disposable. All have a role to play, and the T'au avoid any kind of static defence or wasteful last stands unless left with no option. Even their fortifications are equipped with anti-grav units so they are able to redeploy to advantageous battlefield positions. Tactical retreats to secure lives or create new avenues for achieving victory are seen as honourable and praiseworthy.

The T'au approach to war is as philosophical as it is practical. Numerous strategies have been developed over many years that are carefully studied by every member of the Fire caste. The collected wisdom of old heroes is ever a source of inspiration for T'au Commanders, who can utilise arts of war such as *Mont'ka*, the Killing Blow, or *Kauyon*, the Patient Hunter. Whichever philosophy is deemed best suited to destroying the foe in the given battlefield situation will be applied.

Though they have conquered world after world in the name of the Greater Good, it is the T'au Empire's preference to assimilate alien races they discover, rather than make war with them. Thanks to the lustrous diplomatic skill of the Water caste, many races have been welcomed into the embrace of the T'au'va and become valued partners in furthering the great cause, including the Kroot, Vespids, Tarellians, Nicassar and Galg. Even some Human worlds have allowed themselves to be subsumed. The Imperium has not failed to notice that those who reject the peaceful offerings of the T'au Empire are swiftly invaded and often destroyed. Thus is Mankind reminded of the duplicity of the alien – no matter their winsome promises, they seek nothing but domination over Mankind.

With each distinct period of their empire's growth, known as 'spheres of expansion', the T'au have learned more of the horrors lurking amongst the stars. They have suffered incredible losses and devastating setbacks, but they remain undeterred. Nothing will prevent them from unifying the galaxy. Such is their tenacity that they continue to expand their stellar empire regardless of hardships or setbacks. With every victory, the T'au know they grow ever closer to fulfilling their destiny.

WAR ZONE:
FIFTH SPHERE EXPANSION

The T'au Empire's beleaguered Fifth Sphere Expansion, based in the Nem'yar Atoll, has been in a state of conflict since its inception. First assailed by the grotesque forces of the Death Guard, the enormous sacrifice made for victory over such an enemy has only paved the way for more war and death. As the T'au recommence the expansion of their empire they come up against the dogmatic forces of the Imperium and insidious infections of Genestealer Cults, whose iron fists and mutant claws grip multiple planets and systems.

RENEWED EXPANSION

After much hardship the Death Guard were finally defeated. Shadowsun, the famous T'au Commander, turned to rebuilding the Startide Nexus' defences and searching for new colonies.

Finding worlds for colonisation was not difficult. Many lay in the Nem'yar Atoll's vicinity, capable of supporting life and boasting ample raw materials vital to the ever expanding T'au Empire. A large number of these worlds, however, belonged to the Imperium of Man. True to her cause, Shadowsun offered them peace and protection in exchange for their submission to the T'au'va. Her Water caste diplomats spoke passionately and in depth of the prosperity enjoyed by so many former Imperial worlds. It was all to no avail – the vast majority stubbornly refused. Shadowsun shook her head in dismay before declaring war, committing her forces to systems known to the Imperium as Riatov, Thaxaril, Ennua, Euthenia amongst others.

Her armies found worlds in disarray. On some, there was open conflict between troops wearing Imperial uniforms. In orbit around others, Imperial battlefleets engaged each other in fierce clashes, exchanging punishing volleys of macro-cannon fire and lance blasts. Intercepted Imperial communications were confused and panicked. Many spoke of a sudden darkness, and the loss of the Emperor's light. Others claimed that the time to arise and prepare for the coming of the star gods was now. Communication between worlds was practically non-existent.

Confident that victory against such a confused enemy could be easily achieved, the T'au struck. Their fleets unleashed salvoes from railgun batteries, ion cannon arrays and gravitic launchers that crippled orbital stations and gutted battleships before deploying their warriors to the planets below. Where Imperial vessels duelled one another, fast moving T'au ships dived into the intense orbital conflicts, avoiding arcs of cannon fire and dispatching Breacher Teams to board Imperial vessels. Some found what they expected: battered Human crews. Others found something different, something horrifying that explained at least part of their foes' erratic behaviour. Those warriors deployed in planetstrikes were equally caught by surprise by the abominations they discovered.

A HIDDEN FOE

Many worlds upon which the T'au made planetfall were in a state of open war. Imperial communications talked of xenos, rebellion and uprisings. T'au forces expected to meet stiff resistance to their landings, accounting for heavy losses in the immediate minutes and hours of their assaults. But the anti-aircraft fire their Manta and Orca dropships expected never came, the gunners distracted by other foes. Fire Warriors and Crisis Battlesuit teams found themselves engaged on multiple fronts. Prepared for the static, grinding warfare of the Imperial Guard, many were caught unaware in the savage ambushes by three-armed monstrosities raking at them with claws and talons.

As battlefield recordings of three-and-four-armed aliens with ridged foreheads reached the higher echelons of T'au command and cross-referenced with data collected throughout the empire's history, Shadowsun reached a cold realisation. Their enemies were some kind of hideous hybrid of Human and Tyranid. What this meant they could not know, but all recognised that, for the sake of the Greater Good, defeat of any kind was not an option.



MY LORDS
The xenos in our midst have seized Berngard Keep. The few survivors claim the filth attacked from within, burrowing underneath the fortress' walls. I thought the Yalisian Bridges lost until the arrival of this other xenos menace, but the two have fought each other to stalemate. Can we use this to our advantage?

- Capt. Vandar Inakoloch

THE CONQUEST OF RIATOV

Three major factions play a part in the ongoing wars across T'au and Imperial-controlled space in the region. The force disposition below shows detailed estimates of those believed to be present during fighting for the Riatov System.

DARKSTAR'S COMMAND

Approximately 400-450 contingent-sized forces (including Insertion, Breakthrough, Encounter, Reconnaissance, Auxiliary and Rapid Reaction types) from myriad T'au septs have been identified, spanning the full range encountered by Imperial forces elsewhere *(see file 9214\DAMO\Ωð∑)*. Contingents include dozens of specialist cadres, including Hunter, Rapid Insertion, Skysweep Defence Shield, Counterstrike, Mobilised Hunter, Air Supremacy, Vespid Colony, Rapid Infiltration and Armoured Breach types. Note example cadre cognomens: *'Quickblades', 'Mont'yr', 'Firestrikers', 'Wallbreakers', 'Farstriders' 'Aun'el Ko'vash's Own', 'Ghoro'kha', 'M'yen'*. Naming convention follows no particular pattern, with some cadres having not earned one or simply not claimed one.

THE STAR CHILDREN INFESTATION

Daughters of Devotion	9 sub-sects
Sons of the Wyrm	6 brood cycles
Yasilian Bridge Builders	5 claws
Wurmblood Dynasty	7 sub-sects
Union of the Sacred Coils	8 sub-sects
Berngard Infiltrators	3 brood cycles
Offspring of the Pure	7 brood cycles
Arkadov Mining Lodge 101	17 claws
Slop-shufflers Worker Guild 872	23 claws
Sewer-cleansers Section 3	19 claws
Synod of the Coils Cathedra	6 sub-sects
Riatov Prime Rifles	8 infantry regiments
Riatov Underhive Irregulars	17 scratch battalions
Others	[numbers approx. millions]

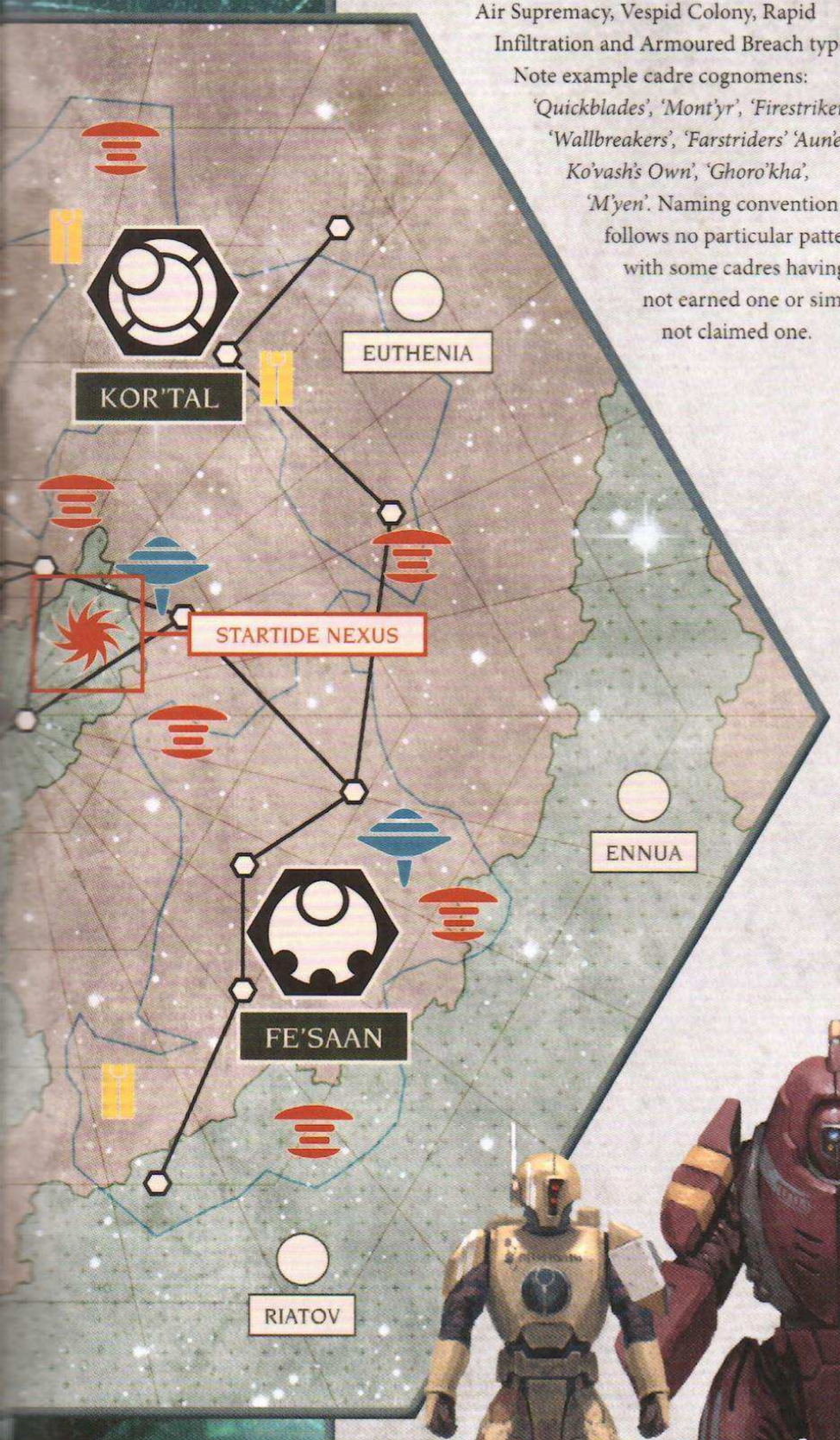
++ ALL XENOS DATA COLLATED ON 212.004//12/05. SEVERELY INCOMPLETE AND SUBJECT TO SIGNIFICANT ALTERATION.

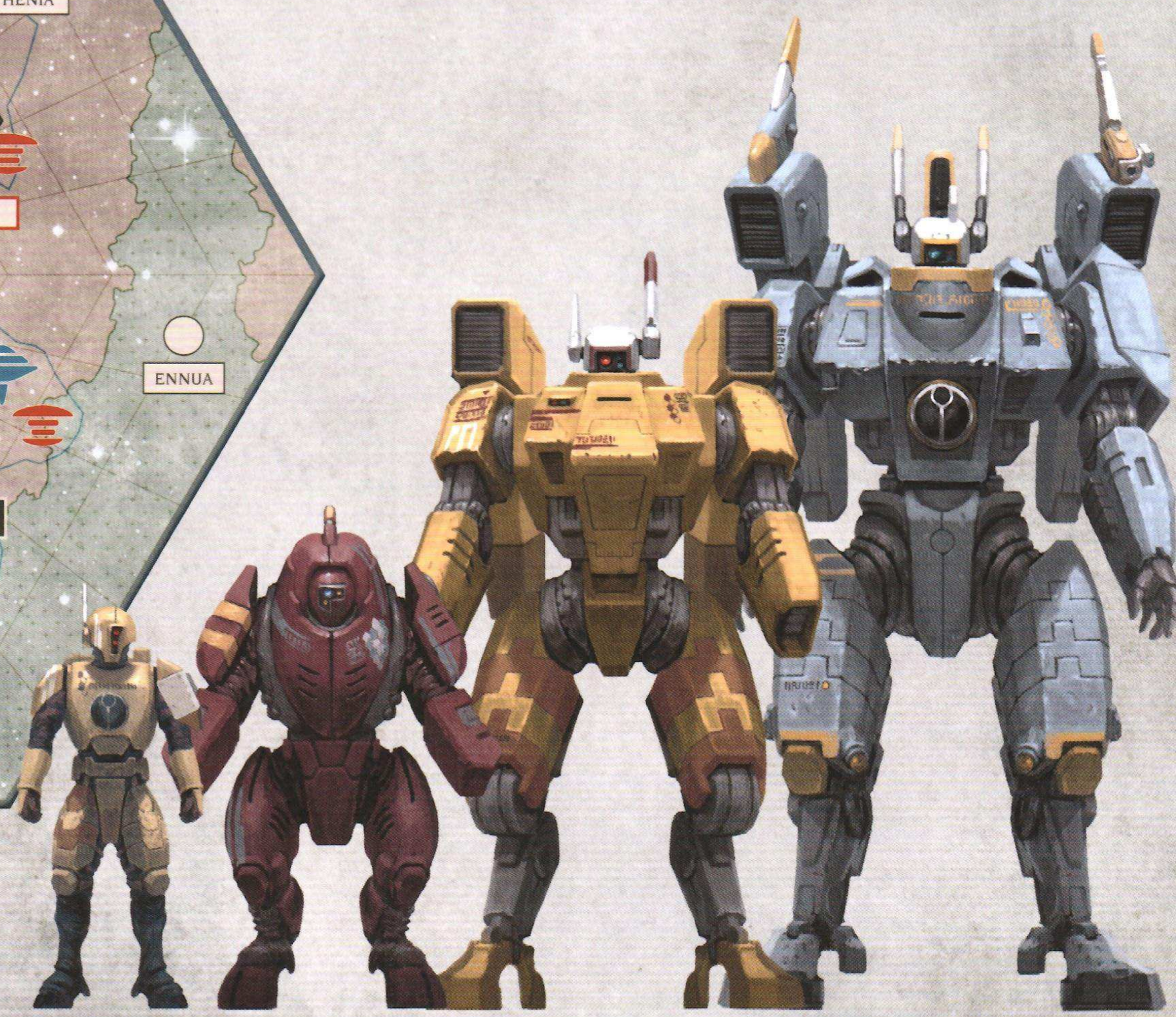
ASTRA MILITARUM

Cadian Shock Troops	8 infantry regiments
Riatov Grenadiers	88 infantry regiments
Riatov Ordnancers	28 artillery regiments
Riatov Dragoons	39 armoured regiments
Daucarro Irregulars (Infantry)	57 regiments
Thaxarillian Guard	42 infantry regiments
Gnarvis Fusiliers	36 regiments
Euthenian Voltigeurs	29 infantry regiments
Euthenian Hussars	12 armoured regiments
Faeburn Vanquishers	48 regiments
Perkuni Hearthguard	37 regiments
Ennuan Bushmasters	[unknown numbers]
Yamnin Volunteers	18.5 artillery musters
Anvarsian Ice Rangers (Infantry)	19 rangings
Tempestus Scions	[Epsilon-clearance required]

List continues on addendum file 247\G\ó

Analysis of Imperial forces unavailable due to extreme empyric disruption. Record has been compiled from intercepted vox transmissions and astropathic communiques.





Battlesuits represent the pinnacle of T'au military technology. Each mark is optimised for a specific battlefield role, from the camouflaged XV25 Stealth Battlesuit to the heavy armour and recoil-absorbing capabilities of the XV88 Broadside Battlesuit. Every mark of battlesuit has seen action in the brutal fighting of the Fifth Sphere Expansion.



TYRANIDS

THE GREAT DEVOURER

The Tyranids have invaded the galaxy from beyond the intergalactic void, their hive fleets slithering like tendrils into every region of the galaxy. Driven by the imperatives of the almighty Hive Mind, their swarms sweep over world after world in a living tide of biological killing-machines and seek to devour every last shred of biomass in their path.

Though only identified relatively recently, the Tyranid hive fleets have quickly been recognised as one of the gravest threats to not only the Imperium, but to any form of life in the galaxy. Consisting of a seemingly unending number of bio-constructs – ranging from micro-organisms to colossal hive ships – each hive fleet advances relentlessly through the void. As it does so it consumes all organic matter in its path, converting this biomass to yet more Tyranid creatures and hive ships. In scant centuries the Imperium has identified a multitude of these hive fleets, such as Behemoth, Kraken, Hydra and Gorgon; each has its own strategies and biomorphs, many of which have manifested as swift generational adaptations in response to the strengths and tactics of the enemies that the Tyranid swarms face.

The horror of a Tyranid assault on a prey world begins long before the first bio-construct sets foot on the surface. The unfortunate planet is first engulfed in a psychic signal that renders it utterly silent, all warp travel and communication made impossible. This mysterious and dread phenomenon has been named the Shadow in the Warp, and it is a harbinger of doom. It leaves the people of Imperial worlds unable to escape their fate, or to call for reinforcements that might be their salvation. When the Tyranids strike, the prey world is beset by endless waves of predatory creatures, each optimally adapted to overwhelm the specific forms of opposition arrayed against them. Many of these invaders are further enhanced with vicious biomorphs, ranging from toxin sacs and adrenal glands to wicked claws and grotesque bio-cannons. Even the Tyranids' weapons are living organisms, themselves firing frantically carnivorous beetles and larvae eager to burrow deep into flesh. In battle, leaping gaunt-forms race ahead of towering Carnifexes, Exocrines and other monsters. Skyswarm bioforms soar over defences, cutting defenders down with impunity. The myriad creatures of the swarms work in perfect synchronicity under the command of the Hive Tyrants and other synapse creatures; psychic bioforms that can bind the instinctive bestial tendencies of their charges to a single, deadly will.



There appears to be no end to the threat. Each year, more systems and sub-sectors are consumed. None know of the Tyranids' true origins, though speculation abounds. Many learned individuals suggest the Tyranids may have already picked other galaxies clean, and that this one is simply the next in line. Others have proposed that what assails the Imperium today is but the earliest larval stages in what will become an unstoppable mega-swarm of ravenous maws, razor-sharp talons and chitinous beasts, descending upon the galaxy like the Acrididans of ancient Terran myth on an agri-worker's crops. Some whisper in terror that the hive fleets are not independent, and are in some way linked to some vast, unknowable intelligence. All any can agree on is that none truly know. All any can do is pray that the inundation of alien flesh that threatens to drown the galaxy will miraculously abate, though few allow themselves such a foolish hope.

The Tyranids have but a single purpose and desire: to feed. They are not motivated by territorial gain, or by fear of a kind a Human might understand. Yet the hunger they feel is not mindless, nor directionless. They are driven by a gestalt intelligence that the Imperium knows as the Hive Mind, and which guides them to fight and destroy any who bar their path. With every world consumed, every planet stripped of its biomass, the Tyranid hive fleets gather ever greater might and churn out new waves of predatory beasts to continue their rapacious advance. As more and more hive fleets appear on the galaxy's edges, so the true scale of this inimical threat becomes ever more terrifyingly apparent…

'There is a cancer eating at the Imperium. With each decade it advances deeper, leaving drained, dead worlds in its wake. This horror, this abomination, has thought and purpose which functions on an unimaginable, galactic scale, and all we can do is try to stop the swarms of bioengineered monsters it unleashes upon us by instinct. We have given the horror a name to salve our fears; we call it the Tyranid race, but if it is aware of us at all, it must know us only as Prey.'

- Inquisitor Czevak at the Conclave of Har



They came from the dark places between the stars. From the abyss into which even the Emperor's angels fear to gaze. Monstrous in form, endless in number, the swarm descended to devour all.



GENESTEALER CULTS

HERALDS OF THE STAR CHILDREN

Far from the prying eyes of the Imperium's harsh authorities, a sinister threat gathers its strength. The Genestealer Cults, worshippers of mysterious and ominous deities, undermine the roots of the worlds they dwell upon to pave the way for those they see as their liberators from beyond the stars. An unseen scourge, few threats to the Imperium are so insidious.

A Genestealer Cult begins with but a single claimed victim. Lone Genestealers, vanguard organisms of the Tyranid race, steal themselves away into the bowels of the Imperium's infrastructure. Neglected holds of deep-space bulk haulers, abandoned manufactorum ducts and the polluted tunnels and sumps of underhives all offer sanctuary to stalking Genestealers looking to spread tendrils of genetic corruption through unsuspecting Human populations.

Once a Genestealer infects its first victims, snatching them into the darkness and jabbing them with its dripping ovipositor, the infestation grows exponentially. The infected become enthralled to their new alien overlord, regarding it as an idol that will deliver them from whatever miseries they experienced in their former lives. Brood cycles follow, generations of loyal gene-cultists spawning in service of their grotesque deity. Amongst them are bred officers, commanders, assassins and lieutenants, genetically imbued with psychic abilities or vital specialist skills and knowledge. After the fifth generation the cycle is begun anew as Purestrain Genestealers are born, ready to bring other cities and worlds into xenos rapture.

Knowing how many worlds across the Imperium have fallen victim to the scourge of the Genestealer Cults is nigh impossible. To seek out such knowledge

would be to invite despair enough to challenge the most resolute minds, for to understand even in part how far the corruption has spread is to see just how precarious the sanctity of the Emperor's realm truly is. Nevertheless, the agents of the Imperium seek just such information tirelessly, for nothing less than total eradication of the Genestealer Cults is required.

This crusade to discover the truth, and to annihilate the Genestealer scourge, is motivated by one factor above all others. The Genestealer Cults act as psychic beacons to the Tyranid Hive Mind, drawing the hive fleets to densely populated worlds. As the cult grows larger and the Tyranids grow nearer, it will rise up against Imperial rule to make way for their gods. By the time the uprising is declared, the cult's members have infiltrated multiple levels of government, and its networks stretch across numerous civil and military organisations.

When the order is given, the Genestealer Cultists strike. Those defenders still loyal to the Imperium find bridges destroyed, their ammunition stolen and the fuel lines in their vehicles cut. Hundreds of senior officials and officers are ruthlessly struck down, those they once counted as trusted advisors driving blades into their backs. Entire regiments judged steadfast in their allegiance to Emperor turn their guns upon their fellows, sowing death and



confusion before the loyalists can react. Those of the cult too alien in form to walk unnoticed in society are finally unleashed, striking from tunnels and abandoned structures, slaughtering their enemies with a combination of wicked claws and crude Human weaponry. Hordes of foot soldiers are joined by civilian vehicles modified for battle with heavy weaponry.

Genestealer Cults are highly territorial, fighting tooth and claw with any who dare challenge their ownership of a world. They rise up in the face of xenos invasion and clash viciously with gangs and Chaos cults who threaten their position. Those Genestealer Cults with the strength and numbers to do so will even prosecute wider campaigns, becoming system or even sector-spanning organisations that have developed their own distinctive ways of making war and conquering worlds. The cunning Cult of the Four-armed Emperor, for example, are masters of the subterranean assault. The highly organised Hivecult, on the other hand, prefer to infiltrate local military forces, while the weather-beaten Rusted Claws excel in the open field, making war as nomads from the backs of their rugged vehicles.

When the Genestealer Cults go to battle they do so in the absolute certainty that their day of ascension has finally arrived. Their fanatical belief in the coming of the Star Children makes them a threat far greater than their ragtag appearance might suggest, one that may yet undermine the proud empires vying to rule the stars.

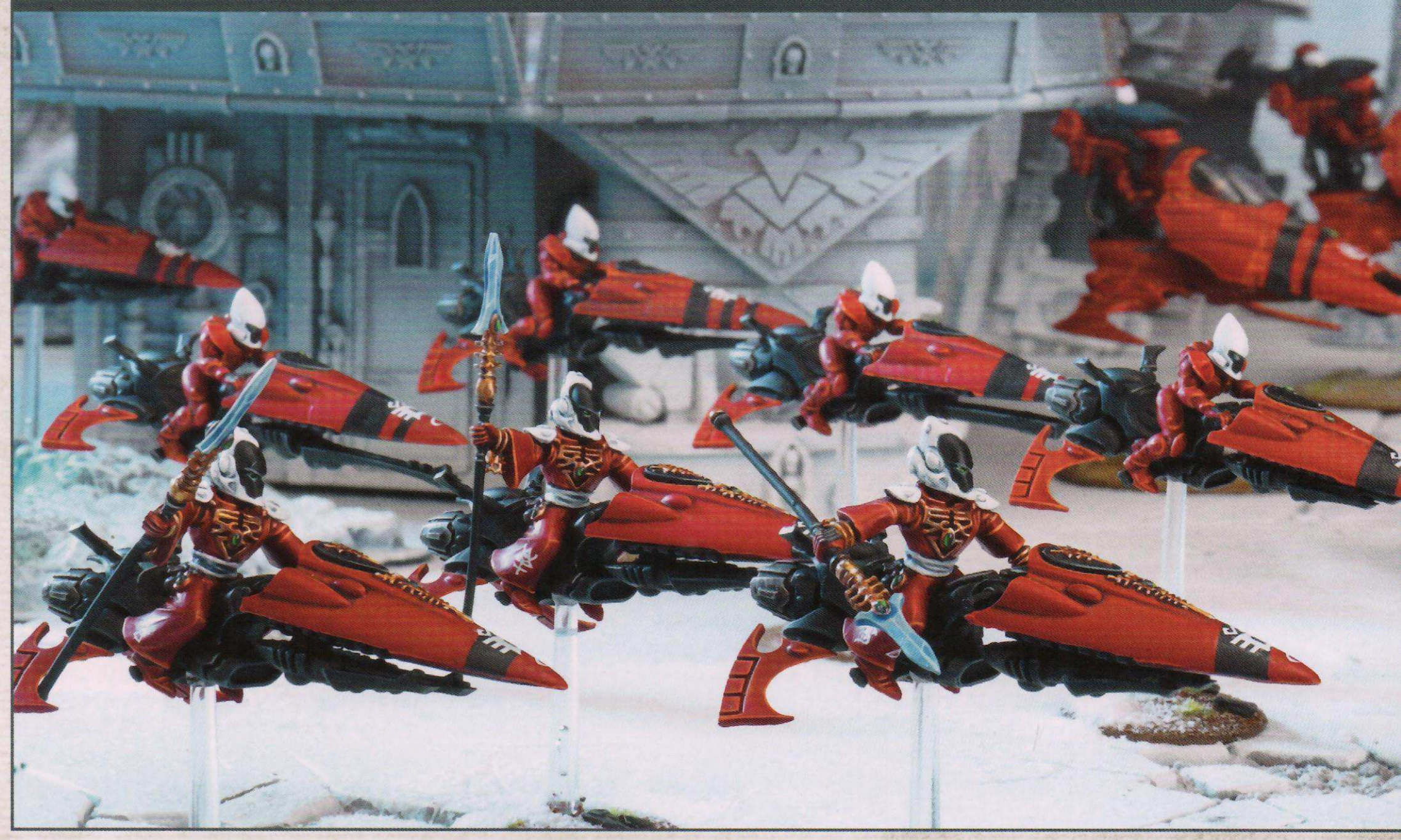
For what terrible sins of the past must we bear the torments of the present and the dark shadow of the future!

Eldrad Ulthran, greatest Farseer of his age, leads the grim warriors of Craftworld Ulthwé into battle against the mutated servants of the Genestealer Cults. The attack is perfectly aimed and lethally effective, guided by the gift of Ulthran's potent prophecies.



Trust not in their appearance, for the Aeldari are as alien to good, honest men as the vile Tyranids and foetid Orks. There is no understanding them because there is nothing to understand – they are a random force in the universe.

The wind-riding hosts of Craftworld Saim-Hann streak across the frozen tundra, swirling trails of ice and snow whipping in their wake as their anti-grav engines propel them with blistering speed toward their luckless foes. None will survive the striking serpent of Saim-Hann…



Jain Zar, the Storm of Silence, leads her Howling Banshee Aspect Warriors into battle against the daemons of Khorne. They are supported by the determined warhost of Craftworld Biel-Tan, who seek to see the Aeldari race's mastery of the galaxy restored.





The Drukhari strike as swift and sudden as a nightmare. Bladed skimmers whip toward their targets while fighter craft scream overhead. Bands of cold-eyed killers sprint into battle, envenomed blades in their hands and guns spitting murder. Doom has come for the foe.



Lelith Hesperax, star of the Commorrite arenas, leads the Wyches of her cult in a blistering attack against the defending Reivers of the Raven Guard Chapter. The blood will flow, but none of it Lelith's.



The horrific Haemonculus Covens lead the attack upon the Astra Militarum battle lines. Flayed flesh flutters in the wind and needle-fingers twitch in anticipation as the gruesome torturers close upon their prey.



The Harlequin Masque of Frozen Stars sweep down upon their foes through the mist-shrouded jungles of an ancient maiden world, determined to annihilate the interlopers.

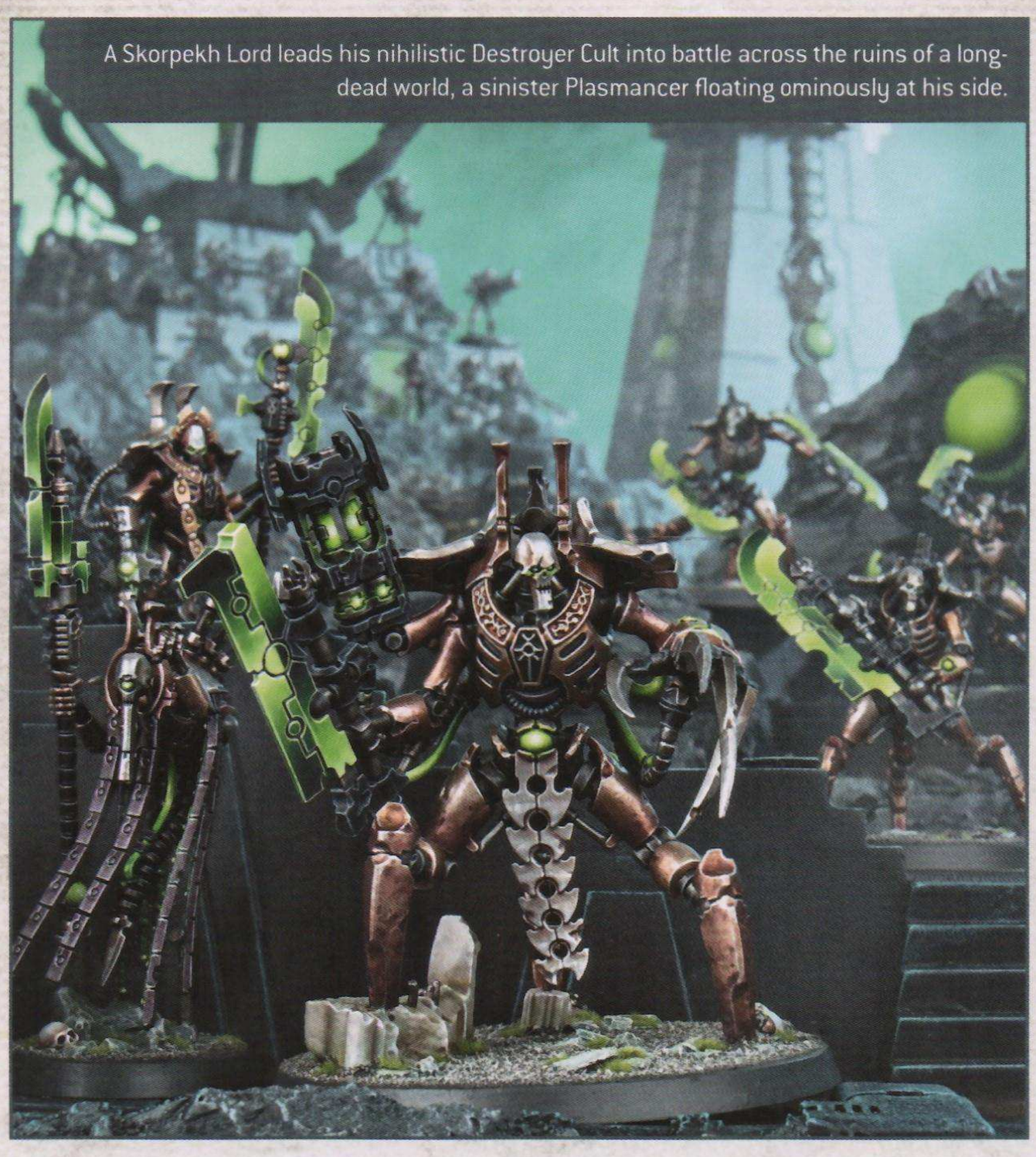


As the daemons of Slaanesh approach the ruins of ancient Theltheghlyr, the webway gate before them flares into sudden life. The Masque of the Midnight Sorrow surge forth, domino fields shimmering madly around them as they leap to attack their most hated foes.



Yvraine, the Visarch and the terrifying Yncarne lead their Ynnari followers to attack. Every killing blow, every soul snatched from the brink renders the worshippers of Ynnead all the swifter and more deadly, for these are the servants of death itself and their power lies in endings.

A Skorpekh Lord leads his nihilistic Destroyer Cult into battle across the ruins of a long-dead world, a sinister Plasmancer floating ominously at his side.

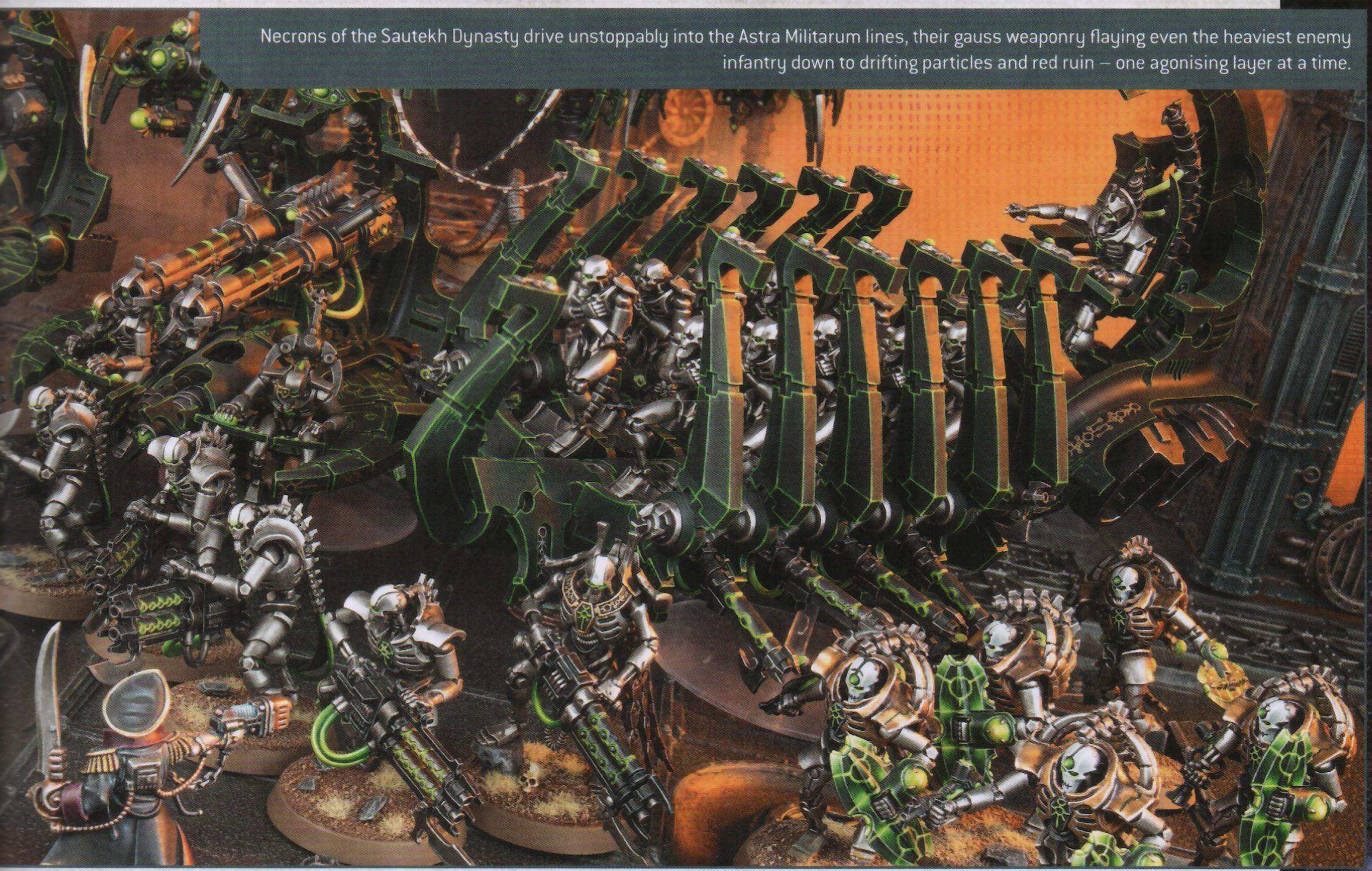




Rising from their aeons-long slumber, the Necrons of the Szarekhan Dynasty spill across the broken ground and engulf the outnumbered Ultramarines. Though the sons of Guilliman fight with furious determination, they cannot prevent their android foes from ripping them apart.

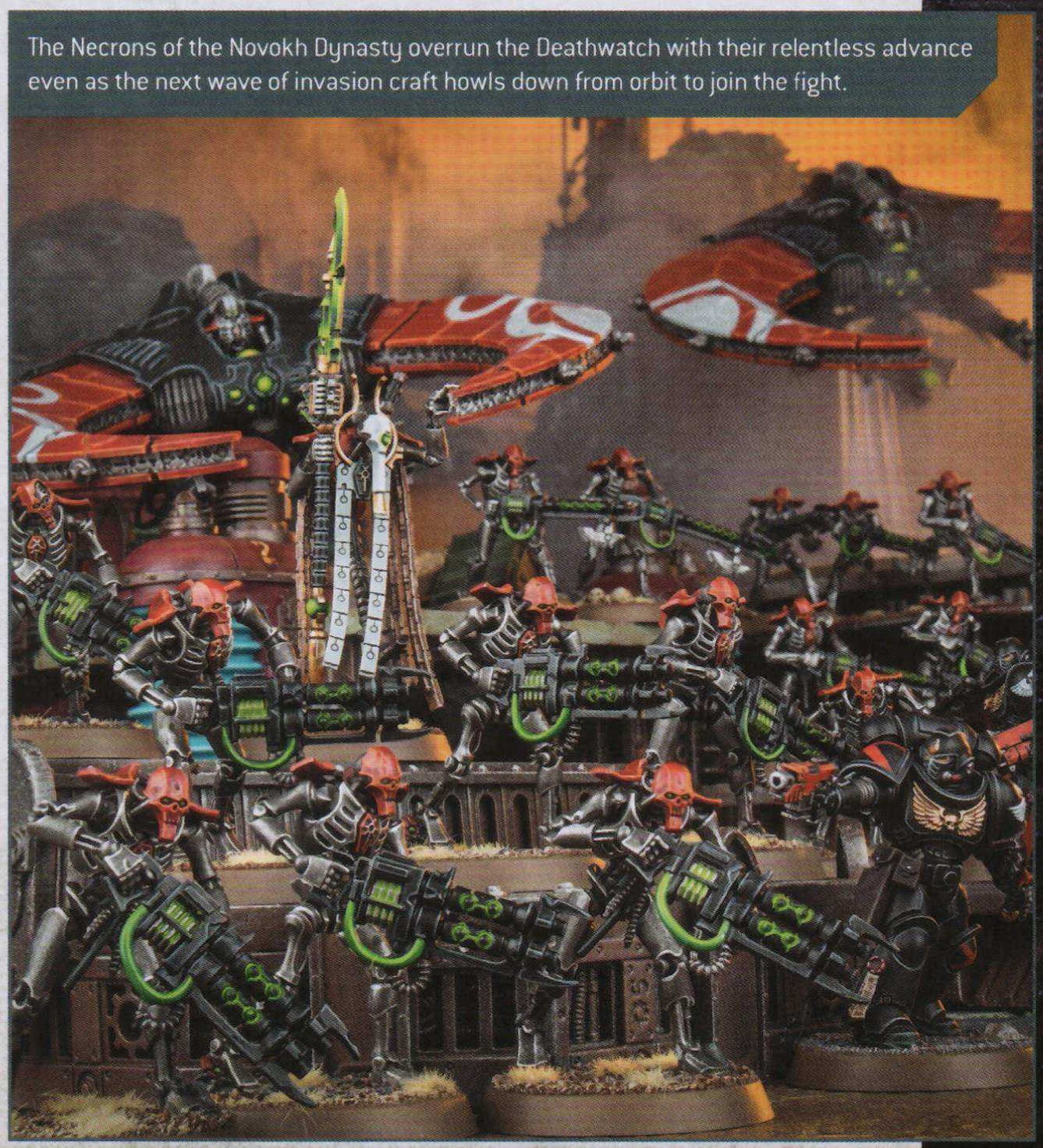


Necrons of the Sautekh Dynasty drive unstoppably into the Astra Militarum lines, their gauss weaponry flaying even the heaviest enemy infantry down to drifting particles and red ruin – one agonising layer at a time.





The Necrons of the Novokh Dynasty overrun the Deathwatch with their relentless advance even as the next wave of invasion craft howls down from orbit to join the fight.





The ground shakes and the air fills with savage war cries and the snarling of engines as the Orks of the Goff Clan attack the forces of the Space Wolves. Ghazghkull Thraka storms forward at their head, blasting and crushing a red path of ruin that puts even his looming Stompa to shame.

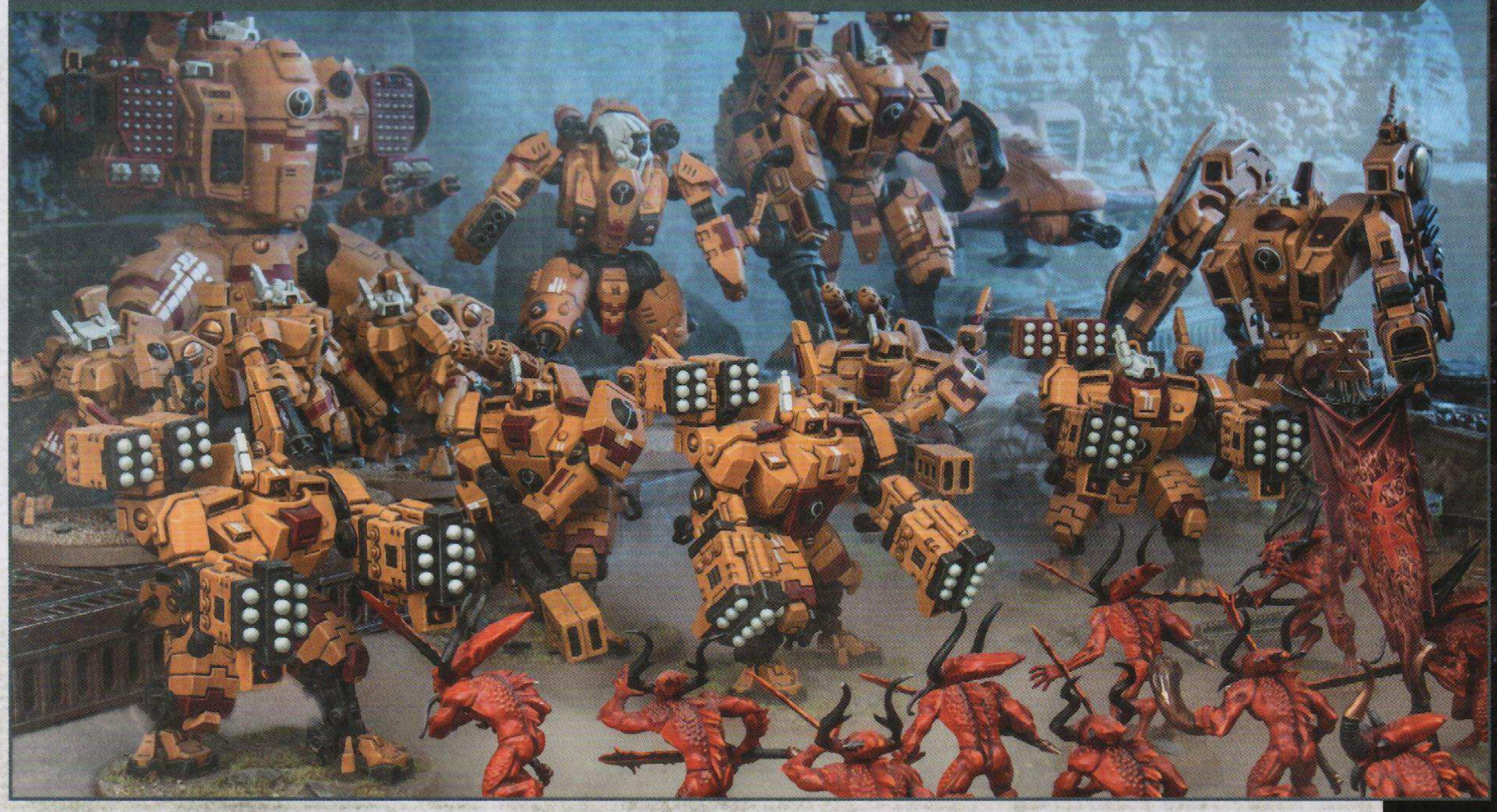
Commander Shadowsun leads a sudden strike against the Necrons of the Novokh Dynasty, her Stealth suit team and courageous Pathfinders unleashing a storm of firepower that swiftly reduces the enemy to sparking ruin.



The wretched alien mind cannot be measured by any human standard.

The defensive fortifications of the Astra Militarum offer no sanctuary as the Hunter Cadres of Vior'la Sept attack. Outmanoeuvred, outfought and catastrophically outgunned, the Cadian troopers have only two choices – swift death, or surrender to the Greater Good.

As the daemons of Khorne charge headlong into battle they are met by the cataclysmic firepower of a wall of T'au Sept battlesuits and artillery walkers. Salvo after devastating salvo lands with guided precision, blasting the abominations back to the warp in their hundreds.



Spores choke the skies like a shroud of doom as the teeming swarms of Hive Fleet Leviathan attack. Leader-beasts stalk amidst the tide of flesh, Hive Tyrants and Broodlords spreading the influence of the Hive Mind to its myriad foot soldiers.

Revolting fluids spurt and spatter as a Tervigon of Hive Fleet Behemoth spawns an endless brood of scuttling Termagants straight into battle. The Veterans of the Ultramarines are driven back, firing desperately as the living tide of chitinous claws and fangs engulfs them.



Deep in the Red Scar, the monstrous bio-beasts of Hive Fleet Leviathan swarm forward over the desperate defence lines of the Blood Angels. A living tide of immense abominations smashes the Space Marines aside, their numbers and savagery unstoppable.



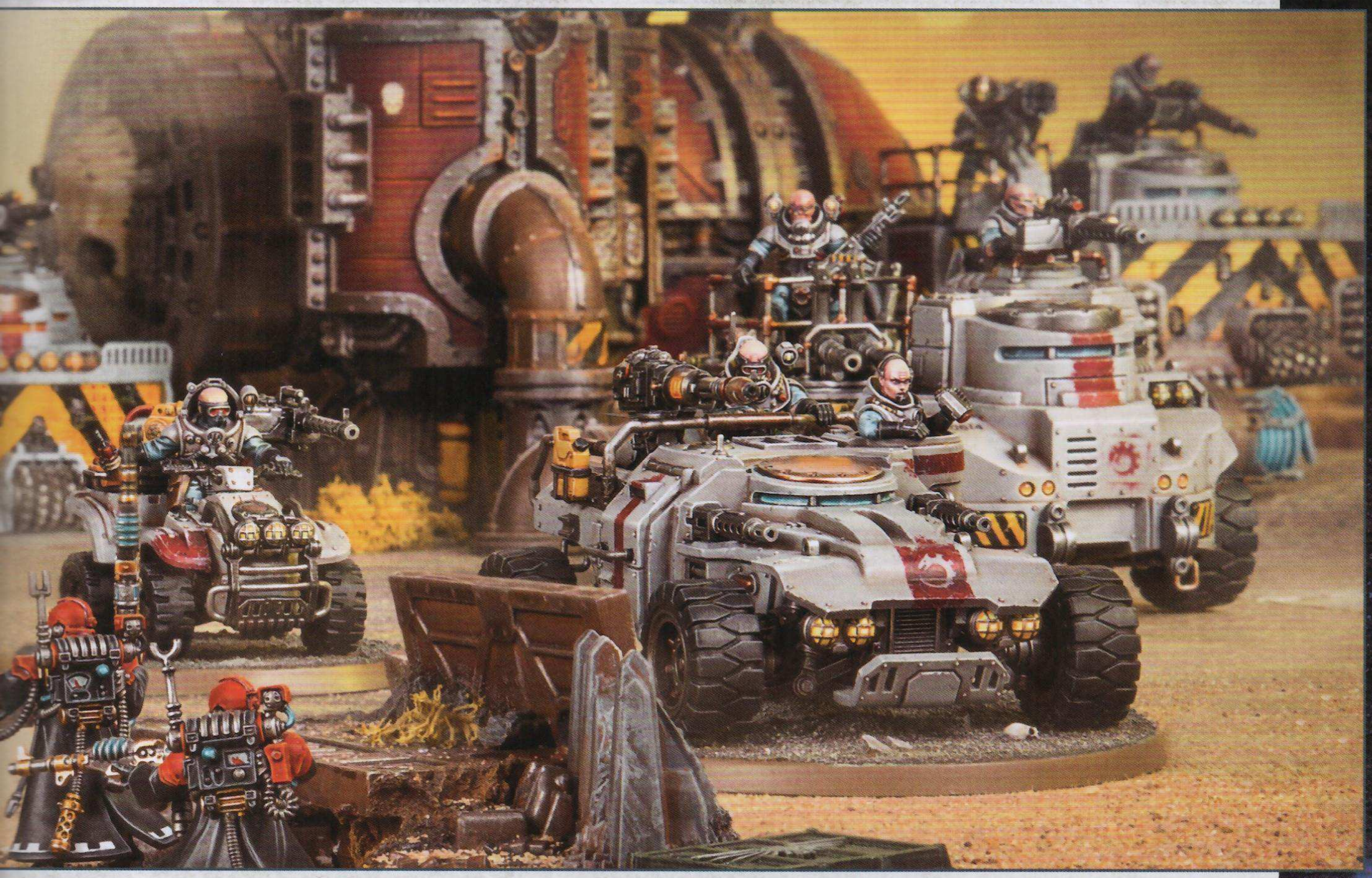
The alien dream is to dance on the grave of Mankind.

The Genestealer Cults hurtle into battle against the Adeptus Mechanicus, dust billowing and engines roaring as their Atalan dirtcycles and Achilles Ridgerunners lead the headlong charge for freedom and victory in the name of their gods from beyond the stars.



The dockyards of Jekka are engulfed in bloodshed as the Cult of the Pauper Princes ambush the deadly anti-alien operatives of the Deathwatch. Hissing their inhuman hate, brood upon brood of Genestealers flood from the sewers to tear their foes asunder.





Led by their icy-calm Magos, the Cult of the Four-armed Emperor surge from the outskirts of the mining district to overwhelm their Imperial enemies. All the while, the insurgents' Tectonic Fragdrill howls up to speed as its controllers prepare to deploy the device to ruinous effect.



THE RULES

'No manual can truly prepare you for the horrors of battle. When the bullets and las-bolts begin to fly, and the roar of flames mingles with the screams of the dying, and the air fills with blood and boiling smoke, no text or primer will aid you. In such hours the Emperor alone will be your guide, and faith your only salvation.'

- Uriah Jacobus



HOW TO PLAY WARHAMMER 40,000

Warhammer 40,000 puts you in command of an army of mighty warriors and war machines as you battle for supremacy in the grim darkness of the far future. In each game you deploy your forces against those of your opponent and strive to achieve victory in your chosen mission. Each of you will take it in turns to manoeuvre your units, fire upon the enemy lines and charge into combat, claiming contested ground and driving your foe from the battlefield. To emerge triumphant will require cunning, bravado and the luck of the dice, and through your conquests you can spread hope across the stars or set the galaxy aflame.

Over the following pages you will find the rules for playing games of Warhammer 40,000. The first step is deciding what sort of game you want to play. There is no right or wrong way to play, and so long as you and your opponent agree you can play in any way you choose. However, there are three broad categories of games – open play, matched play and narrative play. All of these use the same core rules, found on pages 196-269.

After reading the basic rules and choosing the type of game you want to play, simply turn to the relevant section in the core rulebook to learn how to engage in an open play, matched play or narrative play game. These sections outline how to select your mission, as well as any other rules that will apply to your game. After that, you are ready to square off against your opponent and wage war. Don't worry if you forget a particular rule or make some tactical errors at first – the important thing is to have fun and to watch your collection of Citadel miniatures come to life on the tabletop. With every game you will become a more seasoned commander, and as your collection grows so too will the fear you strike into the hearts of your enemies!



OPEN PLAY

Open play allows you to play Warhammer 40,000 with as few boundaries and restrictions as possible. It is both the most straightforward way to play and allows for the greatest freedom in terms of the rules and miniatures you can use. Stripping away much of the framework that guides matched and narrative play, this style allows players to leap straight into the action and play out whatever game comes into their heads.

On pages 272-276 you will find the Open Hostility mission pack, which allows you to dive headlong into a range of open play games.

MATCHED PLAY

For those Warhammer 40,000 collectors who want a balanced and dynamic gaming experience, matched play is perfect. The refined rules of this style of play ensures that no matter who you play or with what armies, your games will be nail-biting strategic contests. Points values are used to determine the strength of matched play armies, allowing the effectiveness of a given force to be fine-tuned down to the last bit of wargear.

On pages 280-303 you will find the Eternal War mission pack, which has all the rules you need to fight engaging matched play battles.

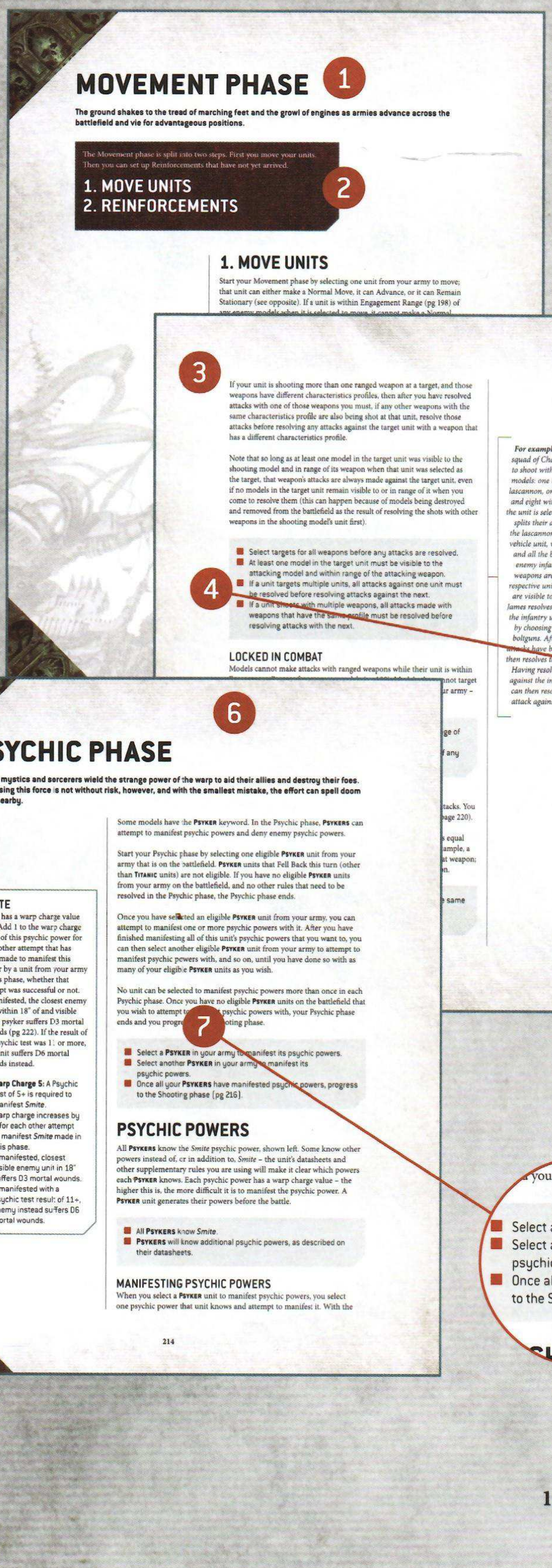
NARRATIVE PLAY

Narrative play is the style of Warhammer 40,000 gaming focused on the storyline of both your army and its battles. With each game you will inject an element of backstory into your collection, while the personality of your collection will inform the types of games you will play and the missions you take on. Games are often linked together with the result of each influencing the next and rolling together into a grand storytelling gaming experience.

On pages 306-355 you will find rules for fielding a Crusade army, as well as the Crusade mission pack for waging battles with your thematic force.

RULES KEY

The rules found throughout this rulebook are presented using a number of different styles and formats. On this page you will find a key to these styles and formats and how each of them are used.



1. Many sections of this rulebook start with a bold title and brief introduction. Together, these will put the rules you are about to read into context.

2. These red boxes are typically found on pages where a turn or phase is split into a sequence of steps that needs to be followed in a specific order.

3. This is an example of main rules text. This text will cover the key concepts and instructions you will need to play the game, such as moving and making attacks with your models.

4. After each chunk of rules there is a red bullet-pointed summary of the rules content. In most games you may find referencing this summary is all you need to resolve your rule, but if not, read the whole of the rules that are printed above it.

5. Examples can sometimes be found to the side of the rules, illustrating the rules in action. Occasionally you will also find a Hints & Tips section here – whilst not rules per se, they can help make your games run smoothly.

6. Advanced rules are sectioned off from the main rules text and presented after the phase of the game they would appear. These rules are not required in every game, and are only needed if your army includes certain units that interact with these rules.

7. Sometimes you will see text printed in a special **KEYWORD** font. These are used to tag specific rules to specific models or units. You can find out more about keywords on page 197.

8. Some rules are written inside a white box. This just helps you to find the rule in question more easily when you need to reference it during your battles.

BASIC RULES

The rules on these pages contain everything you need to know in order to use your Citadel miniatures collection to wage glorious battle across the war-torn galaxy.

The following rules explain how to play a game of Warhammer 40,000. First select either the Only War mission (pg 238) or a mission pack. You will find mission packs for open play on pages 272-276, matched play on 280-303 and narrative play on 332-355. You will then need to muster an army of Citadel miniatures, create a battlefield and prepare for war. The battle is fought in a series of battle rounds, in which each player takes a turn until one player is declared the victor.

CORE RULES DEFINITIONS AND CONCEPTS

This page contains various rules terms that are referred to elsewhere in this rulebook, and gives an overview of some key concepts that form the basis of the rules in general.



MISSIONS

To play a game of Warhammer 40,000, you must first select a mission. The mission will tell you how to muster your armies, create your battlefield and deploy your armies. It will also tell you any special rules that apply to the battle, and (most importantly!) what you need to do to win. You can find out more about missions on page 236.

ARMY

Each player in a game of Warhammer 40,000 commands an army of Citadel miniatures, hereafter referred to as 'models'. The mission you have selected will guide you as to how big your army should be.

A good measure of the size of an army is its Power Level – this is determined by adding up the Power Rating of every unit (defined opposite) in your army. A unit's Power Rating can be found on its datasheet – you can find out more about Power Ratings on page 240, and more about datasheets below.

Warhammer 40,000 is designed to be played with armies of a certain size. If the combined Power Rating of all the models you and your opponent want to use in a battle is less than 15 or greater than 300, then you may find that Kill Team or Apocalypse, respectively, better suits the scale of the game. You can find out more about these games on warhammer-community.com.

- **Army:** Collection of models under your command.

DATASHEETS

The rules that you will need to use the models in your army in a game are presented on datasheets. Each unit has a datasheet; you will need the datasheets for all the units in your army. You can find out more about datasheets on pages 202-203.

KEYWORDS

All datasheets have a list of keywords, separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. In either case, keywords appear in **KEYWORD BOLD** in the rules. Keywords are sometimes linked to (or 'tagged' by) a rule. For example, a rule might say that it applies to '**INFANTRY** units'. This means it only applies to units that have the **INFANTRY** keyword on their datasheet. The pluralisation (or not) of keywords does not affect which units the rule in question applies to.

Some datasheets have keywords that are presented in angular brackets, such as **<CHAPTER>**, **<LEGION>** and **<MARK OF CHAOS>**. This is shorthand for keywords that you can select yourself (with certain restrictions, as described in the publication that contains that datasheet). You must decide what these keywords will be at the moment such a unit is added to your army (whether before the battle or during). If another rule uses keywords in angular brackets, then that keyword matches the keyword that you selected of the unit using that rule.

Some units can include models that have different keywords. While a unit has models with different keywords, it is considered to have all the keywords of all of its models, and so is affected by any rule that applies to units with any of those keywords. If a rule only applies to models with a specific keyword, then it instead only applies to models in such a unit that have the correct keyword.

For example, Nick adds a Space Marine Librarian to his army. This unit has the **<CHAPTER>** *keyword on its datasheet, which Nick selects to be* **ULTRAMARINES**. *If the Librarian attempts to manifest a psychic power that also uses the* **<CHAPTER>** *keyword, then when reading that rule, Nick would replace that keyword in every instance with* **ULTRAMARINES**.

- **Keywords:** Appear in rules in **KEYWORD BOLD** font.
- Keyworded rules apply to units and models with that keyword.
- **<KEYWORDS>** are chosen by you when a unit is added to your army.

UNITS

Models move and fight in units. A unit can have one or more models chosen from a single datasheet. All units in the same army are friendly units, and all models in the same army are friendly models. All units in your opponent's army are enemy units, and all models in your opponent's army are enemy models. If a rule affects 'units' or 'models' without specifying that they are friendly or enemy, then it affects either 'all units' or 'all models', regardless of whose army they are in.

- **Unit:** A group of models from the same datasheet.
- Friendly models = all models in the same army.
- Enemy models = all models in your opponent's army.
- Friendly units = all units in the same army.
- Enemy units = all units in opponent's army.

The Most Important Rule

In a game as detailed and wide-ranging as Warhammer 40,000, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent and apply the solution that makes the most sense to both of you (or seems the most fun!). If no single solution presents itself, you and your opponent should roll off, and whoever rolls highest gets to choose what happens. Then you can get on with the fighting!

UNIT COHERENCY

A unit that has more than one model must be set up and finish any sort of move as a single group, with all models within 2" horizontally and 5" vertically of at least one other model from their unit. While a unit has six or more models, all models must instead be within 2" horizontally and 5" vertically of at least two other models from their unit. This is called unit coherency. If a unit cannot end any kind of move in unit coherency, that move cannot be made. Units are primarily moved in the Movement phase (pg 206), but they can also be moved in the Charge phase (pg 224) and the Fight phase (pg 228).

Some rules allow you to add models to a unit during the battle; such models must always be set up in unit coherency with the unit they are being added to. Sometimes there will be insufficient room to set up all the models from a unit, or it will not be possible to set up all the models so that they are in unit coherency. When this is the case, any models that cannot be set up are considered to have been destroyed.

- **Unit coherency:** 2" horizontally + 5" vertically.
- Each model must be in unit coherency with one other model from own unit.
- While unit has 6+ models, each model must be in unit coherency with 2 other models from own unit.

ENGAGEMENT RANGE

Engagement Range represents the zone of threat that models present to their enemies. While a model is within 1" horizontally and 5" vertically of an enemy model, those models are within Engagement Range of each other. While two enemy models are within Engagement Range of each other, those models' units are also within Engagement Range of each other. Models cannot be set up within Engagement Range of enemy models.

- **Engagement Range:** 1" horizontally + 5" vertically.
- Models cannot be set up within Engagement Range of enemy models.

BATTLEFIELD

All battles of Warhammer 40,000 are fought upon rectangular battlefields. This can be any surface upon which the models can stand – a dining table, for example, or the floor. Your mission will guide you as to the size of battlefield required, but it will be commensurate with the size of the armies you are using. Battlefields will be populated with terrain features.

TERRAIN FEATURES

The scenery on a battlefield can be represented by models from the Warhammer 40,000 range. These models are called terrain features to differentiate them from the models that make up an army. Terrain features are set up on the battlefield before the battle begins. You can find out more about terrain features on pages 260-261.

Unless the mission you are playing instructs you otherwise, you should feel free to create an exciting battlefield using any terrain features from your collection that you wish. In general, we recommend having one feature on the battlefield for every 12" by 12" area (rounding up). Don't worry if your battlefield doesn't match these requirements, but keep in mind that playing on a battlefield that is either a barren wasteland or filled to overflowing with terrain features may give an advantage to one side or the other.

MEASURING DISTANCES

Distances are measured in inches (") between the closest points of the bases of the models you're measuring to and from. If a model does not have a base, such as is the case with many vehicles, measure to the closest point of any part of that model; this is called measuring to the model's hull. You can measure distances whenever you wish.

If a rule refers to the closest unit or model, and two or more are equidistant, then the player who is controlling the unit that is using the rule in question selects which unit is the closest for the purposes of resolving that rule.

- Distances measured in inches (").
- Always measure closest distance between bases (or hulls).
- Hull = Any part of a model that does not have a base.
- Can measure distances whenever you want.
- If several units tied for closest, player resolving the rule selects which is closest.

WITHIN AND WHOLLY WITHIN

If a rule says it applies 'within' a certain distance, it applies at any distance that is not more than the specified distance. For example, within 1" means any distance that is not more than 1" away.

If a rule says it affects models that are 'within', then it applies so long as any part of the model's base (or hull) is within the specified distance. If a rule says it affects models that are 'wholly within' then it only applies if every part of the model's base (or hull) is within the specified distance.

If a rule says it affects units that are 'within', then it applies so long as any part of any model's base (or hull) in that unit is within the specified distance. If a rule says it affects units if 'every model in that unit is within' then that rule applies so long as any part of every model's base (or hull) is within the specified distance. If a rule says it affects units that are 'wholly within' then it only applies if every part of every model's base (or hull) in that unit is within the specified distance.

- Model within = any part of model's base (or hull).
- Model wholly within = every part of model's base (or hull).
- Unit within = any model within.
- Unit wholly within = every model wholly within.

Hints and Tips
Wobbly Models

Sometimes you may find that a particular terrain feature makes it hard for you to place a model exactly where you want. If you delicately balance a model in place, it is very likely to fall as soon as someone nudges the table, leaving your painted model damaged or even broken. In cases like this, provided it is still physically possible to place the model in the desired location, you may find it helps to leave a model in a safer position, so long as both players agree and know its 'actual' location. If, later on, an enemy model is shooting the model, you will have to hold it back in place so they can check visibility.

Hints and Tips
Dice Rolling

In a game of Warhammer 40,000 you and your opponent will be rolling, and in some cases re-rolling, lots of dice. It is good practice to always make sure your opponent knows what you are rolling dice for, and what abilities and rules are in effect that enable you to make any re-rolls.

Many gamers roll their dice somewhere on the battlefield, but some roll their dice elsewhere, such as in a dice tray. Wherever you roll your dice, make sure you roll the dice where your opponent can see the results too. If a dice is rolled 'out of bounds' (i.e. it rolls off of your battlefield, out of your dice tray or ends up on the floor), then it is very common to ignore the result of that dice and roll it again. Rolling an 'out of bounds' dice again doesn't count as having 're-rolled' the dice.

If a dice does not lie flat on your battlefield after it has been thrown, it is called a cocked dice. Some players use a house rule that unless a dice is flat after it has been rolled, or unless you can balance another dice on top of a cocked dice without it sliding off, it must be rolled again. It is more common for players to roll the dice again only if they can't be sure of the result. In either case, rolling a cocked dice again doesn't count as having 're-rolled' the dice.

DICE

In order to fight a battle, you will require some six-sided dice (often abbreviated to D6). Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many D6s and add the dice results together. If a rule requires you to roll a D3, roll a D6 and halve the value shown on the dice to get the dice result (rounding fractions up). If a rule requires a D6 roll of, for example, 3 or more, this is often abbreviated to 3+.

All modifiers (if any) to a dice roll are cumulative; you must apply all division modifiers before applying all multiplication modifiers, and before applying all addition and then all subtraction modifiers. Round any fractions up after applying all modifiers. A dice roll can be modified above its maximum possible value (for example, a D6 roll can be modified above 6) but it can never be modified below 1. If, after all modifiers have been applied, a dice roll would be less than 1, count that result as a 1.

- D6 = A six-sided dice.
- D3 = D6 divided by 2 (rounding up).
- All modifiers cumulative.
- Apply modifiers in the following order: division, multiplication, addition, then subtraction.
- Round fractions up after all modifiers have been applied.
- Dice roll cannot be modified to less than 1.

RE-ROLLS

Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. If a rule allows you to re-roll a dice roll that was made by adding several dice together (2D6, 3D6 etc.) then, unless otherwise stated, you must re-roll all of those dice again. If a rule allows you to re-roll specific dice results, only those dice can be re-rolled. If a rule allows you to re-roll a specific dice result, but the result is obtained by halving a D6 (such as when rolling a D3), you use the value of the halved roll to determine if it can be re-rolled, not the value of the original D6. For example, if a rule states to re-roll results of 1, and you roll a D3, you would re-roll if the D6 rolled a 1 or a 2 (which is then halved to get a D3 value of a 1).

You can never re-roll a dice more than once, and re-rolls happen before modifiers (if any) are applied. Rules that refer to the value of an 'unmodified' dice roll are referring to the dice result after any re-rolls, but before any modifiers are applied.

- **Re-roll:** Roll dice again.
- Re-rolls are applied before modifiers (if any).
- A dice can never be re-rolled more than once.
- **Unmodified dice:** Result of roll after re-rolls, but before modifiers (if any).

ROLL-OFFS

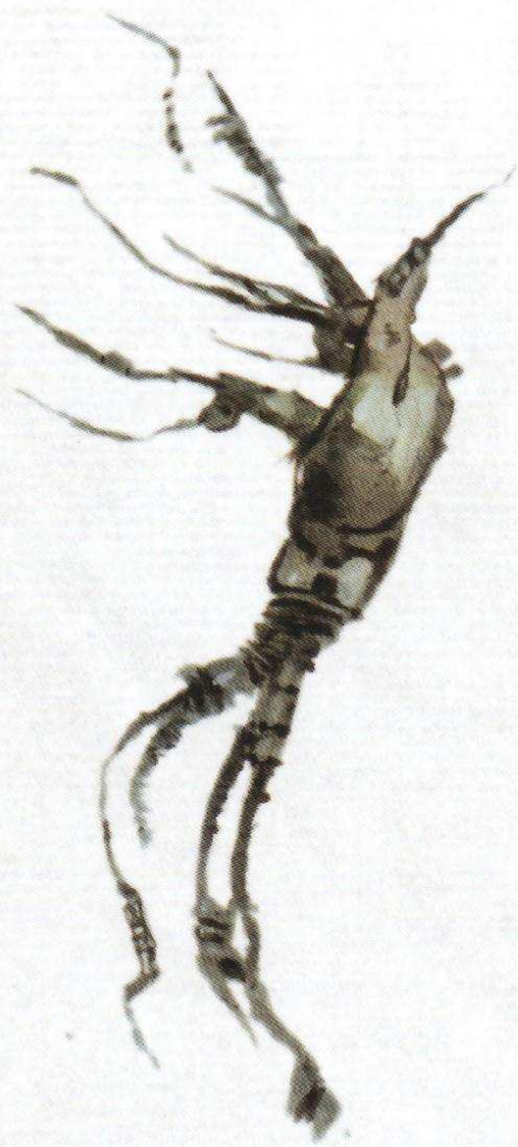
Some rules instruct players to roll off. To do so, both players roll one D6, and whoever scores highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again. Neither player is allowed to re-roll or modify any of the D6 when making a roll-off.

- **Roll-off:** Both players roll a D6 – highest wins.
- Roll again if a tie.

SEQUENCING

While playing Warhammer 40,000, you'll occasionally find that two or more rules are to be resolved at the same time – e.g. 'at the start of the battle round' or 'at the end of the Fight phase'. When this happens during the battle, the player whose turn it is chooses the order. If these things occur before or after the battle, or at the start or end of a battle round, the players roll off and the winner decides in what order the rules are resolved.

- If several rules must be resolved at the same time, the player whose turn it is chooses the order to resolve them.



STARTING STRENGTH, HALF-STRENGTH AND DESTROYED UNITS

The number of models a unit has when it is added to your army is known as its Starting Strength. Throughout a battle, models will suffer damage and be destroyed. When a model is destroyed, it is removed from play. While the number of models in a unit is less than half its Starting Strength, that unit is said to be below Half-strength. When every model in a unit has been destroyed, the unit is said to have been destroyed.

If a rule is used to split a unit into multiple units during the battle, the Starting Strength of each individual unit is changed to be equal to the number of models in that unit. If several units merge together to form a single combined unit during the battle, add the Starting Strengths of all the individual units together to determine the new Starting Strength of the combined unit, and use this value to determine if the combined unit is below Half-strength.

Some rules will only trigger if an enemy unit was destroyed by you, or by a model or unit from your army – this means that the last model in the enemy unit was destroyed by an attack (pg 220) made by a model in your army, or it was destroyed because it fled the battlefield (pg 233), or it was destroyed by a mortal wound (pg 222) inflicted by a rule that a model in your army is using, or it was destroyed as the result of any other rule that a model in your army is using that explicitly states that the enemy model is outright destroyed. Enemy units that are destroyed by any other means are not destroyed by you, or by a unit or model from your army.

- **Starting Strength:** Number of models in unit when it is added to your army.
- When a model is destroyed, remove it from the battlefield.
- **Below Half-strength:** Number of models in unit is less than half its Starting Strength.
- When the last model in a unit is destroyed, the unit is said to be destroyed.

DATASHEETS

Each unit has a datasheet that lists the characteristics, wargear and abilities of its models – here we explain what some of it means, while the rules found elsewhere in this section explain how it's all used in the game.

1. UNIT NAME

Here you'll find the name of the unit.

2. BATTLEFIELD ROLE

This is primarily used when making a Battle-forged army (pg 244).

3. POWER RATING

The higher this is, the more powerful the unit!

4. PROFILES

These contain the following characteristics that tell you how mighty the models in the unit are.

No.: This tells you what models are in the unit, and how many of them you should have (the unit's minimum and maximum size).
Move (M): This is the speed at which a model moves across the battlefield. If a model has a Move of '-' it is unable to move at all.
Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of '-' it is unable to fight in melee at all.
Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of '-' it has no proficiency with ranged weapons and cannot make attacks with ranged weapons at all.
Strength (S): This indicates how physically strong a model is and how likely it is to inflict damage in hand-to-hand combat.
Toughness (T): This reflects the model's resilience against physical harm.
Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.
Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat. If a model has an Attacks of '-' it is unable to fight in melee at all.
Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.
Save (Sv): This indicates the protection a model's armour gives.

Some large models' characteristics change as the model loses wounds – look at such a model's remaining wounds and consult the appropriate row of its profile on its datasheet to determine its current characteristics.

5. COMPOSITION AND WARGEAR

If a unit's profile does not, then this part of a datasheet will tell you what models are in the unit, and how many of them you should have. It also tells you the default weapons and wargear the models are equipped with.

Understrength Units

If you do not have enough models to field a minimum-sized unit you can still include one unit of that type in your army with as many models as you have available. This is known as an Understrength unit.

6. ABILITIES

Many units have one or more special abilities; these will be described here.

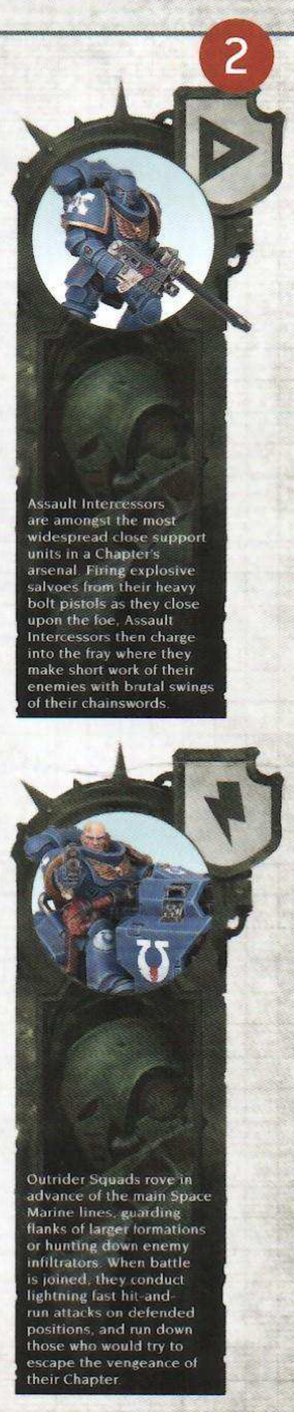
Aura Abilities

Some abilities affect models or units in a given range – these are aura abilities. A model with an aura ability is always within range of its effect. The effects of multiple, identically named aura abilities are not cumulative (i.e. if a unit is within range of two models with the same aura ability, that aura ability only applies to the unit once).

7. WEAPONS

Weapons are described with the following characteristics:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' are melee weapons and can only be used in hand-to-hand combat. All other weapons are ranged weapons. Some weapons have a minimum and maximum range, for example 6"-48"; such weapons cannot target units that are wholly within the shorter range.
Type: These are all explained under the Shooting and Fight phases of the basic rules.
Strength (S): How likely the weapon is to wound a foe. If a weapon's Strength lists 'User', it is equal to the bearer's Strength characteristic. If a weapon lists a modifier (e.g. '+1' or 'x2'), modify the bearer's Strength characteristic as shown (e.g. if a weapon's Strength was 'x2', and the bearer had a Strength of 6, that weapon has a Strength of 12).
Armour Penetration (AP): How good the weapon's attacks are at getting through armour.
Damage (D): The amount of damage inflicted by a successful wound.
Abilities: If any abilities apply to attacks made with this weapon profile, they are listed here.



ASSAULT INTERCESSOR SQUAD — 5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Assault Intercessor	6"	3+	3+	4	4	2	2	7	3+
1	Assault Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

If this unit contains 6 or more models, its Power Rating is increased to 10. Every model is equipped with: heavy bolt pistol; Astartes chainsword; frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Plasma pistol	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On an unmodified hit roll of 1, the bearer is destroyed after shooting with this weapon.
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- The Assault Intercessor Sergeant can be equipped with 1 plasma pistol instead of 1 heavy bolt pistol.

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Combat Squads: If this unit contains 10 models, then during deployment, before any units have been set up, it can be divided into two units of 5 models.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Infantry, Primaris, Assault Intercessor Squad**

Assault Intercessors are amongst the most widespread close support units in a Chapter's arsenal. Firing explosive salvoes from their heavy bolt pistols as they close upon the foe, Assault Intercessors then charge into the fray where they make short work of their enemies with brutal swings of their chainswords.

OUTRIDER SQUAD — 6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Outrider	14"	3+	3+	4	5	4	2	7	3+
1	Outrider Sergeant	14"	3+	3+	4	5	4	3	8	3+

Every model is equipped with: heavy bolt pistol; twin bolt rifle; Astartes chainsword, frag grenades; krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolt pistol	18"	Pistol 1	4	-1	1	-
Twin bolt rifle	30"	Rapid Fire 2	4	-1	1	-
Astartes chainsword	Melee	Melee	User	-1	1	When the bearer fights, it makes 1 additional attack with this weapon.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death (see *Codex: Space Marines*)

Devastating Charge: If this unit makes a charge move, add 2 to the Attacks characteristic of models in this unit until the end of the turn.

Turbo-boost: When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.

FACTION KEYWORDS: **Imperium, Adeptus Astartes, <Chapter>**
KEYWORDS: **Biker, Primaris, Outrider Squad**

Outrider Squads rove in advance of the main Space Marine lines, guarding flanks of larger formations or hunting down enemy infiltrators. When battle is joined, they conduct lightning fast hit-and-run attacks on defended positions, and run down those who would try to escape the vengeance of their Chapter.

8. WARGEAR OPTIONS

Some datasheets have a bullet-pointed list of wargear options. When you include such a unit in your army, you can use these options to change the weapons and other wargear of models in the unit. The order you use these options in does not matter, but each can only be used once.

9. KEYWORDS

Datasheets have a list of keywords, separated into Faction keywords and other keywords. The former can be used to help guide which models to include in an army, but otherwise both sets of keywords are functionally the same.

DAMAGE TABLES

Some models' characteristics change as they lose wounds. These are shown by a '*' on the model's profile. Look at such a model's remaining wounds and consult the appropriate row of its damage chart to determine its current characteristics.

- **Damage table:** Model's characteristics change as it loses wounds.

MODIFYING CHARACTERISTICS

Many rules modify the characteristics of models and weapons. All modifiers to a characteristic are cumulative; you must apply division modifiers before applying multiplication modifiers, and before applying addition and then subtraction modifiers. Round any fractions up after applying all modifiers. If a rule instructs you to replace one characteristic with a specified value, change the relevant characteristic to the new value before applying any modifiers that apply from other rules (if any) to the new value. Regardless of the source, the Strength, Toughness, Attacks and Leadership characteristics of a model can never be modified below 1.

You may encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. When a unit with a random Move characteristic is selected to move, determine the entire unit's move distance by rolling the indicated number of dice. For all other characteristics, roll to determine the value on an individual – per-model or per-weapon – basis each time that characteristic is required.

Characteristics of '-' can never be modified. If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, then substitute the model's Toughness characteristic for that characteristic for the purposes of resolving that rule (note that the substituted characteristic still cannot be modified).

- All characteristic modifiers are cumulative.
- Apply modifiers in the following order: division, multiplication, addition, then subtraction.
- Round fractions up after applying all modifiers.
- S, T, A and Ld can never be modified below 1.
- Random Move characteristics determined for whole unit each time it moves.
- Other random characteristics determined individually when characteristic required.
- Characteristic of '-' can never be modified.

Example: *A Space Marine Sergeant (Strength characteristic 4) is making an attack with a power fist (Strength characteristic x2) while under the effects of a psychic power that increases his Strength characteristic by 1. The two modifiers (x2 and +1) are cumulative and applied concurrently. The attack is therefore resolved at Strength 9 ([4x2]+1=9).*

THE BATTLE ROUND

Minute by bloody minute the battle grinds on, from the opening volleys of shots through furious offensives and desperate counter-attacks, into the last dying moments when victory hangs by a thread.

Warhammer 40,000 is played in a series of battle rounds. In each battle round, both players have a turn. The same player always takes the first turn in each battle round – the mission you are playing will tell you which player this is. Each turn consists of a series of phases, which must be resolved in the following order:

1. COMMAND PHASE

Both players muster strategic resources and use tactical abilities.

2. MOVEMENT PHASE

Your units manoeuvre across the battlefield.

3. PSYCHIC PHASE

Your psykers use powerful mental abilities.

4. SHOOTING PHASE

Your units shoot enemy units.

5. CHARGE PHASE

Your units may move into close combat with enemy units.

6. FIGHT PHASE

Both players' units pile in and attack with melee weapons.

7. MORALE PHASE

Both players test the courage of their depleted units.

Once a player's turn has ended, their opponent then starts their turn. Once both players have completed a turn, the battle round has been completed and the next one begins, and so on, until the battle is concluded.

OUT OF PHASE RULES

Some rules allow a model or unit to move, shoot, charge, fight or attempt to manifest a psychic power outside of the normal turn sequence. If such a rule explicitly mentions to do so as if it were a different phase than the current one (e.g. 'that unit can shoot as if it were the Shooting phase), then any rules that are normally used in that phase (in the example, this would be the Shooting phase) apply when that unit shoots.

The only exception to this are Stratagems; if a Stratagem specifies that it must be used in a specific phase, then it can only be used in that phase (e.g. you cannot use a Stratagem that says 'Use this Stratagem in the Shooting phase' to affect a unit that is shooting 'as if it were the Shooting phase'). You can find out more about Stratagems on page 254.

- When resolving an out of phase rule, all rules that normally apply in that phase continue to apply.
- Phase-specific Stratagems cannot be used when resolving out of phase rules.

COMMAND PHASE

Commanders gauge the flow of the battle, consolidating their objectives before making alterations to their battle plans and devising new tactics and strategies with which to defeat the foe.

If your army is Battle-forged, then at the start of your Command phase, before doing anything else, you gain 1 Command point (CP). This is called the Battle-forged CP bonus. You can find out more about Battle-forged armies and Command points on page 244.

Some abilities found on datasheets and some Stratagems are used in your Command phase. In addition, some missions have rules that take place in the Command phase. Once you and your opponent have resolved all of these rules (if any), progress to your Movement phase. You can find out more about Stratagems on page 254.

- **Battle-forged CP bonus:** Gain 1 CP if army is Battle-forged.
- Resolve any rules that occur in the Command phase.
- Progress to the Movement phase (see overleaf).

MOVEMENT PHASE

The ground shakes to the tread of marching feet and the growl of engines as armies advance across the battlefield and vie for advantageous positions.

The Movement phase is split into two steps. First you move your units. Then you can set up Reinforcements that have not yet arrived.

1. MOVE UNITS
2. REINFORCEMENTS

1. MOVE UNITS

Start your Movement phase by selecting one unit from your army to move; that unit can either make a Normal Move, it can Advance, or it can Remain Stationary (see opposite). If a unit is within Engagement Range (pg 198) of any enemy models when it is selected to move, it cannot make a Normal Move or Advance; it can either Remain Stationary or it can Fall Back (see opposite). After you have finished moving that unit, you can then select another unit from your army to move in the same manner, and so on, until you have done so with as many of your units as you wish.

When you move a unit, you can move any of its models (you can also choose not to move some of the models in that unit if you wish). Whenever you move a model, you can pivot it and/or change its position on the battlefield along any path, but no part of the model's base (or hull) can be moved across the bases (or hulls) of other models, nor can any part of that model (including its base) cross the edge of the battlefield. You can also rotate any movable part of the model (such as turrets and sponsons) when it is moved. The distance a model moves is measured using the part of the model's base (or hull) that moves furthest along its path (including parts that rotate or pivot).

Remember that a unit must finish any type of move in unit coherency (pg 198). If this is impossible, then that move cannot be made. No unit can be selected to move more than once in each Movement phase. Once you have moved all your units that you wish to, progress to the Reinforcements step of the Movement phase.

- Select a unit in your army to move.
- When a unit moves it can either make a Normal Move, Advance or Remain Stationary.
- Units that are within Engagement Range of any enemy models can only either Fall Back or Remain Stationary.
- Select another unit in your army to move.
- Once all your units have moved, progress to the Reinforcements step (pg 208).

NORMAL MOVE

When a unit makes a Normal Move, each model in that unit can move a distance in inches equal to or less than the Move (M) characteristic shown on its datasheet, but no model can be moved within Engagement Range of enemy models (pg 198).

- **Normal Move:** Models move up to M".
- Cannot move within Engagement Range of any enemy models.

ADVANCE

When a unit makes an Advance, make an Advance roll for the unit by rolling one D6. Add the result in inches to the Move (M) characteristic of each model in that unit until the end of the current phase. Each model in that unit can then move a distance in inches equal to or less than this total, but no model can be moved within Engagement Range of enemy models. A unit cannot shoot or declare a charge in the same turn that it made an Advance.

- **Advance:** Models move up to M+D6".
- Cannot move within Engagement Range of enemy models.
- Units that Advance cannot shoot or charge this turn.

REMAIN STATIONARY

If a unit Remains Stationary, none of its models can be moved for the rest of the phase. Any units from your army that were on the battlefield and were not selected to move in the Move Units step of the Movement phase are assumed to have Remained Stationary that phase.

- **Remain Stationary:** Models cannot move this phase.

FALL BACK

When a unit Falls Back, each model in that unit can move a distance in inches equal to or less than the Move (M) characteristic shown on its datasheet, and when doing so you can move it within Engagement Range of enemy models, but it cannot end its move within Engagement Range of any enemy models – if it cannot do this then it cannot Fall Back. A unit cannot declare a charge in the same turn that it Fell Back. A unit cannot shoot or attempt to manifest a psychic power in the same turn that it Fell Back unless it is **TITANIC**.

- **Fall Back:** Models move up to M".
- Units that Fall Back cannot charge this turn.
- Units that Fall Back cannot shoot or manifest psychic powers this turn unless they are **TITANIC**.

2. REINFORCEMENTS

Some units have a rule that allows them to start the battle in a location other than on the battlefield; units that use such rules are called Reinforcements, and they will arrive later in the battle as described by their rule. Any Reinforcement units that have not been set up on the battlefield when the battle ends count as having been destroyed.

If you have any Reinforcement units, then in this step of the Movement phase you can now select them and set them up on the battlefield, one at a time. Once all your Reinforcement units that you wish to set up this turn have been set up, the Movement phase ends and you progress to the Psychic phase. Details of how to set up Reinforcement units are described in the same rules that enabled the unit to be set up in a location other than the battlefield.

Reinforcement units cannot make a Normal Move, Advance, Fall Back or Remain Stationary in the turn they arrive for any reason, but they can otherwise act normally (shoot, charge, fight etc.). Models in units that arrived as Reinforcements count as having moved a distance in inches equal to their Move (M) characteristic in this Movement phase. If models in the unit have a minimum Move characteristic, those models count as having moved a distance in inches equal to their maximum Move characteristic.

- **Reinforcement unit:** Unit that starts the battle in a location other than the battlefield.
- Set up your Reinforcement units, one at a time, as described by the rules that let them start the battle in locations other than the battlefield.
- Reinforcement units cannot make a Normal Move, an Advance, Fall Back or Remain Stationary this turn.
- Reinforcement units always count as having moved this turn.
- Any Reinforcement unit not set up on the battlefield by the end of the battle counts as destroyed.
- Once all your Reinforcement units have been set up, progress to the Psychic phase (pg 214).



MOVING OVER TERRAIN

When a model makes any kind of move, it can be moved over a terrain feature but not through it (so models can't move through a wall, but can climb up or over it).

A model can be moved over terrain features that are 1" or less in height as if they were not there – any vertical distance up and/or down that they would have to make to traverse such terrain features is ignored. A model can be moved vertically in order to climb up, down and over any terrain features that are higher than this, counting the vertical distance up and/or down as part of its move. Models cannot finish any kind of move mid-climb – if it is not possible to end the move as a result, that move cannot be made.

- Models can move freely over terrain features 1" or less in height.
- Models cannot move through taller terrain features, but can climb up and down them.

FLYING

If a unit's datasheet has the **FLY** keyword, then when it makes a Normal Move, an Advance or it Falls Back, its models can be moved across other models (and their bases) as if they were not there, and they can be moved within Engagement Range of enemy models. In addition, any vertical distance up and/or down that they make as part of that move is ignored. However, these models cannot finish their move either on top of another model (or its base) or within Engagement Range of any enemy models.

- **FLY** models can move over other models when they make a Normal Move, an Advance or when they Fall Back.
- **FLY** models ignore vertical distances when they make a Normal Move, an Advance or when they Fall Back.



TRANSPORTS

Some models have the **TRANSPORT** keyword. The following rules describe how units can embark on and disembark from such models, and how they are used to move their passengers across the battlefield.

Transport Capacity

All **TRANSPORT** models have a transport capacity listed on their datasheet. This determines how many friendly models, and of what type, can embark within them. A model's transport capacity can never be exceeded.

Units can start the battle embarked within a **TRANSPORT** instead of being set up separately – declare what units are embarked within a **TRANSPORT** model before you set it up.

- **Transport capacity:** Maximum number of models that can embark within the **TRANSPORT**.
- Units can start the battle embarked in a **TRANSPORT**.

EMBARK

If a unit makes a Normal Move, an Advance or it Falls Back, and every model in that unit ends that move within 3" of a friendly **TRANSPORT** model they can embark within it. A unit cannot embark within a **TRANSPORT** model that is within Engagement Range of enemy models, and it cannot embark if it has already disembarked from a **TRANSPORT** model in the same phase. Remove the unit from the battlefield and place it to one side – it is now embarked within the model.

Units cannot normally do anything or be affected in any way while they are embarked. Unless specifically stated, abilities have no effect on units while they are embarked, and Stratagems cannot be used to affect units while they are embarked. For all rules purposes, units that are embarked within a **TRANSPORT** model that has made a Normal Move, Advanced, Fallen Back or Remained Stationary also count as having made the same kind of move that turn.

- Units can embark in a friendly **TRANSPORT** if every model ends a Normal Move, an Advance or a Fall Back within 3" of it.
- A unit cannot embark within a **TRANSPORT** that is within Engagement Range of any enemy models.
- A unit cannot embark and disembark in the same phase.
- Units cannot do anything, or be affected in any way, while they are embarked within a **TRANSPORT**.

DISEMBARK

If a unit starts its Movement phase embarked within a **TRANSPORT** model, that unit can disembark in that phase so long as the model itself has not yet made a Normal Move, an Advance or has Fallen Back that phase.

When a unit disembarks, set it up on the battlefield so that it is wholly within 3" of the **TRANSPORT** model and not within Engagement Range of any enemy models.

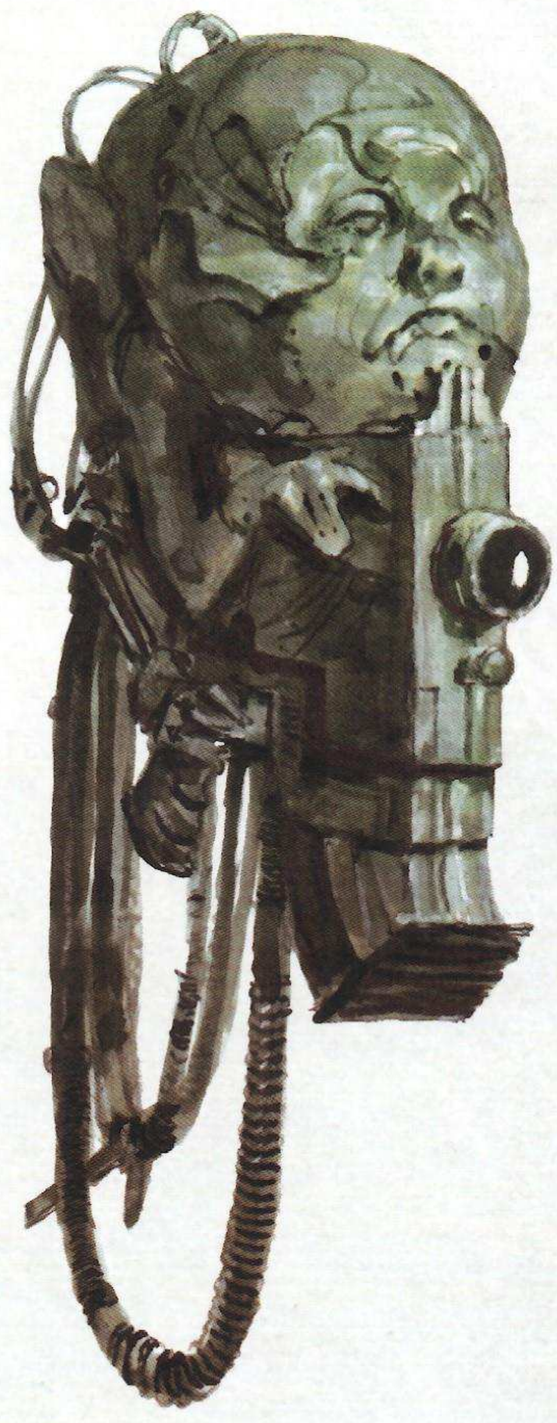
Units that disembark can then act normally (move, shoot, charge, fight, etc.) in the remainder of the turn, but its models count as having moved that turn, even if they are not moved further (i.e. they never count as having Remained Stationary).

- Units that start their Movement phase embarked in a **TRANSPORT** can disembark this phase.
- A unit must disembark before their **TRANSPORT** moves.
- Disembarking units must be set up wholly within 3" of their **TRANSPORT** and not within Engagement Range of any enemy models.
- Units that have disembarked count as having moved this turn.

DESTROYED TRANSPORTS

If a **TRANSPORT** model is destroyed (pg 201), and that model has the Explodes ability (or equivalent), roll to see if it explodes and resolve any resulting damage to nearby units before setting up any units embarked within it (if any) on the battlefield. If there are any units embarked within the destroyed **TRANSPORT** model, these must now immediately disembark (see above) before the model itself is removed from the battlefield; these units are not affected by the destroyed model's Explodes ability (or equivalent) – instead you must roll one D6 for each model you just set up on the battlefield. For each roll of 1, a model that disembarked (your choice) is destroyed. Units cannot declare a charge (pg 224) or perform a Heroic Intervention (pg 225) in the same turn that they disembarked from a destroyed **TRANSPORT** model.

- If a **TRANSPORT** is destroyed, resolve its Explodes ability (if it has one).
- Any units embarked within must then disembark.
- Roll one D6 for each model that disembarked; for each 1, one model is destroyed.
- Units that disembarked cannot charge or perform Heroic Interventions this turn.



AIRCRAFT

Some models have the **AIRCRAFT** keyword. In addition to the Flying rules (pg 209), the following rules further describe how these units move across the battlefield and how other units can move beneath them.

MINIMUM MOVE

AIRCRAFT models typically have a Move characteristic consisting of two values. The first is the model's minimum Move characteristic – in its Movement phase, all parts of the model's base must end the move at least that far from where they started. The second is its maximum Move characteristic – no part of the model's base can be moved further than this. If such a model's Move characteristic is modified, its minimum and maximum Move characteristics are both modified.

If an **AIRCRAFT** model cannot make its minimum move, or its minimum move would result in any part of that model (including its base) crossing the edge of the battlefield, then unless you are using the Strategic Reserves rule, that model is removed from the battlefield and counted as destroyed (if the **AIRCRAFT** is a **TRANSPORT**, then any models currently embarked within are likewise counted as destroyed). The Strategic Reserves rule is described on pages 256-257.

- **Minimum move:** Models must move at least their minimum M".
- If a model cannot make its minimum move, it is destroyed (unless you are using Strategic Reserves).



AIRCRAFT ENGAGEMENT RANGE

Although **AIRCRAFT** models have an Engagement Range (pg 198) like any other model, the following rules and exceptions apply to it – this will account for the fact that typically **AIRCRAFT** models are soaring overhead and not skimming along the ground.

Whenever a model makes any kind of move, it can be moved across **AIRCRAFT** models (and their bases) as if they were not there, and they can be moved within an enemy **AIRCRAFT** model's Engagement Range, but it cannot end the move on top of another model (or its base), and it cannot end the move within Engagement Range of any enemy **AIRCRAFT** models.

If, when an **AIRCRAFT** unit is selected to Move in the Movement phase, any enemy units are within Engagement Range of it, that **AIRCRAFT** unit can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

If, when a unit is selected to move in the Movement phase, the only enemy models that are within Engagement Range of it are **AIRCRAFT**, then it can still make a Normal Move or an Advance (i.e. it does not have to Fall Back or Remain Stationary).

- Models can move within an enemy **AIRCRAFT**'s Engagement Range.
- Models can move over **AIRCRAFT** (and their bases) when they make any kind of move.
- **AIRCRAFT** can make a Normal Move or an Advance even when within Engagement Range of enemy models.
- Units can make a Normal Move or an Advance if they are only within Engagement Range of enemy **AIRCRAFT**.

HEROIC INTERVENTIONS, PILE INS, CONSOLIDATIONS AND AIRCRAFT

Whenever a unit moves when it performs a Heroic Intervention (pg 225), piles in (pg 229) or consolidates (pg 231), it must end that move closer to the closest enemy model. In all cases, **AIRCRAFT** models are excluded when determining which model is the closest, unless the unit making that move can **FLY**.

- When a model performs a Heroic Intervention, piles in or consolidates, ignore **AIRCRAFT** (unless the model moving can **FLY**).

PSYCHIC PHASE

Warrior mystics and sorcerers wield the strange power of the warp to aid their allies and destroy their foes. Harnessing this force is not without risk, however, and with the smallest mistake, the effort can spell doom for all nearby.

Some models have the **PSYKER** keyword. In the Psychic phase, **PSYKERS** can attempt to manifest psychic powers and deny enemy psychic powers.

Start your Psychic phase by selecting one eligible **PSYKER** unit from your army that is on the battlefield. **PSYKER** units that Fell Back this turn (other than **TITANIC** units) are not eligible. If you have no eligible **PSYKER** units from your army on the battlefield, and no other rules that need to be resolved in the Psychic phase, the Psychic phase ends.

Once you have selected an eligible **PSYKER** unit from your army, you can attempt to manifest one or more psychic powers with it. After you have finished manifesting all of this unit's psychic powers that you want to, you can then select another eligible **PSYKER** unit from your army to attempt to manifest psychic powers with, and so on, until you have done so with as many of your eligible **PSYKER** units as you wish.

No unit can be selected to manifest psychic powers more than once in each Psychic phase. Once you have no eligible **PSYKER** units on the battlefield that you wish to attempt to manifest psychic powers with, your Psychic phase ends and you progress to the Shooting phase.

- Select a **PSYKER** in your army to manifest its psychic powers.
- Select another **PSYKER** in your army to manifest its psychic powers.
- Once all your **PSYKERS** have manifested psychic powers, progress to the Shooting phase (pg 216).

SMITE

Smite has a warp charge value of 5. Add 1 to the warp charge value of this psychic power for each other attempt that has been made to manifest this power by a unit from your army in this phase, whether that attempt was successful or not. If manifested, the closest enemy unit within 18" of and visible to the psyker suffers D3 mortal wounds (pg 222). If the result of the Psychic test was 11 or more, that unit suffers D6 mortal wounds instead.

- **Warp Charge 5:** A Psychic test of 5+ is required to manifest *Smite*.
- Warp charge increases by 1 for each other attempt to manifest *Smite* made in this phase.
- If manifested, closest visible enemy unit in 18" suffers D3 mortal wounds.
- If manifested with a Psychic test result of 11+, enemy instead suffers D6 mortal wounds.

PSYCHIC POWERS

All **PSYKERS** know the *Smite* psychic power, shown left. Some know other powers instead of, or in addition to, *Smite* – the unit's datasheets and other supplementary rules you are using will make it clear which powers each **PSYKER** knows. Each psychic power has a warp charge value – the higher this is, the more difficult it is to manifest the psychic power. A **PSYKER** unit generates their powers before the battle.

- All **PSYKERS** know *Smite*.
- **PSYKERS** will know additional psychic powers, as described on their datasheets.

MANIFESTING PSYCHIC POWERS

When you select a **PSYKER** unit to manifest psychic powers, you select one psychic power that unit knows and attempt to manifest it. With the

exception of *Smite*, you cannot attempt to manifest the same psychic power more than once in the same battle round, even with different **PSYKER** units.

To manifest the psychic power, you must first pass a Psychic test. The opposing player can then select one of their **PSYKER** units that is within 24" of the **PSYKER** unit attempting to manifest the power and attempt to deny that power before its effects are resolved by passing a Deny the Witch test.

So long as the Psychic test was successful and the psychic power was not denied by a successful Deny the Witch test, the psychic power is successfully manifested and its effects, which will be described in the power itself, are then resolved. If the **PSYKER** unit can attempt to manifest more than one psychic power in its Psychic phase, you can then attempt to manifest those, one at a time, as described above. The number of psychic powers each **PSYKER** unit can attempt to manifest in its Psychic phase is listed on its datasheet.

- Select psychic power.
- You cannot select the same psychic power more than once per battle round, unless that power is *Smite*.
- Attempt to manifest the psychic power by taking a Psychic test.
- The opponent can attempt to deny the psychic power by taking a Deny the Witch test.
- If successfully manifested, resolve the psychic power's effects.
- Select another psychic power.

PSYCHIC TESTS

When a **PSYKER** unit attempts to manifest a psychic power, you must take a Psychic test for that unit by rolling 2D6. If the total is equal to or greater than that power's warp charge value, the Psychic test is passed. If you roll a double 1 or a double 6 when taking a Psychic test, that unit immediately suffers Perils of the Warp.

- **Psychic test:** Passed if 2D6 equals or exceeds psychic power's warp charge.
- If double 1 or double 6 rolled, **PSYKER** suffers Perils of the Warp.

DENY THE WITCH

When a **PSYKER** unit attempts to deny a psychic power, you must take a Deny the Witch test for that unit by rolling 2D6. If the total is greater than the result of the Psychic test, the Deny the Witch test is passed and the psychic power is denied. Only one attempt can be made to deny a psychic power. If a **PSYKER** unit can attempt to deny more than one psychic power in a psychic phase, this will be listed on its datasheet.

- **Deny the Witch:** Passed if 2D6 exceeds result of the opposing **PSYKER**'s Psychic test.
- Only one attempt can be made to deny each psychic power.

PERILS OF THE WARP

When a **PSYKER** unit suffers Perils of the Warp, it suffers D3 mortal wounds. If a **PSYKER** unit is destroyed by Perils of the Warp while attempting to manifest a psychic power, that power automatically fails to manifest. If a **PSYKER** unit is destroyed by Perils of the Warp, then just before removing the last model in that unit, every unit within 6" of it immediately suffers D3 mortal wounds

- **Perils of the Warp:** The **PSYKER** unit manifesting the power suffers D3 mortal wounds.
- If **PSYKER** unit is destroyed, the psychic power fails to manifest.
- If **PSYKER** unit destroyed, every other unit within 6" suffers D3 mortal wounds.

SHOOTING PHASE

Guns thunder and shrapnel falls from the sky. Muzzle flare shines through the gloom in bursts, beams of las-fire illuminate the fog of war, and spent ammunition cartridges are left discarded across the battlefield.



Start your Shooting phase by selecting one eligible unit from your army to shoot with. An eligible unit is one that has one or more models equipped with ranged weapons. Units that Advanced this turn, and units that Fell Back (other than **TITANIC** units) this turn are not eligible. If you have no eligible units, your Shooting phase ends. After you have shot with one of your eligible units, you can then select another of your eligible units to shoot with, and so on, until you have shot with as many of your units as you wish.

When you select a unit to shoot with, you select targets and resolve attacks with any or all ranged weapons that models in that unit are equipped with (each ranged weapon can only be shot once per phase). The ranged weapons that models in a unit are equipped with are detailed on its datasheet.

No unit can be selected to shoot with more than once in each Shooting phase. Once all your eligible units that you wish to shoot with have done so, your Shooting phase ends and you progress to the Charge phase.

- Select a unit from your army to shoot with.
- When a unit shoots, select targets then resolve attacks with any or all ranged weapons that models in that unit are equipped with.
- Select another unit from your army to shoot with.
- Once you have shot with all your units, progress to the Charge phase (pg 224).

SELECT TARGETS

When a unit shoots, you must select the target unit(s) for all of the ranged weapons its models are making attacks with before any attacks are resolved. If a model has more than one ranged weapon, it can shoot all of them at the same target, or it can split the weapons between different enemy units. Similarly, if a unit has more than one model, they can shoot at the same or different targets. In either case, when you select a target unit you must declare which weapons will target that unit before any attacks are resolved. If any of these weapons has more than one profile that you must choose between, you must also declare which profile is being used.

Only enemy units can be chosen as the target for an attack. In order to target an enemy unit, at least one model in that unit must be within range (i.e. within the distance of the Range characteristic) of the weapon being used and be visible to the shooting model. If unsure, get a look from behind the firing model to see if any part of the target is visible. For the purposes of determining visibility, a model can see through other models in its unit. If there are no eligible targets for a weapon then that weapon cannot shoot. If this is the case for all of a unit's ranged weapons, then that unit is not eligible to shoot with.

If you have selected more than one target for your unit to shoot at, you must resolve all the attacks against one target before moving on to the next target.

If your unit is shooting more than one ranged weapon at a target, and those weapons have different characteristics profiles, then after you have resolved attacks with one of those weapons you must, if any other weapons with the same characteristics profile are also being shot at that unit, resolve those attacks before resolving any attacks against the target unit with a weapon that has a different characteristics profile.

Note that so long as at least one model in the target unit was visible to the shooting model and in range of its weapon when that unit was selected as the target, that weapon's attacks are always made against the target unit, even if no models in the target unit remain visible to or in range of it when you come to resolve them (this can happen because of models being destroyed and removed from the battlefield as the result of resolving the shots with other weapons in the shooting model's unit first).

- Select targets for all weapons before any attacks are resolved.
- At least one model in the target unit must be visible to the attacking model and within range of the attacking weapon.
- If a unit targets multiple units, all attacks against one unit must be resolved before resolving attacks against the next.
- If a unit shoots with multiple weapons, all attacks made with weapons that have the same profile must be resolved before resolving attacks with the next.

LOCKED IN COMBAT

Models cannot make attacks with ranged weapons while their unit is within Engagement Range of any enemy models (pg 198). Models also cannot target enemy units within Engagement Range of any other units from your army – the risk of hitting your own troops is too great.

- Units cannot shoot while they are within Engagement Range of any enemy units.
- Units cannot shoot at targets within Engagement Range of any friendly units.

NUMBER OF ATTACKS

When a model shoots a ranged weapon, it will make a number of attacks. You make one hit roll for each attack being made (see Making Attacks, page 220).

The number of attacks that a model makes with a ranged weapon is equal to the number written on that weapon's profile after its type. For example, a model shooting an 'Assault 1' weapon can make one attack with that weapon; a model firing a 'Heavy 3' weapon can make three attacks, and so on.

- All of a ranged weapon's attacks must be made against the same target unit.
- Number of attacks = number after weapon's type.

For example: *James selects a squad of Chaos Space Marines to shoot with. The unit has ten models: one is equipped with a lascannon, one with a meltagun and eight with boltguns. When the unit is selected to shoot, James splits their attacks as follows: the lascannon targets an enemy vehicle unit, while the meltagun and all the boltguns target an enemy infantry unit. All the weapons are in range of their respective units and both targets are visible to all firing models. James resolves the attacks against the infantry unit first, beginning by choosing to shoot with the boltguns. After all the boltgun attacks have been resolved, James then resolves the meltagun attack. Having resolved all the attacks against the infantry unit, James can then resolve the lascannon attack against the vehicle unit.*

RANGED WEAPON TYPES

There are five types of ranged weapon: Assault, Heavy, Rapid Fire, Grenade and Pistol. A weapon's type can impact the number of attacks it can make (see page 217). In addition, each type of ranged weapon also has an additional rule that, depending upon the situation, might affect the accuracy of the weapon or when it can be fired. These are as follows:

ASSAULT

Assault weapons fire so rapidly or indiscriminately that they can be shot from the hip as warriors dash forwards into combat.

If a unit includes any models equipped with Assault weapons, that unit is still eligible to shoot with in your Shooting phase even if it has Advanced this turn, but you can only resolve attacks using those Assault weapons when you select that unit to shoot with. If a model shoots an Assault weapon in the same turn in which its unit has Advanced, subtract 1 from hit rolls when resolving that weapon's attacks.

- Can be shot even if firing model's unit Advanced.
- Subtract 1 from hit rolls if the firing model's unit Advanced.

HEAVY

Heavy weapons are amongst the biggest guns on the battlefield, but they require bracing to fire at full effect and are unwieldy to bring to bear at close quarters.

When an **INFANTRY** model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks if the firing model's unit has moved for any reason this turn (e.g. it made a Normal Move (pg 207) this turn).

- Subtract 1 from hit rolls if firing model is **INFANTRY** and its unit has moved this turn.

RAPID FIRE

Rapid fire weapons are versatile armaments capable of aimed single shots at long range or controlled bursts of fire at close quarters.

When a model shoots a Rapid Fire weapon, double the number of attacks it makes if its target is within half the weapon's range.

- Double number of attacks made if target is within half range.

GRENADE

Grenades are handheld explosive devices that a warrior throws at the enemy while their squad mates provide covering fire.

When a unit shoots, one model that is equipped with a Grenade in that unit can resolve attacks with it instead of shooting any other weapons.

- Only one model can use a Grenade when its unit shoots.

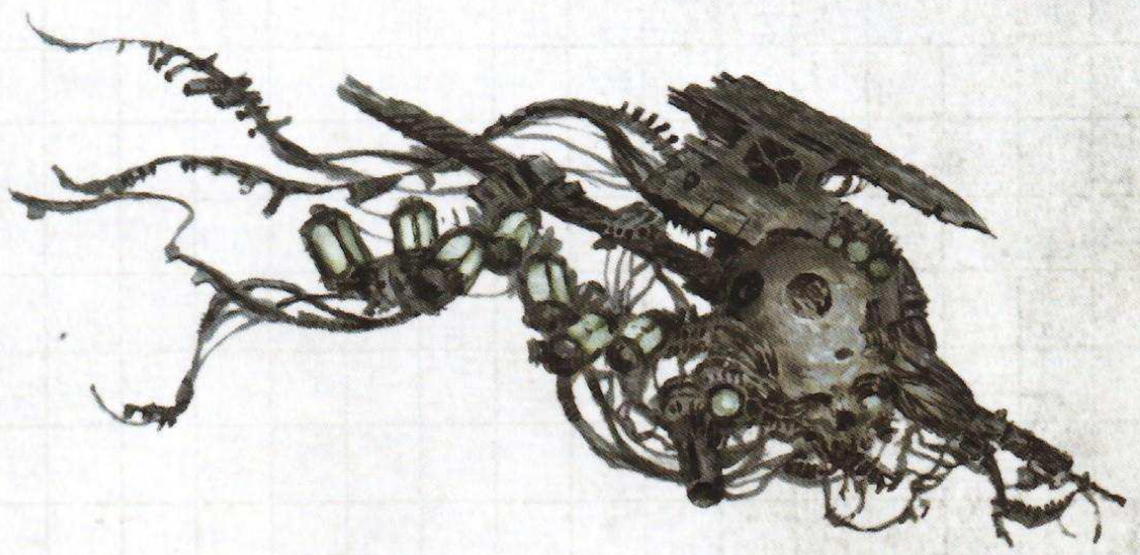
PISTOL

Due to their compact size, pistols can even be used in melee to shoot at point-blank range.

A model can make attacks with a Pistol even when its unit is within Engagement Range of enemy units, but it must target an enemy unit that is within Engagement Range of its own unit when it does so. In such circumstances, the model can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

When a model equipped with both a Pistol and another type of ranged weapon (e.g. a Pistol and a Rapid Fire weapon) shoots, it can either shoot with its Pistol(s) or with its other ranged weapons. Choose which it will fire (Pistols or non-Pistols) before selecting targets.

- Can be shot even if firing model's unit is within Engagement Range of enemy unit.
- Cannot be shot alongside any other type of weapon.



BIG GUNS NEVER TIRE

A **VEHICLE** or **MONSTER** model can make attacks with ranged weapons even when its unit is within Engagement Range of enemy units, but it can only make such attacks against enemy units that it is within Engagement Range of. In such circumstances, **VEHICLE** and **MONSTER** models can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit. Note that if a **VEHICLE** or **MONSTER** unit has more than one ranged weapon, you can still choose to target units that are not within Engagement Range of the firing model's unit, but they will only be able to make the attacks with that weapon if all enemy units within Engagement Range of the firing model's unit have been destroyed when you come to resolve those attacks. In addition, when a **VEHICLE** or **MONSTER** model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks while any enemy units are within Engagement Range of that model's unit.

- **MONSTERS** and **VEHICLES** can shoot ranged weapons even if within Engagement Range of enemy units.
- **MONSTERS** and **VEHICLES** can target other units, but cannot resolve these attacks while any enemy models remain within their Engagement Range.
- Subtract 1 from hit rolls made when **MONSTERS** and **VEHICLES** shoot Heavy weapons while any enemy units remain within their Engagement Range.

LOOK OUT, SIR

Models cannot target a unit that contains any **CHARACTER** models with a Wounds characteristic of 9 or less with a ranged weapon while that unit is within 3" of any other friendly **VEHICLE** or **MONSTER** unit, or while it is within 3" of any other friendly units that have 3 or more models, unless that **CHARACTER** unit is both visible to the firing model and it is the closest enemy unit to the firing model – the maelstrom of battle makes it difficult to pick out such individuals. Ignore other enemy **CHARACTER** models with a Wounds characteristics of 9 or less when determining if the target is the closest enemy unit to the firing model.

- Cannot shoot at an enemy **CHARACTER** with 9 or less wounds while it is within 3" of a friendly unit (**MONSTER**, **VEHICLE** or unit of 3+ models) unless it is the closest target.

BLAST WEAPONS

Some weapons have 'Blast' listed in their profile's abilities. These are referred to as Blast weapons. In addition to the normal rules, the following rules apply to Blast weapons:

1. If a Blast weapon targets a unit that has between 6 and 10 models, it always makes a minimum of 3 attacks. So if, when determining how many attacks are made with that weapon, the dice rolled results in less than 3 attacks being made, make 3 attacks instead. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 6 or more models, and you roll a 2 to determine how many attacks are made, that roll is counted as being a 3 and that weapon makes three attacks against that unit.

2. When a Blast weapon targets a unit that has 11 or more models, do not roll dice to randomly determine how many attacks are made – instead, make the maximum possible number of attacks. For example, if a Grenade D6 weapon with the Blast rule targets a unit that has 11 or more models, that weapon makes six attacks against that unit.

Blast weapons can never be used to make attacks against a unit that is within Engagement Range of the firing model's unit, even if the weapon has the Pistol type or if the firing model is a **VEHICLE** or a **MONSTER** – firing high-explosives at point-blank range is simply unwise.

- **Blast Weapons:** Minimum three attacks against units with 6+ models. Always make maximum number of attacks against units with 11+ models.
- Can never be used to attack units within the firing unit's Engagement Range.

MAKING ATTACKS

Attacks are made using ranged or melee weapons. Attacks can be made one at a time, or, in some cases, you can roll for multiple attacks together. The following sequence is used to make attacks one at a time:

1. HIT ROLL

When a model makes an attack, make one hit roll for that attack by rolling one D6. If the result of the hit roll is equal to or greater than the attacking model's Ballistic Skill (BS) characteristic (if the attack is being made with a ranged weapon) or its Weapon Skill (WS) characteristic (if the attack is being made with a melee weapon), then that attack scores one hit against the target unit. If not, the attack fails and the attack sequence ends.

If an attack is made with a weapon that has an ability that says it 'automatically hits the target', no hit roll is made – that attack simply scores one hit on the target unit. An unmodified hit roll of 6 always scores a hit, and an unmodified hit roll of 1 always fails. A hit roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a hit roll have been calculated, the total modifier would be +2 or better, it is changed to be +1.

2. WOUND ROLL

Each time an attack scores a hit against a target unit, make a wound roll for that attack by rolling one D6 to see if that attack successfully wounds the target. The result required is determined by comparing the attacking weapon's Strength (S) characteristic with the target's Toughness (T) characteristic, as shown on the following table:

WOUND ROLL	
ATTACKER'S STRENGTH vs TARGET'S TOUGHNESS	**D6 RESULT REQUIRED**
Is the Strength **TWICE (or more)** than the Toughness	**2+**
Is the Strength **GREATER** than the Toughness	**3+**
Is the Strength **EQUAL** to the Toughness	**4+**
Is the Strength **LOWER** than the Toughness	**5+**
Is the Strength **HALF (or less)** than the Toughness	**6+**

If the result of the wound roll is less than the required number, the attack fails and the attack sequence ends. An unmodified wound roll of 6 always successfully wounds the target, and an unmodified wound roll of 1 always fails. A wound roll can never be modified by more than -1 or +1. This means that if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be -2 or worse, it is changed to be -1. Similarly, if, after all the cumulative modifiers to a wound roll have been calculated, the total modifier would be +2 or better, it is changed to be +1.

3. ALLOCATE ATTACK

If an attack successfully wounds the target unit, the player commanding the target unit allocates that attack to one model in the target unit (this can be to any model in the unit and does not have to be allocated to a model

that is within range of, or visible to, the attacking model). If a model in the target unit has already lost any wounds or has already had attacks allocated to it this phase, the attack must be allocated to that model.

4. SAVING THROW

The player commanding the target unit then makes one saving throw by rolling one D6 and modifying the roll by the Armour Penetration (AP) characteristic of the weapon that the attack was made with. For example, if the weapon has an AP of -1, then 1 is subtracted from the saving throw roll. If the result is equal to, or greater than, the Save (Sv) characteristic of the model the attack was allocated to, then the saving throw is successful and the attack sequence ends. If the result is less than the model's Save characteristic, then the saving throw fails and the model suffers damage. An unmodified roll of 1 always fails.

5. INFLICT DAMAGE

The damage inflicted is equal to the Damage (D) characteristic of the weapon making the attack. A model loses one wound for each point of damage it suffers. If a model's wounds are reduced to 0 or less, it is destroyed and removed from play. If a model loses several wounds from an attack and is destroyed, any excess damage inflicted by that attack is lost and has no effect.

- **Hit roll (ranged weapon):** Roll one D6; hit scored if result equals or beats attacking model's BS. Otherwise attack fails.
- **Hit roll (melee weapon):** Roll one D6; hit scored if result equals or beats attacking model's WS. Otherwise attack fails.
- **Wound roll:** Roll one D6 and compare attack's S with target's T on table opposite. Target wounded if score equals or beats the required result. Otherwise attack fails.
- **Allocate attack:** Player commanding target unit selects one model in that unit. If a model in the unit has already lost wounds, or has already had attacks allocated to it this phase, they must select that model.
- **Saving throw:** Roll one D6 and modify by the attack's AP. If result less than the Sv of the selected model, the saving throw is failed and it suffers damage. Otherwise attack is saved.
- **Inflict damage:** The selected model loses a number of wounds equal to the attack's D.
- If a model is destroyed by an attack, any excess damage inflicted by that attack is lost.
- Unmodified hit rolls, wound rolls and saving throws of 1 always fail.
- Unmodified hit rolls and wound rolls of 6 always succeed.
- Hit and wound rolls cannot be modified by more than -1 or +1.

Hints and Tips
Fast Dice Rolling

The rules for making attacks (pg 220) have been written assuming you will resolve them one at a time. However, it is possible to speed up your battles by rolling the dice for similar attacks together. In order to make several attacks at once, all of the attacks must have the same Ballistic Skill (if it's a shooting attack) or the same Weapon Skill (if it's a close combat attack). They must also have the same Strength and Armour Penetration characteristics, they must inflict the same Damage, they must be affected by the same abilities, and they must be directed at the same unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls. Your opponent can then allocate the attack one at a time, making the saving throws and suffering damage each time as appropriate. Remember, if the target unit contains a model that has already lost any wounds or has already had attacks allocated to it this phase, they must allocate further attacks to this model until either it is destroyed, or all the attacks have been saved or resolved.



INVULNERABLE SAVES

Some models have an invulnerable save. Each time an attack is allocated to a model with an invulnerable save, you can choose to use either its normal Save (Sv) characteristic or its invulnerable save, but not both. If a model has more than one invulnerable save, it can only use one of them – choose which it will use. If you use a model's invulnerable save, it is never modified by a weapon's Armour Penetration value.

- **Invulnerable save:** Saving throw that is never modified by attacking weapon's AP.
- A model with an invulnerable save can use it instead of its normal Sv.

MORTAL WOUNDS

Some attacks inflict mortal wounds – these are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts 1 point of damage on the target unit, and they are always applied one at a time. Do not make a wound roll or saving throw (including invulnerable saves) against a mortal wound – just allocate it as you would any other attack and inflict damage to a model in the target unit as described above. Unlike damage inflicted by normal attacks, excess damage from mortal wounds is not lost. Instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the target unit is destroyed.

If an attack inflicts mortal wounds in addition to the normal damage, resolve the normal damage first. If an attack inflicts mortal wounds in addition to the normal damage, but the normal damage is subsequently saved, the target unit still suffers the mortal wounds, as described above. If an ability modifies the damage inflicted by a weapon, and that weapon can inflict mortal wounds in addition to the normal damage, the modifier does not apply to any mortal wounds that are inflicted (unless the rule specifically states otherwise).

- Each mortal wound inflicted on a unit causes one model in the unit to lose one wound.
- No saving throws can be made against mortal wounds.
- Mortal wounds inflicted by attacks in addition to normal damage always apply, even if normal damage saved.

IGNORING WOUNDS

Some models have rules that give them a chance to ignore wounds. If a model has more than one such rule, you can only use one of those rules each time the model loses a wound (including wounds lost due to mortal wounds).

- A model can only use one rule to attempt to ignore each wound suffered.


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CHARGE PHASE

Warriors hurl themselves into battle to slay with blade, hammer and claw. Strident war cries and frantic screams echo through the whirling smoke as the moment of cataclysmic violence draws near.

The Charge phase is split into two steps. First you charge with your units. Then your opponent performs Heroic Interventions.

1. CHARGES
2. HEROIC INTERVENTIONS

1. CHARGES

Start your Charge phase by selecting one eligible unit from your army that you want to charge, and declare a charge with it. An eligible unit is one that is within 12" of any enemy units at the start of the Charge phase. Units that have Advanced or Fallen Back this battle round, and units that start the Charge phase within Engagement Range of any enemy units, are not eligible units. If you have no eligible units from your army that you wish to charge with on the battlefield, progress to the Heroic Interventions step of the Charge phase. After you have finished charging with one of your units, you can then select another unit from your army to do so, and so on, until you have done so with as many of your units as you wish.

No unit can be selected to charge more than once in each Charge phase. Once all of your eligible units that you wish to charge with (if any) have declared a charge and have done so, progress to the Heroic Interventions step of the Charge phase.

- Select a unit from your army to charge with.
- Charge with that unit (see below).
- Select another unit from your army to charge with.
- Once all your units have charged, progress to the Heroic Interventions step (pg 225).

CHARGING WITH A UNIT

Once you have chosen an eligible unit to declare a charge with, you must select one or more enemy units within 12" of it as the targets of its charge. The target(s) of this charge do not need to be visible to the charging unit. You then make a charge roll for your unit by rolling 2D6. This is the maximum number of inches each model in the charging unit can now be moved if they can make the charge move. To make a charge move, the unit's charge roll must be sufficient that it is able to end that move in unit coherency (pg 198) and within Engagement Range (pg 198) of every unit that was a target of its charge, without moving within Engagement Range of any enemy units that were not a target of its charge. If this is possible, then the charge is successful and the models in the unit make a charge

move so as to fulfil the above conditions. If this is impossible, the charge fails and no models in the charging unit move this phase.

- Declare targets of the charge (must be within 12").
- Charge roll = 2D6".
- If insufficient to move charging unit into Engagement Range of all targets, charge fails.
- If charge successful, models make their charge move.
- Cannot make a charge move within Engagement Range of any unit that was not the target of the charge.

2. HEROIC INTERVENTIONS

Your opponent can now select an eligible **CHARACTER** unit from their army to perform a Heroic Intervention (see below). An eligible **CHARACTER** unit is one that is not within Engagement Range of any enemy units, but is within 3" horizontally and 5" vertically of an enemy unit. After they have finished performing a Heroic Intervention with a **CHARACTER** unit, they can then select another eligible **CHARACTER** unit from their army to do so, and so on, until they have done so with as many of their units as they wish. If your opponent has no eligible **CHARACTER** units, the Charge phase ends.

No unit can perform more than one Heroic Intervention in each enemy Charge phase. A unit can never perform a Heroic Intervention in their own Charge phase. Once all of your opponent's eligible **CHARACTER** units have performed Heroic Interventions that they want to, your Charge phase ends and you progress to the Fight phase.

- Select one **CHARACTER** unit to perform a Heroic Intervention.
- Cannot perform a Heroic Intervention if any enemy units are in Engagement Range.
- Must be an enemy unit within 3" horizontal and 5" vertical to perform a Heroic Intervention.
- Select another **CHARACTER** unit to perform a Heroic Intervention.
- Once all your **CHARACTER** units have performed Heroic Interventions, progress to the Fight phase (pg 228).

PERFORMING A HEROIC INTERVENTION

When a unit performs a Heroic Intervention, you can move each model in that unit up to 3" – this is a Heroic Intervention move. Each model in the unit must finish its Heroic Intervention move closer to the closest enemy model. Remember that a unit must finish any type of move in unit coherency (pg 198).

- **Heroic Intervention:** Move up to 3".
- Must end closer to the closest enemy model.



CHARGING OVER TERRAIN

Unless stated otherwise, a model can be moved over a terrain feature when it makes a charge move, but not through it (so models can't move through a wall, or pass through a tree, but can climb up or over them).

A model can be moved over terrain features that are 1" or less in height as if they were not there – any vertical distance up and/or down that they would have to make to traverse such terrain features is ignored. A model can be moved vertically in order to climb up, down and over any terrain features that are higher than this, counting the vertical distance up and/or down as part of its charge move. Models cannot finish a charge move mid-climb – if it is not possible to make a charge move as a result, the charge fails.

- Models can make a move freely over terrain features 1" or less in height.
- Models cannot move through taller terrain features, but can climb up and down them.

FLYING WHEN CHARGING

If a unit's datasheet has the **FLY** keyword, then when it makes a charge move, its models can be moved across other models (and their bases) as if they were not there, but they must move over terrain features (including **BUILDING** units) like any other model. A model that can **FLY** cannot finish any move on top of another model.

- **FLY** models can move over other models when they make a charge move.
- **FLY** models move over terrain (including **BUILDINGS**) like any other model when they make a charge move.



OVERWATCH

Certain rules enable units to fire Overwatch at an enemy unit before it can charge. If an enemy unit declares a charge that targets one or more units from your army that have such a rule, each of those units can fire Overwatch before the charge roll is made. A unit cannot fire Overwatch if there are any enemy units within Engagement Range of it. Overwatch is resolved like a normal shooting attack (albeit one resolved in the Charge phase) and uses all the normal rules, except that an unmodified hit roll of 6 is always required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any hit roll modifiers. In addition, when a model fires Overwatch, it does so at the charging unit. Any rule that states the unit cannot be targeted unless it is the closest target (e.g. Look Out, Sir) does not apply when firing Overwatch.

- **Overwatch:** Before charge roll made, all charge targets that can fire Overwatch can do so.
- Can never fire Overwatch while enemy units are in Engagement Range.
- When firing Overwatch, shoot with unit, but attacks only hit on unmodified 6s.



FIGHT PHASE

Carnage engulfs the battlefield as the warring armies meet head-on. Fangs and claws crunch through bone. Blades ring like hammer on anvil. Blood spurts and flesh tears as hate-filled foes tear one another apart.

Starting with the player whose turn is not taking place, the players must alternate selecting an eligible unit from their army and fighting with it (see right). An eligible unit is one that is within Engagement Range of an enemy unit and/or made a charge move in the same turn. If neither player has any eligible units to fight with, the Fight phase ends.

No unit can fight more than once in the Fight phase. If all of one player's eligible units have fought, the opposing player can then fight with their remaining eligible units, one at a time. Note that after an enemy unit has fought and finished its Consolidation move, it might be that previously ineligible units now qualify as such – these units can then be selected to fight with. Once all eligible units have fought, the Fight phase ends and you progress to the Morale phase.

- Starting with your opponent, alternate selecting units to fight with.
- When a unit fights, it piles in, then it makes close combat attacks, then it consolidates.
- If one player has no more units left to fight with, their opponent then fights with their remaining units, one at a time.
- Once all units have fought, progress to the Morale phase (pg 232).



CHARGING UNITS FIGHT FIRST

Units that made a charge move this turn fight first in the Fight phase. This means that units that did not make a charge move this turn cannot be selected to fight until after all units that did make a charge move have fought.

- Units that made a charge move this turn fight before all other units.

FIGHT

When you select a unit to fight, it first piles in, then the models in the unit must make close combat attacks, and then the unit consolidates.

PILE IN

When a unit piles in, you can move each model in that unit up to 3" – this is a pile-in move. Each model in the unit must finish its pile-in move closer to the closest enemy model. A model that is already touching an enemy model cannot move, but still counts as having piled in. Remember that a unit must finish any type of move in unit coherency (pg 198).

- **Pile in:** Move up to 3".
- Must end closer to the closest enemy model.

MAKE CLOSE COMBAT ATTACKS

When a unit makes its close combat attacks, before resolving those attacks you must first determine which models can fight and how many attacks they will make, then you select the target unit(s) for all of the attacks those models will make and declare what melee weapons those attacks will be made with.

Which Models Fight

When a unit makes close combat attacks, only the models in that unit that are either within Engagement Range (pg 198) of an enemy unit, or that are within ½" of another model from their own unit that is itself within ½" of an enemy unit, can fight.

- A model can fight if it is in Engagement Range of an enemy unit.
- A model can fight if it is within ½" of another model from their own unit that is within ½" of an enemy unit.

Number of Attacks

When a model fights, it will make a number of attacks. You make one hit roll for each attack being made (see Making Attacks, page 220).

The number of attacks a model makes is determined by its Attacks (A) characteristic, which can be found on its datasheet. For example, if a model has an A of 2, it can make two attacks.

- Number of attacks made by each model that can fight = A.

Select Targets

Before you resolve any attacks, you must first select the target unit(s) for all of the attacks. Attacks made by models in units that made a charge move this turn can only target enemy units that their unit declared a charge against, or that performed a Heroic Intervention this turn. In order to target an enemy unit, an attacking model must either be within Engagement Range of that unit, or within ½" of another model in its own unit that is itself within ½" of that enemy unit.

If a model can make more than one attack, it can make all of them against the same target, or it can split them between different enemy units. Similarly, if a unit has more than one model, each model can make their attacks at the same, or different targets. In either case, declare which attacks will target which unit(s) before any attacks are resolved, and resolve all of the attacks against one target before moving onto the next.

If there are no viable targets (because all enemy units are beyond Engagement Range etc.) then that unit cannot make close combat attacks, but it can still consolidate (see opposite).

- If the attacking unit made a charge move this turn, its models can only target units it declared a charge against this turn, or units that performed a Heroic Intervention this turn.
- Select targets for all attacks, before any attacks are resolved.
- If a unit targets multiple units, all attacks against one unit must be resolved before resolving attacks against the next.

Select Weapon

When a model makes a close combat attack, it must do so using a melee weapon (i.e. a weapon that has the 'Melee' type). The weapons a model is equipped with are described on its datasheet. If a model is not equipped with any melee weapons, or if it cannot make an attack with any of the melee weapons it is equipped with, then that model makes its attacks using a close combat weapon, which has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Close combat weapon	Melee	Melee	User	0	1

If a model has more than one melee weapon, select which it will use before resolving any attacks. If a model has more than one melee weapon and can make several attacks, it can split them between these weapons however you wish – declare which attacks are being made with which weapons before any attacks are resolved. If the selected weapon has more than one profile that you must choose between, you must declare which profile is being used at the same time. Different attacks made with such a weapon can be made using different profiles if you wish.

If your unit is making attacks with more than one melee weapon against a unit, and those weapons have different characteristics profiles, then after you have resolved an attack with one of those weapons you must, if any other weapons with the same characteristics profile are also being used to make attacks against that unit, resolve those attacks before resolving any

attacks against the target with a weapon that has a different characteristics profile. Note that all the attacks you have declared are always resolved against the target unit even if, when you come to resolve an individual attack, no models in the target unit remain in range (this can happen because of models being destroyed and removed from the battlefield as the result of resolving other attacks made by the attacking model's unit first).

- Each close combat attack is made with a melee weapon.
- A model makes attacks using the close combat weapon profile if it has no other melee weapons.
- If a unit attacks with multiple weapons, all attacks made with weapons that have the same profile must be resolved before resolving attacks with the next.

CONSOLIDATE

When a unit consolidates, you can move each model in the unit up to 3" – this is a Consolidation move. Each model must finish its Consolidation move closer to the closest enemy model. A model that is already touching an enemy model cannot move, but still counts as having consolidated. Remember that a unit must finish any type of move in unit coherency (pg 198).

- **Consolidate:** Move up to 3".
- Must end closer to the closest enemy model.



For example: *James selects a unit of Chaos Terminators to fight. After the models have piled in, James makes attacks with his unit. This unit consists of five models that are in Engagement Range of an enemy unit. One of James' models has an Attacks characteristic of 3 and is equipped with a lightning claw. The other four models each have an Attacks characteristic of 2, and two are equipped with power fists and two are equipped with lightning claws. The Chaos Terminators are only in Engagement Range with one enemy unit; therefore they make seven attacks against that unit using the lightning claws, and four using power fists. James resolves the attacks made using power fists first, and once they have all been resolved, James then resolves the attacks made using the lightning claws. After all of the unit's attacks have been resolved, the Terminators then consolidate.*

MORALE PHASE

Even the bravest heart may quail when the horrors of battle take their toll. With peril looming on all sides and comrades falling one by one, only the heroic, the monstrous or the hopelessly insane will stand their ground.

The Morale phase is split into two steps. First you take Morale tests for your units. Then you remove any out-of-coherency models.

1. MORALE TESTS
2. UNIT COHERENCY CHECKS



1. MORALE TESTS

Starting with the player whose turn is taking place, the players must alternate selecting a unit from their army that has had models destroyed this turn and taking a Morale test for it. If no units on the battlefield need to take a Morale test, progress to the Unit Coherency Checks step of the Morale phase.

A unit only needs to take one Morale test in each phase. If one player has finished taking Morale tests for all the units from their army that have had models destroyed this turn, the opposing player then takes all their remaining Morale tests, one at a time. Once all Morale tests have been taken (if any), progress to the Unit Coherency Checks step of the Morale phase.

- Players alternate taking Morale tests for units from their army that have suffered casualties this turn.
- If one player has no more units left to take Morale tests, their opponent then takes Morale tests for their remaining units, one at a time.
- Once all units have taken Morale tests, progress to the Unit Coherency Checks step (see opposite).

MORALE TESTS

To take a Morale test, roll one D6 and add the number of models from the unit that have been destroyed this turn. If the result is equal to or less than the highest Leadership (Ld) characteristic in the unit, the Morale test is passed and nothing else happens. An unmodified roll of 1 also always results in a passed Morale test, irrespective of the total result. In any other case, the Morale test is failed, one model flees that unit, and you must then take Combat Attrition tests for the remaining models in the unit (see below). You decide which model from your unit flees – that model is removed from play and counts as having been destroyed, but it never triggers any rules that are used when a model is destroyed.

- **Morale test** = D6 + number of models destroyed this turn.
- Unmodified roll of 1 always a success (no models flee).
- If Morale test exceeds unit's Ld, one model flees and other models must take Combat Attrition tests.

__For example:__ In the Morale phase, Stu needs to take a Morale test for his unit of Skitarii Rangers. This unit started the battle with ten models and it is led by a Ranger Alpha, with a Leadership characteristic of 7. Five models were destroyed in this unit this turn, so Stu rolls one D6, getting a 4, and adds 5 to the result. The result of 9 is greater than the unit's Leadership characteristic, so their Morale test is failed and one model in the unit flees and is removed. Stu now needs to take Combat Attrition tests for the remaining four models in his unit. Stu rolls a 1, a 2, a 5 and a 6. As the unit is now below Half-strength, he subtracts 1 from each of these dice rolls. The final results mean that two additional models flee the unit and are also removed.

COMBAT ATTRITION TESTS

If a unit fails a Morale test, then after the first model has fled the unit, you must take Combat Attrition tests. To do so, roll one D6 for each remaining model in that unit, subtracting 1 from the result if the unit is below Half-strength (pg 201); for each result of 1, one additional model flees that unit. You decide which models from your unit flee – those models are removed from play and count as having been destroyed, but they never trigger any rules that are used when a model is destroyed.

- **Combat Attrition tests:** Roll one D6 for each remaining model in unit; for each 1, one additional model flees.
- Subtract 1 from Combat Attrition tests if unit is below Half-strength.

2. UNIT COHERENCY CHECKS

Each player must now remove models, one at a time, from any of the units in their armies that are no longer in unit coherency, as defined on page 198, until only a single group of models from the unit remains in play and in unit coherency. The models removed count as having been destroyed, but they never trigger any rules that are used when a model is destroyed. Models removed because of this do not cause their unit to take another Morale test.

- Remove models from units in your army that are not in unit coherency (pg 198).
- Once all out of coherency models have been removed (if any), the Morale phase ends.
- The player's turn then ends and, unless the battle ends, the next player's turn begins (pg 204).





MISSIONS

Before you can wage war in a game of Warhammer 40,000, you must first select a mission. The basic rules include a single mission – Only War – that is ideal to get the action started quickly. Others can be found elsewhere in this or other books, or you could play a mission of your own creation. If you and your opponent can't agree which mission to play, the players must roll off, and the winner decides.

MISSION INSTRUCTIONS

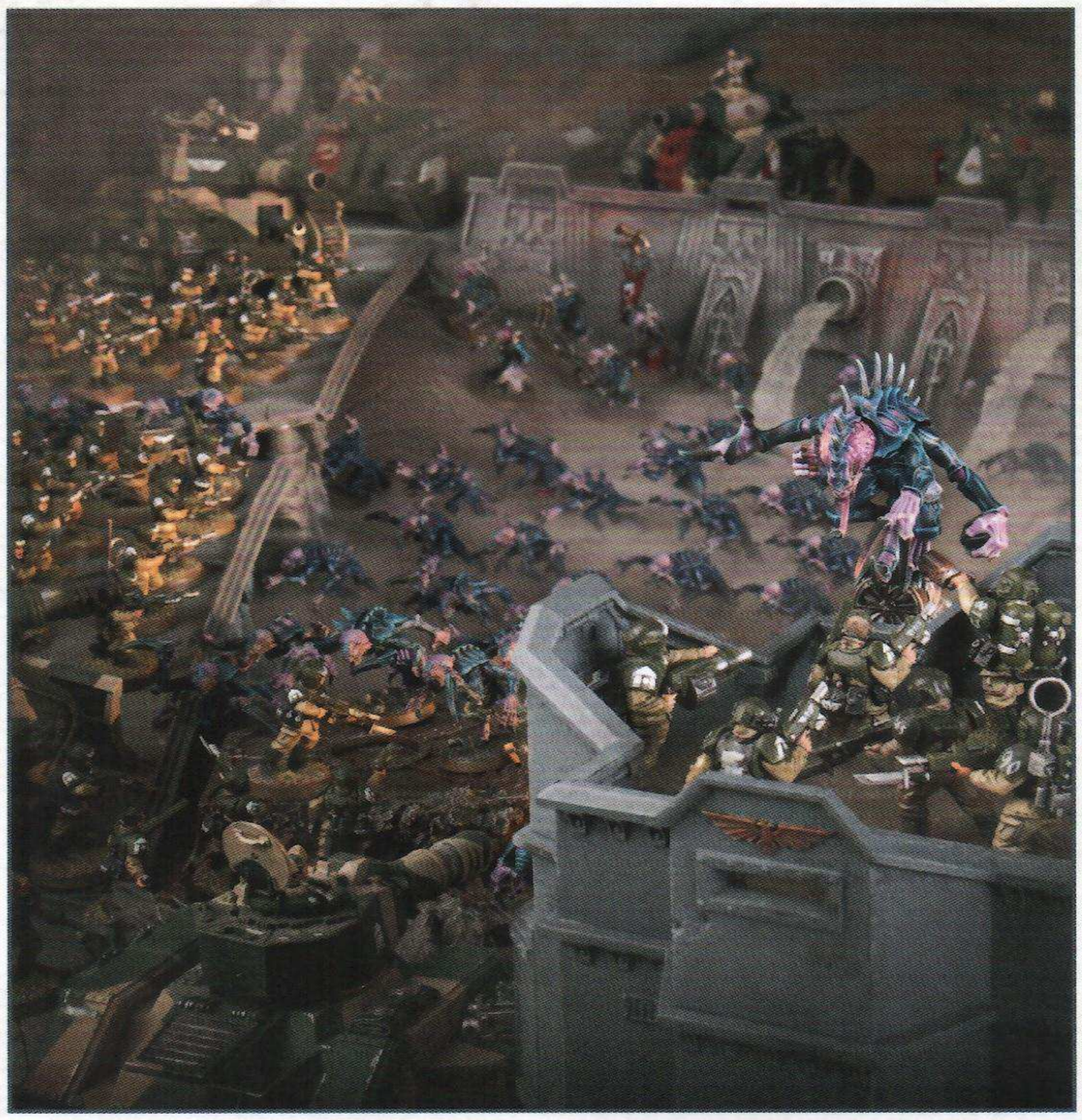
All missions include a set of instructions that describe how a battle is fought. These should be followed in order, and will typically include the following steps:

1. Muster Armies

Each mission will guide players on what size armies they should muster, and may include further rules that could affect how you pick your armies.

2. Read Mission Briefing

Each mission has a description of the circumstances of the battle, and what the mission's Primary Objectives are (this will tell you how to secure victory). Some missions may also include one or more special rules. These cover unique situations, or abilities that can be used in the battle.



3. Create the Battlefield

Each mission will include details of the size of battlefield that you will need. Each mission will also instruct you if any terrain features or objective markers must be set up, and will provide details of where to set them up. Otherwise, it is assumed you are using the guidelines on pages 198-199 to create your battlefield. If you are using a battlefield that is a different size or shape, you will need to adjust distances, and the location of deployment zones, objective markers and terrain features, in an appropriate way.

4. Deploy Forces

Each mission includes a deployment map that shows where each player can set up the models in their army (called the army's deployment zone), and will list any restrictions that apply to setting up.

5. Determine First Turn

Each mission will tell you how to determine which player has the first turn.

6. Resolve Pre-battle Rules

Players should now resolve any pre-battle rules their army has (if any).

7. Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

8. Ending the Battle

Each mission will tell you when the battle ends. This will typically be after a set number of battle rounds have been completed, or when one player has achieved a certain victory condition.

9. Determine Victor

Each mission will tell you what you need to do in order to win the game. If neither player manages to achieve a victory then the game is considered to be a draw.

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of tactical or strategic import that both sides are attempting to secure. If a battle has any objective markers, then the mission will say where they are located on the battlefield. These can be represented using any suitable marker, but we recommend using round markers that are 40mm in diameter.

When setting objective markers up on the battlefield, always place them so they are centred on the point specified by the mission. When measuring distances to and from objective markers, always measure to and from the closest part of that objective marker.

A model is in range of an objective marker if it is within 3" horizontally and 5" vertically of that objective marker.

Unless otherwise noted, a player controls an objective marker while they have more models within range of it than their opponent does. A model can only be counted towards controlling one objective marker per turn – if one of your models could be counted towards controlling more than one objective marker, you must select which one they are counted towards that turn. **AIRCRAFT** units and units with the Fortifications Battlefield Role can never control objective markers – exclude these units when determining which player controls an objective marker.

- **Objective marker:** 40mm round marker
- Model in range of objective marker if within 3" horizontally and 5" vertically.
- Objective marker controlled by player with most models in range.
- **AIRCRAFT** and Fortifications cannot control objective markers.





The locations of objective markers on the battlefield are typically shown on the deployment map of the mission being played, and are represented by the icon to the left.

OBJECTIVE SECURED

Some units have an ability called Objective Secured. A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal.

- **Objective Secured:** Player controls objective marker if any of their models in range have this ability.

MISSION
ONLY WAR

1. MUSTER ARMIES

In order to play this mission, you and your opponent must first each muster an army from the miniatures in your collection. Your armies can use any models from your collections that you wish. It is up to the players to agree how big their armies will be – there is no reason why the two armies need to be the same size, though if that is what the players want they should agree to this now. If this is your first game of Warhammer 40,000, we recommend each player grabs a small handful of units. The table below gives a rough guide of how long the battle should take based on the size of the armies used; note that this is the combined Power Level (pg 240) of both your and your opponent's army.

BATTLES

BATTLE SIZE	SIZE OF ARMIES (Combined Power Levels)	BATTLE DURATION
Combat Patrol	50	Up to 1 hour
Incursion	100	Up to 2 hours
Strike Force	200	Up to 3 hours
Onslaught	300	Up to 4 hours

Once you have mustered your army, select one of your models to be your Warlord. That model gains the **WARLORD** keyword. If your **WARLORD** has the **CHARACTER** keyword, they will have a Warlord Trait, which you choose now. Any Warlord can have the Inspiring Leader Warlord Trait (see below). Alternative Warlord Traits can be found in other publications.

Inspiring Leader (Warlord Trait, Aura)

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this **WARLORD**.

2. MISSION BRIEFING

The time has come to prove your worth as the greatest commander in the galaxy! All that stands between you and ultimate glory is an opposing force bent upon your destruction. Destroy the enemy army and secure strategic sites littered across the battlefield while stopping your foe from doing likewise.

Mission Objectives:

Slay the Warlord: A player scores 1 victory point if the enemy **WARLORD** is destroyed at the end of the battle.

Capture and Control: At the end of each player's Command phase, the player whose turn it is scores 1 victory point for each objective marker they currently control (see below for details of how to set up Objective Markers). Players control objective markers as described on page 237. In addition, if one player controls more objective markers than their opponent does at the end of the battle, they score 1 bonus victory point.

3. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features using the guidelines on pages 198-199. The minimum size of your battlefield depends on the battle size you have selected, as shown in the table below:

BATTLEFIELDS

BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Combat Patrol/Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

The players must then alternate setting up objective markers on the battlefield, starting with whichever player wins a roll-off (pg 201), until a total of four have been placed. Objective markers cannot be placed within 6" of any battlefield edge, or within 9" of any other objective markers.

4. DEPLOY FORCES

Once the battlefield has been created, the players must roll off again. The winner chooses one of the two deployment zones to be theirs. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. Models must be set up wholly within their own deployment zone. Continue setting up units until both players have set up all the units in their army, or you have run out of room to set up more units. If one player has finished setting up their army, their opponent continues to set up the remaining units from their army.

If both players have units with abilities that allow them to be set up after both armies have deployed, the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

5. DETERMINE FIRST TURN

The players should roll off again, and the winner can choose to take the first or second turn.

6. RESOLVE PRE-BATTLE RULES

Players should now resolve any pre-battle rules their army has (if any).

7. BEGIN THE BATTLE

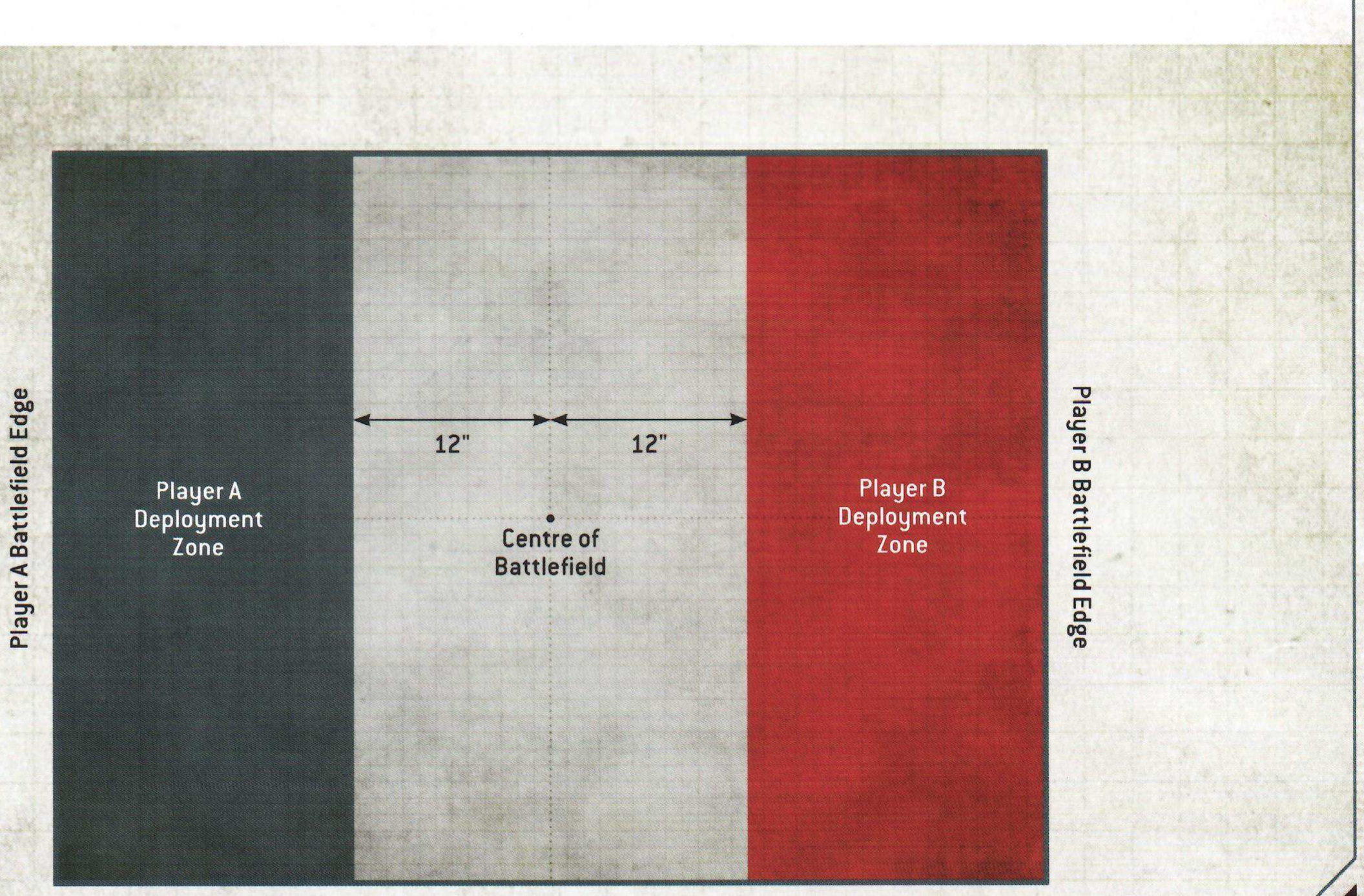
The first battle round begins. Players continue to resolve battle rounds until the battle ends.

8. ENDING THE BATTLE

The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first).

9. DETERMINE VICTOR

If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player with the most victory points is the victor (in the case of a tie, the battle is a draw).



BUILDING AN ARMY
POWER RATINGS AND POINTS

Hints and Tips
Power Levels vs. Points Limits

The mission you are using will tell you whether or not to muster your army using Power Levels or points limits. Typically, open play or narrative games are intended to be used primarily with Power Levels – as they are often the quickest method by which you can get an army together ready to play – while matched play games are intended to be used primarily with a points limit – to ensure both players can reflect the minutiae of the individual squad loadouts in a fair way.

There is, however, a relationship between Power Ratings and points values – a unit with a high Power Rating will also have a high points value. As a result, it is perfectly legitimate to play a matched play game using a pre-set Power Level instead of a points limit if that's what you want to do. Likewise, if you wish to use a points limit (or just points values) in a narrative game or open play game, then you can. We recommend both players use the same method as each other, but as long as you both agree, you can decide which method you prefer to use.

POWER RATINGS

Every unit has a Power Rating listed on its datasheet, and it is a measure of its efficacy on the battlefield. They are designed to give players, at a glance, an idea of how mighty a unit is on the battlefield, irrespective of the weapons its models can be equipped with. They can therefore be used as a quick guide to establish the comparative strength of each army.

The Power Rating on a datasheet is for a minimum-sized unit. A unit's Power Rating can be increased if additional models are added to the unit, and occasionally if other options are taken for the unit (such as equipping a unit with jump packs) – in either case the unit's datasheet will make it clear if the Power Rating listed at the top of the datasheet is increased as a result.

- **Power Rating:** Quick measure of a unit's efficacy.

UNDERSTRENGTH UNITS

Sometimes you may find that you do not have enough models to field a minimum-sized unit; if this is the case, you can still include one unit of that type in your army with as many models as you have available. This is known as an Understrength unit. The Power Rating of an Understrength unit is the same as if you had a minimum-sized unit, even though it contains fewer models.

- **Understrength unit:** A unit that starts the battle with fewer models than a minimum-sized unit.
- Has same Power Rating as a minimum-sized unit.

POWER LEVEL

An army's Power Level is a guide to how large and powerful an army is, so an army with a high Power Level is more powerful than one with a low Power Level. You can calculate the Power Level of an army by adding up the individual Power Ratings of every unit contained within it.

- **Power Level:** Sum of all Power Ratings in army.

POINTS VALUES

Every model and weapon has a points value, which is found in a number of Warhammer 40,000 publications. Points values are similar to Power Ratings, in that they give you a guide as to how powerful certain warriors and weapons are, but they offer a greater degree of granularity. A unit's points value is calculated by adding together the points value of every individual model in that unit and the points value of every individual weapon equipped by a model in that unit. Certain items of wargear also have a points value, and must be included in a unit's points value if equipped by a model in that unit. While it takes a little longer to work out each unit's points value, doing so enables you to differentiate between two similar squads equipped with different weapon options, as the points values listed in our publications reflect the fact that some weapons are more powerful than others.

- **Points values:** Detailed measure of a unit's efficacy.

UNIT CHAMPIONS

Many units are led by a champion of some kind, such as a Sergeant. Unit champions often have better characteristics and access to different wargear options. Unless noted otherwise, unit champion models have the same points value as other models in their unit.

- **Unit champion:** The leader of a unit.
- Has same points value as any other model in their unit.

UNDERSTRENGTH UNITS

If your army includes any Understrength units, the unit's points value should still only reflect the models you actually have (and any weapons and wargear they have) even though the unit's Power Rating is that of a minimum-sized unit.

- **Understrength unit:** A unit that starts the battle with fewer models than a minimum-sized unit.
- Points value only calculated for models in the unit.

POINTS LIMIT

An army's size and relative power can also be described with a points limit instead of a Power Level – the bigger this limit, the larger and more powerful an army is. To use a points limit, you will first need to agree with your opponent what the points limit for your battle will be. Both players can use the same limit, but this does not need to be the case. You will then need to add up the points values for every unit in your army, and make sure the total does not exceed the agreed points limit for the game.

- **Points limit:** Sum of all points values in army cannot exceed this.

REINFORCEMENT POINTS

Some rules allow you to add new units to your army during the battle, or else replace units that have been destroyed. If you are playing a game that uses a points limit, then you must set aside some of your points in order to use these rules; these are your Reinforcement points. Each time a unit is added to your army during the battle, subtract the points of that unit from your pool of Reinforcement points. If there are not enough points in your pool to pay for the unit, you must either decrease the size of that unit (but no smaller than its minimum unit size) or the number of weapon options the unit has until you do have enough points to pay for it, otherwise it cannot be added to your army.

Sometimes a rule will allow you to add extra models to an existing unit from your army during the battle. Unless otherwise started, adding these models does not cost any Reinforcement points.

- **Reinforcement Points:** Difference between points limit and the total points value of all units in your army.
- When a unit is added to your army during a battle, reduce your Reinforcement points by the points value of the new unit.
- Adding models to existing units does not cost Reinforcement points.



ELLIOT HAMER'S DARK ANGELS

This stunning Dark Angels army belongs to Elliot Hamer, one of the Rules Writers in the Warhammer 40,000 studio. As a hobbyist who enjoys both Narrative and Matched play, Elliot set out to collect a story inspired army that could also go toe-to-toe with even the toughest opposing forces.

For his inspiration, Elliot looked to the *Fall of Cadia* campaign book, part of Games Workshop's *Gathering Storm* series. During the momentous events described in the background section of that book, he found mention of the Dark Angels' 4th Company vanishing amidst the flames of war. Elliot decided that his army represented the new 4th Company recruited to replace those ill-fated heroes. This choice gave him a clear heraldic colour scheme to work with, which Elliot bought to life through the use of particularly striking effects. He painted Mortarion Green in thin layers over Warplock Bronze and Runelord Brass for his warriors' metallic green armour; all markings were applied with neat transfers, and he contrasted the unusual armour through the use of matt colouration on cloth, bases and the like.

Elliot's backstory also steered him towards his preferred choice of an all Primaris Space Marine army. Since that initial decision he has expanded upon this story, getting the sense of a force who are viewed as underdogs by the rest of their Chapter and sent to deal with all the dirtiest jobs! Elliot has ensured the army is well equipped to get those jobs done, however. He sees his Strike Force as behaving like an archetypal Space Marine army, possessing heavy firepower but also retaining its mobility. Upon the battlefield it is intended to operate as a series of circles, with its most elite warriors and heroes fighting from within a resilient ring of their comrades, echoing the many circles of knowledge and status within the Dark Angels Chapter themselves.



Elliot's Redemptor Dreadnought looms over even his mighty Aggressors, a formidable centrepiece model for his collection and an intimidating foe for his opponents to face.



This is a collection that could never be described as short on firepower. Units such as Elliot's plasma-wielding Hellblasters and his massive Repulsor battle-tank not only look great on the tabletop, but can annihilate enemy forces in sustained firefights.

BATTLE-FORGED ARMIES

All armies, from the contingents of the T'au to the warbands of the Orks, are – to a greater or lesser extent – structured forces. This section explains how you can organise your units into Detachments: a group of units that fight together.

Some missions will tell you to muster a Battle-forged army. A Battle-forged army has a pool of strategic resources called Command points (CPs) with which to purchase one or more Detachments, into which every unit in that army must be organised. Any CPs that a Battle-forged army has remaining after purchasing Detachments can be spent to utilise Stratagems – each of which represents a strategic or tactical asset available to your army. You will also receive a Battle-forged CP bonus in each of your Command phases (pg 205). An army that is not Battle-forged is known as an Unbound army.

- **Battle-forged army:** An army organised so all its units are in Detachments.
- **Unbound army:** An army that is not Battle-forged.
- Battle-forged armies have a pool of Command points to spend, Unbound armies do not.
- Battle-forged armies receive a Battle-forged CP bonus every turn (pg 205).

COMMAND POINTS

The starting number of CPs each player starts with for Battle-forging their army depends on the size of the battle you are playing. This is usually defined in the mission pack that is being played, but if one is not presented in the mission pack, use the following table. Note that the total Power Level is based on the combined power of all the models used in the battle (so the combined Power Level of both your and your opponent's armies). If you are using a game that uses points values, then the points limit is the maximum points limit per side. You can find out more about points values and points limits on page 241.

COMMAND POINTS

BATTLE SIZE	TOTAL POWER LEVEL	POINTS LIMIT	COMMAND POINTS
Combat Patrol	Up to 50	Up to 500	3
Incursion	51-100	501-1000	6
Strike Force	101-200	1001-2000	12
Onslaught	201-300	2001-3000	18

- Starting number of Command points varies with battle size.

GAINING AND REFUNDING COMMAND POINTS

There are several rules that give you a chance to gain or refund CPs when you or your opponent either use a Stratagem or spend CPs to use a Stratagem. Each player can only gain or have refunded a total of 1 CP per battle round as the result of such rules, regardless of the source, and CPs that are spent on Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of the battle round', can never be refunded. The limit of gaining or refunding 1 CP per battle round does not apply to the Battle-forged CP bonus a player gains at the start of their Command phase before doing anything else, or to any CPs gained by mission special rules that instruct players to gain CPs in their Command phase.

- Cannot gain or refund more than 1 CP per battle round.
- Cannot gain or refund CPs used before battle or at the end of a battle round.
- Battle-forged CP bonus and CPs gained at start of Command phase via mission special rules are exempt from this limit.

FACTIONS

A unit's Faction is important when building a Battle-forged army, because most Detachments require all units included in them to be from the same Faction. Importantly, for an army to be Battle-forged it must have an Army Faction (see below).

The Factions that a unit belongs to will be listed in the Faction keywords section of its datasheet.

- **Faction:** Described by Faction keywords on a unit's datasheet.
- If Detachment requires all units to be from the same Faction, they must all share at least one Faction Keyword.

ARMY FACTION

In a Battle-forged army, all of the units in your army – with the exception of those that are **UNALIGNED** – must have at least one Faction keyword in common (e.g. **IMPERIUM** or **CHAOS**) even if they are in different Detachments. If a unit does not have the correct Faction keyword, it cannot be included in your army.

- **Army Faction:** All units in army must share at least one Faction keyword.
- **UNALIGNED** units are exempt.

For example: *An Intercessor Squad has the* **IMPERIUM** *and* **ADEPTUS ASTARTES** *Faction keywords, so belongs to both the Imperium and Adeptus Astartes Factions. This means that if an Intercessor Squad was part of a Detachment that specified that all units in it must be from the same Faction, all other units in that Detachment must either be from the Imperium Faction, or they must all be from the Adeptus Astartes Faction.*



DETACHMENTS

When you build a Battle-forged army, it will contain one or more Detachments. The maximum number of Detachments you can include in an army depends on the size of the battle you are playing, as shown in the table below.

DETACHMENTS

BATTLE SIZE	NO. OF DETACHMENTS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

To include a particular Detachment in your army, you must first spend a number of CPs equal to that Detachment's Command Cost. If you do not have enough CPs for a specific Detachment, you cannot include it in your army. Then, you simply organise some or all of the units in your army so that they fit within the restrictions and limitations detailed for that Detachment. A unit cannot belong to more than one Detachment, and you will often need to use additional information found on a unit's datasheet, such as Faction and Battlefield Role (see below and right) to determine where it fits in a Detachment. Unless otherwise noted, you can include the same Detachment multiple times.

- Maximum number of Detachments an army can include varies with battle size.
- To include a Detachment in your army, you must pay the CPs specified.
- Units must fit into Detachments.
- A unit cannot belong to more than one Detachment.

DETACHMENT ABILITIES

Every Codex lists a set of abilities that units in a Detachment gain if every unit in that Detachment is from a specified Faction. Units in Auxiliary Support Detachments, Super-heavy Auxiliary Detachments and Fortification Network Detachments never gain any Detachment abilities, even if every unit in that Detachment is from the Faction specified.

- Auxiliary Support, Super-heavy Auxiliary and Fortification Detachments never gain Detachment abilities.

REINFORCEMENT UNITS

If a unit is ever added to a Battle-forged army during the battle, it is never considered to be part of a Detachment. This means that it never costs CPs to include them in your army but they will never benefit from any Detachment abilities.

- Units added to your army during the battle are never part of a Detachment.

Each Detachment contains the following information:

BATTLEFIELD ROLE SLOTS

This section of a Detachment's rules lists the minimum and maximum number of units in each Battlefield Role that you must or can include in the Detachment.

The icons on a Detachment are referred to as slots. Each slot will typically specify a single Battlefield Role, and allows you to take one unit. Red icons are compulsory selections – you must take at least this many units of the appropriate Battlefield Role to include the Detachment in your army. Grey icons are optional selections – you can include up to this number of units with the appropriate Battlefield Role when including the Detachment in your army. Any further units of the same Battlefield Role will need to be taken in a different Detachment. For example, in order to take a Battalion Detachment (pg 248) you must select three units with the Troops Battlefield Role, and cannot include more than six Troops units in the Detachment.

- Each unit has a Battlefield Role on its datasheet.
- Each unit takes up one slot of the appropriate Battlefield Role.
- Must include compulsory (red) slots.
- Can include optional (grey) slots.

DEDICATED TRANSPORTS

This details how many Dedicated Transport units the Detachment can include (if any). In many Detachments this is separated from other units, as the total number of Dedicated Transport units you can include in a Detachment cannot exceed the number of **INFANTRY** units you have included in that Detachment (i.e. in such Detachments, for each **INFANTRY** unit you include in the Detachment you can include up to one unit that has the Dedicated Transport Battlefield Role).

RESTRICTIONS

This section of a Detachment's rules lists any additional restrictions that apply to the units you can include as part of the Detachment. If a datasheet does not adhere to a particular restriction, it cannot be included as part of the Detachment. The most common restriction is that all of the units included in a Detachment must be from the same Faction.

COMMAND COST

This section of a Detachment's rules tells you how many Command points are required to include this Detachment in your army.

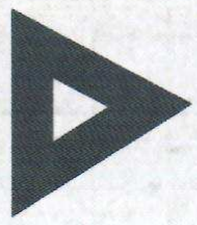
COMMAND BENEFITS

This section of a Detachment's rules lists any bonuses that apply if you include the Detachment in your army.

BATTLEFIELD ROLE

However you choose your army, all units have a Battlefield Role, which is typically shown as a symbol. Apart from providing a useful overview of the types of duties a unit is meant to perform, the role is also of importance when it comes to using Detachments. The most common Battlefield Roles are shown here.


HQ

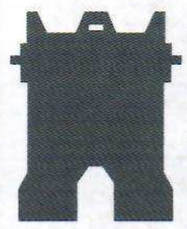

TROOPS


ELITES


FAST ATTACK


FLYER


HEAVY SUPPORT


FORTIFICATION


DEDICATED TRANSPORT

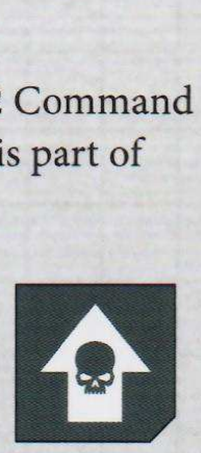

LORD OF WAR

PATROL DETACHMENT ..... COMMAND COST: 2CP

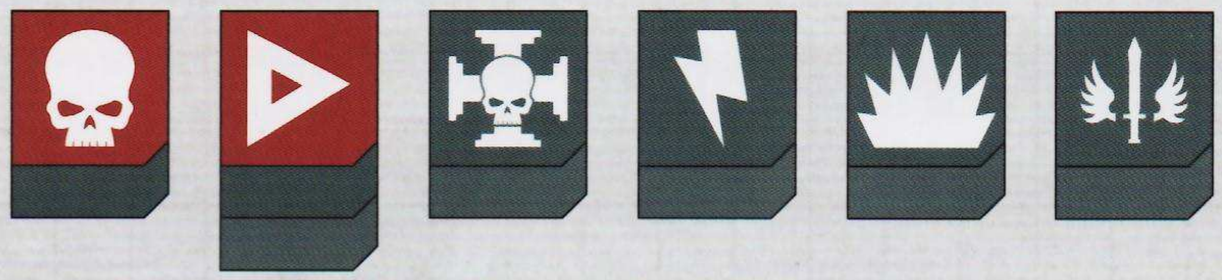
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +2 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



HQ	TROOPS	ELITES	FAST ATTACK	HEAVY SUPPORT	FLYERS
1-2	1-3	0-2	0-2	0-2	0-2



BATTALION DETACHMENT ..... COMMAND COST: 3CP

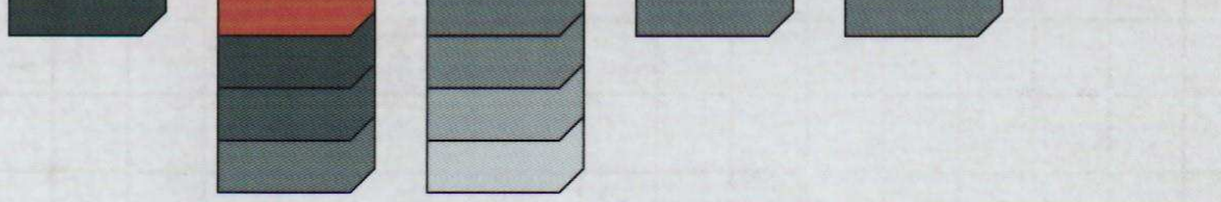
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +3 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



HQ	TROOPS	ELITES	FAST ATTACK	HEAVY SUPPORT	FLYERS
2-3	3-6	0-6	0-3	0-3	0-2

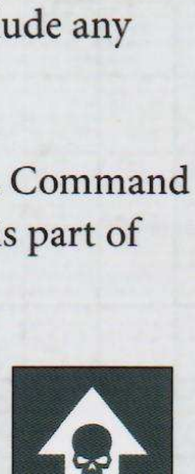


BRIGADE DETACHMENT ..... COMMAND COST: 4CP

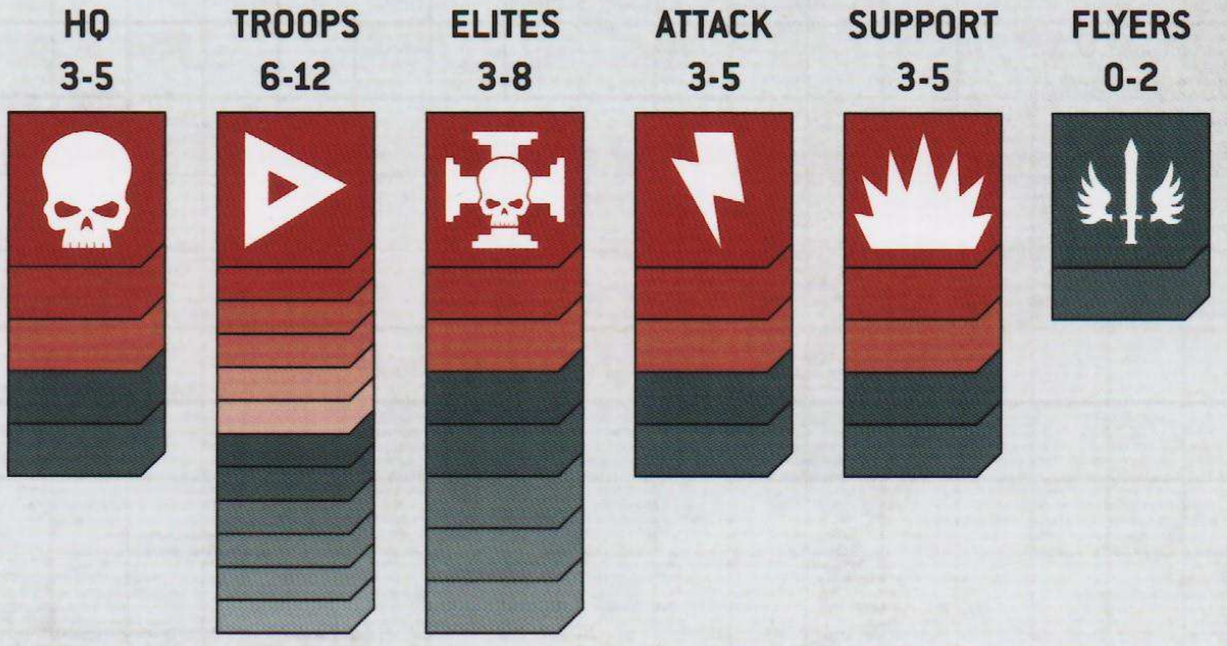
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: +4 Command points if your **WARLORD** is part of this Detachment.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



HQ	TROOPS	ELITES	FAST ATTACK	HEAVY SUPPORT	FLYERS
3-5	6-12	3-8	3-5	3-5	0-2



VANGUARD DETACHMENT..... COMMAND COST: 3CP

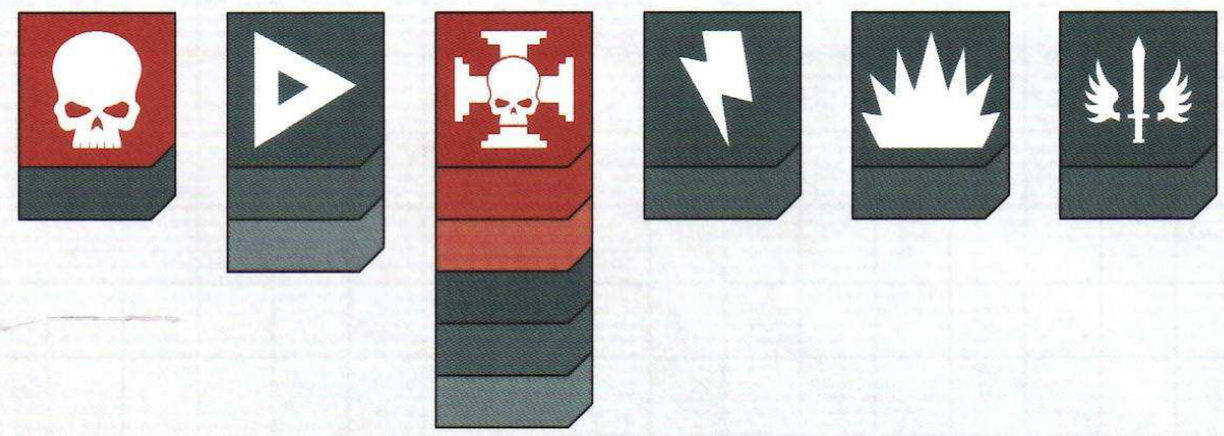
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



HQ	TROOPS	ELITES	FAST ATTACK	HEAVY SUPPORT	FLYERS
1-2	0-3	3-6	0-2	0-2	0-2



SPEARHEAD DETACHMENT ..... COMMAND COST: 3CP

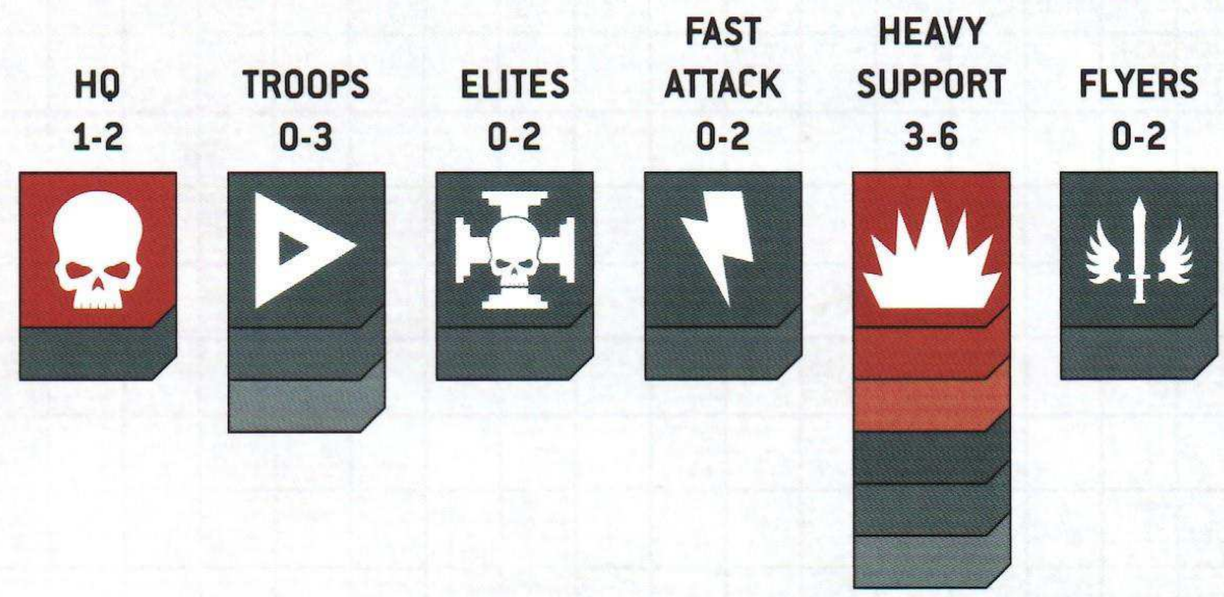
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



HQ	TROOPS	ELITES	FAST ATTACK	HEAVY SUPPORT	FLYERS
1-2	0-3	0-2	0-2	3-6	0-2

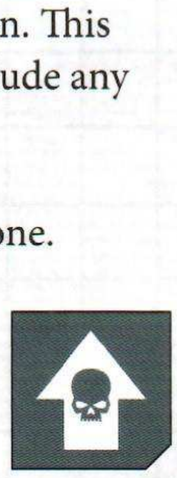


OUTRIDER DETACHMENT..... COMMAND COST: 3CP

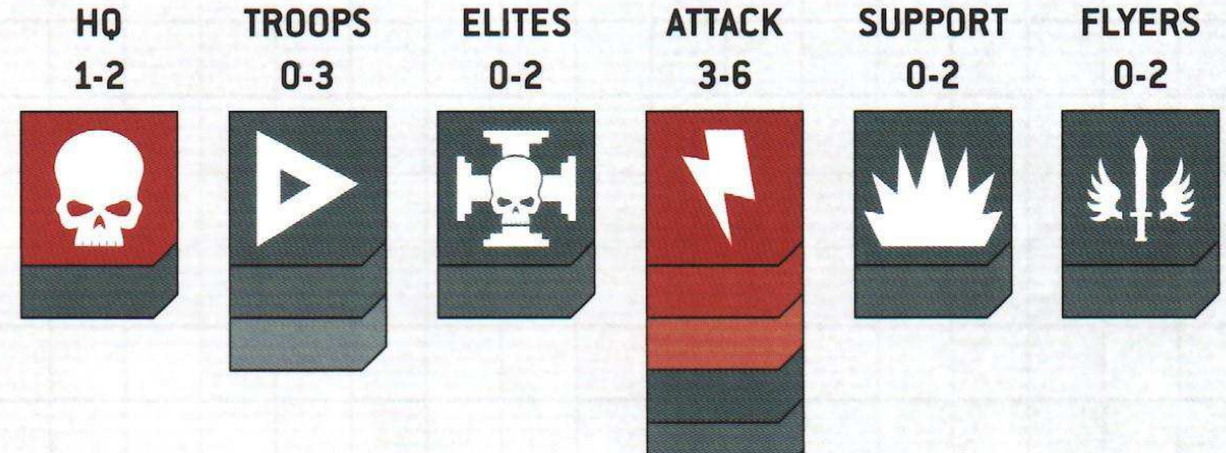
Restrictions: All units must be from the same Faction. This Detachment cannot include any Understrength units.

Command Benefits: None.

Dedicated Transports: Can include 1 for each **INFANTRY** unit taken.



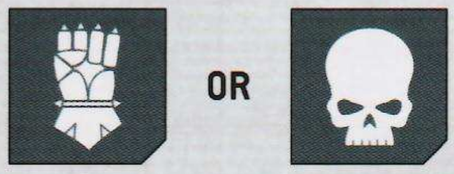
HQ	TROOPS	ELITES	FAST ATTACK	HEAVY SUPPORT	FLYERS
1-2	0-3	0-2	3-6	0-2	0-2



SUPREME COMMAND DETACHMENT ..... COMMAND COST: 0CP

Restrictions: You can only include one Supreme Command Detachment in your army. This Detachment can only include one **PRIMARCH, DAEMON PRIMARCH** or **SUPREME COMMANDER** unit, and this unit must be selected as your **WARLORD**.

Command Benefits: Select one of the following: +4 Command points if your army includes any Brigade Detachments; +3 Command points if your army includes any Battalion Detachments; +2 Command points if your army includes any Patrol Detachments.



SUPER-HEAVY DETACHMENT ..... COMMAND COST: 3CP OR 6CP

Restrictions: To include this Detachment in your army, you must spend either 3 or 6 Command points. If you only spend 3 Command points then you cannot include any **TITANIC** units in this Detachment. All units must be from the same Faction.

Command Benefits: None.



SUPER-HEAVY AUXILIARY DETACHMENT..... COMMAND COST: 3CP

Restrictions: None.

Command Benefits: None.



FORTIFICATION NETWORK ..... COMMAND COST: 1CP

Restrictions: You can only include one Fortification Network Detachment in your army. Your **WARLORD** cannot be a unit in this Detachment.

Command Benefits: +1 Command point if every unit in this Detachment is from the same Faction and that Faction is the same as your **WARLORD**'s Detachment.



AUXILIARY SUPPORT DETACHMENT..... COMMAND COST: 2CP

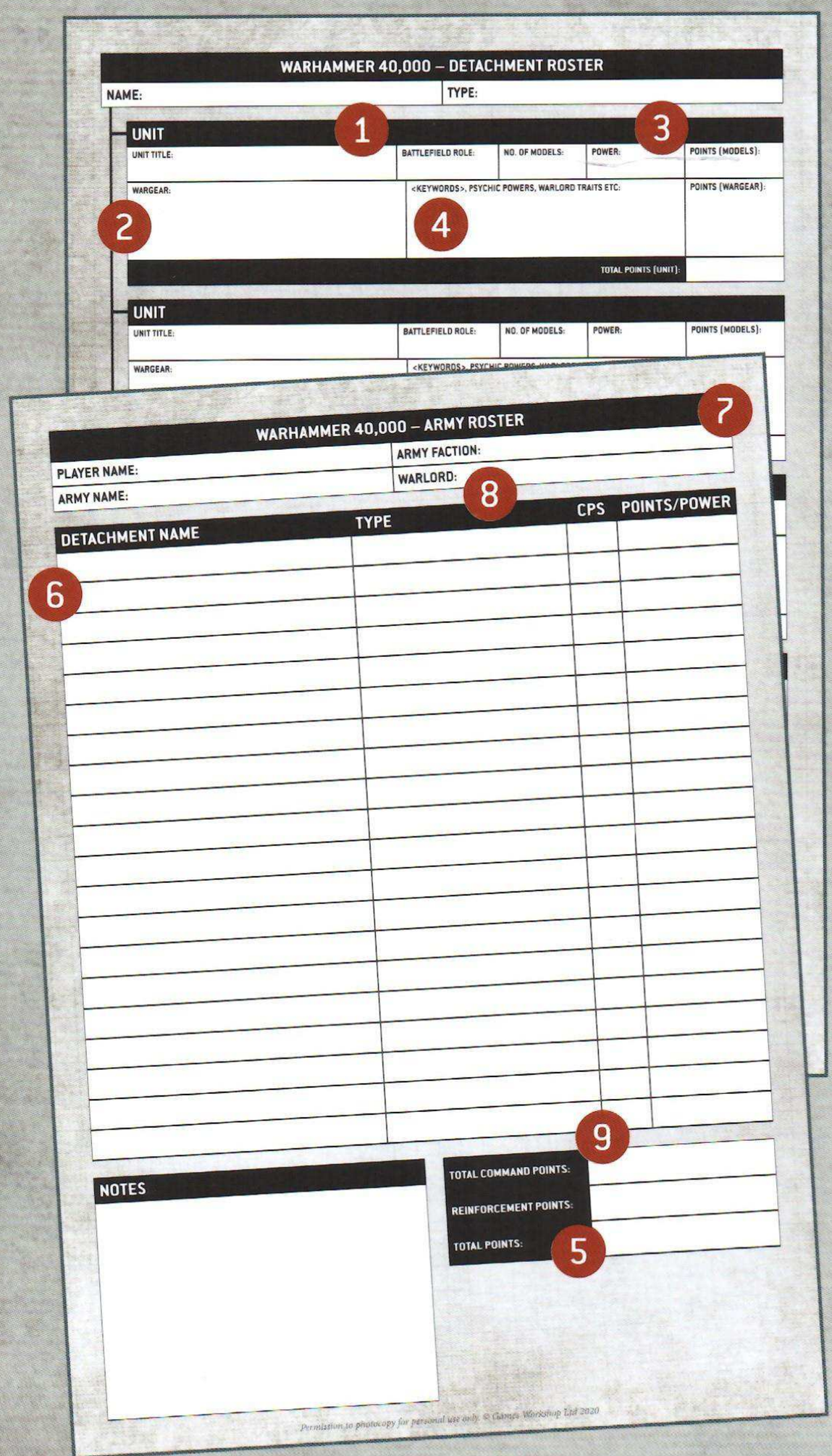
Restrictions: This Detachment can only include one unit.

Command Benefits: None.



BATTLE-FORGED ARMY ROSTER

Once a player has selected a Battle-forged army, the details of it must be recorded. This is called an army roster; it can be written on a piece of paper or recorded digitally, but it must include the information shown below (this shows an example of an army roster you can download from warhammer-community.com).



1. What units are in your army, what their Battlefield Roles are and how many models are in each unit.

2. What weapons and wargear the models in each unit are equipped with.

3. The Power Rating and points value of each unit (the latter is only required if you are playing a game that is using a points limit).

4. Keywords, psychic powers, Warlord Traits and so on:

   - If a unit has any keywords that must be chosen by you (e.g. **<MARK OF CHAOS>**, **<LEGION>**, **<CHAPTER>** etc.), your army roster must make a note of what your choice is.

   - If a unit is a **PSYKER**, your army roster must make a note of which psychic powers it knows.*

   - If a unit has any rules that must, or can be, selected or generated before the battle, your army roster must detail what those selections are (e.g. Litanies of Battle, Powers of the C'tan, Exarch Powers).* This does not apply to rules that are selected at the start of the battle (e.g. Sacred Rites).

   - If a unit has been upgraded by a Stratagem before the battle, your army roster must make a note of the upgrade (e.g. Stratagems that enable additional models to have Relics or Warlord Traits or Stratagems that grant units better characteristics or abilities). If a unit has a Warlord Trait via such a Stratagem, these must be noted on your army roster.

   - If a unit has a Relic or a Warlord Trait, your army roster must say what Relic and/or Warlord Traits it has. The rules for Relics and Warlord Traits can be found in a number of Warhammer 40,000 publications.

5. If you are playing a game that is using a points limit, your army roster must list the total points cost of your army. This is the combined points cost of every unit in your army plus the total number of Reinforcement points you have set aside (if any).

6. What Detachments are included in your army, and which units are in which Detachment. If your army includes several different Detachments, write a separate Detachment roster for each and then write a summary army roster that references them. If a Stratagem upgrades a Detachment to be a Specialist Detachment, you army roster must make a note of this.

7. What your name, your army's name and your Army Faction is.

8. Which model in your army is your Warlord. This must be a model with the **CHARACTER** keyword (if your army has any) and cannot be a model with the Fortifications Battlefield Role. This model gains the **WARLORD** keyword and, if it also has the **CHARACTER** keyword, it will have a Warlord Trait, which you choose now and note on your roster*. Any Warlord can have the Inspiring Leader Warlord Trait (pg 238). Alternative Warlord Traits can be found in other publications.

9. How many Command points your army has at the start of the battle.

** Some rules can be selected randomly. If you choose to randomly determine these rules then write 'random' on your army roster for that unit's rule. Then, after players have determined their mission, roll dice in front of your opponent to determine what your rules are.*

MATT HUTSON'S
THOUSAND SONS

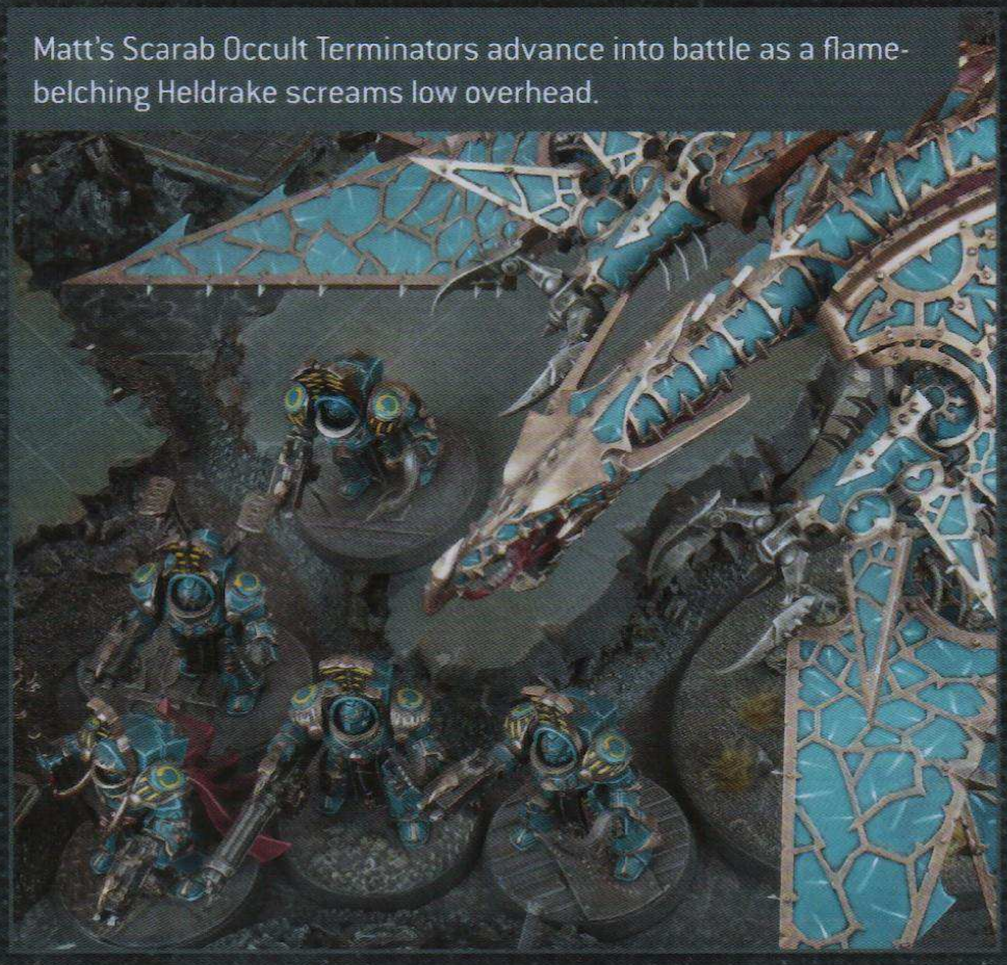




Matt's striking colour scheme, aided by some gruesome conversion work, brings his Helbrute to savage life.



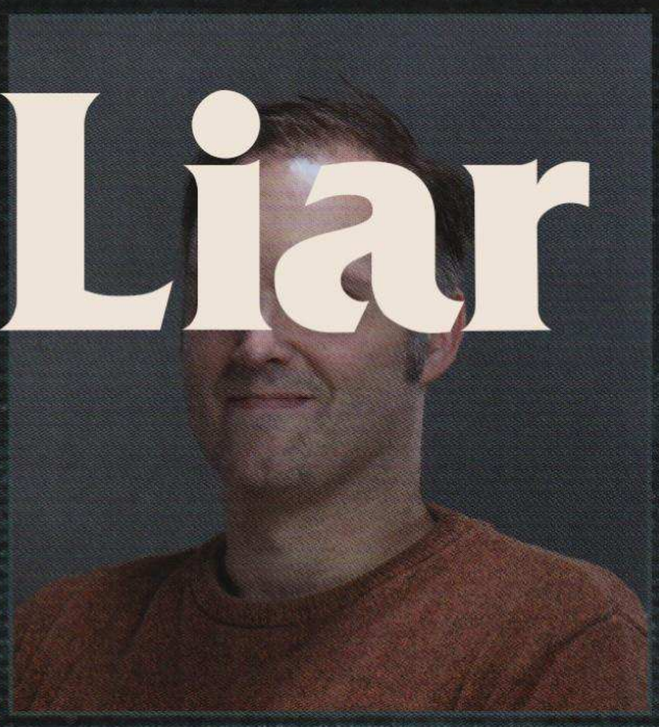
Matt's Scarab Occult Terminators advance into battle as a flame-belching Heldrake screams low overhead.



Hovering into battle atop his infernal Disc of Tzeentch, Ahriman is the sorcerous master of this mighty force.



Liar



Matt Hutson is a veteran graphic designer who hails from Games Workshop's White Dwarf magazine. Matt has numerous sizeable armies that he's collected over the years, each more impressive than the last. Moreover, he's been known on occasion to dabble with the minions of the Chaos God Tzeentch, so it was only natural that, when the Thousand Sons received an invigorated model range, he would end up with a formidable army of them to lead to battle.

As a big fan of the exiled Thousand Sons Arch-Sorcerer Ahriman, Matt decided to theme his collection around the stories and background that he had read concerning this once favoured son of Magnus the Red. Of course, somewhere along the line Matt couldn't quite resist adding the Daemon Primarch himself to the collection – it is, after all, a truly magnificent centrepiece model – but this has only provided him with more opportunities for tabletop storytelling, as the exile and his former master fight alongside one another despite their mutual antipathy.

Matt has included a lot more narrative flourishes in his collection, not least of which is the substantial number of Cultists models. Between these and the large coven of sorcerers contained within the collection, Matt has provided Ahriman with plenty of followers capable of recording the arcane lore that their master finds along his travels. Another exciting element of this collection – one that ties into both its look and its story – is that Matt has painted the models' bases in precisely the same fashion as his Aeldari Harlequin army. Throughout the Black Library novels about his dark exploits, Ahriman is depicted battling these worshippers of the Laughing God many times. Accordingly, Matt has collected two opposing forces whose shared aesthetic ensures they look great pitted against one another.

STRATAGEMS

Command points can also be spent during a battle to use Stratagems. Players can always use the Stratagems opposite. Many more Stratagems can be found in Codexes and other publications.

When you use a Stratagem, reduce your CP total by the appropriate amount. If you do not have enough CPs for a specific Stratagem, you cannot use it. Unless otherwise noted, you can use the same Stratagem multiple times during the course of a battle, but you cannot use the same Stratagem more than once in the same phase (for the purposes of this rule, Stratagems that have identical names, but that appear in different publications, are still considered to be the same Stratagem). This does not affect Stratagems that are not used during a phase, such as those used 'before the battle' or 'at the end of the battle round'.

- To use a Stratagem you must pay the CPs specified.
- The same Stratagem cannot be used more than once during the same phase.
- Stratagems not used during a battle round are exempt from this limit.

USING STRATAGEMS WITH UNBOUND ARMIES

Battle-forging your army is the easiest way to gain CPs with which to utilise Stratagems, but if your army is Unbound it is still possible to gain CPs by some other means (such as via a mission rule) that can then be spent during the battle to utilise Stratagems in exactly the same way as a player commanding a Battle-forged army would.

Alternatively, if both players have Unbound armies, but they both still wish to incorporate Stratagems into their game when they are mustering their army, then we recommend they agree beforehand on how many CPs each player will start with.

- Unbound armies do not start with CPs, but can gain them via abilities and other rules.
- If an Unbound army gains CPs, they can spend them to use Stratagems.



COMMAND RE-ROLL 1CP

Core Stratagem

Use this Stratagem after you have made a hit roll, a wound roll, a damage roll, a saving throw, an Advance roll, a charge roll, a Psychic test, a Deny the Witch test or you have rolled the dice to determine the number of attacks made by a weapon. Re-roll that roll, test or saving throw.

CUT THEM DOWN 1CP

Core Stratagem

Use this Stratagem when an enemy unit Falls Back, before any models in that unit are moved. Roll one D6 for each model from your army that is within Engagement Range of that enemy unit; for each result of 6, that enemy unit suffers 1 mortal wound.

DESPERATE BREAKOUT 2CP

Core Stratagem

Use this Stratagem in your Movement phase. Select one unit from your army that has not been selected to move this phase and which is in Engagement Range with at least one enemy unit. Roll one D6 for each model in that unit; for each result of 1, one model in that unit of your choice is destroyed. Assuming that unit was not destroyed, it can now attempt to Fall Back, and when doing so its models can be moved across enemy models as if they were not there. Any model in that unit that ends its Fall Back move within Engagement Range of any enemy model is destroyed. Assuming the unit is not destroyed, it cannot do anything else this turn (i.e. it cannot attempt to manifest psychic powers, shoot, declare a charge, be selected to fight etc.), even if it has a rule that would allow it to do so after Falling Back.

EMERGENCY DISEMBARKATION 1CP

Core Stratagem

Use this Stratagem when a **TRANSPORT** model from your army is destroyed. All units that are embarked within that model can be set up wholly within 6" of the destroyed model when they disembark instead of the normal 3" before the model itself is removed from the battlefield. These units are not affected by the destroyed model's Explodes ability (or equivalent) – instead you must roll one D6 for each model you just set up on the battlefield. Instead of one model that disembarked (your choice) being destroyed for each roll of 1, one model that disembarked (your choice) is destroyed for each roll of 1 or 2. Units cannot declare a charge (pg 224) or perform a Heroic Intervention (pg 225) in the same turn that they disembarked from a destroyed **TRANSPORT** model.

FIRE OVERWATCH 1CP

Core Stratagem

Use this Stratagem after an enemy unit has declared a charge against one or more units from your army. One of the units that was chosen as the target of that charge can fire Overwatch (pg 227) before the charge roll is made.

COUNTER-OFFENSIVE 2CP

Core Stratagem

Use this Stratagem after an enemy unit has fought in this turn. Select one of your own eligible units and fight with it next.

INSANE BRAVERY 2CP

Core Stratagem

Use this Stratagem before you take a Morale test for a unit in your army. That test is automatically passed (do not roll any dice). You can only use this Stratagem once per battle.

STRATEGIC RESERVES

A wise commander does not necessarily commit all their troops to the attack, making sure to keep additional forces held in reserve to reinforce wavering battle lines or exploit a weakness in the enemy's.

Strategic Reserves are forces that one or both sides have chosen not to deploy at the start of the battle. These rules explain how to place units into Strategic Reserves, as well as how and when they arrive on the battlefield.

Note that these rules do not apply to units that are using other rules that enable them to start the battle in a location other than the battlefield. Such units are not placed in Strategic Reserves and they are instead set up as described by their own rules.

PLACING UNITS INTO STRATEGIC RESERVES

You can only place units into Strategic Reserves if your army is Battle-forged (pg 244).

Unless otherwise stated, before the battle, you can select one or more units from your army to be placed in Strategic Reserves. You must pay Command points (CPs) to place your units into Strategic Reserves; the number of CPs required depends on the combined Power Ratings of all the units you wish to place into Strategic Reserves (including those embarked within **TRANSPORT** models that are themselves placed into Strategic Reserves), as shown in the table below. If you do not have enough CPs for your current band, you must reduce the number of units you wish to place into Strategic Reserves until you do have sufficient CPs.

STRATEGIC RESERVES

COMBINED POWER RATING OF UNITS PLACED INTO STRATEGIC RESERVES	CPs TO PLACE INTO STRATEGIC RESERVES
1-9	1
10-19	2
20-29	3
30-39	4
40-49	5
etc.	etc.

- **Strategic Reserves:** Units that are not deployed at the start of the battle.
- Only Battle-forged armies can use Strategic Reserves.
- Must pay CPs to place units into Strategic Reserves.

ARRIVING FROM STRATEGIC RESERVES

Units that are placed in Strategic Reserves are 'Strategic Reserve units', and can arrive later in the battle during the Reinforcements step of any of your Movement phases (pg 206) except your first (i.e. Strategic Reserve units cannot arrive in the first battle round).

- Strategic Reserve units arrive in the Reinforcements step of Movement phase.
- Strategic Reserve units cannot arrive in the first battle round.

SETTING UP STRATEGIC RESERVE UNITS

Where on the battlefield a Strategic Reserve unit is set up when it arrives depends on the battle round in which the unit arrives, as described below.

Starting from the second battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge, but no model can be set up within the enemy's deployment zone. Starting from the third battle round, Strategic Reserve units that arrive can be set up wholly within 6" of any battlefield edge other than the enemy's battlefield edge.

In any case, Strategic Reserve units cannot be set up within 9" of any enemy models. The only exception to this is if they are being set up within 1" of their own battlefield edge and wholly within their own deployment zone, in which case they can be set up within 9" (and even within Engagement Range) of enemy models. If a unit is set up within Engagement Range of any enemy models, it counts as having made a charge move this turn (Overwatch attacks cannot be made against this unit), and until the end of the turn it can target any unit it is within Engagement Range of with close combat attacks, even though it hasn't declared a charge this turn.

If a model is so large that it cannot physically be set up wholly within 6" of a battlefield edge (i.e. the smallest dimension of that model is greater than 6"), it must be set up so that it is touching your battlefield edge. During the turn in which such a model is set up on the battlefield, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, Remain Stationary;

attempt to manifest or deny psychic powers; make any attacks with ranged weapons; declare a charge; perform a Heroic Intervention; perform any actions or psychic actions.

All the rules that apply to your Reinforcement units when they are set up also apply to your Strategic Reserve units when they are set up, as described in the Reinforcements step of the Movement phase (pg 205). For example, Strategic Reserve units cannot make a Normal Move, nor can they Advance, Fall Back or Remain Stationary in the turn they arrive for any reason – but they can otherwise act normally (shoot, charge, fight etc.). Models in units that arrived from Strategic Reserves also count as having moved a distance in inches equal to their Move (M) characteristic in the Movement phase they arrive.

- Battle round 1 = no Strategic Reserves.
- Battle round 2 = set up wholly within 6" of any battlefield edge (not enemy battlefield edge or in enemy deployment zone).
- Battle round 3+ = set up wholly within 6" of any battlefield edge (not enemy battlefield edge).
- Cannot be set up within 9" of enemy models.
- Strategic Reserve units cannot make a Normal Move, Advance or Fall Back this turn.
- Strategic Reserve units always count as having moved this turn.
- Any Strategic Reserve unit not set up on the battlefield by the end of the battle counts as destroyed.



AIRCRAFT AND STRATEGIC RESERVES

Whenever an **AIRCRAFT** model arrives from Strategic Reserves, you can choose to set it up anywhere on the battlefield that is more than 9" from any enemy models, facing any direction, instead of setting it up wholly within 6" of a particular battlefield edge. **AIRCRAFT** models can never declare a charge in the turn they arrive from Strategic Reserves, but otherwise follow all the normal rules for models arriving from Strategic Reserves.

If you have a Battle-forged army, **AIRCRAFT** units from your army can, in your Movement phase, move off the edge of the battlefield (assuming it has sufficient Move for any part of its base (or hull) to touch the edge of the battlefield). If an **AIRCRAFT** unit does so, it is placed into Strategic Reserves. Similarly, if you have an **AIRCRAFT** unit with a minimum Move characteristic that cannot make its minimum move, or is forced to move off the battlefield because of its minimum move, then it is placed into Strategic Reserves. In either case, placing the **AIRCRAFT** (and any units currently embarked within them) into Strategic Reserves in this manner does not cost any CPs and the unit can be set back up on the battlefield in your next turn, as described in Setting Up Strategic Reserve Units.

- **AIRCRAFT** can be set up anywhere on the battlefield that is more than 9" from the enemy when they arrive from Strategic Reserves.
- If army is Battle-forged, **AIRCRAFT** can move off battlefield edge and be placed into Strategic Reserves.
- If army is Battle-forged, and an **AIRCRAFT** cannot make its minimum move, it is placed into Strategic Reserves.
- **AIRCRAFT** can arrive from Strategic Reserves in the next turn.

ACTIONS

Occasionally defeating the enemy through skill at arms is not enough, and your warriors must accomplish some vital battlefield tasks to secure victory. From searching for missing archeotech or activating a series of power generators, to completing a blasphemous ritual to the Dark Gods, these tasks are many and varied.

PERFORMING ACTIONS

Some rules let a unit perform an action; this represents the units doing all manner of things, ranging from raising a banner, arming or dismantling traps, searching an objective site, hacking into a data terminal and so on.

Each action will specify when a unit can start to perform it, when it is completed, and any other conditions that must be satisfied (for example, some actions can only be attempted by units that are at specific locations on the battlefield). You can declare a unit from your army will start to perform an action provided there are no enemy units within Engagement Range of it (excluding **AIRCRAFT**) and it did not Advance or Fall Back this turn. **AIRCRAFT** units and units with the Fortifications Battlefield Role cannot perform actions. A unit can only attempt to perform one action per battle round, and the same action cannot be started by more than one unit from your army in the same battle round.

If a unit is destroyed, makes a Normal Move, Advances, Falls Back, attempts to manifest a psychic power, declares a charge, performs a Heroic Intervention or makes any attacks with ranged weapons after it has started to perform an action but before that action is completed, that action is failed. Otherwise, that action is successfully completed. A **CHARACTER** unit cannot use any aura abilities while it is performing an action (if the action is failed, their aura abilities immediately take effect again).

- **Action:** A task a unit is attempting to perform.
- Started and completed as specified by the action itself.
- A unit cannot start to perform an Action while in Engagement Range with an enemy unit.
- A unit cannot start to perform an Action if it Advanced or Fell back this turn.
- **AIRCRAFT** and Fortifications cannot perform actions.
- **CHARACTERS** cannot use Aura abilities while performing actions.
- Action failed if unit is destroyed or if it makes a Normal Move, Advances, Falls Back, manifests psychic power, shoots, charges or performs a Heroic Intervention.

PERFORMING PSYCHIC ACTIONS

Some mission rules and objectives require a unit to perform a psychic action; this represents a psyker performing all manner of things, ranging from scrying the future, reading the minds of enemy leaders, calming the tides of the warp, enacting a daemonic rite and so on.

A **PSYKER** unit from your army can attempt to perform a psychic action in its Psychic phase instead of attempting to manifest any psychic powers. A **PSYKER** unit cannot attempt to perform a psychic action if it has Fallen Back this turn, or if it is also attempting to perform another action. A **PSYKER** unit can only attempt to perform one psychic action a battle round.

To perform a psychic action with a **PSYKER** unit, you must first pass a Psychic test in the same manner as if it were attempting to manifest a psychic power. If the result of the Psychic test is a double 1 or a double 6, the **PSYKER** unit attempting the psychic action immediately suffers Perils of the Warp (if the **PSYKER** unit is destroyed as a result, the psychic action automatically fails). The opposing player can then select one of their **PSYKER** units that is within 24" of the **PSYKER** unit attempting to perform the psychic action and attempt to deny that action in the same manner as if it were attempting to deny a psychic power, by passing a Deny the Witch test.

- **Psychic action**: A psychic task a **PSYKER** unit can attempt to perform.
- A unit cannot perform a psychic action if it Fell Back this turn.
- **PSYKER** can attempt to perform one psychic action instead of attempting to manifest any psychic powers.
- To perform a psychic action, must pass a Psychic test (pg 215).
- If double 1 or double 6 rolled, **PSYKER** suffers Perils of the Warp.
- If opponent has a **PSYKER** within 24" of your **PSYKER**, they can attempt to deny the psychic action by taking a Deny the Witch test (pg 215).



TERRAIN FEATURES

This section provides rules for using a range of terrain features that can transform your gaming table into an interactive, thematic battlefield set in the 41st Millennium. These rules help to bring your battlefield to life and introduce a new tactical dimension to your games.

Before the battle begins, you and your opponent will need to create the battlefield by setting up several terrain features from your collection. You can find some examples of created battlefields on pages 266-269.

TERRAIN CATEGORIES

There are four categories of terrain features: Hills, Obstacles, Area Terrain, and Buildings. Some terrain features have a datasheet and/or terrain traits (see below) that will describe additional rules that apply, but the rules below always apply for these categories of terrain. Certain models receive the benefits of cover from some terrain features. The benefits gained depend on the terrain traits that the terrain feature in question has (if it has none, then no benefits are gained).

- Each terrain feature belongs to one the following categories: Hills, Obstacles, Area Terrain or Buildings.
- Some models can gain the benefits of cover from some Terrain features (see terrain traits).

HILLS

Hills, whether free-standing or modelled into the battlefield itself, are raised areas that offer troops on top of them commanding views of fire. Hills are always considered to be part of the battlefield itself rather than a terrain feature, and so models on top of them do not typically receive any additional benefits. Models can move over hills following the normal rules for movement. A model on or behind a hill uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Hills cannot be chosen as the target of an attack.

- Hills considered to be part of the battlefield rather than a terrain feature.
- Models move over hills using normal rules for movement.
- Models use normal rules to determine if model behind a hill is visible.
- Hill cannot be attacked.

OBSTACLES

Obstacles include Barricades, Ruined Walls and other battlefield debris that your models have to move over or around. Models can move up, over and down Obstacles following the normal rules for movement. A model on or behind an Obstacle uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Obstacles cannot be chosen as the target of an attack.

An **INFANTRY**, **BEAST** or **SWARM** model receives the benefits of cover from an Obstacle while it is within 3" of that terrain feature unless, when you resolve an attack that targets that model's unit, you can draw straight lines, 1mm in thickness, to every part of that model's base from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of this terrain feature.

- Models move over Obstacles using normal rules for movement.
- Models use normal rules to determine if model behind an Obstacle is visible.
- Obstacles cannot be attacked.
- **INFANTRY**, **BEASTS** and **SWARM** models receive the benefits of cover while within 3", unless a straight line can be drawn from the attacker to all parts of the target model without it passing over or through this terrain feature.

AREA TERRAIN

Area Terrain can include Ruins, Woods, Craters and other terrain features that models can move into and through. Each time an Area Terrain feature is set up on the battlefield, both players must agree upon the footprint of that terrain feature – that is, the boundary of the terrain feature at ground level. This is essential to define so that players know when a model is wholly on or within that terrain feature, and when it is not. For some Area Terrain features, their footprint will be obvious, especially if the terrain feature has a base or some other well defined boundary, but if not, then agree with your opponent what the footprint is. Models can move up, over and down Area Terrain following the normal rules for movement. A model on or behind Area Terrain

uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Area Terrain cannot be chosen as the target of an attack (but units within them can).

INFANTRY, **BEAST** and **SWARM** models receive the benefits of cover from Area Terrain features while they are within it.

- Area Terrain has a footprint.
- Footprint = boundary of terrain feature at ground level.
- Models move over Area Terrain using normal rules for movement.
- Models use normal rules to determine if model behind area terrain is visible.
- Area Terrain cannot be attacked.
- **INFANTRY**, **BEAST** and **SWARM** models receive the benefits of cover while they are within it.

BUILDINGS

Buildings are typically units with the Fortification Battlefield Role and the **BUILDING** keyword, and that are part of a player's army. You can find out more about Battlefield Roles on page 247. A model on or behind a Building uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Each Building has a datasheet, and unless otherwise noted is either a friendly unit or an enemy unit (meaning that models cannot be moved across them, but they can be chosen as the target of an attack).

- Buildings are considered to be units, rather than terrain features.
- Models cannot move across Buildings.
- Models use normal rules to determine if model behind a Building is visible.
- Enemy Buildings can be attacked.



TERRAIN TRAITS

Each terrain feature can have one or more terrain traits, each of which bestows additional rules. Once the battlefield has been created, both players must agree which terrain traits apply to which terrain features.

Defensible

If every model in an **INFANTRY** unit is on or in an Area Terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it.

If every model in an **INFANTRY** unit is within 3" of an Obstacle terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it if, were you to draw a straight line, 1mm in thickness, between the closest parts of the bases (or hulls) of the two closest models in the two units, that line would pass over or through that terrain feature.

A unit cannot Hold Steady or Set to Defend while it is within Engagement Range of any enemy units.

If a unit Holds Steady, any Overwatch (pg 227) attacks made by that unit this phase will score hits on rolls of 5+. If a unit Sets to Defend, it cannot fire Overwatch this phase, but you add 1 to hit rolls when resolving attacks made with melee weapons by models in that unit until the end of the next Fight phase.

- **INFANTRY** units can Hold Steady or Set to Defend (if no enemy within Engagement Range).
- **Hold Steady:** Overwatch attacks hit on 5+.
- **Set to Defend:** Cannot fire Overwatch but add 1 to hit rolls in next Fight phase.

Defence Line

If an enemy unit is within 1" of this terrain feature, you can still make a charge move against it so long as the charging unit ends its charge move touching that terrain feature and within 2" of the target unit. Units are eligible to fight, and models can make attacks with melee weapons, if their target is on the opposite side of this terrain feature and within 2".

- Can make a charge move against a unit within 1" of this terrain feature.
- Can fight if within 2" of enemy.

Breachable

INFANTRY, **BEASTS** and **SWARM** units can move through the walls, girders, chains and foliage of this terrain feature without impediment.

- **INFANTRY**, **BEAST** and **SWARM** models can move through walls, girders, chains and foliage.

Difficult Ground

If a unit makes a Normal Move, Advances, Falls Back or it makes a charge move, and any of its models wish to move over any part of this terrain feature, subtract 2" from the maximum distance that every model in that unit can move (to a minimum of 0), even if every part of this terrain feature is 1" or less in height. This penalty does not apply if every model in the moving unit can **FLY**.

- Subtract 2" when making a Normal Move, Advance, Fall Back or charge move over this terrain feature (unless moving unit can **FLY**).

Dense Cover

If this terrain feature is at least 3" in height, then subtract 1 from the hit roll when resolving an attack with a ranged weapon unless you can draw straight lines, 1mm in thickness, to every part of at least one model's base (or hull) in the target unit from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of any terrain feature with this trait. Models that are on or within an Area Terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is on or within. Models within 3" of an Obstacle terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is within 3" of. The height of a terrain feature is measured from the highest point on that terrain feature.

Models do not suffer this penalty to their hit rolls when making an attack with a ranged weapon that targets an **AIRCRAFT** unit, or a unit that includes any models with a Wounds (W) characteristic of 18 or more, even if this

terrain feature is between it and the firing model (note that the reverse is not true).

- Subtract 1 from hit rolls made for ranged weapons if at least 3" tall.
- Does not apply to models that are only shooting through their own terrain feature.
- No penalty when shooting at **AIRCRAFT** and units with W characteristic of 18+.

Unstable Position

Models cannot be set up or end a move on top of this terrain feature (they can move up, over and down this terrain feature, but they cannot end a move on top of it).

- Cannot be set up or end a move on top of this terrain feature.

Exposed Position

Models never receive the benefits of cover while they are on top of this terrain feature, but they can gain the benefits of cover while they are behind it.

- Models do not receive benefits of cover while on top of this terrain feature.

Obscuring

If this terrain feature is at least 5" in height, then models cannot see through or over this terrain feature. This means that one model is not visible to another if you cannot draw a straight line, 1mm in thickness, between them without it passing through or over any part of this terrain feature. The height of a terrain feature is measured from the highest point on that terrain feature.

Models that are on or within this terrain feature can be seen and targeted normally. **AIRCRAFT** models, and models with a Wounds (W) characteristic of 18 or more, are visible and can be targeted even if this terrain feature is in-between it and the firing model (note that the reverse is not true).

- Blocks visibility if at least 5" tall.
- Models on or within can see and be seen normally.
- **AIRCRAFT** and models with W characteristic of 18+ can be seen normally.

Light Cover

When an attack made with a ranged weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected).

- +1 to saving throws against ranged weapons.
- Invulnerable saving throws unaffected.

Heavy Cover

When an attack made with a melee weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack unless the model making the attack made a charge move this turn (invulnerable saving throws are not affected).

- +1 to saving throws against melee weapons unless model has made a charge move this turn.
- Invulnerable saving throws unaffected.

Scaleable

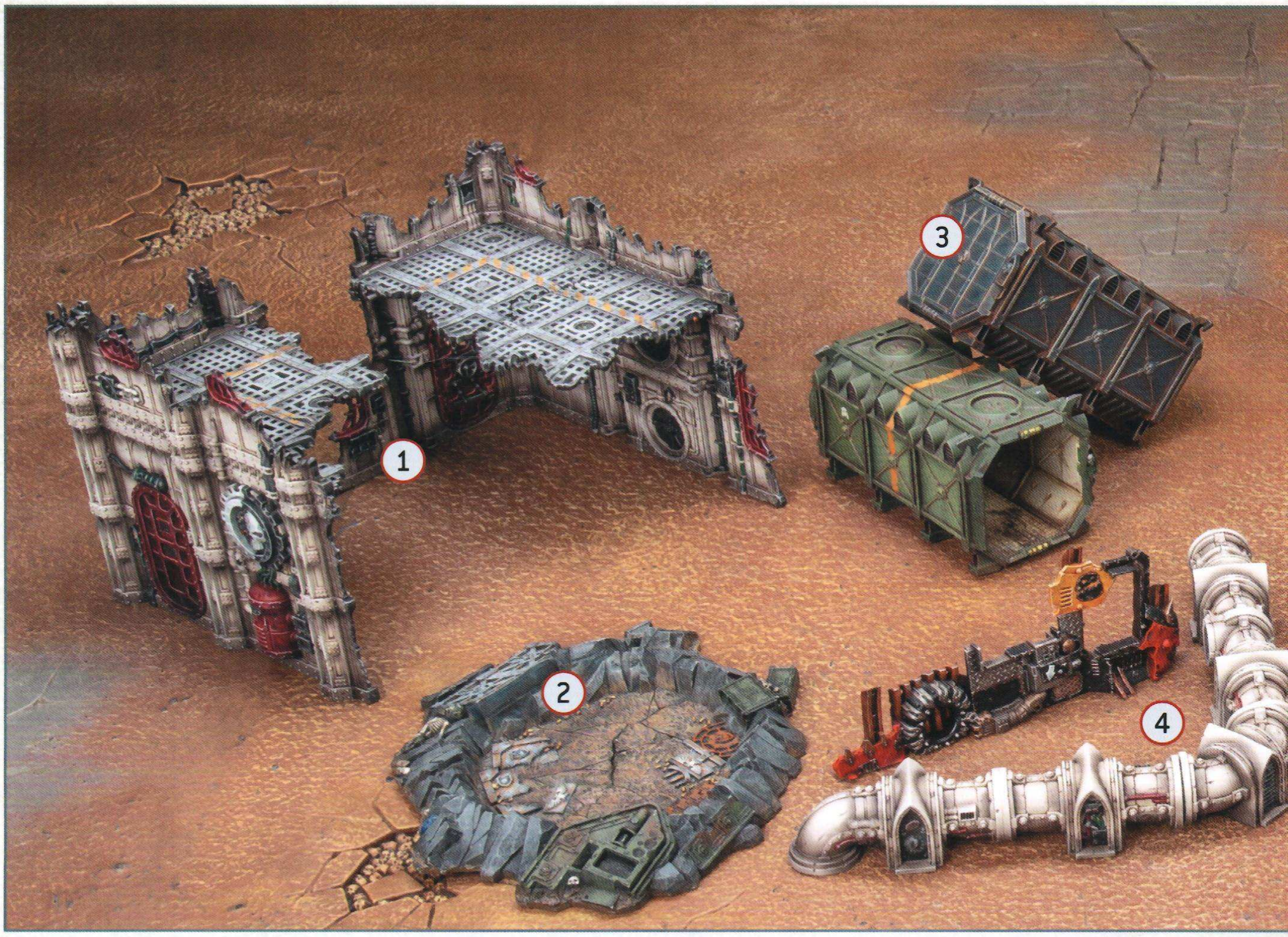
Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on top of an Obstacles terrain feature with this trait. Only **INFANTRY**, **BEASTS** and **SWARM** models, and models that can **FLY**, can be set up or end a move on the upper floors of an Area Terrain feature with this trait (other models can be set up or end a move on the ground floor). **INFANTRY**, **BEASTS** and **SWARM** models can move through the floors, ceilings, and gantries of this terrain feature without impediment.

- Only **INFANTRY**, **BEAST**, **SWARM** and **FLY** models can be set up or end a move on top of this terrain feature (excluding ground floor).
- **INFANTRY**, **BEAST** and **SWARM** models can move through the floors, ceilings and gantries.

Inspiring

Add 1 to the Leadership (Ld) characteristic of units while they are wholly within 6" of this terrain feature. If this terrain feature lists any keywords in brackets, then this bonus only applies to units that have that keyword.

- +1 Ld if wholly within 6".



COMMON TERRAIN FEATURES

The following terrain categories (pg 260-261) and terrain traits (pg 262-263) apply to some of the most common terrain features on the battlefields of the 41st Millennium.

1. RUINS

The galaxy is littered with the shattered remains of once proud cities.

Terrain Category: Area Terrain
Terrain Traits: Scaleable, Breachable, Light Cover, Defensible, Obscuring

2. CRATERS

Many battlefields bear the scars of heavy and sustained bombardment.

Terrain Category: Area Terrain
Terrain Traits: Light Cover, Difficult Ground

3. ARMOURED CONTAINERS

These vast steel containers are built strong to protect the cargo within.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Scaleable, Exposed Position

4. BARRICADES AND FUEL PIPES

Makeshift but effective defence lines make an excellent position from which to repel the enemy.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position, Difficult Ground



5. WOODS

Twisted woodlands and alien flora grow on many a corpse-strewn battlefield.

Terrain Category: Area Terrain
Terrain Traits: Dense Cover, Breachable, Defensible, Difficult Ground

6. BATTLEFIELD DEBRIS

Scorched rubble and the detritus of war litter the battlefield of the 41st Millennium.

Terrain Category: Obstacles
Terrain Traits: Exposed Position

7. INDUSTRIAL STRUCTURE

Sectors Mechanicus are a common sight, their gantries thrumming with automated industry.

Terrain Category: Area Terrain
Terrain Traits: Scaleable, Breachable, Dense Cover, Defensible

8. IMPERIAL STATUARY

The heroes of the Imperium are often immortalised in stone effigies to stand sentinel over the galaxy.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Unstable Position, Inspiring (**IMPERIUM**)

9. RUINED WALLS

The broken walls of destroyed buildings provide invaluable cover to troops.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Breachable, Dense Cover, Defensible, Unstable Position

EXAMPLE BATTLEFIELDS

In the far future, battles are fought across an infinite variety of strange and alien planets where no land is left untouched by the tempest of war. Crystal moons, derelict space hulks, carnivorous death worlds and war-ravaged cityscapes are just a few of the fantastical landscapes that can be recreated.

Below is an example of a battlefield set up for a Strike Force-sized battle with an ideal number of terrain features. Assuming the terrain rules on pages 260-263 are used for the terrain features, their placement on this battlefield will create a dynamic gaming experience that doesn't favour one player over the other – this makes it ideal for a matched play game. This is because the terrain features – in this case, a good mixture of different Obstacles and Area Terrain features – are fairly evenly distributed across the battlefield. There is also sufficient room for large units, such as tanks, to manoeuvre around the terrain features (especially near the edges) without getting trapped. Importantly, some terrain features with the Obscuring trait have been placed near the middle of the battlefield, ensuring that it is not easy to draw visibility from one side of the battlefield to the other (battlefields where this is not the case can advantage armies that rely on shooting, or disadvantage armies that rely on melee).

This is a Strike Force battlefield (44" x 60") set up with an ideal number and mixture of terrain features. The placement of the terrain features creates a battlefield that does not give advantage to one player or the other, making it well suited to a typical matched play game. Whilst this battlefield uses lots of Sector Imperialis terrain features, by bearing in mind the concepts discussed above, you can achieve the same gaming experience using different kinds of terrain features.



This Strike Force battlefield (44" x 60") has fewer terrain features set up on it than the one below. The terrain has still been set up so as not to give an advantage to one player or the other, and there is still terrain set up in the middle that blocks visibility from one side of the battlefield to the other. As a result, this battlefield would still make for a good matched play game. Battlefields with less terrain than this will start to advantage armies that rely on shooting over melee.

This Strike Force battlefield (44" x 60") has an ideal number and mixture of terrain features. The largest Area Terrain features have been set up along the two long battlefield edges, whilst the middle of the battlefield only has a scattering of Obstacles to provide any kind of shelter from enemy fire. Whilst this battlefield is not ideal for a matched play game, it would make for a very thematic set-up for a narrative play game such as Ambush.

This Strike Force battlefield (44" x 60") is very similar to the one above it in terms of number and types of terrain features, but they have been set up more evenly across the battlefield, and the middle contains terrain features that block visibility from one side of the battlefield to the other. This battlefield doesn't give an advantage to one player or the other, and is far more suited to a typical matched play game than the battlefield at the top of the page.

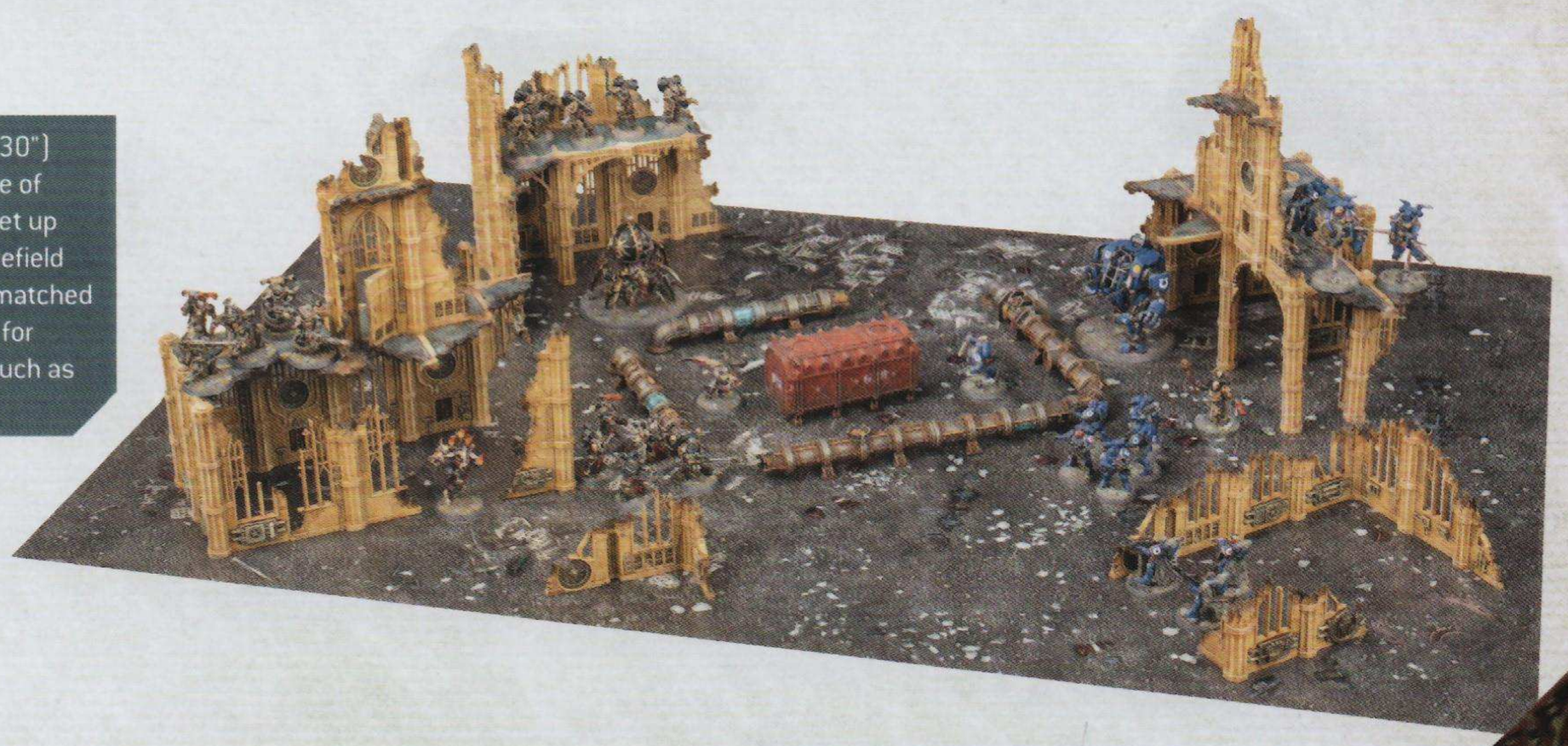
This Incursion battlefield (44" x 30") has an ideal number and mixture of terrain features, including both Area Terrain and Obstacles. The terrain features are set up evenly across the battlefield, there is still space for units to manoeuvre around them, and lines of fire cannot easily be drawn from one edge to the other. This battlefield does not favour one player over the other.





This Incursion battlefield (44" x 30") has been set up with fewer terrain features than the battlefield above. The terrain has still been set up so as not to give advantage to one player over the other. A battlefield with fewer terrain features than this will afford units no way to gain protection from ranged attacks, and so will give a strong advantage to armies that rely on shooting, whilst disadvantaging armies that rely on melee.

This Incursion battlefield (44" x 30") has an ideal number and mixture of terrain features, and has been set up to create a strong thematic battlefield that, whilst not suited to many matched play missions, would be perfect for some narrative play missions, such as Sabotage or The Relic.





OPEN PLAY

Over the following pages you will find different examples of how to create missions for open play. If you want to start waging war right away, pick one of the three missions from the Open Hostility mission pack, detailed over the following pages. Alternatively, if you want the freedom and flexibility to create your own open play missions, we have provided a few ideas on page 277 to spark your imagination.

The open play rules provide a style of play that is as free-form and permissive as Warhammer 40,000 gets. In open play anything goes, whether it be deploying your armies without worrying about points of power, inventing your own missions, playing highly themed and entirely unbalanced games, or anything else that you think will prove enjoyable.

Perhaps you are looking to play your first few games of Warhammer 40,000 with whatever models you have to hand. Maybe you simply want to play with every tank you have in your collection, while your opponent has a swarm of huge monsters to send into battle against them. You and your opponent might have much larger or smaller collections than one another, and elect to play a battle where the smaller force must simply hold out for as long as it can from behind heavily fortified positions before it is finally overrun. Alternatively, maybe both of you have a handful of powerful heroes each and want to pit them against one another, or to send such a band of champions in against a horde of lesser foes and see how many they can slay. The limits of open play are few, and dictated only by your own imagination.

Open play mission packs provide a guide on how to dive into this sort of free-form wargaming. For example, Open War cards provide randomised cues for how to set up and fight different missions, giving near endless possibilities for different battle. But the quickest way to start playing is to use the Open Hostility mission pack on the following pages. It provides guidelines for approximate game sizes, several fun and straightforward missions that you can play, and explains how big of a battlefield you're going to want in order to enjoy a satisfying game depending on how big your armies are. Within the content of these few pages, there are dozens of potential games to be played and long hours of wargaming enjoyment to be had.

Once you have gotten a feel for open play gaming, you may well find that you want to start devising your own missions that fit the armies you want to use and the stories you want to tell. On the last page of this section you will find a raft of exciting suggestions to help you on your way and inspire exciting games that you and your opponents will remember for years to come. Whether it be stopping your enemy's evil ritual (or completing your evil ritual before your foes can interfere), ambushing a convoy as it races through hostile territory, hunting down the enemy's spies or any of a host of other exciting ideas, you will be sure to find inspiration for your own fun and engaging open play missions.

OPEN HOSTILITY MISSION PACK

An Open Hostility battle is waged by following the sequence below:

1. MUSTER ARMIES

You and your opponent must first each muster an army from the miniatures in your collection. Your armies can be as big as you like, and you can use as many models from your collection as you wish.

It is up to the players to agree how big their armies will be – there is no reason why the two armies need to be the same size, though if that is what the players want they should agree to this now. The table below gives a rough guide of how long the battle should take based on the size of the armies used (note that this is the combined Power Level of both your and your opponent's army).

BATTLES

BATTLE SIZE	SIZE OF ARMIES (Total Power Level)	BATTLE DURATION
Combat Patrol	50	Up to 1 hour
Incursion	100	Up to 2 hours
Strike Force	200	Up to 3 hours
Onslaught	300	Up to 4 hours

The missions in this mission pack have been designed to be used for armies that have certain relative Power Levels. As a result, you may wish to read on further before deciding what size armies to muster.

Once you have mustered your army, select one of your models to be your Warlord. This model gains the **WARLORD** keyword. If your Warlord has the **CHARACTER** keyword, they will have a Warlord Trait, which you choose now. Any **WARLORD** can have the Inspiring Leader Warlord Trait:

Inspiring Leader (Warlord Trait, Aura)

Add 1 to the Leadership characteristic of friendly units while they are within 6" of this **WARLORD**.

Alternative Warlord Traits can be found in other publications.

2. DETERMINE MISSION

The players determine which of the three Open Hostility missions will be used for the battle. This will determine the deployment map that the players use, as well as the specific mission briefing.

You can simply agree with your opponent which mission you will use. Alternatively, you can roll to randomly select a mission using the appropriate table below. Note, however, that the missions have been designed to be used with battles of certain relative Power Levels, as described in the table below:

MISSION

D6	OPEN HOSTILITY MISSIONS
1-2	**Annihilation** (pg 274) This mission is designed for battles with two armies of roughly similar Power Level.
3-4	**Hold at All Costs** (pg 275) This mission is designed for battles where the Power Level of one player's army is at least one third more than, but less than twice that of, the other.
5-6	**Death or Glory** (pg 276) This mission is designed for battles where the Power Level of one player's army is at least twice that of the other.

3. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the mission objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

4. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have selected, as shown in the table below:

BATTLEFIELDS	
BATTLE SIZE	**BATTLEFIELD SIZE** (Minimum)
Combat Patrol/Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

5. DETERMINE ATTACKER AND DEFENDER

If the Power Rating of one player's army is greater than that of their opponent's, then that player is the Attacker and their opponent is the Defender. Otherwise, the players roll off and the winner decides who will be the Attacker and who will be the Defender.

6. DECLARE RESERVES AND TRANSPORTS

Both players now secretly note down which of their units will start the battle in a location other than the battlefield, and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked on what models). When both players have done so, they declare their selections to their opponent.

7. DEPLOY ARMIES

The deployment maps for each mission will tell you which deployment zone is the Attacker's and which is the Defender's.

The players alternate setting up their remaining units, one at a time, starting with the Attacker. These models must be set up wholly within their player's deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units.

If both players have units that have abilities that allow them to be set up 'after both armies have deployed', the players must roll-off after all other units have been set-up and alternate setting up these units, starting with the winner.

8. DETERMINE FIRST TURN

Unless the mission briefing says otherwise, the players roll-off and the winner declares whether they will take the first or second turn.

9. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, starting with the player who will take the first turn.

10. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

11. ENDING THE BATTLE

The battle ends when all of the models in one player's army have been destroyed, or once the fifth battle round has ended (whichever comes first).

12. DETERMINE VICTOR

At the end of the battle, both players check their mission objectives to determine who is the victor.



1

OPEN HOSTILITY
ANNIHILATION

MISSION BRIEFING

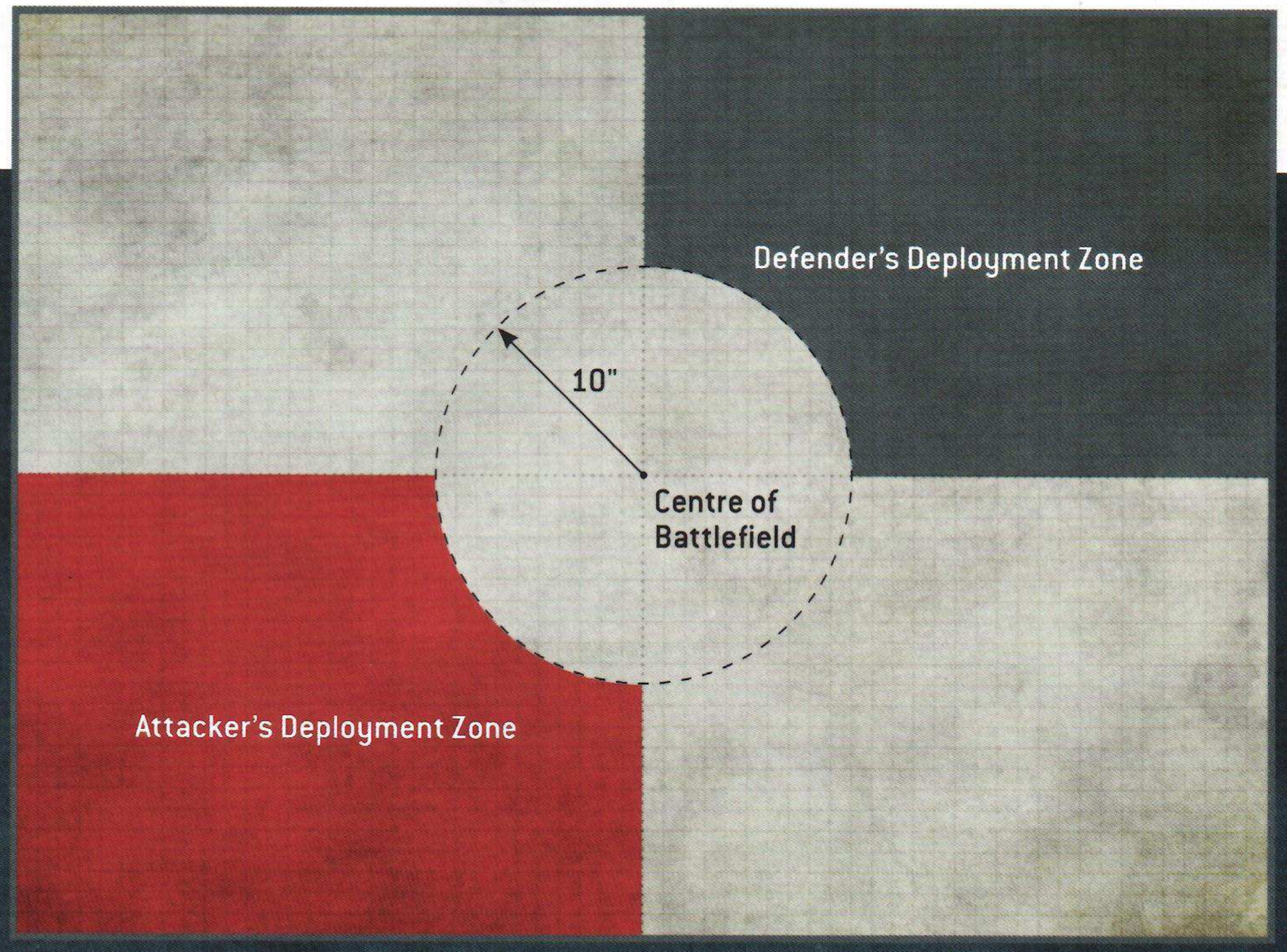
Two warlords face each other, intent on destroying all who stand before them. Each must attempt to annihilate their opponent while minimising their own losses.

MISSION OBJECTIVES

No Mercy: If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player with the most victory points is the victor (in the case of a tie, the battle is a draw). Victory points are awarded as follows:

Slay the Warlord: A player scores 1 victory point if the enemy **WARLORD** is destroyed at the end of the battle.

Purge the Enemy: At the end of the battle, each player adds up the Power Rating of all enemy units that were destroyed during the battle and divides the total by 10 (rounding up) – this is the number of victory points that player scores. If a unit splits to form two or more individual units during the battle, then divide that unit's Power Rating equally between the individual 'split' units (rounding up) when calculating this. Any units that are not on the battlefield at the end of the battle (other than units that are currently embarked within **TRANSPORT** models that are on the battlefield) count as destroyed for this mission objective.



2

OPEN HOSTILITY
HOLD AT ALL COSTS

MISSION BRIEFING

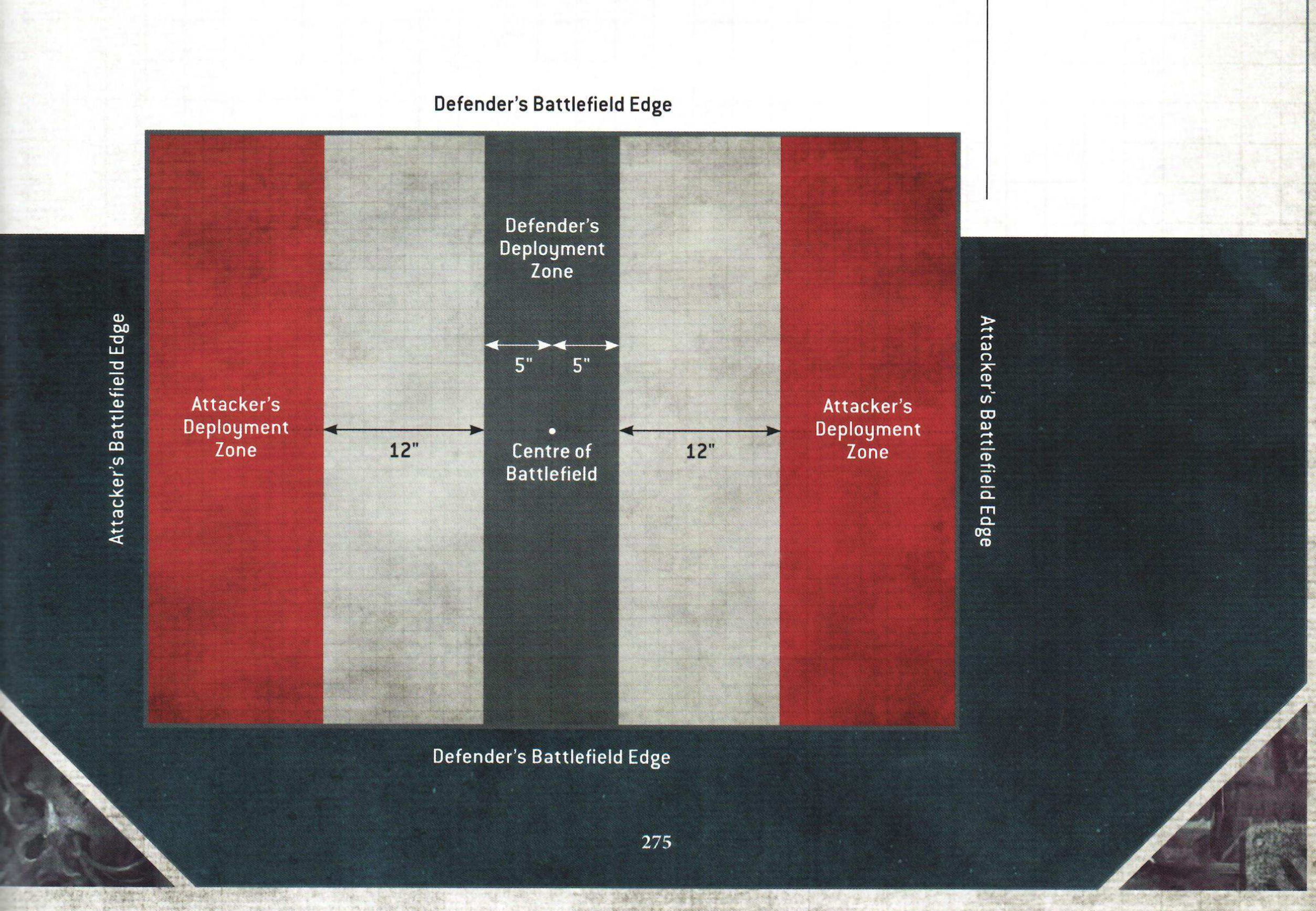
The battlefield lies at a crossing of key strategic importance. A defending army that has dug in stands ready to hold it at all costs in the face of a superior foe that surrounds them.

Mission Rules

Dug-in Positions: In the first battle round, the Defender adds 1 to all saving throws taken for their models that are wholly within their own deployment zone (invulnerable saves are unaffected).

MISSION OBJECTIVES

No Matter the Cost: If, at the end of the battle, one army has been destroyed, the player commanding the opposing army is the victor. Otherwise, the player who has the closest model to the centre of the battlefield is the victor (if both players have models that are the closest to the centre of the battlefield, the battle is a draw).



3

OPEN HOSTILITY

DEATH OR GLORY

MISSION BRIEFING

An outnumbered army faces inevitable defeat, but if they sell their lives dearly to allow even a single warrior to survive them, they will have earned a heroic death.

Mission Rules

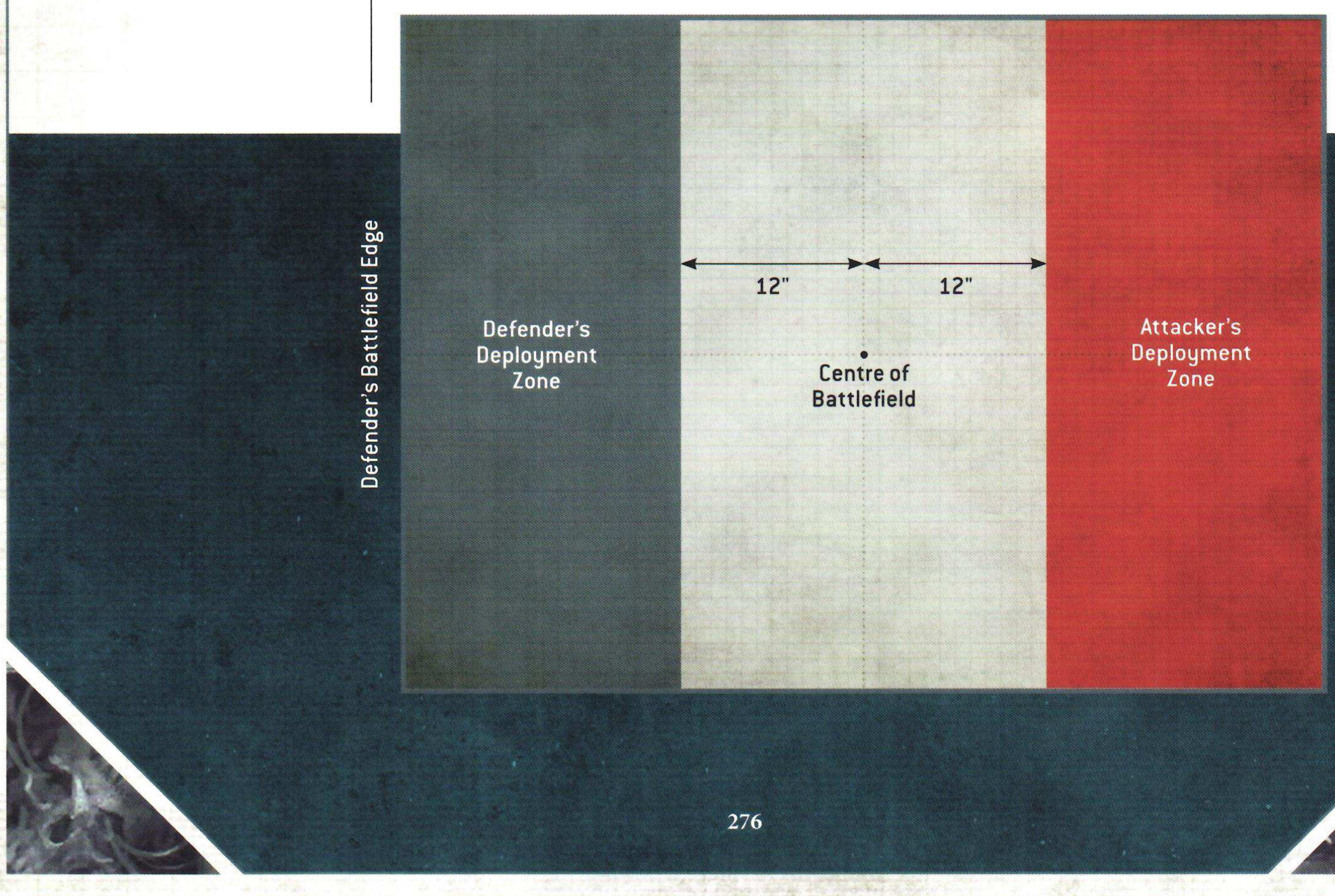
No Retreat: In this mission, the Defender automatically passes all Morale tests taken for their units (no dice are rolled).

FIRST TURN

The Defender decides which player has the first turn.

MISSION OBJECTIVES

Death or Glory: If, at the end of the battle, the Defender's army has been destroyed, the Attacker is the victor. Otherwise, the Defender is the victor.



SUGGESTIONS FOR OPEN PLAY MISSIONS

No form of war is unknown in the galaxy. Below you will find a few ideas below to spark your imagination for other open play missions; you should feel free to use these hooks as the basis of your battles, or simply create ones of your own.

- An elite force strikes behind enemy lines to assassinate the foe's commanders.
- An evil ritual is nearing completion – fight to prevent its culmination, or bring about its fruition.
- A group of sappers attempts to sabotage a mighty war machine or fortress before it, and its fearsome weapons, become fully operational.
- A convoy is ambushed – how many of its vital supplies can it escape with?
- You and your opponent(s) are trying to reach a powerful relic; use your fastest units to race across the long battlefield and claim the prize!
- The battlefield houses a holy shrine that must not fall into enemy hands. Protect it at any cost.
- As you signal the attack, your own allies suddenly reveal their traitorous intent and open fire upon your lines. Can you rally to wage a war on two fronts and prevail?
- An escape pod has crash landed nearby. Locate and recover the survivors before the enemy can capture them.
- Your enemy believes their position unassailable. Lead the forlorn attempt to create a breach and bring victory!
- The underground tunnels beneath the battlefield are infested with mutants, aliens or cultists. They boil to the surface, threatening to overwhelm the defenders.
- A band of operatives must silence enemy sentries to enable their army's approach to go undetected.
- A priceless piece of archeotech is lost within these war-torn ruins; your forces must be the ones to discover its location and take it back to your headquarters.
- A beleaguered army must hold out long enough for reinforcements to relieve them.
- You have been entrusted with the life of a dignitary – you must escort them safely across the war zone.
- Snipers and close-quarters fighters come into their own in a claustrophobic battle through the ruins of a fallen hive city.
- A spy is sheltering within ruins deep inside hostile territory. Their allies must attempt to extract them before they are discovered by patrols.
- After months of fighting, the enemy army is on the verge of routing. Break their morale and victory will be assured.





MATCHED PLAY

Matched play offers the most mechanically balanced Warhammer 40,000 gaming experience. With granular, in-depth army selection and a range of mission packs that present clearly defined and competitive victory conditions, matched play is a gaming experience with minimal pre-game negotiation between players. It also sets the stage for you to prove your tactical might upon the gaming table against any opponent and in any setting.

The matched play rules for Warhammer 40,000 can be thought of as a robust and highly adaptable framework. They provide great variation in the missions that you and your opponent can play and encourage significant player-led refinement of the game's parameters while retaining clean and clear rules of play to prevent any confusion or unnecessary debate. They also ensure the greatest possible balance between the competing players and their armies, providing a level playing field in which considered army selection, cunning play and a solid understanding of variables involved will be required to defeat your opponent.

There are multiple ways to play matched play games, each stemming from a different mission pack such as Maelstrom of War. The best way to get started with matched play, however, is the Eternal War mission pack that you will find on the following pages.

The first exciting feature of these missions comes with choosing the size of game you are going to play, be it Combat Patrol, Incursion, Strike Force or Onslaught. This choice dictates not only how many points you have to spend on your army, but also the range of potential missions you have available to play. These missions have all been designed with the designated army sizes in mind, and so scale perfectly to present tactical challenges and exciting games that suit the forces you can bring to the table.

Another layer of tailoring is available in the form of your secondary objectives. There are a considerable number of these, divided into subcategories such as Purge the Enemy, Battlefield Supremacy or Shadow Operations. Prior to the battle, each player selects the secondary objectives that they want their forces to be trying to complete. In this way, while both players are seeking to complete the primary objectives stipulated by the mission they have chosen, each is able to tweak their overall goals to better suit the strengths of their army, and to capitalise on any weaknesses they see in their enemy.

Not only does this system offer a huge variety of potential primary and secondary combinations to keep your gaming experience fresh and exciting, it also ensures that the process of choosing your objectives requires you to employ strategy and cunning to tilt the odds in your favour!

ETERNAL WAR MISSION PACK

An Eternal War battle is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Combat Patrol, Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each should take.

BATTLES

BATTLE SIZE	BATTLE DURATION
Combat Patrol	Up to 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table below:

ARMY

BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
Combat Patrol	500	3
Incursion	1000	6
Strike Force	2000	12
Onslaught	3000	18

Details of how to Battle-forge an army can be found on page 244. Details of how to use a points limit can be found on page 241. Details of how to select a **WARLORD** and what information your army roster must contain can be found on pages 238 and 251 respectively. You cannot include any Understrength units in your army. All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network (this has no effect on your Army Faction). If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment (pg 248), unless your Army Faction is **IMPERIAL KNIGHTS** or **CHAOS KNIGHTS**, in which case the only Detachment your army can include is one Super-heavy Detachment (pg 250).

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cost Reinforcement points, each player can only include the same datasheet in their army three times. For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Daemon Prince of Nurgle and Daemon Prince of Tzeentch datasheets are all considered to be the same datasheet. In addition, if by deleting the word 'Cult' or 'Brood Brothers' from a datasheet's title in *Codex: Genestealer Cults* it would match the title of a datasheet from *Codex: Astra Militarum*, then for the purposes of this restriction, those datasheets are considered to be the same.

If either player has access to any Stratagems that are used before the battle that upgrade units, these must be used now and the details of the upgrades noted on the player's army roster. Each player must then provide a copy of the army roster for their opponent to read through.

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your opponent which you will use, or you can roll to randomly select a mission using one of the following tables:

COMBAT PATROL MISSIONS

D6	MISSION
1-2	**Incisive Attack** (pg 286)
3-4	**Outriders** (pg 287)
5-6	**Encircle** (pg 288)

INCURSION MISSIONS	
D6	**MISSION**
1	**Divide and Conquer** (pg 289)
2	**Crossfire** (pg 290)
3	**Centre Ground** (pg 291)
4	**Forward Push** (pg 292)
5	**Ransack** (pg 293)
6	**Shifting Front** (pg 294)

STRIKE FORCE MISSIONS	
D6	**MISSION**
1	**Retrieval Mission** (pg 295)
2	**Front-line Warfare** (pg 296)
3	**The Four Pillars** (pg 297)
4	**No Man's Land** (pg 298)
5	**Scorched Earth** (pg 299)
6	**Vital Intelligence** (pg 300)

ONSLAUGHT MISSIONS	
D6	**MISSION**
1-2	**Lines of Battle** (pg 301)
3-4	**All-out War** (pg 302)
5-6	**Pathway to Glory** (pg 303)

4. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the primary objectives that award victory points to the players. Some missions may also include one or more secondary objectives that players can choose to select during the Select Secondary Objectives step. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

5. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have selected, as shown in the table below (the table shows the minimum size of battlefields):

BATTLEFIELDS	
BATTLE SIZE	**BATTLEFIELD SIZE** (Minimum)
Combat Patrol/Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines detailed on pages 266-269. Terrain features cannot be set up on top of objective markers. Players must use the battlefield terrain rules for terrain features, as described on pages 260-265.

7. SELECT SECONDARY OBJECTIVES

Each player then secretly selects three secondary objectives for the battle and writes them down. Each can award victory points to the player who chose them. The secondary objectives that players can choose from can be found on pages 284-285, though some missions will include secondary objectives the players can also choose from. Once both players have selected their secondary objectives, they reveal their selections to their opponent.

8. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

9. CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

10. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules (pg 256).

Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up

units from their army in a location other than the battlefield, they must use such Stratagems now), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked on what model). When both players have done so, they declare their selections to their opponent.

No more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all your Strategic Reserve and Reinforcement units (including those embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In Eternal War missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

11. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

12. DETERMINE FIRST TURN

The players roll off. The winner declares whether they will take the first or second turn.

13. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit in a location other than the battlefield), starting with the player who will take the first turn.

14. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

Ending the Battle Early or Conceding

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish to, complete the battle.

If you and your opponent both agree to end the battle early, then you can end the battle at a mutually agreed point (we suggest at the end of a battle round). You and your opponent can then calculate your final victory points totals, taking into account any objectives achieved, to determine the victor.

If only one player wants to end the battle early then that player must concede and remove all their models from the battlefield. A player who concedes scores 0 victory points for that battle and their opponent is automatically the victor (even if they scored 0 victory points during the battle). The other player may continue to play out their turns until the battle ends if they wish, perhaps to accrue a few more victory points, or they can choose to end the battle now.

15. ENDING THE BATTLE

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

16. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 45 victory points from primary objectives and a maximum of 45 victory points from secondary objectives (from a maximum of 15 victory points from each of the 3 secondary objectives you have selected), for a total of 90 possible victory points from mission objectives (any excess victory points awarded are discounted). If every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives. There are two types of mission objectives: primary and secondary. Primary mission objectives are described in the mission's Mission Briefing. Secondary mission objectives are chosen by each player after the mission has been determined and the armies have been revealed. In either case, mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed on the objective itself), and can be achieved and hence award victory points several times.



SECONDARY OBJECTIVES

When you are instructed to select secondary objectives, you can select from any presented here, in addition to any secondary objective listed on the mission you are playing.

You can score no more than 15 victory points from each secondary objective you select during the mission (any excess victory points awarded are discounted).

Each secondary objective listed below has a category (e.g. Purge the Enemy). When you select secondary objectives, you cannot choose more than one from each category.

PURGE THE ENEMY

ASSASSINATE

End Game Objective

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed.

BRING IT DOWN

End Game Objective

Score 2 victory points at the end of the battle for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 10 or less that is destroyed, and 3 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 11 or more that is destroyed.

TITAN SLAYERS

End Game Objective

Score 10 victory points at the end of the battle if one enemy **TITANIC** model is destroyed, or 15 victory points if two or more enemy **TITANIC** models are destroyed.

SLAY THE WARLORD

End Game Objective

Score 6 victory points at the end of the battle if the enemy **WARLORD** is destroyed.

NO MERCY, NO RESPITE

THIN THEIR RANKS

End Game Objective

If you select this objective, keep a tally of kill points; each time an enemy model is destroyed, add 1 to this tally (add 10 to this tally instead if the model that was destroyed had a Wounds characteristic of 10 or more). A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially add several points to this tally (assuming it is resurrected and subsequently destroyed several times over). At the end of the battle, divide your kill points tally by 10 and round down – the result is the number of victory points you score.

ATTRITION

Progressive Objective

Score 4 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

WHILE WE STAND, WE FIGHT

End Game Objective

If you select this objective, then before the battle you must identify which three models from your army (excluding models with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more are models are tied, you can choose between them). If your army has three or fewer models, then you instead identify all the units in your army. A model's points cost includes the points of all weapons and wargear it is equipped with. You score 5 victory points for each of these models that are on the battlefield at the end of the battle.

FIRST STRIKE

End Game Objective

Score 5 victory points at the end of the battle if any enemy units were destroyed in the first battle round, and score an additional 3 victory points if more enemy units than friendly units were destroyed in the first battle round.

BATTLEFIELD SUPREMACY

ENGAGE ON ALL FRONTS

Progressive Objective

Score 2 victory points at the end of your turn if you have one or more units from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 3 victory points instead if you have one or more units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.

LINEBREAKER

Progressive Objective

Score 4 victory points at the end of your turn if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone.

DOMINATION

Progressive Objective

Score 3 victory points if you control more than half the total number of objective markers on the battlefield at the end of your turn.

SHADOW OPERATIONS

INVESTIGATE SITES

Progressive Objective

Score 3 victory points each time a unit from your army successfully completes the following action: **Investigate Site (Action):** One **INFANTRY** unit (excluding **CHARACTERS**) from your army can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT**) are within 6" of the centre of the battlefield. The Action is completed at the end of your turn.

REPAIR TELEPORT HOMER

Progressive Objective

Score 5 victory points each time a unit from your army successfully completes the following action: **Repair Teleport Homer (Action):** One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's deployment zone. The Action is completed at the end of your next Command phase provided the unit attempting it is still wholly within your opponent's deployment zone.

RAISE THE BANNERS HIGH

Progressive and End Game Objective

If you select this objective, then units in your army can perform the following action: **Raise Banners (Action):** One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The Action is completed at the end of your turn. If this Action is successfully completed, that objective marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the objective marker at the start of any phase). You score 1 victory point at the end of each of your Command phases, and 1 victory point at the end of the battle, for each objective marker on the battlefield that has one of your banners raised upon it.

WARPCRAFT

MENTAL INTERROGATION

Progressive Objective

Score 3 victory points each time you successfully complete the following psychic action: **Mental Interrogation (Psychic Action – Warp Charge 4):** One **PSYKER CHARACTER** from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of any enemy **CHARACTER** models.

PSYCHIC RITUAL

End Game Objective

Score 15 victory points at the end of the battle if any unit from your army successfully completed the following psychic action 3 times during the battle: **Psychic Ritual (Psychic Action – Warp Charge 3):** One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 6" of the centre of the battlefield.

ABHOR THE WITCH

End Game Objective

You cannot select this secondary objective if your army includes any **PSYKER** units. Score 5 victory points at the end of the battle for each enemy **PSYKER CHARACTER** unit that is destroyed, and 3 victory points for every other enemy **PSYKER** unit that is destroyed.

1

ETERNAL WAR – COMBAT PATROL

INCISIVE ATTACK

MISSION BRIEFING

Two forces have dug in and fought to a stalemate. Adopting a new approach to the war, opportunistic bands of warriors now venture forth into no man's land to seize vital ground and defeat the enemy with surgical assaults across the front.

Mission Rules

Sweep and Clear: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

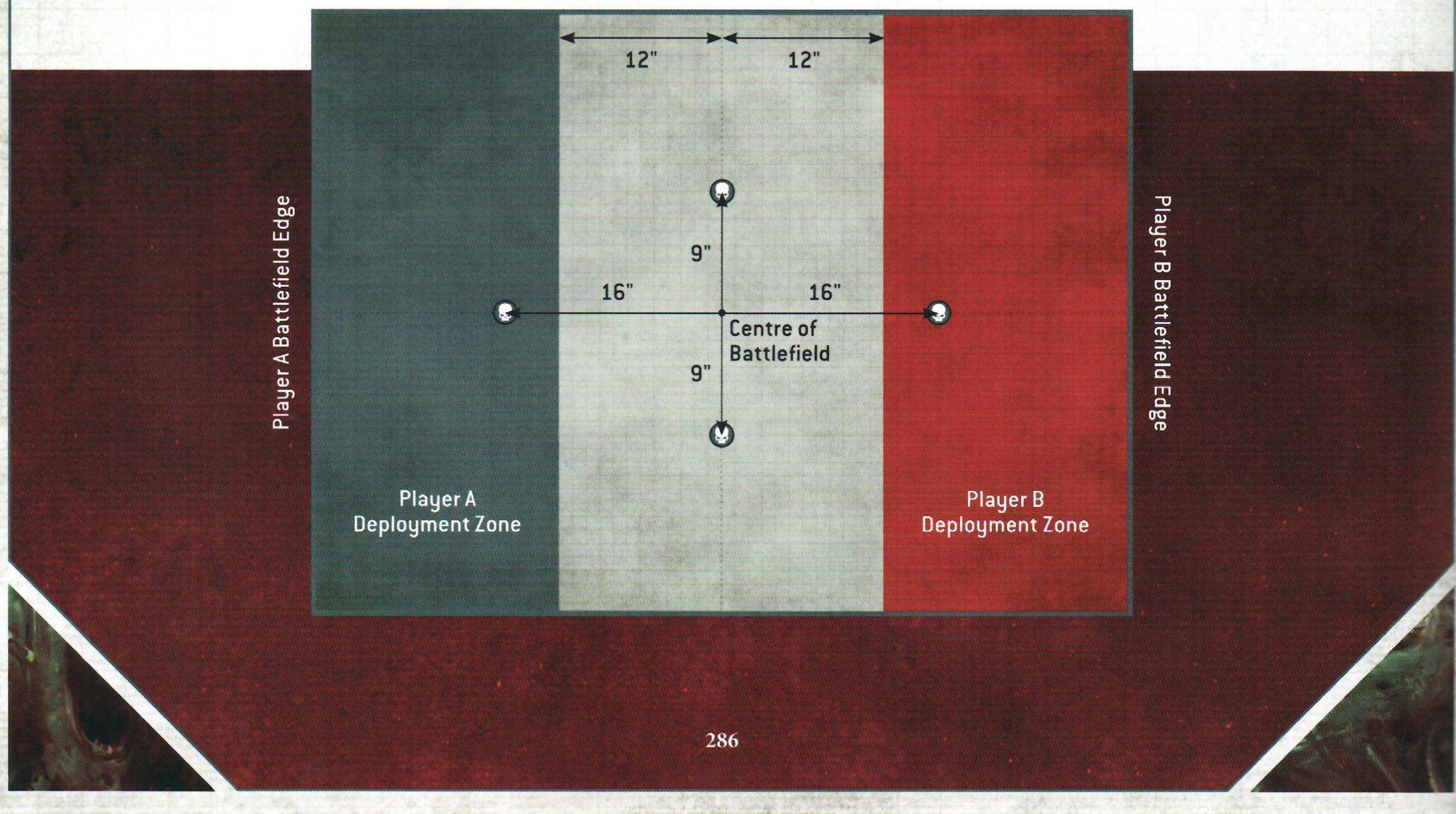
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Surgical Assault, below.

Surgical Assault (Progressive): Score 5 victory points if you control the objective marker in your opponent's deployment zone at the end of your turn.



ETERNAL WAR – COMBAT PATROL
OUTRIDERS

MISSION BRIEFING

Advance parties have ranged ahead of the main force in preparation for a large push into enemy territory. They must scout the area, fight off enemy patrols and secure key locations that will prove vital to hold in the larger battle to come.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

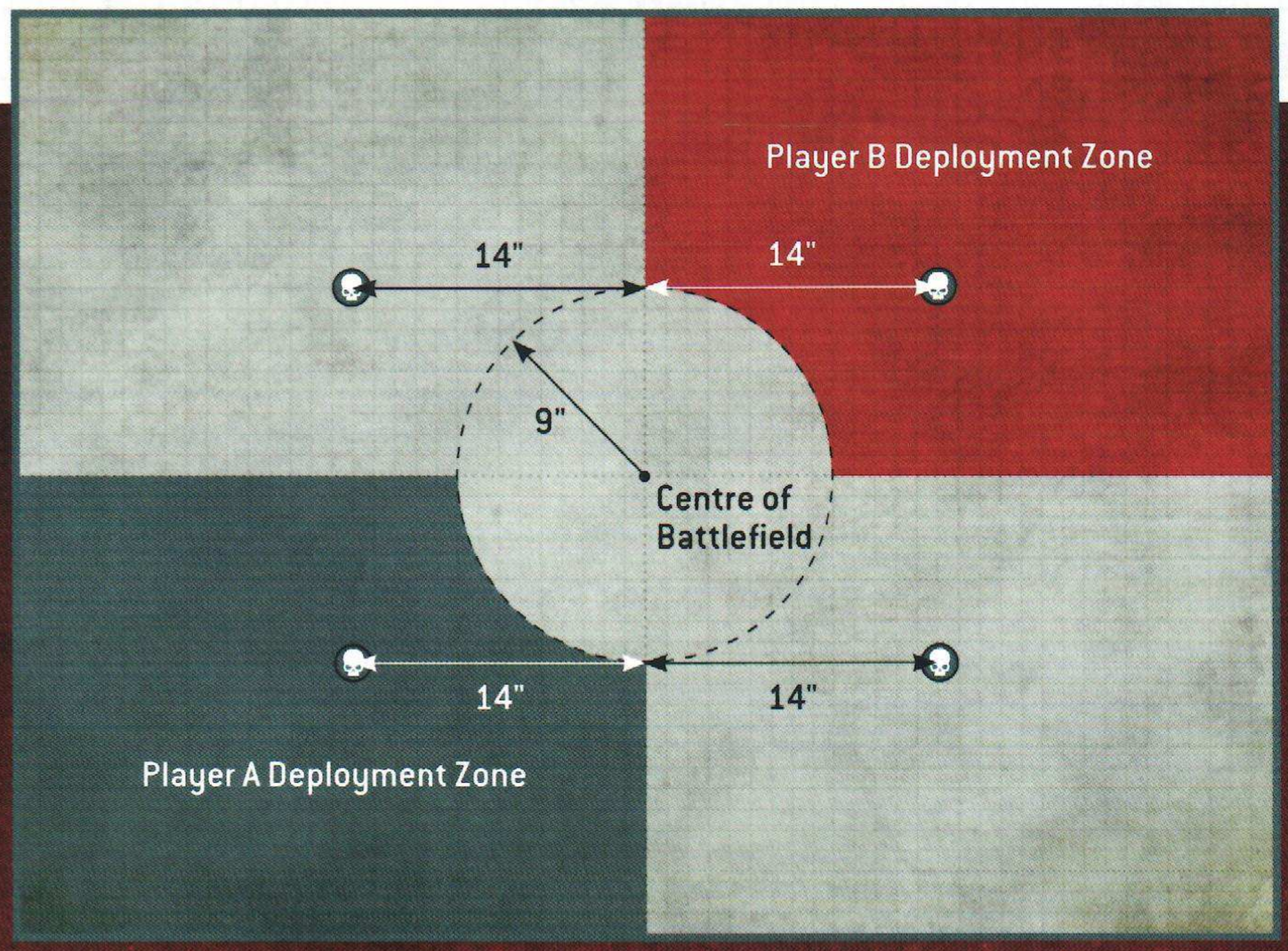
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Survey, below.

Survey (Progressive): Score 5 victory points if you control both of the objective markers that are not in either player's deployment zone at the end of your Command phase. This secondary objective cannot be scored in the first battle round.



3

ETERNAL WAR – COMBAT PATROL

ENCIRCLE

MISSION BRIEFING

Both forces have converged on this vital location and a firefight has ensued. Neither side is willing to cede ground, but successfully circumventing the enemy's position will open up a brutal crossfire leaving the objectives for the taking.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

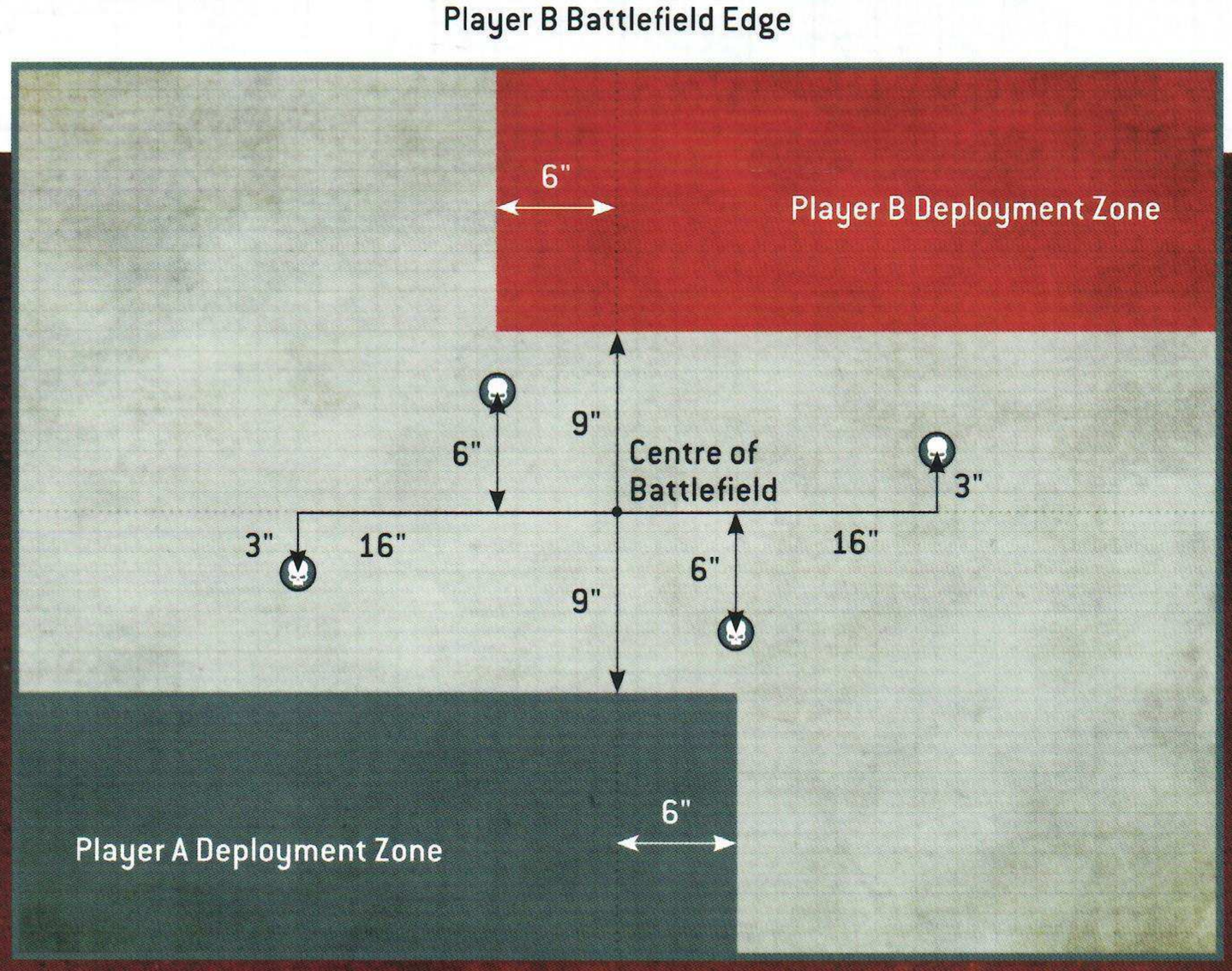
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Encircle, below.

Encircle (Progressive): Score 3 victory points if you have at least one unit from your army (excluding **AIRCRAFT**) wholly within 6" of your battlefield edge and at least one unit from your army (excluding **AIRCRAFT**) wholly within 6" of your opponent's battlefield edge at the end of your turn (score 5 victory points instead if one of these units is also wholly within your opponent's deployment zone).



1

ETERNAL WAR – INCURSION

DIVIDE AND CONQUER

MISSION BRIEFING

The enemy's advance forces are seeking to expand into our territory, but they risk overextending themselves. If you strike quickly and capture key battlefield locations you can drive a wedge between the foe's warriors, divorcing them from their support units and making them easy prey to dispatch at your leisure.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

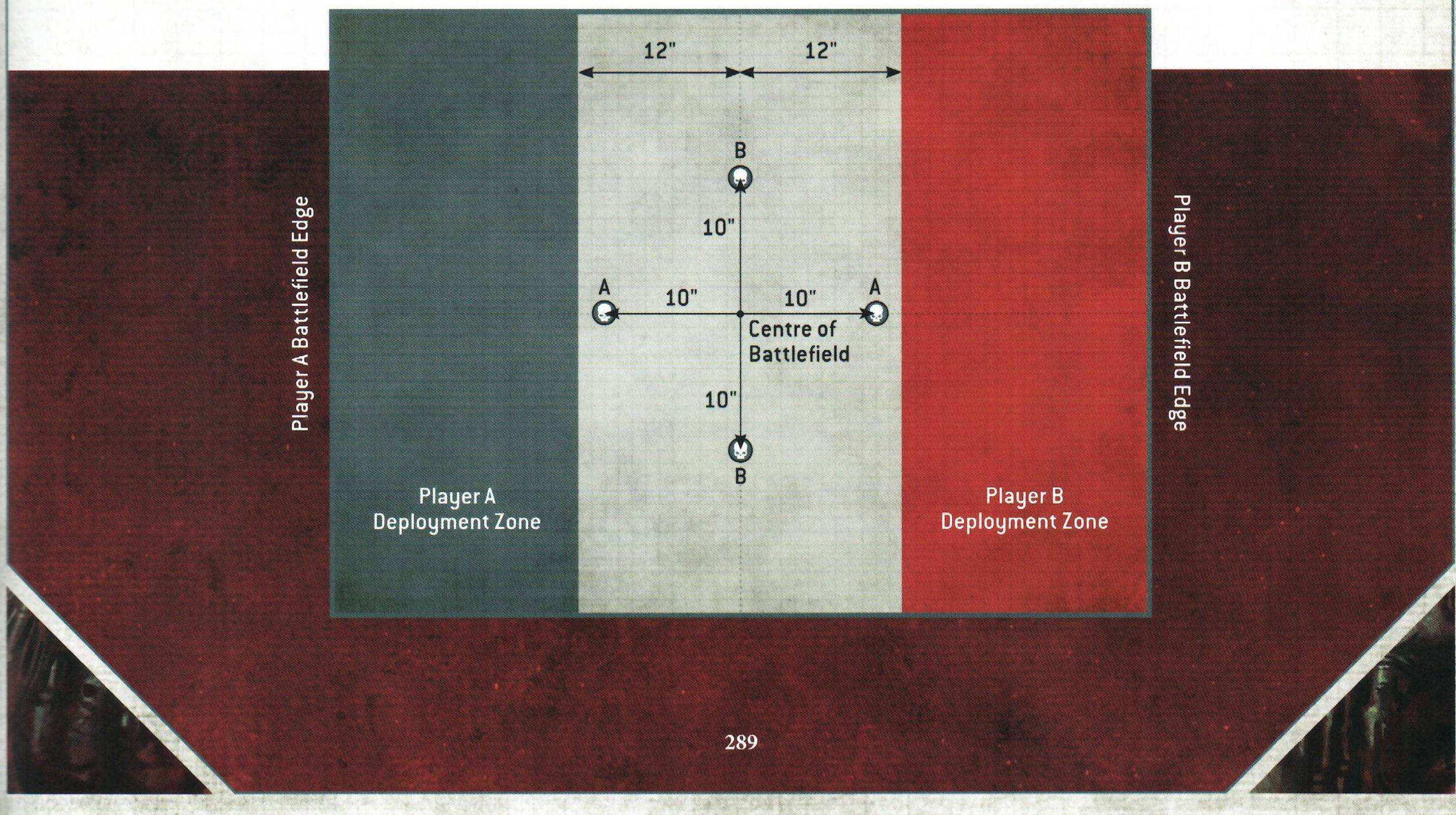
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Lines of Demarcation, below.

Lines of Demarcation (Progressive): At the end of your turn, you score 4 victory points if you control both objective markers labelled A, or 2 victory points if you control both objective markers labelled B.



2

ETERNAL WAR – INCURSION
CROSSFIRE

MISSION BRIEFING

Enemy forces are massing in the area, seeking to secure the battlefield. A direct assault against them may result in unacceptable casualties, but victory can be assured by outflanking the foe and catching them in a deadly crossfire.

Mission Rules

Crossfire: When resolving attacks against target units that are within 9" of the centre of the battlefield, those attacks ignore the benefits of cover provided you can satisfy at least one of the following conditions:

- You control both objective markers labelled A and the attacking model's unit is in range of an objective marker labelled A.
- You control both objective markers labelled B and the attacking model's unit is in range of an objective marker labelled B.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

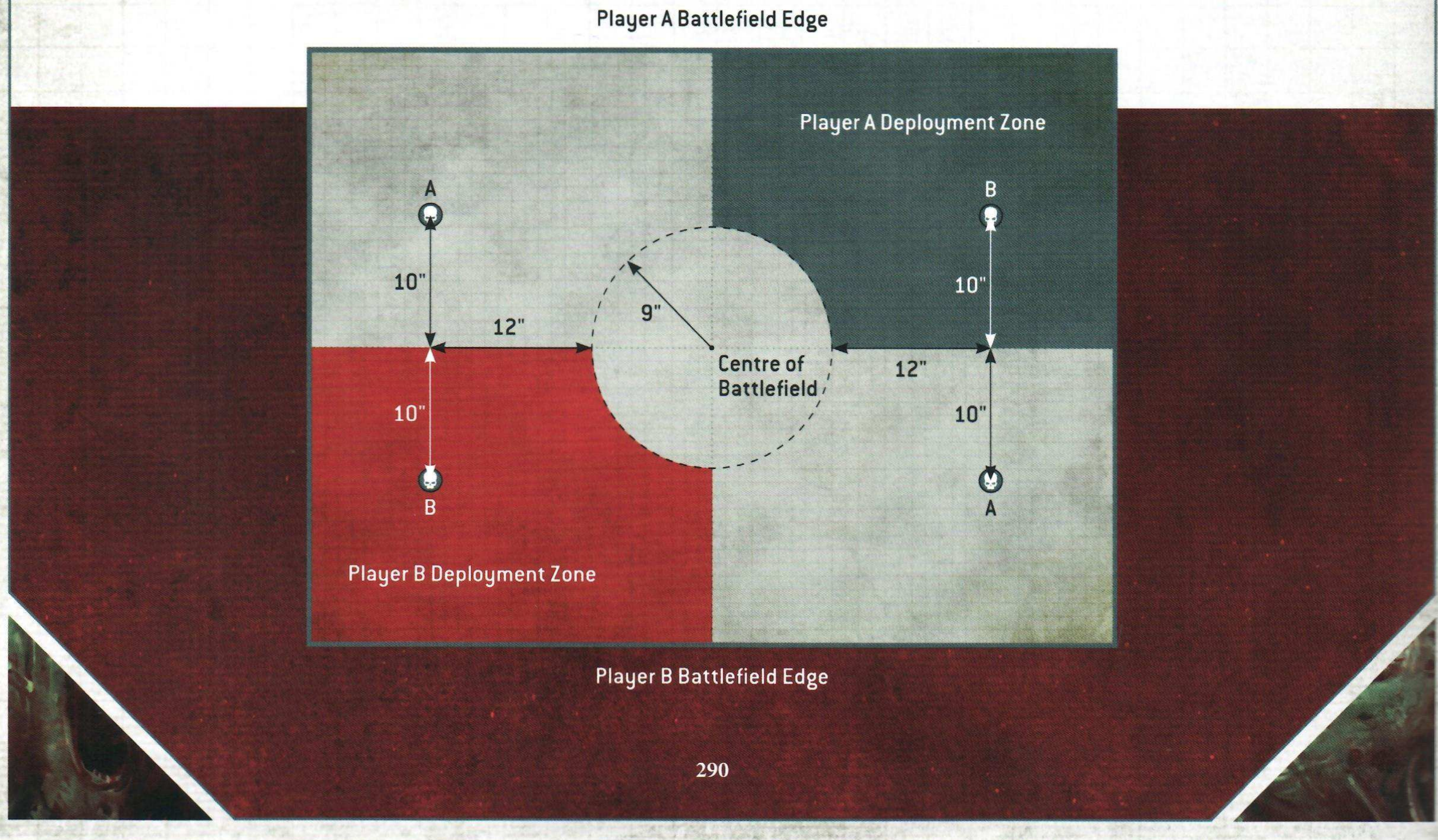
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Outflank, below.

Outflank (Progressive): At the end of your Command phase, you score 3 victory points if you control both of the objective markers labelled A. Score 5 victory points instead if, at the end of your Command phase, you control both of the objective markers labelled A and there is at least one enemy unit within 9" of the centre of the battlefield. This secondary objective cannot be scored in the first battle round.



ETERNAL WAR – INCURSION
CENTRE GROUND

MISSION BRIEFING

You must advance swiftly into contested territory to seize the battlefield while maintaining a strong rearguard to protect your supply lines. The battleground is won and lost one yard at a time, and a commander must simultaneously master offensive and defensive tactics if they are to prevail.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

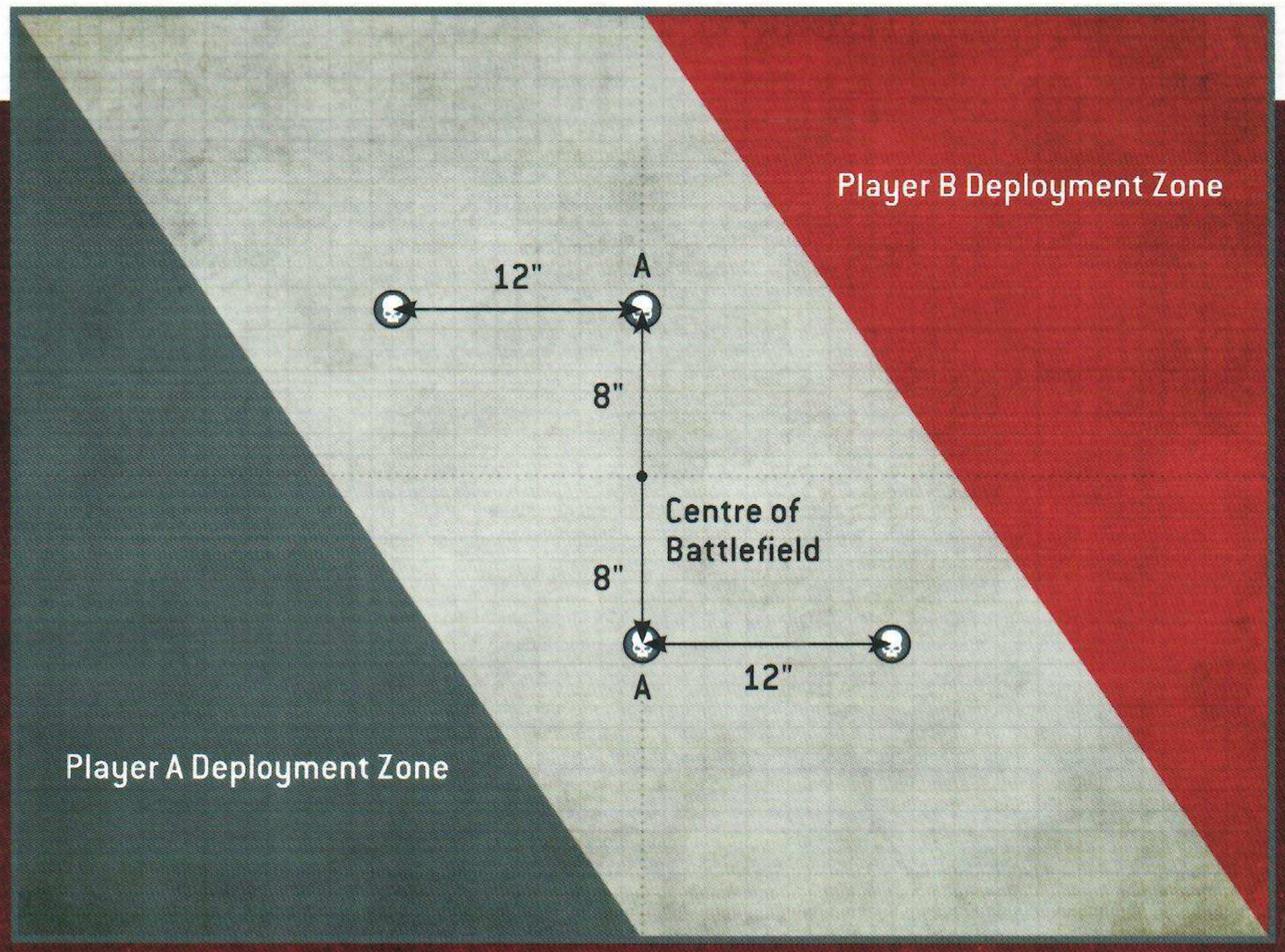
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Centre Ground, below.

Centre Ground (Progressive): Each time a unit from your army successfully completes the following action, you score 3 victory points if you currently control one of the objective markers labelled A, or 5 victory points if you currently control both objective markers labelled A:

Centre Ground (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker labelled A and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.



4

ETERNAL WAR – INCURSION
FORWARD PUSH

MISSION BRIEFING

This area is of extreme importance and you have been ordered to push forward and lead an immediate all-out assault to capture it. Storm every site of tactical import and leave the foe with no place to hide.

Mission Rules

Quick March: Any Advance rolls of less than 3 made in the first battle round instead count as 3.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

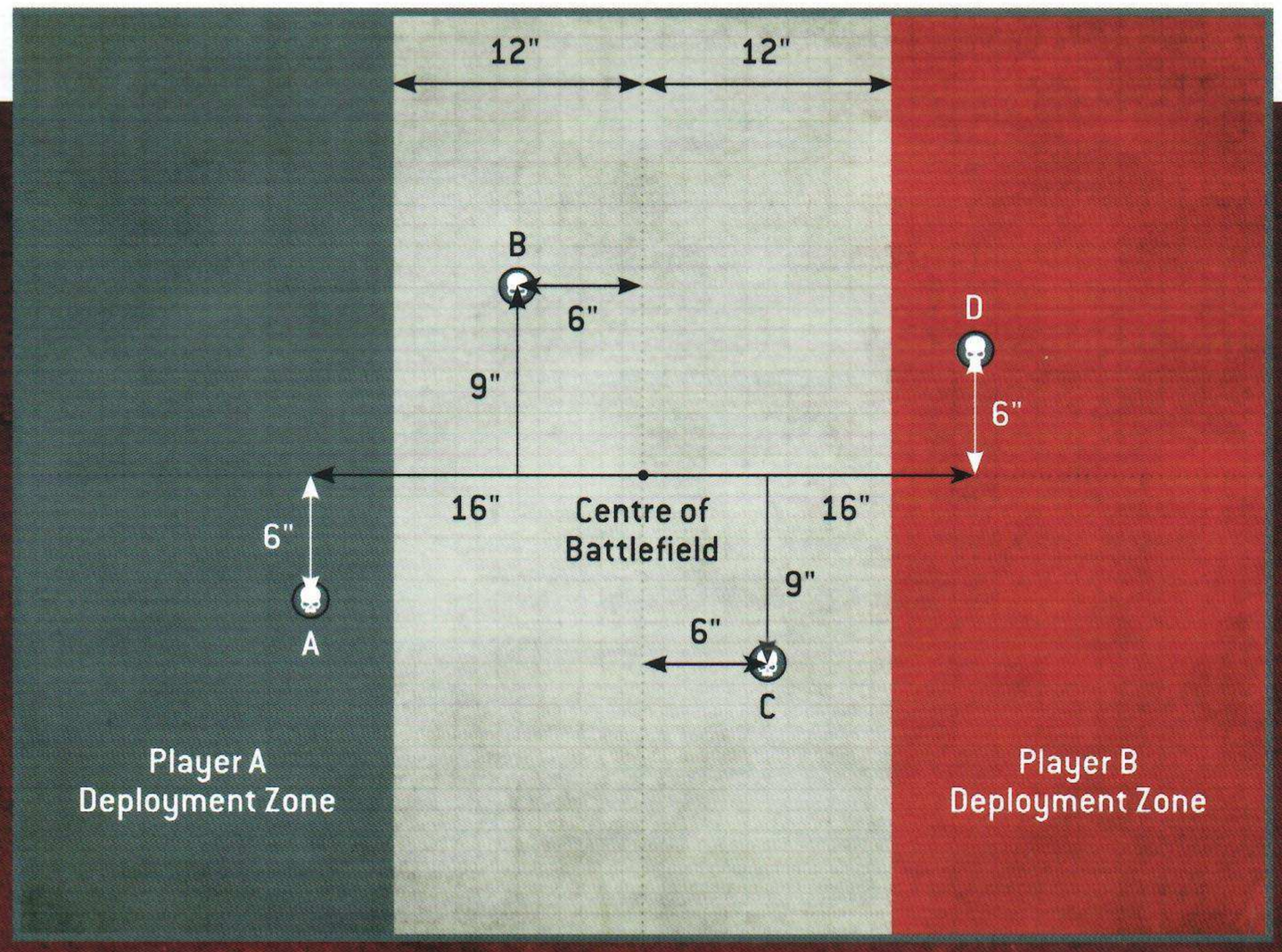
SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Forward Push, below.

Forward Push (Progressive): If you select this objective, then units in your army can perform the following action:

Forward Push (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that you control. The action is completed at the end of your turn and you score a number of victory points depending on which objective marker this action was performed on:

OBJECTIVE MARKER	PLAYER A VICTORY POINTS	PLAYER B VICTORY POINTS
A	1	8
B	2	4
C	4	2
D	8	1



5

ETERNAL WAR – INCURSION
RANSACK

MISSION BRIEFING

With reinforcements on the way, both forces hastily attempt to establish a fortified position. Whoever secures the line will be able to dig in and outlast their enemy. However, if the enemy's position can be overrun, a brutal grinding war could be avoided.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Domination (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

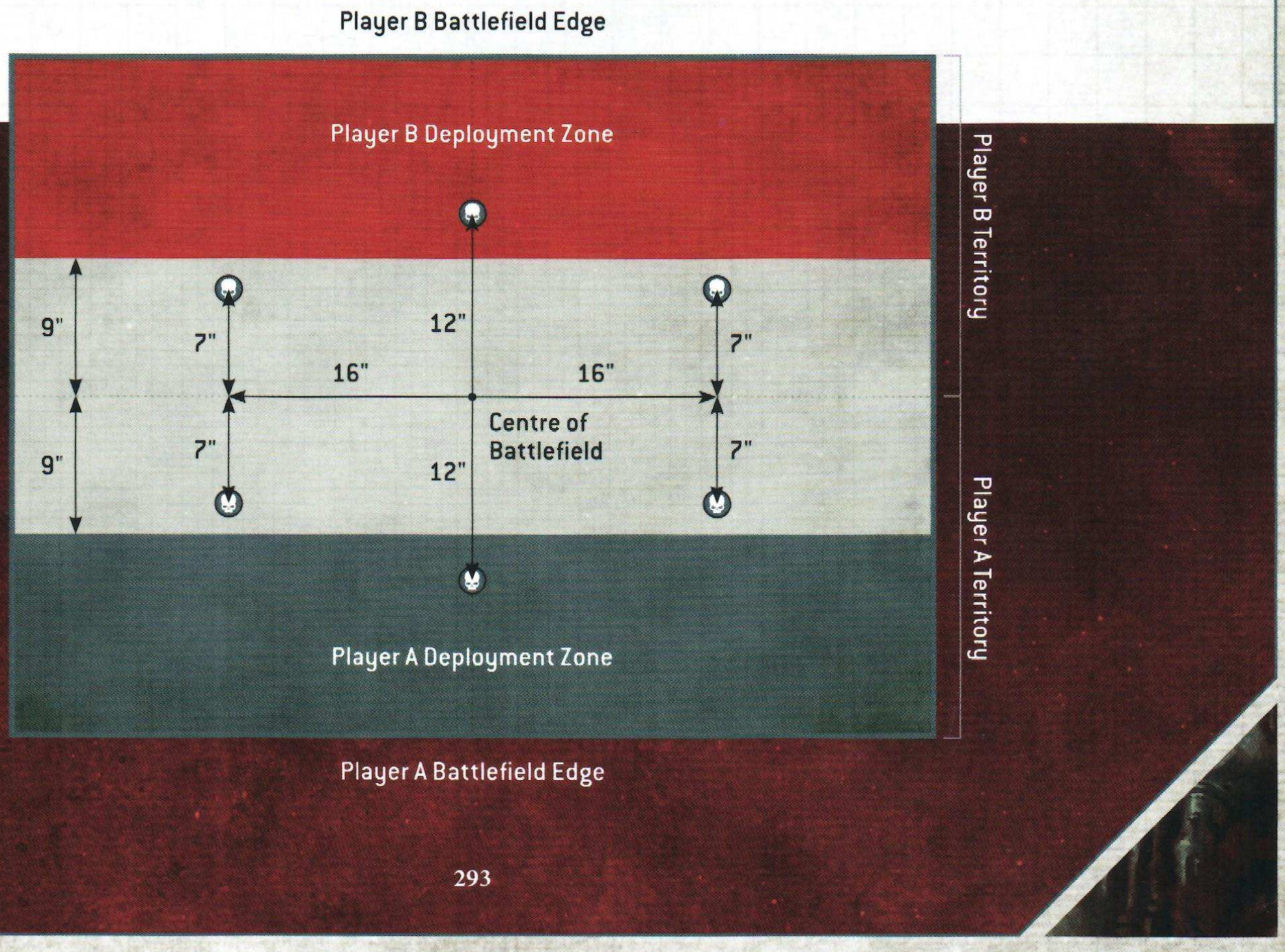
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Ransack, below.

Ransack (Progressive): Score a number of victory points at the end of your Command phase if you control one or more of the objective markers that are within your opponent's territory, as shown in the table below:

NUMBER OF OBJECTIVE MARKERS IN OPPONENT'S TERRITORY YOU CONTROL	VICTORY POINTS SCORED
1	2
2	3
3	5



6

ETERNAL WAR – INCURSION
SHIFTING FRONT

MISSION BRIEFING

Both forces strike out from their positions, probing the front for vulnerable weak points ahead of an all-out offensive. The slightest gap in the opponent's defensive line could give our forces the breakthrough needed to cut off the enemy's supply lines.

Mission Rules

Supply Lines: In this mission, a player only receives the Battle-forged CP bonus at the start of their Command phase if they control the objective marker in their deployment zone.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Test Their Line, below.

Test Their Line (Progressive): Score 3 victory points at the end of your turn if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone and at least two different battlefield edges have at least one of those units wholly within 6" of them (if one of those battlefield edges is your opponent's battlefield edge, score 5 victory points instead). For the purposes of this objective, a unit can only count as being wholly within 6" of one battlefield edge at a time – if a unit is within 6" of two battlefield edges because it is in the corner of the battlefield, you can select which battlefield edge it counts as being wholly within 6" of at the end of your turn.

ETERNAL WAR – STRIKE FORCE
RETRIEVAL MISSION

MISSION BRIEFING

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must recover as many of these vital objectives as you can without sustaining unacceptable casualties in the process.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

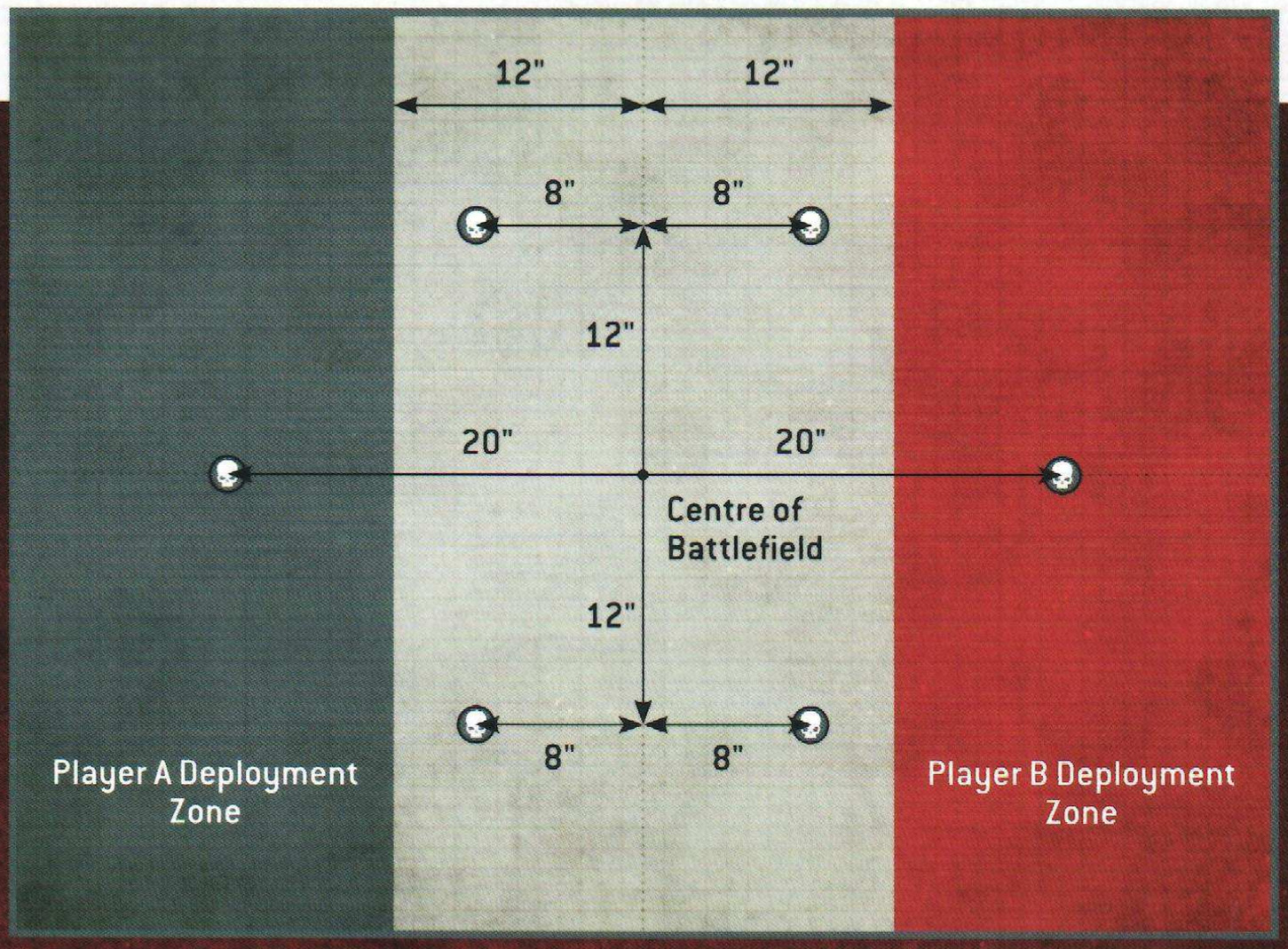
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Minimise Losses, opposite.

Minimise Losses (End Game): At the start of the battle, add up the number of units in your army – this is your army's Strength. If a unit splits to form two or more individual units during the battle, then immediately increase your army's Strength accordingly (e.g. if one unit in your army splits to form three individual units, your army's Strength is increased by 2). If a unit merges with another to form a combined unit during the battle, then decrease your army's strength accordingly (e.g. if two units from your army merge to form one unit, you immediately decrease your army's strength by 1). At the end of the battle, add up how many units from your army are left on the battlefield, including all units embarked within **TRANSPORTS**, but excluding all units that have been added to your army during the battle. If the total is 75% or more of your army's Strength, score 15 victory points; if the total is less than 75%, but is 50% or more of your army's Strength, score 10 victory points; if the total is less than 50%, but is 25% or more of your army's Strength, score 5 victory points.



2

ETERNAL WAR – STRIKE FORCE
FRONT-LINE WARFARE

MISSION BRIEFING

Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative that you seize the disputed ground quickly, while preventing your foe from crossing the border into your own lands.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

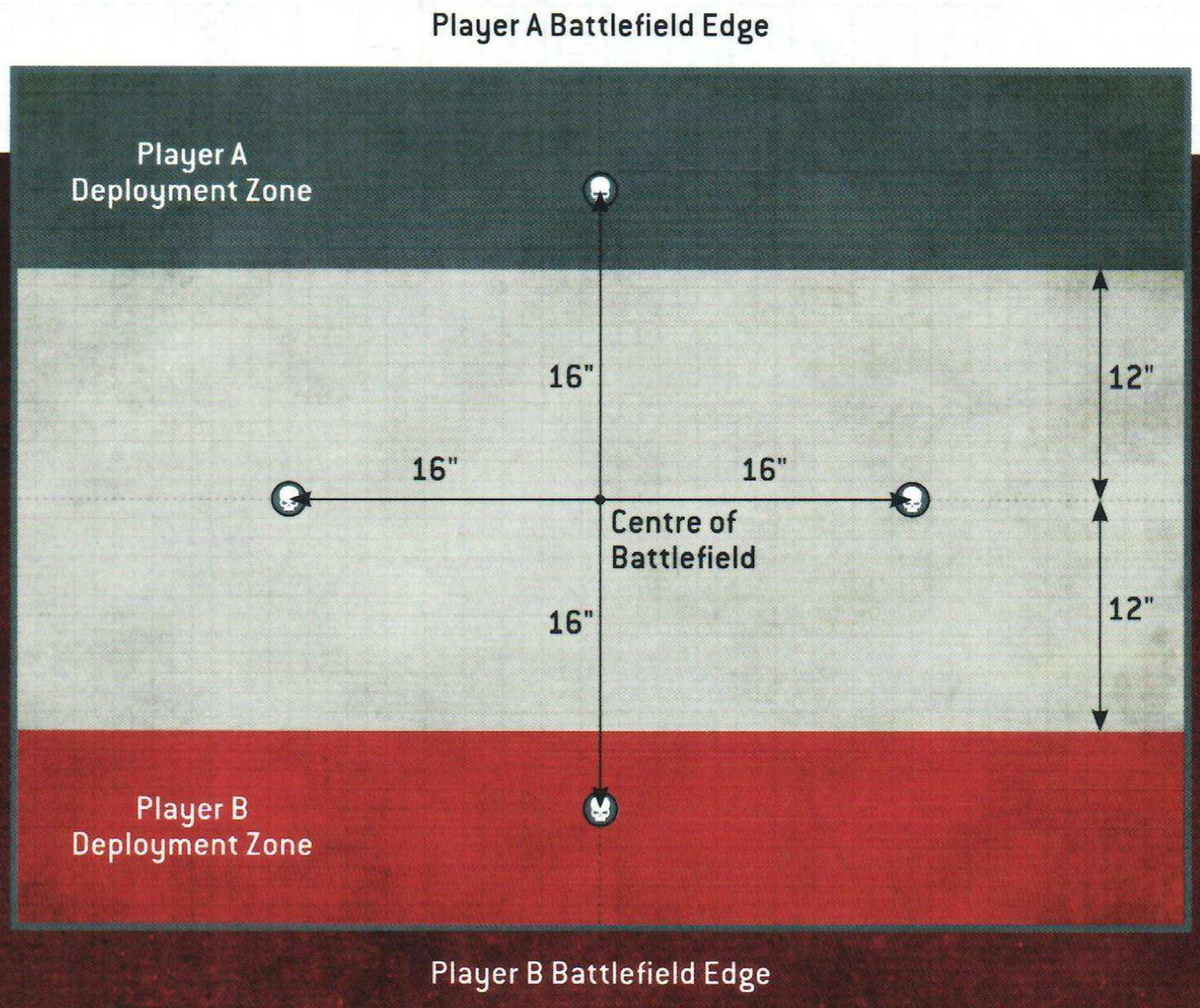
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Vital Ground, below.

Vital Ground (Progressive): At the end of each of your Command phases, you score 3 victory points if you control the objective marker in your opponent's deployment zone, and score 2 victory points for each objective marker that you control that is not in either player's deployment zone (for a maximum of 7 victory points). This secondary objective cannot be scored in the first battle round.



ETERNAL WAR – STRIKE FORCE
THE FOUR PILLARS

MISSION BRIEFING

Ancient alien pillars that crackle with distorting energies dominate this battlefield. If their power can be siphoned off, you will gain a significant resource to use against your foes.

Mission Rules

The Pillars: In this mission, Reinforcement units cannot be set up within range of any objective markers.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

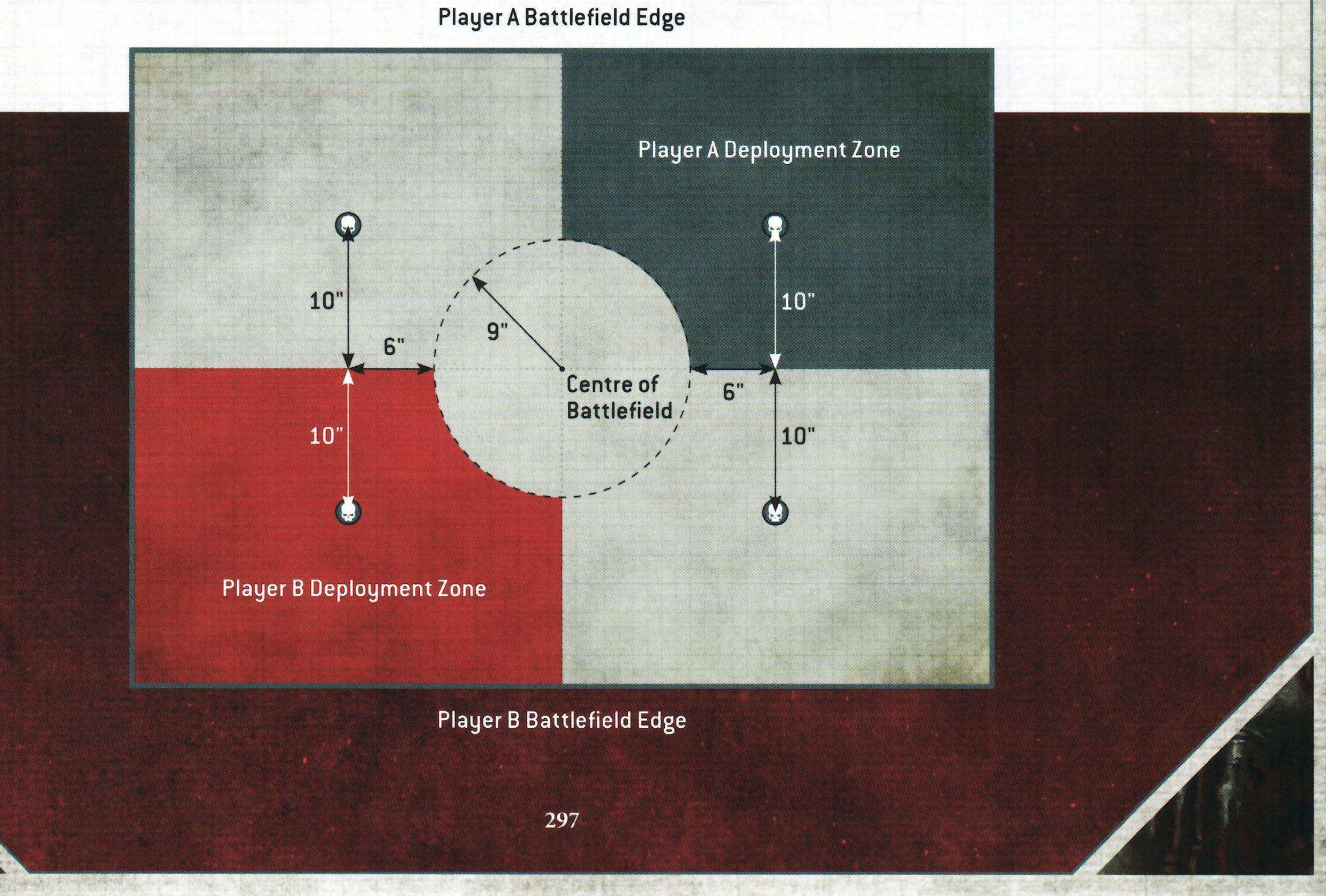
SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Siphon Power, below.

Siphon Power (Progressive): If you select this objective, units in your army can perform the following action:

Siphon Power (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within range of a different objective marker. A unit cannot start this action while any enemy units (excluding **AIRCRAFT**) are in range of the same objective marker. The action is completed at the end of your next Command phase, and you score a number of victory points depending on how many units completed this action this phase, as shown in the table below:

SIPHON POWER ACTIONS	VICTORY POINTS
1	1
2	3
3	6
4	10



4

ETERNAL WAR – STRIKE FORCE

NO MAN'S LAND

MISSION BRIEFING

Following a bloody skirmish over a vital objective in no man's land, two forces have withdrawn to the relative safety of their own lines to rearm and reinforce before venturing forth once more to attempt to claim the prize, or at least deny it to the enemy.

Mission Rules

No Man's Land: If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit must still be set up wholly within your deployment zone. If a unit has a pre-battle rule that allows it to make a move, it must end that move wholly within your deployment zone.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

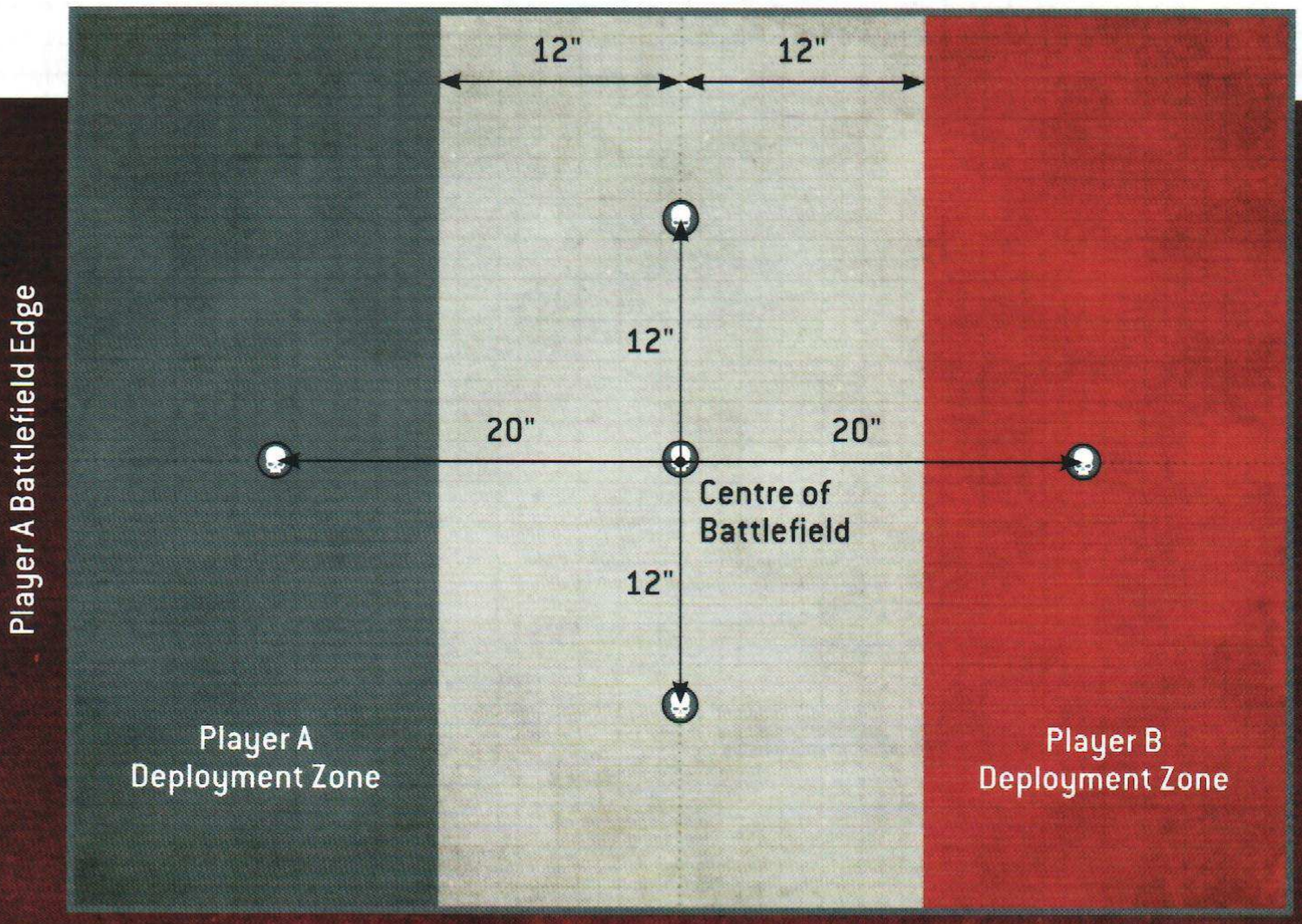
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Secure No Man's Land, below.

Secure No Man's Land (Progressive): At the end of each of your turns, if you control the central objective marker you score a number of victory points equal to the current battle round number (so 1 victory point in the first battle round, 2 victory points in the second battle round etc.).



5

ETERNAL WAR – STRIKE FORCE
SCORCHED EARTH

MISSION BRIEFING

The time for a decisive strike against the foe is nigh. Key targets have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory and leave nothing but heaped corpses and blazing wreckage in your wake!

Mission Rules

Raze Objective (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that can be razed and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. Player A can only attempt to raze the objective markers labelled B, and player B can only attempt to raze the objective markers labelled A. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

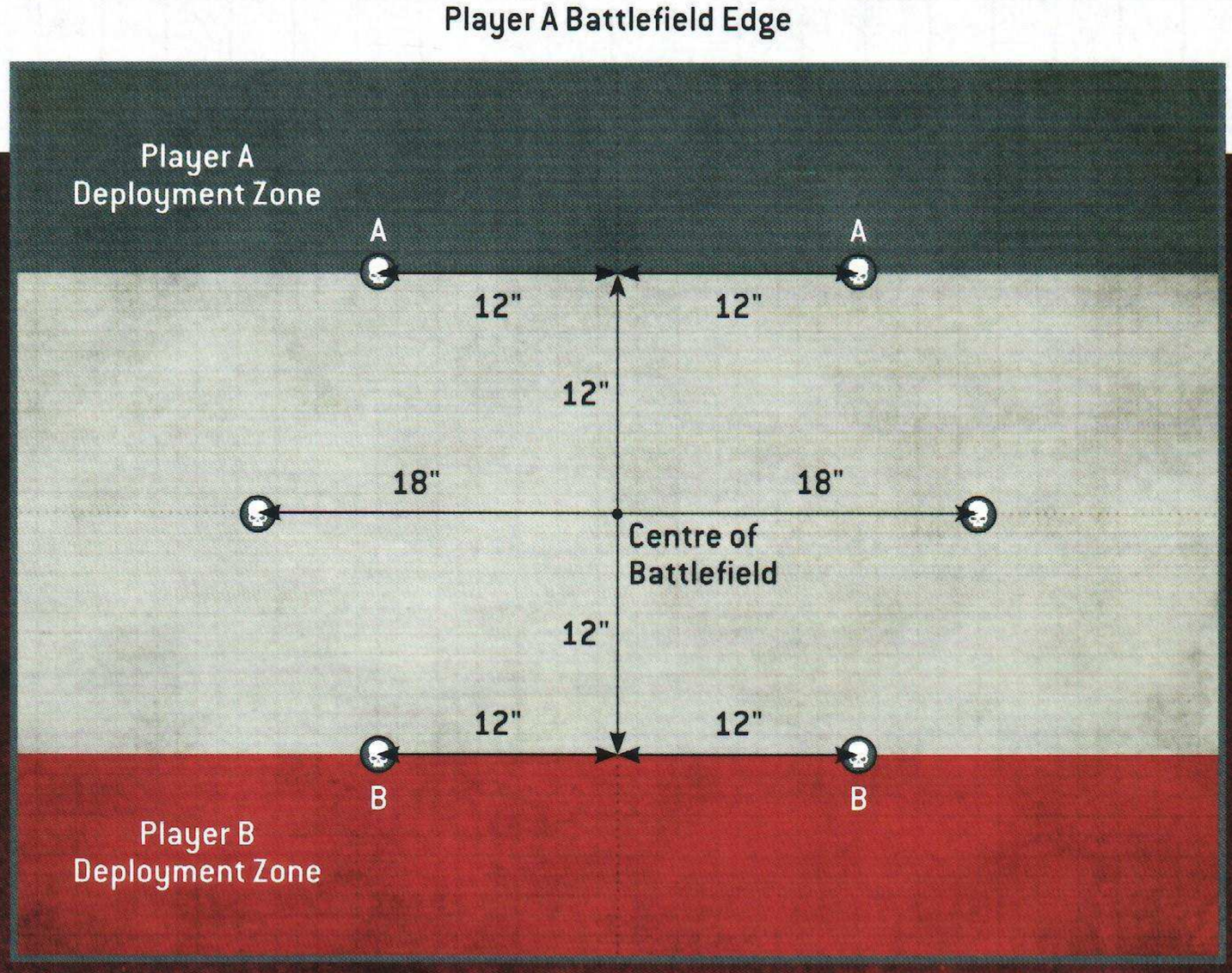
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Raze, below.

Raze (End Game): At the end of the battle, a player scores 5 victory points if one objective marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and 15 victory points if two objective markers were so removed.



6

ETERNAL WAR – STRIKE FORCE
VITAL INTELLIGENCE

MISSION BRIEFING

Important tactical information must be captured. Key data-terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.

Mission Rules

Data Terminals: The objective markers in this mission represent data terminals. In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Domination (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

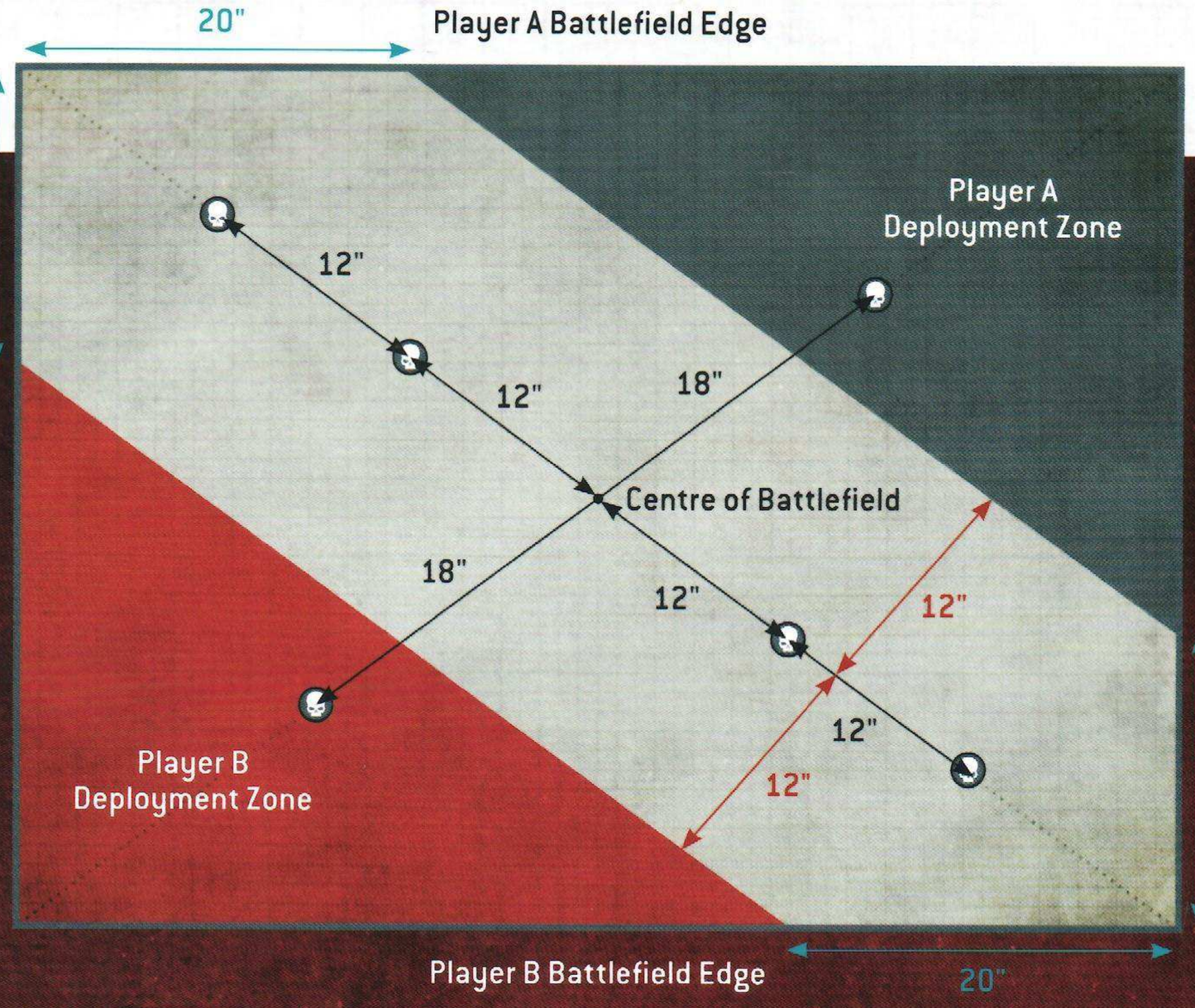
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Data Intercept, below.

Data Intercept (Progressive): Each time a unit from your army successfully completes the following action, you score a number of victory points equal to the number of objective markers you currently control:

Data Intercept (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.



Designer's note: This battlefield uses diagonal measurements. The shortest distance between the two deployment zones is **24"**. The deployment map includes some measurements in **blue** that help make finding the corners of the deployment zones easier on a battlefield that is approximately 44" x 60".

1

ETERNAL WAR – ONSLAUGHT

LINES OF BATTLE

MISSION BRIEFING

The only way to drive the enemy back is to push forwards across a wide front. If we focus our force on one flank, the foe with break through on the other. We must anchor our forces around a central point and push them back as one.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Unified Advance (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

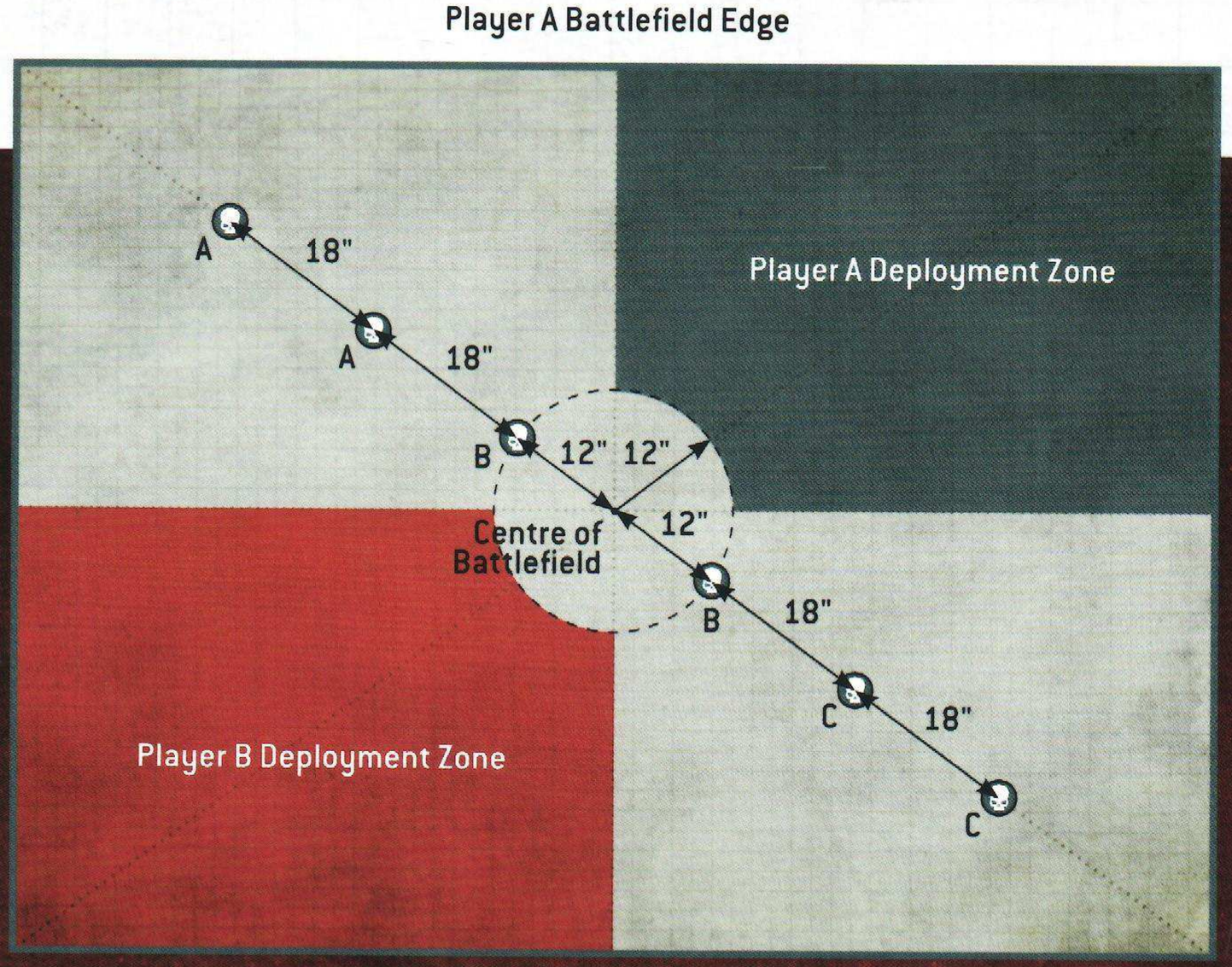
- They control one or more objective markers.
- They control at least one objective marker labelled A, and at least one objective marker labelled C.
- They control at least one objective marker labelled A, at least one objective marker labelled B and at least one objective marker labelled C.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Hold the Centre, below.

Hold the Centre (Progressive): Score 5 victory points at the end of your Command phase if you control more objective markers labelled B than your opponent does and you have more models wholly within 12" of the centre of the battlefield than your opponent does. This secondary objective cannot be scored in the first battle round.



2

ETERNAL WAR – ONSLAUGHT

ALL-OUT WAR

MISSION BRIEFING

This swathe of ground must be captured and denied to the enemy. Your commanders do not care whether you drive back the foe's centre or surround and exterminate them – complete domination of this area is their only concern.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Domination (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

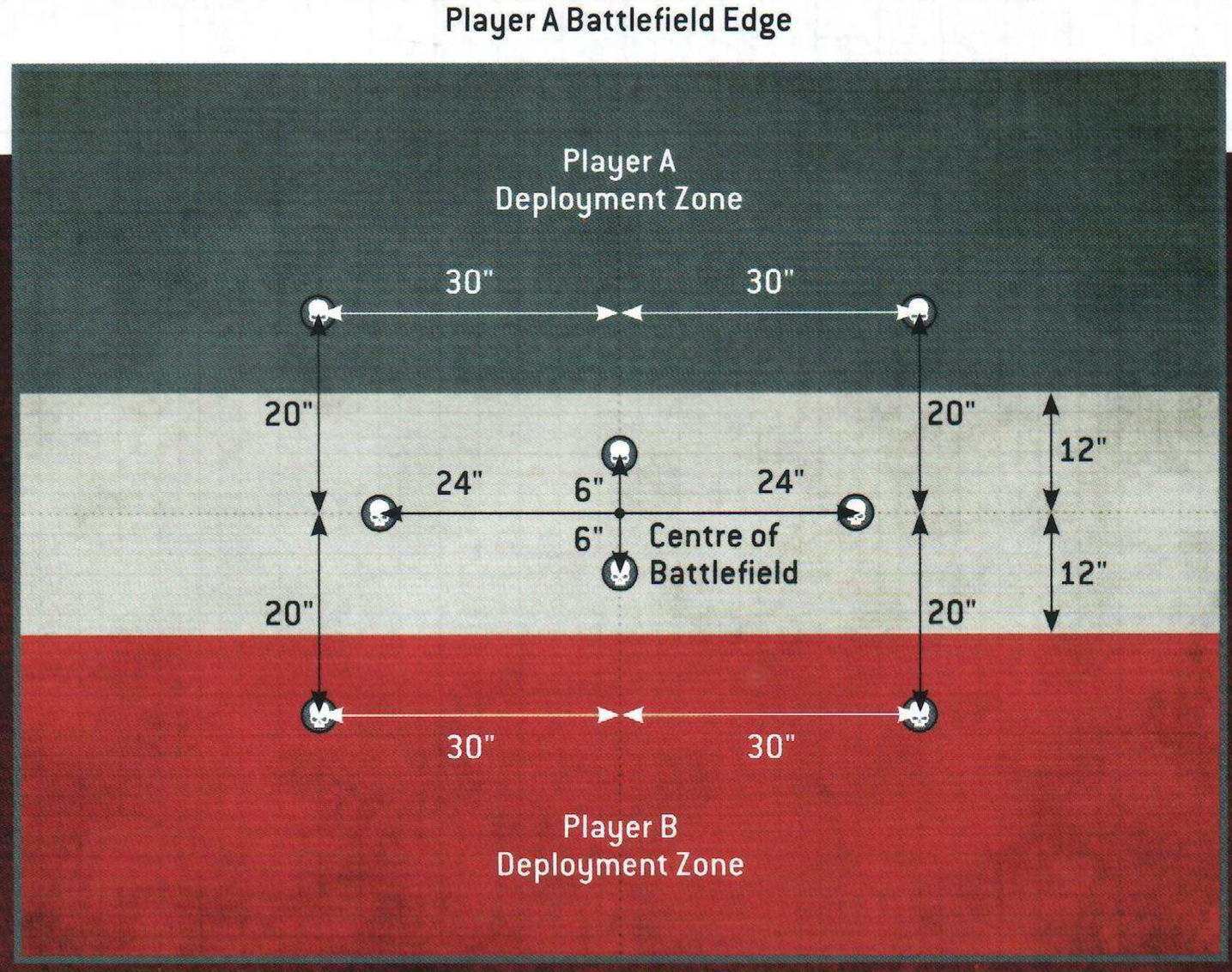
- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

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

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Surround Them, below.

Surround Them (Progressive and End Game): Score 4 victory points at the end of your Command phase and at the end of the battle if you control both the objective markers in your deployment zone and one or more objective markers in your opponent's deployment zone. Score 8 victory points instead if you control all four objective markers that are in deployment zones.



3

ETERNAL WAR – ONSLAUGHT
PATHWAY TO GLORY

MISSION BRIEFING

High command has ordered you to discover the hidden entranceway to a long-lost webway portal, part of a network of an ancient pathway through the stars. If your forces can find and secure this portal before the enemy can, the strategic advantages are vast.

Mission Rules

Secure the Search Area: The area of the battlefield within 12" of the centre of the battlefield is the search area. In this mission, if you control an objective marker labelled A at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Domination (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

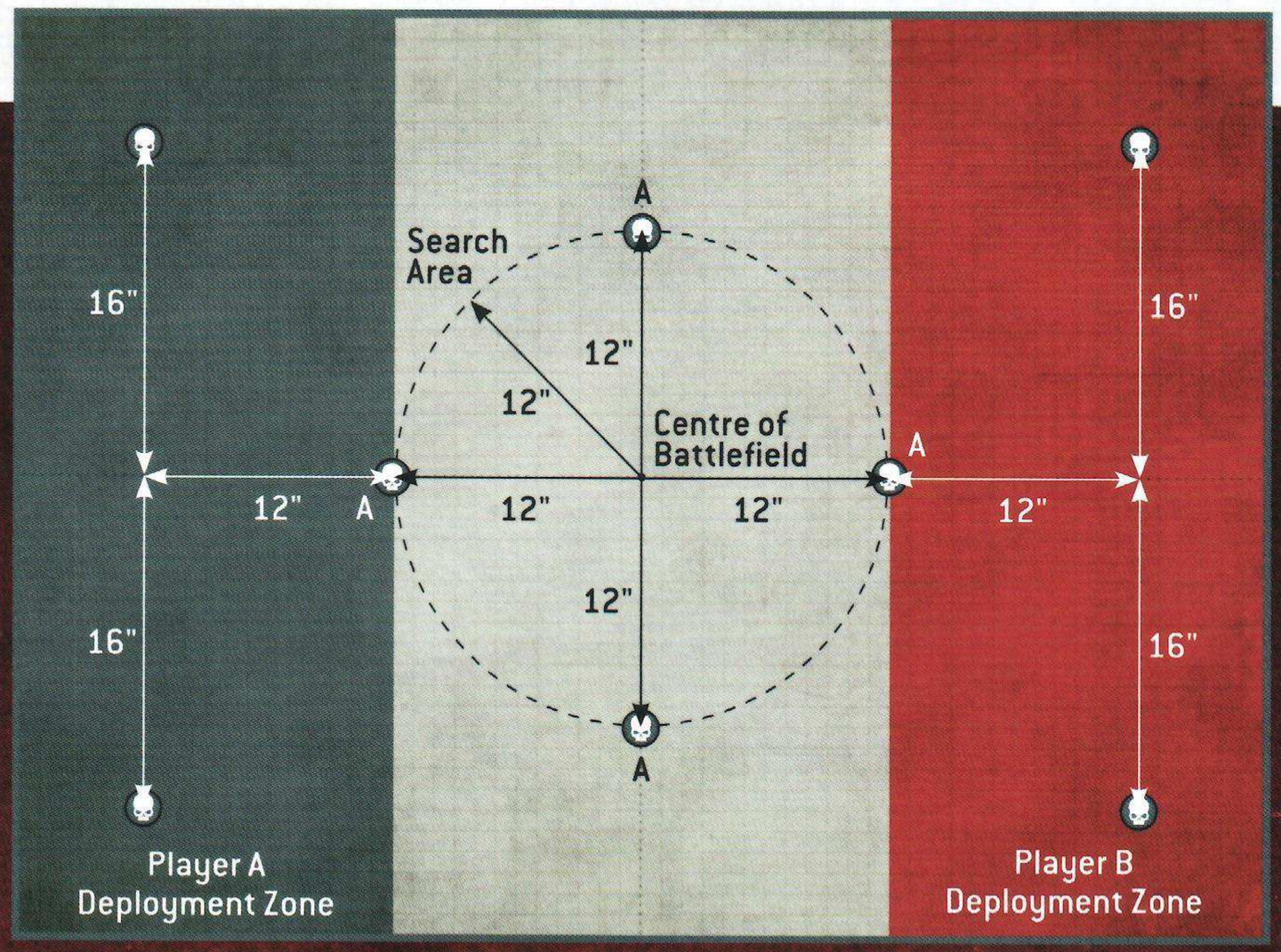
This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when the players are selecting their secondary objectives, they can, if they wish, choose for one of them to be Search for the Portal, below.

Search for the Portal (Progressive): Each time a unit from your army successfully completes the Search for the Portal action (see below) you score 1 victory point, plus 1 additional victory point for each objective marker labelled A that is currently under your control (for a maximum of 5 victory points).

Search for the Portal (Action): One **INFANTRY** unit from your army (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is wholly within the Search Area shown on the deployment map. The action is completed at the end of your next Command phase so long as the unit performing it is still wholly within the Search Area.



NARRATIVE PLAY

Narrative play allows you to take the already thematic gaming experience of Warhammer 40,000, and add to this any number of additional storytelling elements. From the simple act of giving names to your characters and units, to creating backstories for the missions you undertake, to creating sprawling campaigns in which individual battles help determine the outcome of a grand saga, the extent to which you take your narrative play games is entirely up to you.

The term narrative play can apply to many different types of games and styles of play. One of the most common ways of engaging in narrative play is to recreate famous battles found in Codexes, campaign books and Black Library novels, pitting your army and strategies against those of an opponent to see if you can change the course of history. Another is to wage a campaign in which a set group of players fight a series of missions over weeks, months or even years, with individual battles shaping the outcome of a long and bloody war. But perhaps the most flexible, engaging and comprehensive narrative play experience can be found in creating a Crusade force.

With a Crusade force you can fight any number of battles against any number of different opponents, and from mission to mission you will watch your army grow in size and experience. When you launch your Crusade, your force will be relatively small and inexperienced, but in short order you will shape it into a hardened Imperial battle group, a nightmarish Chaos warband, or a marauding xenos horde. Your units will develop skills that allow them to better slaughter the enemy, your characters will uncover prized relics that they can use in the ongoing war effort, and as your army continues to fight on new fronts, so too will you be assigned more and more warriors to command.

Each Crusade force is on a personal crusade that you, the commander, can define however you like. What this means is that you don't have to play with the same group of opponents if you don't want to – any Crusade force can be pitted against any other at any time. Furthermore, when two forces of different levels of experience encounter one another, the Crusade rules provide you the tools to ensure that the battle is not unfairly balanced in either direction.



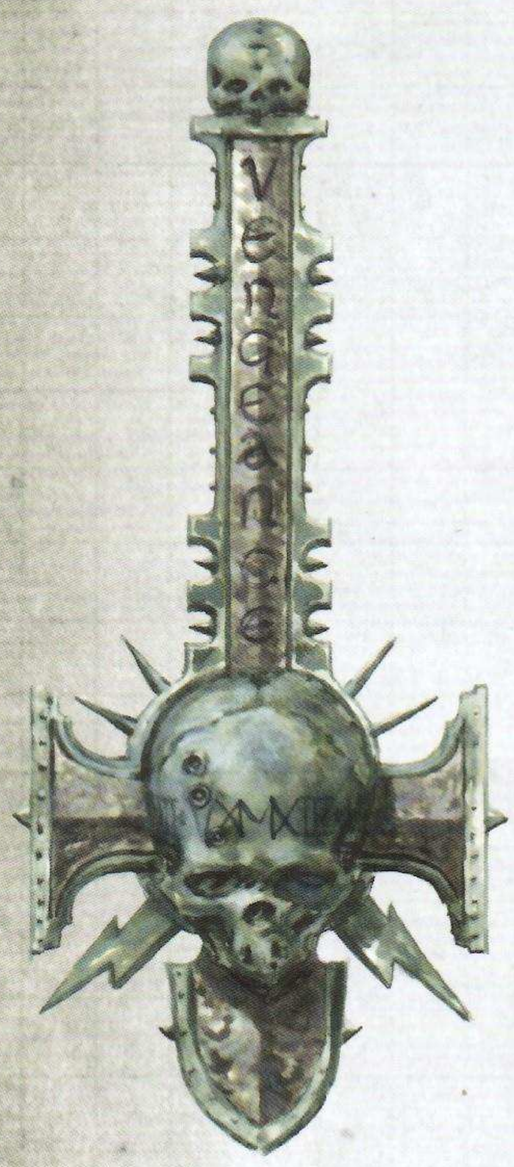
Following the Crusade rules you will find the Crusade mission pack. This pack encourages a great range of dynamic and strategic play styles, containing a mixture of missions with balanced deployments and objectives, as well as those in which each army is pursuing entirely different goals. On top of this, each player is able to select specific Agendas that only their army is pursing in battle, leading to endless diversity in the games you will play. Win or lose, your army will learn from each battle, gaining varying amounts of experience which they will carry with them as you continue your crusade.

CRUSADE FORCES

In the war-torn future of Warhammer 40,000 there are hard bitten groups of warriors who have battled side by side over countless campaigns. From the close-knit brotherhoods of the Adeptus Astartes to bonded Fire Warriors of the T'au Empire, such companies of fighters have fought together over several campaigns, each new battle teaching the skills and knowledge to help them survive the nightmarish battlefields upon which they must wage war. This section explains how you can muster an army for use in your own campaign, and how the units within it can progress and develop between one battle and the next.

A Crusade force is one that allows the player to track the development of their army from the greenest of recruits to the most hard-bitten veterans over the course of many battles. The more you play with a Crusade force, the more its units will gain experience, learn new abilities, acquire long-lost relics and earn battle scars. Crusade forces are designed to be used as part of a personal campaign where you play with and grow your favourite collection from a fledgling force into a powerful army feared across the galaxy, earning new battle honours with every victory (or defeat). Every Crusade force will be different, and the journey each takes will tell a unique story.

To play with a Crusade force, you will first need to choose a Crusade Faction and then create an Order of Battle.



CRUSADE FACTION

When you start a Crusade force, you must decide what its Crusade Faction will be – this must be one of the following Faction keywords:

- **IMPERIUM**
- **CHAOS**
- **AELDARI**
- **TYRANIDS**
- **ORKS**
- **NECRONS**
- **T'AU EMPIRE**

In a Crusade force, all of the units in your Order of Battle (see opposite), with the exception of those that are **UNALIGNED**, must have at least one Faction keyword in common (e.g. **IMPERIUM** or **CHAOS**). If a unit does not have the correct Faction keyword, it cannot be included in your Order of Battle.

- **Crusade Faction:** All units in your Crusade force must share this keyword (or be **UNALIGNED**).

ORDER OF BATTLE

A player's Order of Battle is primarily a list of all the units that they have as part of their Crusade force. A player's Order of Battle can consist of any number of units, but you must have a Crusade card for each unit and the combined Power Ratings of all the units in your starting Crusading force cannot exceed 50. This is called your Crusade force's Supply Limit, and it can be increased by playing more battles (as explained later). Make a note of each unit's Power Rating on your Order of Battle.

A unit's Crusade points is a measure of how many upgrades and bonuses it has accrued while part of your Crusade force – it will typically start at 0 when first included in your Crusade force, but will increase as the unit gains experience in battle. Make a note of each unit's current number of Crusade points on your Order of Battle (see Crusade Blessings on page 326 to find out more about how Crusade points effect your battles).

You can add new units to your Order of Battle at any time, provided that doing so does not exceed your Crusade force's Supply Limit. Once you have added a unit you cannot change any of its details. This means that you cannot change the number of models in that unit, the wargear they are equipped with, or any of the abilities, Warlord Traits, Relics,

psychic powers etc. you have chosen for that unit. Some units have keywords that you must choose for that unit. For example, when taking a unit with the **<CHAPTER>** keyword you must select which Chapter that unit is, e.g. **ULTRAMARINES**. Once you have chosen such a keyword for a unit in your Order of Battle, you cannot change it.

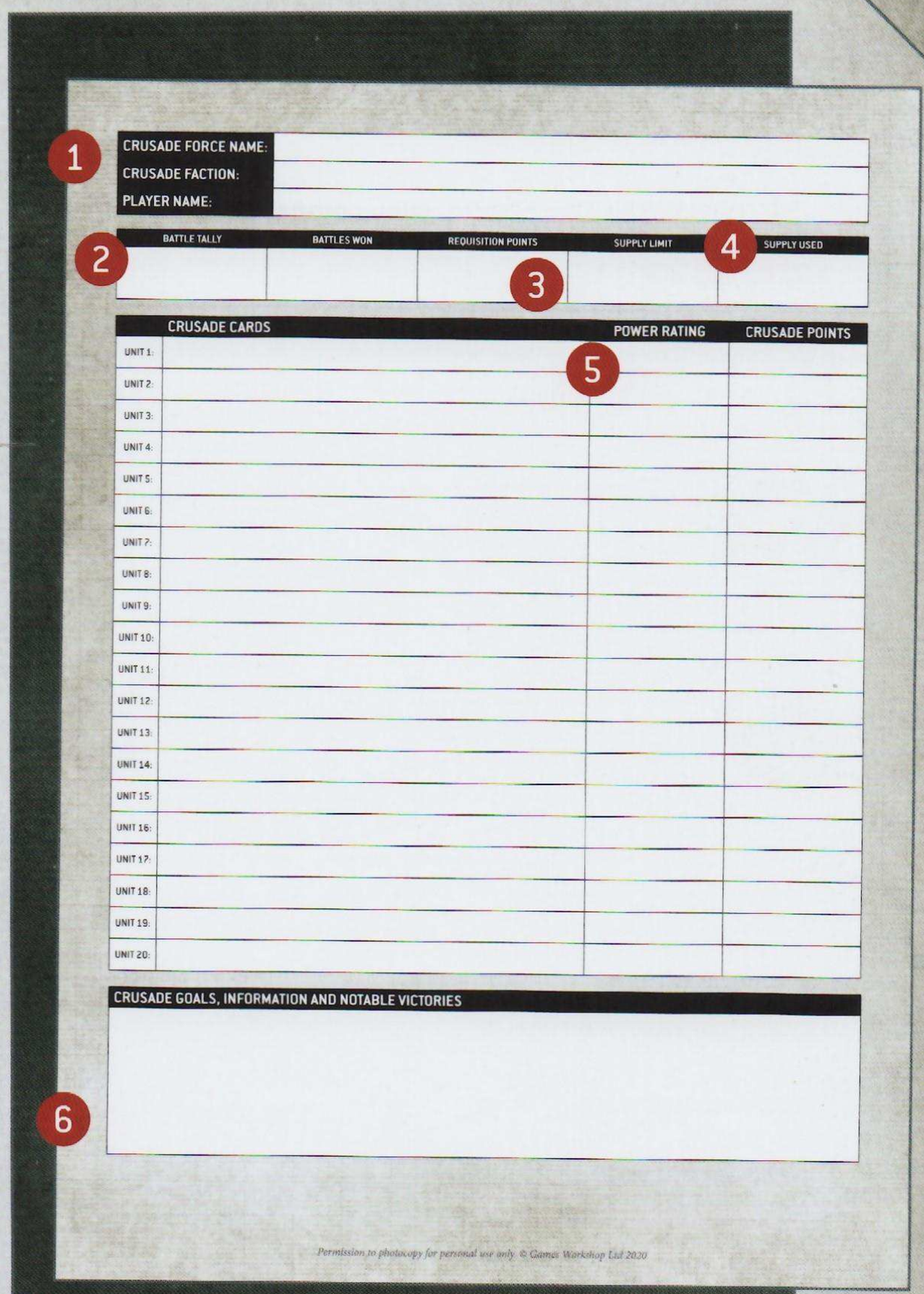
You can remove units from your Order of Battle at any time, but once you have removed a unit you cannot add it back into your Order of Battle (so any upgrades, Battle Honours etc. they have acquired are lost). Removing a unit from your Order of Battle does not affect your Crusade force's Supply Limit (so removing a unit can potentially leave you with the ability to add a new unit to your Order of Battle).

- **Order of Battle:** List of all the units that are part of your Crusade force.
- Can add or remove units from your Order of Battle at any time.
- Each unit must have a Crusade card (pg 312).
- Units cannot be changed once added to your Order of Battle.
- **Supply Limit:** Starts at 50. The combined Power Ratings of all units in your Crusade force must not exceed this.

BATTLE TALLY, REQUISITION POINTS AND OTHER INFORMATION

A player's Order of Battle must also have a tally of the number of battles you have played with it, as well as your current number of Requisition points (RPs). When you first start a Crusade army and you create an Order of Battle, you will start with 5 RPs. You can find out more about Requisition points on page 314. You can also include any other information you want on your Order of Battle, including notable victories or defeats, any vendettas or grudges you feel your army would have, or any additional background that you wish to add to your Crusade force or any of the units within it.

- **Battle tally:** Number of battles you have played using this Crusade force.
- **Requisition points:** Start at 5. Can be spent to use Requisitions (pg 316).



1. When you first create an Order of Battle, write the name of your Crusade force, its Crusade Faction and your name here.
2. Keep a record on your Order of Battle of the number of battles you have played using this Crusade force (your battle tally), and the number of victories it has secured.
3. Keep a note on your Order of Battle of the current number of Requisition points (RPs) your Crusade force has available.
4. The current Supply Limit of your Crusade force, as well as the combined Power Ratings of all the units in your Crusade force (the Supply Used) are noted down on your Order of Battle.
5. Your Order of Battle lists all the units in your Crusade force – for easy reference, make a note of each unit's Power Rating and the number of Crusade points each has acquired here.
6. There is space on an Order of Battle for all kinds of narrative information, such as personal goals, notable victories (or defeats), vendettas and more.

You can find a blank Order of Battle that you can photocopy on page 328.



SAM PEARSON'S GENESTEALER CULTS

There are few more fervent worshippers of the enigmatic Star Children than Rules Writer Sam Pearson. His Genestealer Cults Crusade force is a testament to this devotion. As a collection it's a great example of how a coherent, thematic and skilfully applied paint scheme can make an army look really striking on or off the tabletop. At the heart of this Crusade force is a veritable horde of Genestealers, the claw-limbed alien horrors that give the entire model range its name. Sam is a huge fan of Genestealers and has gathered these miniatures from a number of sources over the years, including the ever popular board game Space Hulk. At last count, he had over forty of these terrifying shock troops and was still itching to get his tendrils on more – Deathwatch commanders beware…

Another unusual and highly thematic feature of Sam's collection is that he has built up a substantial quantity of tabletop scenery, themed and painted to tie-in with the army itself. Intended to represent the Munitorum supply yards, arms caches, fuel depots and the like that the Genestealer Cults pilfer to feed their guerilla wars, this fantastic scenery allows Sam to quickly and effectively theme any battlefield he plays on to better suit the look and backstory of his force. This backstory is the other big driving factor behind Sam's collection. From his malevolent Biophagus, Doctor Onderghast, to the fact that his army comprises multiple gene-sects who – according to Sam – loathe each other with a passion, there are very few elements of this collection about whose character and plot he won't enthuse. As with many Warhammer 40,000 hobbyists, the ever developing storyline behind his army is what really brings Sam's Crusade games alive for him. Indeed, he's even planning a Tyranid element to the force next so that he can play games that see the Star Children arrive at last, no doubt with horrifying consequences for the cult and their enemies alike!

You can almost hear the gunning of engines and smell the exhaust fumes as Sam's Atalan Jackals and their accompanying Wolfquad roar into battle.



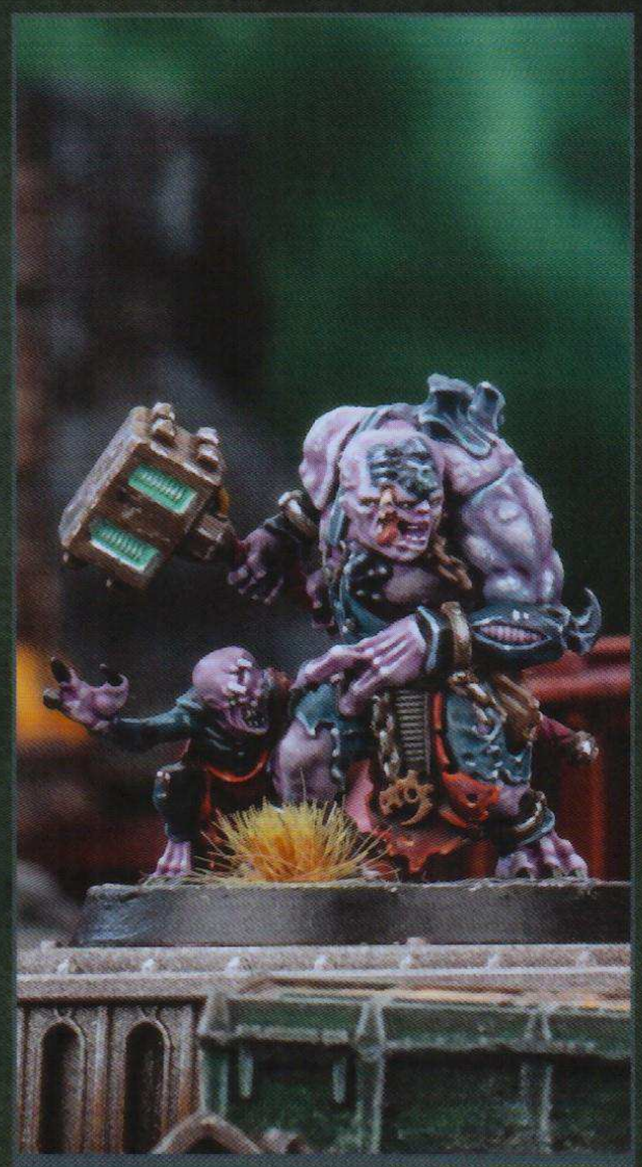
Accompanied by an honour guard of warriors from the cult, Sam's Genestealer Patriarch and some of the xenos monster's most dangerous lieutenants advance through the densely packed scenery that Sam painted specifically to accompany this striking army.



Magus Saivera Drisst, the Barbed Prophet, is the leader of Sam's Crusade army. The favoured Magus of her cult's Patriarch, Drisst has earned the Master of Lore Battle Honour and the Born Survivor Warlord Trait.



Doctor Onderghast himself! This Biophagus is particularly fond of experimenting on the force's Aberrants. Doctor Onderghast's Crusade card has numerous 'field notes', written by Sam in the master of gene-manipulation's voice, commenting on the events of his battles.

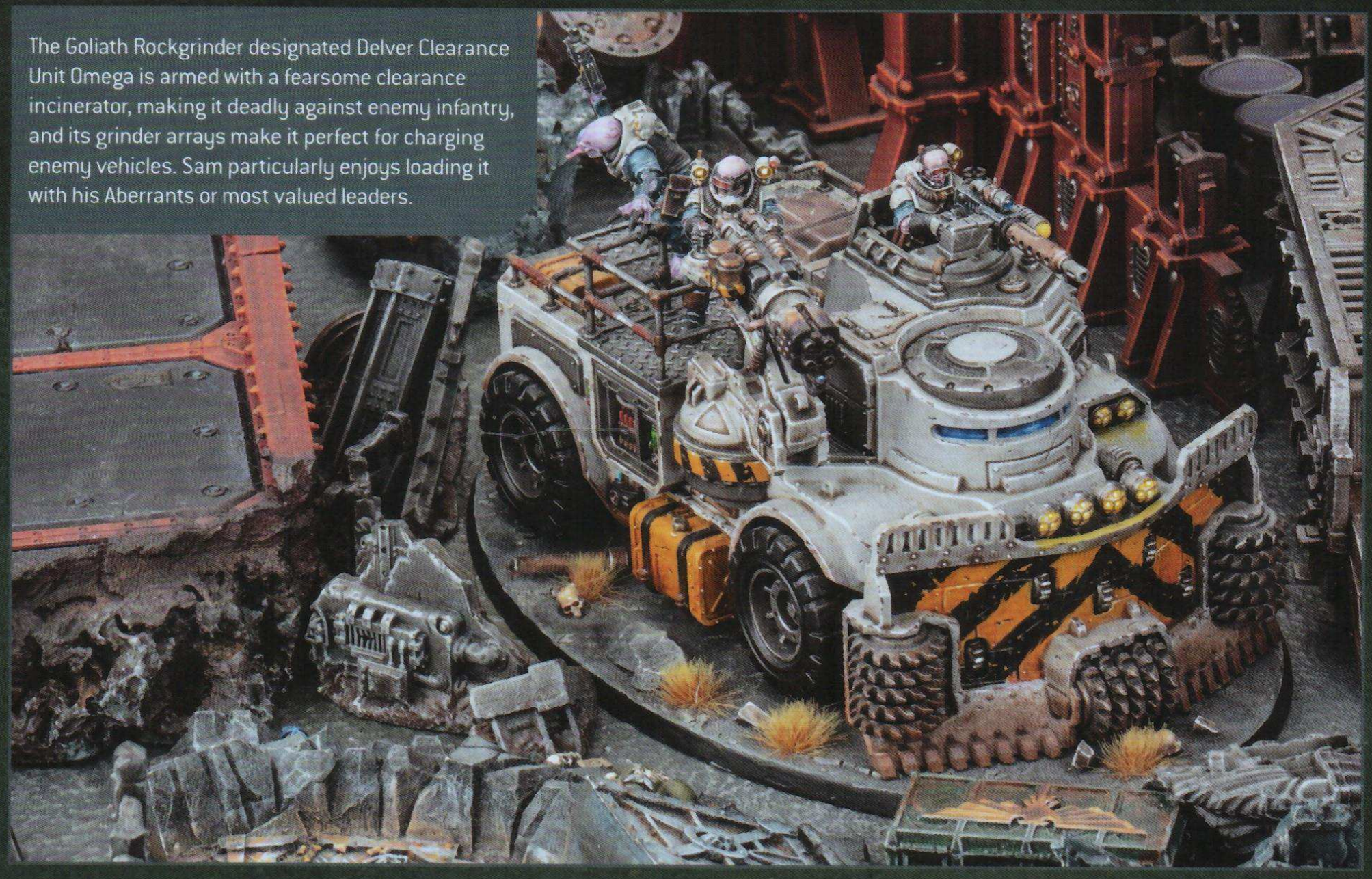


Whenever his Abominant, Specimen, is destroyed in a battle, Sam gives Specimen a new number, to represent Doctor Onderghast's reconstructing of the slain Abominant whilst retaining its experience from previous actions – the Specimen you see before you is Specimen VIII.

These heavily armed Armoured Sentinels are the Colosine Docks Security Unit. Combat veterans, they have earned the Elite Crew Battle Honour, making them even deadlier with their plasma cannons as they can overcharge without taking any risk! Sam has also given them the Sentinel Agenda, completely apt for these all-terrain bipedal walkers.



The Goliath Rockgrinder designated Delver Clearance Unit Omega is armed with a fearsome clearance incinerator, making it deadly against enemy infantry, and its grinder arrays make it perfect for charging enemy vehicles. Sam particularly enjoys loading it with his Aberrants or most valued leaders.





This unit of Aberrants, the Litoyev Laboratory Sect, is one of Sam's favourites in the entire army. He loves to throw them at the toughest enemy units, and they almost always emerge victorious! With the Battle Honour Fleet of Foot they are even deadlier, able to reach their foes much more quickly.

The Gamma Sub-section Sappers are armed to the teeth with hand flamers and demolition charges. Frequently ambushing in the perfect time and place, they've been so successful Sam wants to reinforce them, bringing their numbers up to ten!

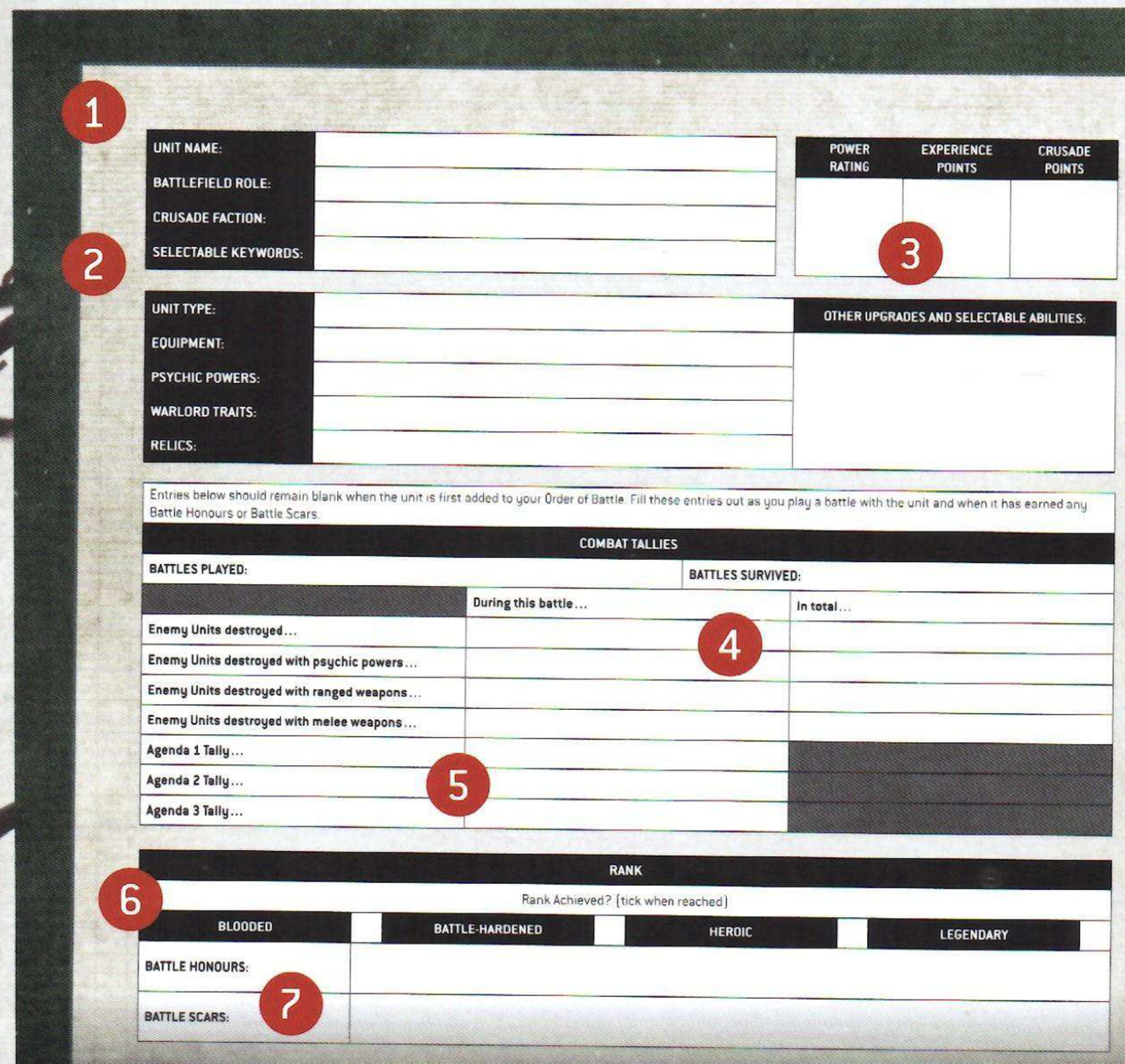


CRUSADE CARDS

Each time a player adds a unit to their Order of Battle, the unit's details must be recorded on a Crusade card. Each unit's Crusade card details the following:

- What models and how many of each are in the unit.
- What weapons models in that unit are equipped with and what wargear they have.
- The total Power Rating of the unit. You can find out more about Power Ratings and points on page 240.
- If the unit has any keywords that must be chosen when that unit is included in your army, its Crusade card must make a note of what are those keywords (e.g. **<MARK OF CHAOS>**, **<LEGION>**, **<CHAPTER>** etc.).
- If the unit is a **PSYKER**, its Crusade card must make a note of which psychic powers it knows.* When you are generating that unit's powers, you can ignore rules that state the unit must be part of a specific Detachment in order to know that power (though all other requisites, such as having the correct keywords, still apply).
- If the unit has any abilities that must, or that can be selected or generated before the battle, your Crusade card must note what those selections are (e.g. Litanies of Battle, Prayers to the Dark Gods, Powers of the C'tan, Exarch Powers etc.).*
- If you have used any Requisition points to upgrade the unit, the Crusade card must note all the details of those upgrades. So, if any units have been given a Relic, a Warlord Trait, or have been upgraded via a Stratagem, these must be noted on their unit card*.
- Any Battle Honours or Battle Scars the unit has (see pages 318 and 325 respectively).
- The unit's current number of experience points (when adding a unit to your Order of Battle, this will be 0).
- The unit's Combat tallies (when adding a unit to your Order of Battle, these will be 0).
- The unit's total number of Crusade points.

* *Some Warlord Traits, psychic powers, Stratagems and certain other abilities can be selected randomly. It is up to you whether you pick or roll for these when you add the unit to your Order of Battle, but in either case, once determined they cannot later be changed. Make a note of your selection (whether chosen or rolled for randomly) on the unit's Crusade card.*



1. Each unit in your army should have a unique name to differentiate it from its peers.
2. The unit's Battlefield Role, Power Rating and equipment are listed on its Crusade card, along with other things you must select (e.g. keywords and psychic powers).
3. The number of experience and Crusade points the unit has acquired are noted here.
4. Keep a tally of how many enemy units this unit has destroyed (and how) here.
5. You can keep track of tallies required during a battle due to Agendas here.
6. When a unit acquires enough experience points to be promoted, tick the appropriate box to denote its rank.
7. All Battle Honours and Battle Scars that a unit currently has are noted down here.

You can find a blank Crusade card you can photocopy on page 329.

EXPERIENCE

When you add a unit to your Order of battle, it will start with 0 experience points. Units can gain experience points as follows:

1. **Battle Experience:** At the end of a battle, each unit that has a Crusade card that was part of your army list for that battle gains 1 experience point.

2. **Dealers of Death:** A unit gains 1 experience point for every third enemy unit it has destroyed in total.

3. **Marked for Greatness:** At the end of a battle, you can select one unit that has a Crusade card that was part of your army list for that battle; that unit gains 3 experience points. Keep a tally on the unit's Crusade card of how many times it has been Marked for Greatness.

There are many additional ways in which units can gain experience points, as described in the Crusade Mission Pack (pg 335). Keep track of a unit's current experience points total on its Crusade card.

The following units never gain experience points, and so can never gain Battle Honours, however, they also are assumed to pass any Out of Action tests they are required to take (no dice is rolled) and so never accrue Battle Scars. You can find out more about Out of Action tests on page 324. You can mark the Experience Points section of their Crusade card as 'N/A' to remind you.

- Named characters (pg 315)
- **SWARMS**
- **DRONES**
- Units with the Fortifications Battlefield Role
- Summoned units (i.e. any unit that is added to your army during a battle) (pg 327)

- **Experience points:** Units start with 0, but gain them during battles.
- Some units never gain experience points (see above).

COMBAT TALLIES

A unit's Crusade card contains space to record all kinds of battle statistics. Each time your unit takes part in a battle, survives a battle, or destroys an enemy unit, make a note of that on the unit's Crusade card. Units can earn experience points from these tallies, as described on page 335.

There is also space on each unit's Crusade card to record Agenda tallies during a battle. These are always reset to 0 after each battle. You can find out more about Agendas on page 333.



- **Combat tallies:** Used to record battle statistics for units during games.

The lethal warrior Drazhar leaps into battle with a Keeper of Secrets, Greater Daemon of Slaanesh. For either, slaying their opponent is a great deed to be celebrated.



Heinous warriors of the traitorous Alpha Legion clash with Sisters of the fanatical Order of Our Martyred Lady and logic-obsessed Space Marines of the Iron Hands Chapter. Both sides carry ancient relics into battle, and all are eager to purge their foes from this world.



REQUISITION POINTS

It is an ancient truism that resources win wars. That is why we of the Inquisition have at our disposal the wealth of the Imperium entire. For ours wars are the greatest, the darkest, the ones Humanity cannot afford to lose.

Requisition points can be used to purchase Requisitions: these can upgrade your Crusade force, or units within them. Each time you spend a Requisition point, reduce your total by 1. Any Requisition points you do not spend are saved and can be used later. As you play more battles, you can accrue additional Requisition points, but a Crusade force can never have more than 5 (any additional Requisition points acquired beyond this are lost). Each time you play a battle, you will gain 1 Requisition point after that battle has been completed, regardless of the result of the battle itself. You should keep track of how many Requisition points you have on your Order of Battle.

The Requisitions you can purchase can be found on page 316. Each Requisition will tell you when it can be purchased; they can never be purchased during a battle. Unless stated otherwise, there is no limit on the number of Requisitions you can purchase, the number of times you can purchase each Requisition, nor on the combination of Requisitions you can purchase, so long as you have enough Requisition points. If you do not have enough Requisition points to purchase a Requisition, you cannot purchase it.

- Requisitions cost Requisition points to purchase.
- You can never have more than 5 Requisition points.
- Each battle you play earns you 1 Requisition point (win, lose or draw).

Relics, Warlord Traits and Upgrades

No model in your Order of Battle can have a Relic or a Warlord Trait unless you have purchased the appropriate Requisition (see page 316). This means that your **WARLORD** does not automatically have a Warlord Trait, and

you do not automatically get to give a Relic to one **CHARACTER** in your army.

There are also several Stratagems, in Codexes and other publications, that can upgrade units before the battle. Examples include Stratagems that enable additional models to have Relics or Warlord Traits, or Stratagems that grant units better Characteristics or abilities. You cannot use any of these Stratagems to upgrade any unit in your Order of Battle unless you have purchased the appropriate Requisition, as described below.

- Not usable unless you have purchased the appropriate Requisition.
- Your Warlord does not have a Warlord Trait.
- No model in your army has a Relic.
- You cannot use Stratagems that upgrade units before the battle.

Named Characters

Named characters always have a Warlord Trait, even if they are not your Warlord (in such cases they are only considered to be your Warlord for the purposes of their trait). If a publication lists what a named character's Warlord Trait must be, then it must be this; they have this Warlord Trait even if another model in your Order of Battle already has this Warlord Trait, but having this named character in your Order of Battle does not prevent another model in your Order of Battle from having this Warlord Trait.

- Named characters always have a Warlord Trait (even if they are not your **WARLORD**).

Knight Characters

IMPERIAL KNIGHT Detachments and **CHAOS KNIGHT** Detachments both have a Detachment ability (Knight Lances and Traitoris Lances respectively). The part of this ability that enables a model to gain the **CHARACTER** keyword does not apply to Crusade Armies. The only method by which an **IMPERIAL KNIGHT** or a **CHAOS KNIGHT** model can gain the **CHARACTER** keyword is by purchasing the Specialist Reinforcements Requisition (pg 316) when it is added to your Order of Battle in order to use either the Exalted Court or Tyrannical Court Stratagems (see *Codex: Imperial Knights* or *Codex: Chaos Knights* respectively). Note, however, that using one of these Stratagems will only result in that model gaining that **CHARACTER** keyword – it will not grant them a Warlord Trait as described on the Stratagem (as per the Specialist Reinforcement Requisition's rules). To give such a model a Warlord Trait you would have to additionally purchase the Warlord Trait Requisition (pg 316).

- **IMPERIAL KNIGHT** and **CHAOS KNIGHT** Detachments do not add the **CHARACTER** keyword to models via the Knight Lance or Traitoris Lance abilities.
- Exalted Court and Tyrannical Court Stratagems must be accessed by purchasing a Requisition, and will only give one model the **CHARACTER** keyword.

Nisaba felt the cold iron of the deck crawl through her whole body as she knelt before her master's throne. She dared not look up. Captain Kaurbek had little tolerance for perceived slights from his slaves. More than one of her fellows had been sent to Deck Seventeen to be fed to that... thing. The thought made her shudder. All she could see of her master was his huge iron boots, and the black and yellow chevrons that circled his command throne.

'Speak,' he said.

She hesitated, her voice caught in her throat.

'I shall not ask again, slave.'

Nisaba gulped. Her master would not enjoy what she had to say. 'We have less than three hundred rounds per heavy bolter, my lord, and no more than two krak and three frag missiles per functioning launcher in the armoury. Total fuel supplies allow only for thirty minutes of combat for the Predator Thunder of Olympia *and forty minutes of combat for the Land Raider* Perturabo's Chariot. *Across all other supply types you ordered I collect, based on projections of expected combat usage, the warband will be combat ineffective within two months – provided we follow Epsilon-Theta rationing protocols.'*

Kaurbek said nothing. Besides the binharic chant of the bridge's handful of remaining operational servitors, there was silence. Nisaba began to shake, beads of sweat forming on her forehead.

'It appears then, brothers, we have supplies to secure. Ready your squads, distribute what remains. Today our rise begins.'

REQUISITIONS

INCREASE SUPPLY LIMIT 1RP

Purchase this Requisition at any time. Increase your Crusade force's Supply Limit by 5 Power.

FRESH RECRUITS 1RP

Purchase this Requisition at any time. Select one unit from your Order of Battle (excluding **CHARACTERS**, **VEHICLES** and **MONSTERS**) that has a Crusade card. You cannot choose a unit that has achieved the Battle-hardened, Heroic or Legendary rank. Add any number of additional models to this unit (up to the maximum listed on its datasheet) and increase its Power Rating accordingly. If the unit you selected has achieved the Blooded rank, you must increase its Crusade points (pg 306) total by 1 if its Power Rating has gone from 10 or less to 11 or more.

REARM AND RESUPPLY 1RP

Purchase this Requisition at any time. Select one unit from your Order of Battle (excluding **CHARACTERS**) that has a Crusade card. You can change any wargear options that models in that unit are equipped with as described on that unit's datasheet, provided that none of those wargear options would change the Power Rating of the unit. You cannot replace a weapon that a model is equipped with if the weapon in question has been upgraded by a Weapon Enhancement (pg 320).

REPAIR AND RECUPERATE 1RP

Purchase this Requisition either before or after a battle. Select one Crusade card from your Order of Battle that has one or more Battle Scars. Select one of that unit's Battle Scars and remove it from its Crusade card (remember that for each Battle Scar removed, the unit's Crusade points will effectively increase by 1). You can find out more about Battle Scars on page 324.

PSYCHIC MEDITATIONS 1RP

Purchase this Requisition either before or after a battle. Select one **PSYKER** unit that has a Crusade card from your Order of Battle. You can change what psychic powers that unit knows (make a note of the unit's new psychic powers on its Crusade card – all the usual rules for selecting psychic powers apply).

SPECIALIST REINFORCEMENTS 1RP

Purchase this Requisition when you add a Crusade card for a unit to your Order of Battle. If there is a Stratagem that could upgrade this unit to give it either a better characteristic profile and/or abilities, you can use that Stratagem to upgrade that unit for free, even if you would not normally have access to such a Stratagem unless your army includes a specific Detachment. Make a note of the upgrades afforded by that Stratagem on the unit's Crusade card, and add 1 to its Crusade points total for each Command point that the Stratagem would have cost (so +1 Crusade point if the Stratagem would have cost 1 Command point, +2 Crusade points if it would have cost 2 Command points and so on). This upgrade is permanent, and cannot be removed or changed. You cannot use this Requisition to give a **CHARACTER** a Relic or a Warlord Trait*, and you cannot use Stratagems that upgrade the unit to be part of a Specialist Detachment.

WARLORD TRAIT 1RP

Purchase this Requisition when you add a Crusade card for a **CHARACTER** unit to your Order of Battle, or when a **CHARACTER** in your Order of Battle gains a rank. You can give that **CHARACTER** one Warlord Trait (even if they are not your Warlord – in battle, this **CHARACTER** is only considered your Warlord for the purposes of this trait). This must still be a Warlord Trait it can have; any Warlord can have the Inspiring Leader Warlord Trait (see below). Alternative Warlord Traits can be found in other publications. Make a note of the Warlord Trait on the unit's Crusade card and add 1 to its Crusade points total (+2 instead if the **CHARACTER** is **TITANIC**). This Warlord Trait is permanent to this unit, and cannot be removed or changed. No model can have more than one Warlord Trait and the same Warlord Trait cannot be included more than once by any model in your Order of Battle.*

Inspiring Leader (Warlord Trait, Aura)
Add 1 to the Leadership characteristic of friendly units while they are within 6" of this **WARLORD**.

More Boyz means more scraps and bigger fights! More fights and better scraps means more Boyz!

RELIC — 1RP

Purchase this Requisition when you add a Crusade card for a **CHARACTER** unit to your Order of Battle, or when a **CHARACTER** unit in your Order of Battle gains a rank. You can give one **CHARACTER** model in that unit one Relic (excluding Crusade Relics). This must still be a Relic it can have, and it cannot be a Relic that replaces a weapon this **CHARACTER** is equipped with if the weapon in question has been upgraded by a Weapon Enhancement or a Crusade Relic (e.g. Artificer Weapon). Make a note of the Relic on the unit's Crusade card and add 1 to its Crusade points total (+2 instead if the **CHARACTER** is **TITANIC**). This upgrade is permanent to this unit, and cannot be removed or changed. No model can have more than one Relic and the same Relic cannot be included more than once by any model in your Order of Battle.*

Please note that if a model with a Warlord Trait and/or Relic is removed from your Order of Battle, any Warlord Trait and/or Relic that the model had listed on its Crusade card are now available to be taken by another* **CHARACTER *unit (assuming you use the appropriate Requisition to upgrade it, of course).*

SPACE MARINE SUCCESSOR CHAPTERS AND FIRST FOUNDING CHAPTER RELICS

There is a Stratagem in some Space Marine Codex supplements that allows a **CHARACTER** from a successor Chapter to have a Relic that would normally only be available to their First Founding Chapter. When using the Relic Requisition to give a **CHARACTER** a Relic, you can effectively use this Stratagem, but if you do you add 2 to that unit's Crusade points instead of only adding 1, and you cannot have more than one **CHARACTER** in your Order of Battle that has a Relic from their First Founding Chapter.



Rad-soaked warriors of the Adeptus Mechanicus' Skitarii legions ambush ramshackle Bad Moons Orks vehicles as the greenskins careen at high speed along a debris-strewn road. The air is filled with the deafening sounds of relentless weapons fire, binharic chants and bestial roars.



RANKS AND BATTLE HONOURS

If a unit has accrued enough experience points it will gain a promotion and go up a rank (from Battle-ready to Blooded, for example). Each time a unit gains a rank, it will gain one Battle Honour; make a note of the unit's new rank and its Battle Honour on its Crusade card. You can find out more about Battle Honours opposite.

EXPERIENCE

EXPERIENCE POINTS	RANK	BATTLE HONOURS
0-5	Battle-ready	0
6-15	Blooded	1
16-30	Battle-hardened	2
31-50	Heroic	3
51+	Legendary	4

- Once a unit earns enough experience points it will go up in rank.
- Each time a unit goes up in rank, it will gain a Battle Honour.

Dhenko gutted the soldier with a wide swing of his chainsword. Offal poured from the savage tear in the man's flesh, flopping to the ground in a bloody tumble. The mortally wounded trooper dropped to the floor, staring wide-eyed at his spilled organs before desperately attempting to scoop them back into his body.

The battle was almost over, the isolated Imperial mining outpost all but taken by the Iron Warriors, its weak garrison and populace all but destroyed. Dhenko saw Garakh pulverise a soldier's skull with a single punch, leaving little more than a mangle of flesh and bone hanging from a shattered neck. Sighor hacked another down with a heavy blow from his serrated combat knife. The blade cut straight through the lasgun held by the trooper, raised in a pathetic attempt to parry, before it practically cut her in half.

Vox clicks from others in Dhenko's squad informed him that they had run out of enemies to kill and awaited further orders.

'Take everything,' he said. 'Pick it clean. Every weapon, every round, every drop of fuel, every servitor that still babbles, and prepare all ore for collection by Thunderhawk. If some have somehow escaped our judgement and live still, take them as slaves. The guns need crew–'

'And our most ancient brother hungers,' interjected Zar, a dark smile detectable in the grim mirth of his words.

'Indeed he does, brother,' said Dhenko. 'And if you interrupt my orders again I'll see to it you are next sent to the seventeenth deck.'

Zar fell silent.

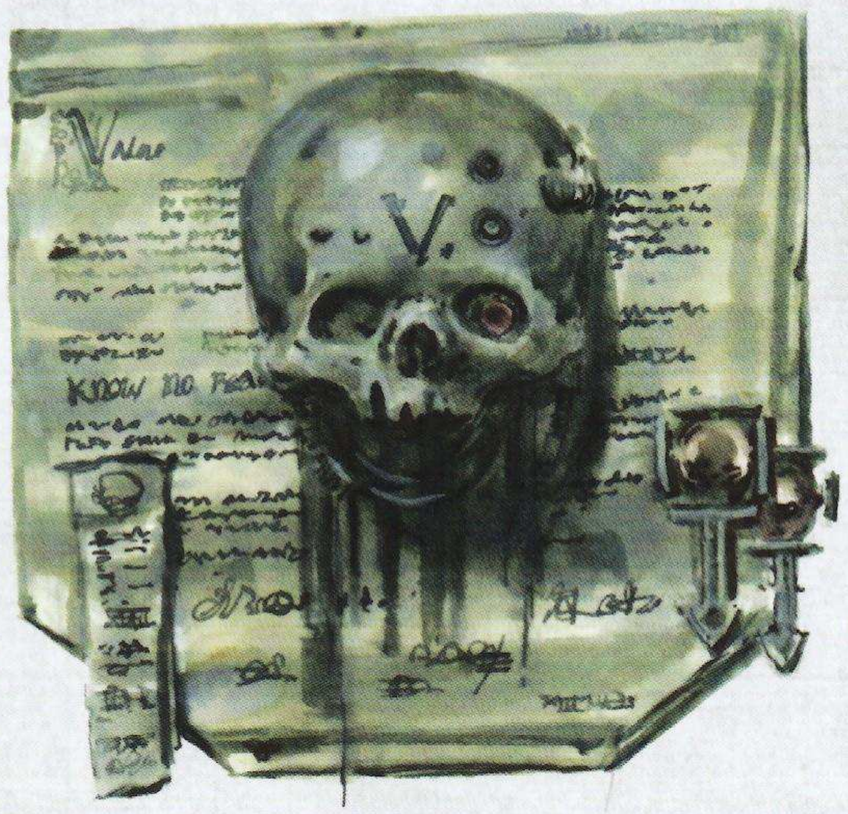
Dhenko smiled. Kaurbek would reward them for this.

BATTLE HONOURS

Units gain one Battle Honour each time they gain a rank. Sometimes, a unit can gain an additional Battle Honour by other means (such as by winning certain missions). There are several types of Battle Honours that can be bestowed onto a unit: Battle Traits, Psychic Fortitudes, Weapon Enhancements and Crusade Relics. Each time a unit gains a Battle Honour, it can select from one of those categories. A unit can never have more than six Battle Honours. Make a note of each Battle Honour a unit has on its Crusade card.

Each time a unit gains a Battle Honour you must increase its Crusade points total by 1 (if the unit has a Power Rating of 10 or less) or 2 (if the unit has a Power Rating of 11 or higher).

- There are four types of Battle Honours:
  - **Battle Traits:** New skills and abilities.
  - **Weapon Enhancements:** Upgrade an item of wargear.
  - **Psychic Fortitudes:** Boosts a unit's psychic might.
  - **Crusade Relic:** Gain a rare and powerful artefact.
- Each time a unit gains a Battle Honour, increase its Crusade points by:
  - 1 if unit has a Power Rating or 10 or less.
  - 2 if unit has a Power Rating of 11 or more.



BATTLE TRAITS

Battle Traits are skills or upgrades that units have acquired during their years of warfare, and help to give them a vital edge on the battlefield. Each time a unit gains a Battle Trait, roll one D6 and consult the table below to randomly determine what Battle Trait the unit has gained, or choose the Battle Trait that you think tells the best narrative for your unit. A unit can have more than one Battle Trait, but it cannot have the same Battle Trait more than once (if a duplicate result is rolled, roll again until a different result is rolled).

CHARACTER UNITS (Excluding VEHICLE and MONSTER units)

D6	TRAIT
1	**Swift and Agile:** Add 1" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	**Heroic Constitution:** Add 1 to the Wounds characteristic of one CHARACTER model in this unit.
3	**Resilient:** Roll one D6 each time a CHARACTER model in this unit would lose a wound; on a 6, that wound is not lost.
4	**Deadly Charge:** Add 1 to the Attacks characteristic of CHARACTER models in this unit in the Fight phase if this unit made a charge move, was charged, or performed a Heroic Intervention this turn.
5	**Inspiring Hero:** Add 1 to the Leadership characteristic of friendly units while they are within 6" of a CHARACTER model from this unit. In addition, this unit can perform Heroic Interventions if, after the enemy has made all its charge moves, it is within 6" of any enemy units, and it can move up to 6" when doing so.
6	**Tactical Experience:** While a CHARACTER model from this unit is on the battlefield, roll one D6 each time you spend a CP to use a Stratagem; on a 6, you immediately regain 1 CP.

VEHICLE UNITS

D6	TRAIT
1	**Enhanced Engines:** Add 2" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	**Elite Crew:** Re-roll hit rolls of 1 when resolving attacks made by VEHICLE models in this unit.
3	**Improved Shielding:** Add 1 to saving throws made for VEHICLE models in this unit against attacks that have an Armour Penetration characteristic of 0 or -1 (invulnerable saving throws are unaffected).
4	**Armourbane:** Re-roll wound rolls of 1 when resolving attacks made by VEHICLE models in this unit that target enemy VEHICLE or MONSTER units.
5	**Repair Systems:** VEHICLE models in this unit regain 1 lost wound at the start of each of your Command phases.
6	**Blessed Hull:** Roll one D6 each time a mortal wound is allocated to a VEHICLE model in this unit; on a 5+ that mortal wound is ignored.

MONSTER UNITS

D6	TRAIT
1	**Unstoppable:** Add 2" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	**Apex Predator:** Re-roll hit rolls of 1 when resolving attacks made by MONSTER models in this unit.
3	**Thickened Hide:** Add 1 to saving throws made for MONSTER models in this unit against attacks that have an Armour Penetration characteristic of 0 or -1 (invulnerable saving throws are unaffected).
4	**Frenzied:** Add 1 to the Attacks characteristic of MONSTER models in this unit in the Fight phase if this unit made a charge move, was charged, or performed a Heroic Intervention this turn.
5	**Regenerates:** MONSTER models in this unit regain 1 lost wound at the start of each of your Command phases.
6	**Terrifying:** Roll two dice when taking a Morale test for an enemy unit within 6" of this unit and discard the lowest result (if both dice results are the same, discard either one of them).

ANY OTHER UNIT

D6	TRAIT
1	**Fleet of Foot:** Add 1" to this unit's Move characteristic. In addition, add 1 to Advance and charge rolls made for this unit.
2	**Veteran Warriors:** Re-roll hit rolls of 1 when resolving attacks made by models in this unit.
3	**Grizzled:** Roll one D6 each time a model in this unit would lose a wound; on a 6, that wound is not lost.
4	**Headhunters:** Add 1 to hit rolls and wound rolls made when resolving attacks with models in this unit that target enemy CHARACTER units.
5	**Cool-headed:** You can re-roll failed Morale tests taken for this unit. In addition, if a unit declares this unit as the target of their charge, this unit can fire Overwatch (and will score hits on unmodified rolls of 5+ instead of 6 when doing so).
6	**Battle-tested:** This unit has the Objective Secured ability and can make attacks with ranged weapons while performing an Action without that action failing. Combat Attrition tests taken for this unit are automatically passed while it is within range of an objective marker.

WEAPON ENHANCEMENTS

Weapon Enhancements are upgrades made to a warrior's armaments that improve their lethality in combat. Each time a unit gains a Weapon Enhancement, you must select one model in that unit (if the unit has a unit champion, such as a Sergeant, you must select that model), then you must select one weapon equipped by that model. You cannot select a weapon that has already been enhanced by this Battle Honour, nor can you select a weapon that is a Relic or a Crusade Relic – such artefacts cannot be modified.

If the weapon you have selected is equipped by a **TITANIC** model, roll one D3 and consult the appropriate table to randomly determine what Weapon Enhancement is gained (i.e. if it is a ranged weapon, roll on the Ranged Weapons table, if it is a melee weapon, roll on the Melee Weapons table). Alternatively, you can choose one Weapon Enhancement that you think tells the best narrative for your unit (if you do, it must be one of the first three options, i.e. result 1, 2 or 3).

If the weapon you have selected is equipped by a **CHARACTER**, **VEHICLE** or **MONSTER** model that is not **TITANIC**, roll one D6 and consult the appropriate table to randomly determine what Weapon Enhancement is gained. Alternatively, you can choose one Weapon Enhancement that you think tells the best narrative for your unit.

If the weapon you have selected is equipped by any other model, roll one D6 and one D3 and consult the appropriate table to randomly determine what two Weapon Enhancements are gained (if a duplicate result is rolled, roll both dice again until two different results are rolled). Alternatively, you can choose the two Weapon Enhancement that you think tells the best narrative for your unit (if you do, one of them must be one of the first three options i.e. result 1, 2 or 3).

If a weapon has more than one profile, the Weapon Enhancement(s) it gains applies to all of that weapon's profiles. If a weapon has both a ranged and a melee profile (e.g. a burna), you can only select Weapon Enhancements from the Melee Weapons table, but they apply to both of the weapon's profiles.

RANGED WEAPONS

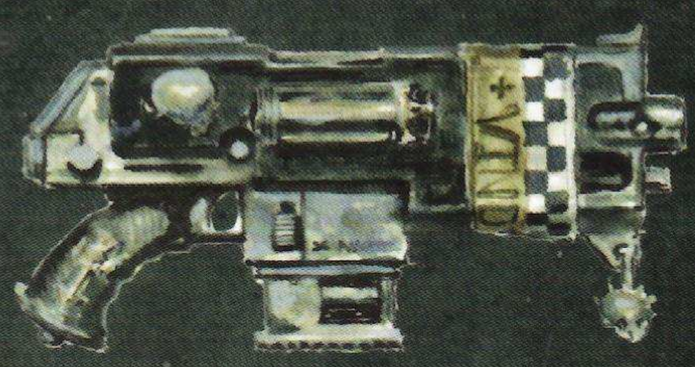
D3/D6	ENHANCEMENT
1	**Auto-loader:** When resolving an attack with this weapon, each unmodified hit roll of 6 scores one additional hit on the target.
2	**Armour Piercing:** Improve the weapon's Armour Penetration characteristic by 1 (e.g. AP 0 becomes AP -1, AP -1 becomes AP -2 and so on).
3	**High Calibre:** Add 1 to the weapon's Strength characteristic.
4	**Improved Sights:** When resolving an attack with this weapon, add 1 to the hit roll.
5	**Accelerator:** Increase the weapon's Range characteristic by 6". If the weapon has a minimum Range characteristic, this remains unchanged.
6	**Master-worked:** Add 1 to the Weapon's Damage characteristic.

MELEE WEAPONS

D3/D6	ENHANCEMENT
1	**Heirloom:** When resolving an attack with this weapon, each unmodified hit roll of 6 scores one additional hit on the target.
2	**Razor-edged:** Improve the weapon's Armour Penetration characteristic by 1 (e.g. AP 0 becomes AP -1, AP -1 becomes AP -2 and so on).
3	**Brutal:** Add 1 to the weapon's Strength characteristic.
4	**Finely Balanced:** When resolving an attack with this weapon, add 1 to the hit roll.
5	**Shredder:** When resolving an attack with this weapon, an unmodified wound roll of 4+ is always successful, irrespective of the target's Toughness characteristic.
6	**Fleshbane:** Add 1 to the Weapon's Damage characteristic.

'One's weapons are one's closest friends and most trusted allies. They become a part of you as one's heart, limbs, perhaps even soul. They are with you in times most glorious and even when despair threatens to overwhelm you. Treat them well, for one's life depends utterly on them, and without them, carrying out one's duty is utterly impossible.'

- Inquisitor Lord Memnon Lenka, Ordo Xenos



PSYCHIC FORTITUDES

Psychic Fortitudes are otherworldly powers that sorcerers and warp-practitioners gain as they hone and master their psychic skills. Only **PSYKER** units can be given Psychic Fortitudes. Each time a unit gains a Psychic Fortitude, roll one D6 and consult the table below to randomly determine what Psychic Fortitude the unit has gained, or choose the Psychic Fortitude that you think tells the best narrative for your unit. A unit can have more than one Psychic Fortitude, but it cannot have the same Psychic Fortitude more than once (if a duplicate result is rolled, roll again until a different result is rolled).

PSYCHIC FORTITUDES

D6	PSYCHIC FORTITUDE
1-2	**Psychic Might:** Add 1 to the number of psychic powers this unit can attempt to manifest in your Psychic phase.
3-4	**Adamantium Will:** Add 1 to the number of psychic powers this unit can attempt to deny in your opponent's Psychic phase.
5-6	**Master of Lore:** Add 1 to the number of psychic powers this unit knows from one of the disciplines available to them. Write down this new power on the unit's Crusade card.

Magos Farek examined the weapons closely. Their core structure bore the distinct marks of a bolter weapon, but it was heavily modified and upgraded, using technology not utilised in the era of the Legiones Astartes. The scopes were more powerful than ever he had seen before on Adeptus Astartes weapons, making the firer as deadly at night as during daylight. The weapons' silencers were near perfect.

'Rol'uk was foolish to claim these,' said Kaurbek, the Iron Warriors' captain approaching the magos. 'Seven of my warriors died for them.'

'Far from foolish, captain,' said Farek. 'These are fine specimens. Guilliman's new warriors are powerful. We can learn from them, and arm our warriors in kind. You will find these much to your liking.'

Kaurbek selected one of the weapons, holding it firmly in both of his bionic hands. He felt the rifle's balance, taking aim down its scope. He returned it to the bench on which it had rested.

'Use these to modify our weapons,' he said.



CRUSADE RELICS

Crusade Relics are rare items of power that your heroes discover as they quest across the galaxy. Only **CHARACTER** models can gain Crusade Relics. When a model gains a Crusade Relic, simply select the Crusade Relic that you want that model to have (note, however, that some Crusade Relics can only be given to certain models).

A **CHARACTER** model can have any number of Crusade Relics, but the same Crusade Relic cannot be included in your Order of Battle more than once. A **CHARACTER** model can have Crusade Relics even if they have other Relics (from a Codex, for example).

The Crusade Relics that can be given are listed below. There are three categories of Crusade Relics: Artificer Relics, Antiquity Relics and Legendary Relics.

ARTIFICER RELICS

Any **CHARACTER** model can be given an Artificer Relic.

Artificer Weapon

Select one weapon that the model is equipped with (excluding a Relic or a weapon that has been enhanced by the Weapon Enhancement Battle Honour). Each unmodified hit roll of 6 made for an attack with that weapon inflicts 1 mortal wound on the target in addition to the normal damage. Note that this is cumulative with any other mortal wounds inflicted by the weapon.

Master-crafted Armour

The model's Save characteristic is improved by 1 (e.g. a Sv 3+ becomes Sv 2+, Sv 2+ becomes Sv 1+ etc.). In addition, roll one D6 each time this character suffers a mortal wound; on a 6, that mortal wound is ignored.

Laurels of Victory

If this model is included in your army list for a battle, you receive 2 bonus Command points to use in that battle. However, if this model is destroyed during the battle, you immediately lose 2 Command points.





Conversion Field

INFANTRY only. This model has a 4+ invulnerable save. In addition, each time you roll an unmodified 6 when making a saving throw for this model, the closest enemy unit within 1" suffers 1 mortal wound.

Artisan Bionics

INFANTRY, **CAVALRY** or **BIKER** only. Add 1 to the model's Strength characteristic. In addition, roll one D6 each time this model loses a wound; on a 5+ that wound is not lost.

Frenzon Injector

INFANTRY, **CAVALRY**, **BIKER** or **MONSTER** only. You can re-roll Advance and charge rolls made for this model's unit. In addition, add 1 to this model's Attacks characteristic during any turn in which its unit made a charge move, was charged or performed a Heroic Intervention.



ANTIQUITY RELICS

Any Heroic **CHARACTER** model or Legendary **CHARACTER** model can be given an Antiquity Relic. 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.

Xenotech Digital Lasers

This model gains the following weapon:

	RANGE	TYPE	S	AP	D
Xenotech Digital Lasers	12"	Pistol 1	*	*	*

Abilities: If this weapon hits, the target suffers D3 mortal wounds.

Blackstone Shard Amulet

This model's unit can never be targeted or affected by psychic powers in any way, nor can it attempt to manifest any psychic powers or perform any psychic actions.

Archeotech Nano-med

INFANTRY only. The first time this model is destroyed, keep it to one side; at the end of the current phase, roll one D6. On a 2+, set this model back up again, as close as possible to its previous position, with D3 wounds remaining.

Dark Age Displacer Belt

INFANTRY only. Instead of making a Normal Move or Falling Back in your Movement phase, this model's unit can be removed from the battlefield and then set back up on the battlefield, anywhere that is more than 9" from any enemy models.

LEGENDARY RELICS

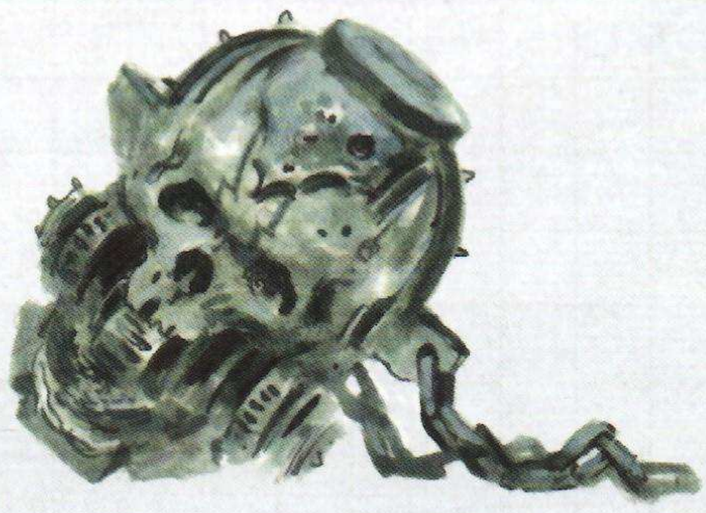
Any Legendary **CHARACTER** model can be given a Legendary Relic. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic a it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Vortex Grenade

This model gains the following weapon:

	RANGE	TYPE	S	AP	D
Vortex grenade	6"	Grenade 1	*	*	*

Abilities: One use only. If this weapon hits, the target suffers 3D3 mortal wounds and you roll one D6 for every other unit within 6" of the target unit (roll before any destroyed models are removed); on a 4+ the unit being rolled for suffers D3 mortal wounds as well.



Null-field Disruptor

Invulnerable saves cannot be made against attacks made with this model's melee weapons.

'The Ganthe Ridges cost us many lives. The dead rotted in the insufferable heat as insects buried themselves into the spoiling flesh. But with each furious assault and desperate defence, we learned more. When we finally planted the standard at the peak, we were the finest troops in the regiment, renowned.'

- Acting Sgt. Valimes Lox, 87th Kantarri Rifles

What treasures lie undiscovered in this galaxy of ours! So many wars, so many years... Truly the bounties must be endless! Acquiring but a mote of what lies hidden and lost will change fortunes forever.

OUT OF ACTION

After a battle, all models from your army that were destroyed in the battle are restored to your Order of Battle; any wounds they have lost are likewise regained. This represents units replenishing their numbers, wounded warriors returning to the fray, and battle tanks being recovered and repaired for their next battle. The only lasting effects are any Battle Scars the unit has acquired, as described below.

After the battle, before you have determined the total number of experience points each unit gains, you must first take an Out of Action test for each unit in your army that has a Crusade card that was destroyed in that battle. You do not have to test for a unit that was destroyed but was subsequently returned to the battlefield during that battle – only roll for units that are destroyed at the end of the battle.

To take an Out of Action test, roll one D6 for that unit. On a 2+ the test is passed and nothing happens. On a 1, the test is failed; you must now choose one of the following options for that unit:

1. **Devastating Blow:** That unit loses D6 experience points (to a minimum of 0) and cannot gain experience points from this battle from Agendas Achieved, Battle Experience or from being Marked for Greatness (pg 335). Update its Crusade card accordingly.
2. **Battle Scar:** That unit gains one Battle Scar (see below). This must be determined before the player's next battle and the unit's Crusade card must be updated to reflect any and all changes.

Note that even if a unit loses experience points it does not lose any rank (or any associated Battle Honours) it had previously achieved, but neither will that unit be promoted again (and hence gain a Battle Honour) if it subsequently regains these lost experience points.

- **Out of Action:** If a unit is destroyed at the end of the battle, you must take an Out of Action test for it.
- Roll one D6: on a 1, that test is failed. The unit suffers one of the following:
  - **Devastating Blow:** Lose D6 experience points and cannot gain any from this battle (except from Dealers of Death).
  - **Battle Scar:** Gain one Battle Scar (pg 325).



In a heroic charge, warriors of the Ultramarines 1st Company storm a position held by the heretics of the hated Word Bearers Traitor Legion. They stride into a hail of bolt fire, returning the punishing salvoes with their only deadly firepower, determined to destroy their foes.



BATTLE SCARS

Each time a unit gains a Battle Scar, roll one D6 and consult the table below to randomly determine what Battle Scar the unit has gained, or choose the Battle Scar that you think tells the best narrative for your unit.

A unit can have more than one Battle Scar, but it cannot have the same Battle Scar more than once (if a duplicate result is rolled, roll again until a different result is rolled). A unit cannot have more than six Battle Scars (if such a unit fails an Out of Action test, you must select the Devastating Blow result for it). Make a note of each Battle Scar a unit has on its Crusade card and subtract 1 from its Crusade points for each Battle Scar it currently has (this can mean a unit has a negative number of Crusade points).

- Subtract 1 from a unit's Crusade points for each Battle Scar it currently has.

CHARACTER UNITS (Excluding **VEHICLE** and **MONSTER** units)

D6	TRAIT
1	**Lost Leg:** Subtract 1" from this unit's Move characteristic. In addition, subtract 1 from Advance and Charge rolls made for this unit.
2	**Blind in one Eye:** You must re-roll hit rolls of 6 when resolving attacks made by **CHARACTER** models in this unit.
3	**Deep Scars:** This unit cannot perform any actions or psychic actions, and it cannot make Heroic Interventions.
4	**Chest Wound:** Reduce the Wounds characteristic of one **CHARACTER** model in this unit by 1 (to a minimum of 1).
5	**Deep Concussion:** You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	**Loss of Reputation:** If this unit has any aura abilities on its datasheet, the range of those aura abilities is reduced by 3". If this reduces the range of an aura ability to 0" or less, then the unit loses that aura ability while it has this Battle Scar. If this unit has no aura abilities on its datasheet, then it is unaffected by the aura abilities of any friendly units.

VEHICLE UNITS

D6	TRAIT
1	**Engine Fault:** Subtract 2" from this unit's Move characteristic. In addition, subtract 1 from Advance and charge rolls made for this unit.
2	**Targeters Cracked:** You must re-roll hit rolls of 6 when resolving attacks made by a **VEHICLE** model in this unit.
3	**Weakened Armour:** Each time this unit is hit by a weapon with a Strength characteristic of 8 or more, this unit suffers 1 mortal wound in addition to any normal damage.
4	**Weapon Damaged:** Select one weapon equipped by a **VEHICLE** model in this unit (if this unit has any ranged weapons, you must select one of them, and if any of those are Heavy, then you must select one of them). Subtract 1 from hit and wound rolls when resolving attacks with that weapon.
5	**Angered Machine Spirit:** You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	**Vox Comms Destroyed:** This unit is unaffected by the aura abilities of any friendly units.

MONSTER UNITS

D6	TRAIT
1	**Crippling Injury:** Subtract 2" from this unit's Move characteristic. In addition, subtract 1 from Advance and charge rolls made for this unit.
2	**Crippled Limb:** You must re-roll hit rolls of 6 when resolving attacks made by **MONSTER** models in this unit.
3	**Critical Wound:** Each time this unit is hit by a weapon with a Strength characteristic of 8 or more, this unit suffers 1 mortal wound in addition to any normal damage.
4	**Tissue Damage:** Subtract 1 from the Attacks characteristic of one **MONSTER** model in this unit (to a minimum of 1).
5	**Fractured Skull:** You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	**Enraged and Unreasoning:** If this unit has any aura abilities on its datasheet, the range of those aura abilities is reduced by 3". If this reduces the range of an aura ability to 0" or less, then the unit loses that aura ability while it has this Battle Scar. If this unit has no aura abilities on its datasheet, then it is unaffected by the aura abilities of any friendly units.

ANY OTHER UNIT

D6	TRAIT
1	**Walking Wounded:** Subtract 1" from this unit's Move characteristic. In addition, subtract 1 from Advance and charge rolls made for this unit.
2	**Fatigued:** This unit cannot control objective markers. When determining which player controls an objective marker, ignore all models in this unit.
3	**Battle-weary:** This unit cannot perform any actions or psychic actions, and it cannot gain more than 1 experience point at the end of a battle for any reason (any additional experience points gained are lost).
4	**Shell Shock:** Subtract 1 from this unit's Leadership characteristic. In addition, subtract 1 from Combat Attrition tests taken for this unit.
5	**Disgraced:** You cannot use any Stratagems to affect this unit, nor can you use the Command Re-roll Stratagem to affect any dice rolls made for it.
6	**Mark of Shame:** This unit is unaffected by the aura abilities of any friendly units.

SELECTING A CRUSADE ARMY

Some missions will tell you to muster a Crusade army. To do so, simply select an army from the units listed in your Order of Battle – you cannot select units that are not part of your Order of Battle. Unless otherwise instructed, you must muster a Battle-forged Crusade army; this means you must also organise all the units in your army into Detachments, as described in the Battle-forged armies section (pg 244-251).

You will need to record all the details of the army you are using. This is called your army roster, and can be written down on a piece of paper or recorded digitally, but it must be clear and include the following information:

- What your Army Faction is (pg 245).
- Which units are in your army. For each unit, you must include that unit's Crusade card.
- The Power Level of your army. This is the combined Power Ratings of all the units in your army.
- What Detachments are included in your army, and which units belong to which Detachment (pg 246). If your army includes several different Detachments, you may find it helpful to write a separate roster for each Detachment and then write a summary army roster sheet that references your appended Detachment rosters.
- The number of Command points you have (pg 244).
- The combined Crusade points of all the units in your army (pg 306).
- Which model in your army is your Warlord – this is the model that leads your army. This must be the **CHARACTER** on your army roster with the highest Leadership characteristic, if your army includes one (in a tie, you can choose amongst them which model will be the Warlord). Your Warlord cannot be a model with the Fortifications Battlefield Role. The model selected to be your Warlord gains the **WARLORD** keyword.

Players must let their opponent look through their army roster whenever they wish. If possible, we recommend players provide a copy of their army roster for their opponent to read through at their leisure (and if they wish, to keep and add to your growing collection of battles fought).

CRUSADE BLESSINGS

When two Battle-forged Crusade armies battle each other, it is likely that one or the other will be more experienced. To determine this, after players have mustered their armies, both players should compare the combined Crusade points of all the units that are on their army rosters. If there is a difference, then the player whose army roster has the lower total number of Crusade points gains a number of bonus Command points to use in that battle equal to half the difference (rounding up). This represents high command funnelling additional resources to the underdog to help them combat a more elite foe.

For example: *Joel and Ruby have finished mustering their armies. The total number of Crusade points of the units on Joel's army roster is 7. The total number of Crusade points of the units in Ruby's army is 4. Ruby therefore gains 2 bonus Command points to spend on Stratagems in the forthcoming battle (because half the difference between 7 and 4, rounded up, is 2).*

- **Crusade Blessings:** Both players add up Crusade points of all units on their army roster.
- Player with lowest total gains a number of bonus Command points equal to half the difference.

Nisaba knelt before her master. The sweat dripped and her body shook as it always did. She dared not look upon him. The cold was there as it always was, her thin slave's robes offering little protection from it. She never had got used to it, and doubted she ever would.

'Speak,' said Kaurbek.

She had learned to not hesitate now.

'We have tallied the recoveries made by your warriors, my lord. We have run the cogitations in accordance with your wishes. Based on an Epsilon-Gamma rationing pattern, the warband can remain combat effective for six months. Three dozen potential recruits are held below. If I may say, my lord, in my sixteen years of service, you have never been stronger.'

Kaurbek said nothing. The bridge's servitor population was increased slightly, their binharic babbling a louder drone than in previous years. They were joined by nervous ship officers, plucked from stormed Imperial vessels, who whispered orders nervously. The Iron Silence lived up to its name less and less.

'We are in ascendance, my brothers,' declared Kaurbek. 'Your recent efforts have proven fruitful, but much work is to be done. The Long War continues, and as ever, we shall pursue our ends in it.'

CRUSADE APPENDIX

SPLIT UNITS

Some units have an ability that instructs you to deploy the unit at the same time, but then treat different models (or groups of models) in that unit as separate units for the duration of the battle. These are referred to as split units. The most common split units are **VEHICLE** squadrons, units of **MONSTERS**, or **T'AU EMPIRE** units that have accompanying drones, but there are others. If you have any such units in your Order of Battle you must fill out a separate Crusade card for each model (or group of models) that is treated as a separate unit during the battle – these individual components gain experience points, Battle Honours, take Out of Action tests and acquire Battle Scars separately. When you make a Crusade army, if you select this unit to be part of your army list you must include all the separate Crusade cards (you cannot, for example, only choose part of the unit).

- **Split Units:** Units that split into multiple independent units during a battle.
- Each individual unit in a split unit must have its own Crusade card and is treated as a separate unit for all Crusade rules.

COMBAT SQUADS

Units with the Combat Squads ability are an exception to the above rule – you only have one Crusade card for this unit, even if it chooses to split into combat squads during a battle. If this squad has any Battle Honours, both its combat squads count as having those Battle Honours if it chooses to split during the battle. You only need to take an Out of Action test for this unit if both its combat squads are destroyed during a battle.

- The Split Units rules do not apply to units with the Combat Squads ability.

SUMMONED UNITS

There are many rules (abilities, psychic powers, Stratagems etc.) that can be used to add units to your army during a battle. These units are only added to your army for the duration of that battle – they are not added to your Order of Battle. Note that these rules do not apply to units from your Order of Battle that have had models added to them during a battle.

- **Summoned Units:** Units that are added to your army during the battle, and are not permanently added to your Order of Battle.

COMBINED UNITS

Some units can merge together during a battle via an ability or a Stratagem – these are called combined units. If two units merge to form a combined unit, any Battle Traits the individual units have cease to apply during that battle unless all units that are part of the combined unit have the same Battle Traits.

So long as a single model from a combined unit remains alive at the end of the battle, none of the units that made up the combined unit have to take Out of Action tests. However, if a combined unit is destroyed during a battle, then you must make an individual Out of Action test for each separate unit that made up the combined unit.

Every individual unit that makes up a combined unit earns 1 experience point for taking part in a battle as normal. If a combined unit earns any Combat tallies for units destroyed, or for Agendas achieved, or if a combined unit earns any bonus experience points for any reason (such as for achieving an Agenda), those tallies and/or bonus experience points can only be marked on the Crusade card of/awarded to one of the units (of your choice) that made up the combined unit.

- **Combined Units:** Units that have merged during battle.
- Combined units cannot use Battle Traits unless all units in the Combined unit have the same Battle Trait.
- Combat tallies for destroyed units are marked on one unit (of your choice) that makes up the combined unit.
- Experience points (other than Battle Experience) can only be gained by one unit (of your choice) that makes up the combined unit.
- Out of Action tests (pg 324) are taken for entire Combined unit, but for each individual unit separately.

CRUSADE FORCE NAME:	
CRUSADE FACTION:	
PLAYER NAME:	

BATTLE TALLY	BATTLES WON	REQUISITION POINTS	SUPPLY LIMIT	SUPPLY USED

	CRUSADE CARDS	POWER RATING	CRUSADE POINTS
UNIT 1:			
UNIT 2:			
UNIT 3:			
UNIT 4:			
UNIT 5:			
UNIT 6:			
UNIT 7:			
UNIT 8:			
UNIT 9:			
UNIT 10:			
UNIT 11:			
UNIT 12:			
UNIT 13:			
UNIT 14:			
UNIT 15:			
UNIT 16:			
UNIT 17:			
UNIT 18:			
UNIT 19:			
UNIT 20:			

CRUSADE GOALS, INFORMATION AND NOTABLE VICTORIES

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UNIT NAME:	
BATTLEFIELD ROLE:	
CRUSADE FACTION:	
SELECTABLE KEYWORDS:	

POWER RATING	EXPERIENCE POINTS	CRUSADE POINTS

UNIT TYPE:	
EQUIPMENT:	
PSYCHIC POWERS:	
WARLORD TRAITS:	
RELICS:	

OTHER UPGRADES AND SELECTABLE ABILITIES:

Entries below should remain blank when the unit is first added to your Order of Battle. Fill these entries out as you play a battle with the unit and when it has earned any Battle Honours or Battle Scars.

COMBAT TALLIES

BATTLES PLAYED:	**BATTLES SURVIVED:**

	...During this battle:	**...In total:**
Enemy units destroyed...		
Enemy units destroyed with psychic powers...		
Enemy units destroyed with ranged weapons...		
Enemy units destroyed with melee weapons...		
Agenda 1 tally...		
Agenda 2 tally...		
Agenda 3 Tally...		

RANK

Rank Achieved (tick when reached)

BLOODED		**BATTLE-HARDENED**		**HEROIC**		**LEGENDARY**

BATTLE HONOURS:	
BATTLE SCARS:	

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CRUSADE MISSION PACK

A Crusade battle is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Combat Patrol, Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each battle should take.

BATTLES

BATTLE SIZE	BATTLE DURATION
Combat Patrol	Up to 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The Power Level of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table below:

ARMY

BATTLE SIZE	MAXIMUM POWER LEVEL OF EACH ARMY	COMMAND POINTS
Combat Patrol	25	3
Incursion	50	6
Strike Force	100	12
Onslaught	150	18

Details of how to Battle-forge an army can be found on page 244. Details of how to use Power Ratings can be found on page 240. Details of what information your army roster must contain can be found on page 251. If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment (pg 248), unless your Army Faction is **IMPERIAL KNIGHTS** or **CHAOS KNIGHTS**, in which case the only Detachment your army can include is one Super-heavy Detachment (pg 250).

Select one of your models to be your Warlord (this cannot be a model with the Fortifications Battlefield Role) and note this on your army roster. This must be the **CHARACTER** in your army with the highest Leadership characteristic, if your army includes one (in a tie, you can choose amongst them which model will be the Warlord). This model gains the **WARLORD** keyword.

Each player must then provide a copy of the army roster for their opponent to read through.

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your opponent which you will use, or you can roll off, and the winner selects which one to use. Alternatively, you can roll to randomly select a mission using the appropriate table:

COMBAT PATROL MISSIONS

D6	MISSION
1-2	**Sweep and Clear** (pg 338)
3-4	**Supply Drop** (pg 339)
5-6	**Assassinate** (pg 340)

INCURSION MISSIONS

D6	MISSION
1	**Supply Cache** (pg 341)
2	**The Relic** (pg 342)
3	**Sabotage** (pg 343)
4	**Recon Patrol** (pg 344)
5	**The Ritual** (pg 345)
6	**Behind Enemy Lines** (pg 346)

STRIKE FORCE MISSIONS

D6	MISSION
1	**Supplies From Above** (pg 347)
2	**Narrow the Search** (pg 348)
3	**Cut Off the Head** (pg 349)
4	**Retrieval** (pg 350)
5	**Raze and Ruin** (pg 351)
6	**Ambush** (pg 352)

ONSLAUGHT MISSIONS	
D6	**MISSION**
1-2	**Firestorm** (pg 353)
3-4	**Grand Assault** (pg 354)
5-6	**Field of Glory** (pg 355)

4. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the mission objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

5. SELECT AGENDAS

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in that player's army, as described on the Agenda itself. The Agendas that players can choose from can be found on pages 336-337. The number of Agendas each player chooses depends on the battle size you have selected, as shown in the table below.

BATTLE SIZE	AGENDAS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

Once both players have selected their Agendas, they reveal their selections to their opponent.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have selected, as shown in the table below:

BATTLEFIELDS	
BATTLE SIZE	**BATTLEFIELD SIZE** (Minimum)
Combat Patrol/Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines noted in the basic rules section (pg 266-269). In these missions, players must use the battlefield terrain rules for terrain features, as described on pages 260-265.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the attacker and who will be the defender.

8. PLACE OBJECTIVE MARKERS

The players now set objective numbers up on the battlefield. Each mission will instruct the players as to how many objective markers should be set up on the battlefield (if any) and how these should be placed. Unless otherwise stated, objective markers can be set up on terrain features so long as the objective marker lies flat on that terrain feature and does not overhang any part of it.

9. CHOOSE DEPLOYMENT ZONE

The deployment maps for some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

10. DECLARE RESERVES AND TRANSPORTS

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules (pg 256).

Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked within what models). When both players have done so, they declare their selections to their opponent.

Unless stated otherwise, no more than half the total number of units in your army can be Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In these missions, Reinforcement units can never arrive on the battlefield in the first battle round (but Strategic Reserve units can). Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started)

10. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units.

If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

11. DETERMINE FIRST TURN

Unless the mission briefing says otherwise, the players roll off and the winner declares whether they will take the first or second turn.

12. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle, starting with the player who will take the first turn. Remember that Crusade forces can only make use of Stratagems that upgrade units by using Requisition points, as described on page 314.

13. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving Mission Objectives, which are described in the mission's mission briefing. Mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed in the mission objective itself), and can be achieved and hence award victory points several times.

14. ENDING THE BATTLE

Unless the mission instructs otherwise, the battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

15. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 90 victory points from mission objectives (any excess victory points awarded are discounted). In addition, if every model in a player's army was painted to a Battle Ready standard, that player

is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

The victor of a mission can then claim the victor bonus listed on that mission. If the game is a draw, neither player can claim the bonus.

16. UPDATE CRUSADE CARDS

The players must now update their Crusade cards for all the units they used in the battle as follows:

1. Take Out of Action tests

Take Out of Action tests for each unit from their army that was destroyed during the battle, by rolling one D6 for that unit. On a 2+ the test is passed and nothing happens. On a 1, the test is failed; you must now choose one of the following options for that unit:

a) **Devastating Blow:** That unit loses D6 experience points (to a minimum of 0) and cannot gain any experience points for this battle from Agendas Achieved, Battle Experience or from being Marked for Greatness. Update the unit's Crusade card accordingly.

b) **Battle Scar:** That unit gains one Battle Scar (pg 325). This must be determined before the player's next battle and the unit's Crusade card must be updated to reflect any and all changes.

2. Update Experience Points

Each unit that had a Crusade card that took part in the battle gains experience points as follows (mark on each unit's Crusade card accordingly):

- **Battle Experience:** Each unit that was part of your army list for this battle gains 1 experience point.
- **Marked for Greatness:** Select one unit that was part of your army list for this battle; that unit gains 3 experience points.
- **Dealers of Death:** A unit gains 1 experience point for every third enemy unit it has destroyed in total. If a unit's 'enemy units destroyed in total' combat tally has increased during the battle enough, increase its experience points accordingly.
- **Agenda Achieved:** Any units that achieved Agendas (pg 336) during the battle gain experience points as described by those agendas.

3. Determine Battle Honours

If any units gain a rank, or otherwise gain any Battle Honours, these must be determined before the player's next battle. In any case, all the Crusade cards for these units that took part in the battle and the unit's Crusade card must be updated to reflect any and all changes.

4. Update Combat Tallies

Add 1 to the 'Battles Played' tally of each unit that had a Crusade card that took part in the battle. If a unit was not destroyed at the end of the battle, then add 1 to its 'Battles Survived' tally. Add all the 'during battle' combat tallies you have accrued during the battle to the appropriate 'in total' combat tallies on the unit's Crusade card.

17. UPDATE ORDER OF BATTLE

Increase your battle tally and Requisition points by 1, and make any notes that you wish to record following your battle. If you wish to add any units to your Order of Battle, or spend any Requisition points, do so and update your Order of Battle accordingly before your next battle.

'Brothers. Sisters. Beloved of the Star Children! Devotees of the Four-armed Emperor! Harken to me when I tell you that no battle is worthless. No conflict is without merit, for with every blow we strike and every disbeliever we cut down we become stronger! Every hardship and trial is a test sent by the gods of the void that we might temper ourselves and ascend to become worthy in their sight! Fight hard, my brothers and sisters, and know that in your bloody tribulations you become all that the Four-armed Emperor demands!'

- Magus Saivera Drisst, the Address Before Ascension

AGENDAS

Each Agenda listed below has a category (e.g. Purge the Enemy, Shadow Operations etc.). When you select Agendas, you cannot choose more than one from each category.

Some Agendas will instruct you to keep a certain tally for your units during the battle. These tallies will then be used after the battle to determine if you achieved certain agendas, and how many experience points the units in question earned from them. You can use the 'Agenda Tallies' section of each unit's Crusade card to keep track of these tallies – we recommend you make these tallies in pencil so they can be deleted after the game ready for your next battle.

PURGE THE ENEMY

ASSASSINS

Keep an Assassins tally for each unit from your army. Add 1 to a unit's Assassins tally each time it destroys an enemy **CHARACTER** unit. Each unit gains 2 experience points for every mark on its Assassins tally.

PRIORITY TARGET

Keep a Priority Target tally for each unit from your army. Add 1 to a unit's Priority Target tally each time it destroys an enemy **VEHICLE** or **MONSTER** unit. Each unit gains 2 experience points for every mark on its Priority Target tally.

TITAN HUNTER

Keep a Titan Hunter tally for each unit from your army. Add 1 to a unit's Titan Hunter tally each time it destroys an enemy **TITANIC** unit. Each unit gains 4 experience points for every mark on its Titan Hunter tally.

KING SLAYER

If a unit from your army destroyed the enemy **WARLORD** during the battle, that unit gains 3 experience points. A unit does not achieve this agenda if the enemy **WARLORD** is subsequently resurrected by any means. If the enemy **WARLORD** is resurrected but is subsequently destroyed again by another unit from your army, then it is the last unit to have destroyed it that achieves this Agenda.

NO MERCY, NO RESPITE

FIRST STRIKE

Keep a First Strike tally for each unit from your army. Add 1 to a unit's First Strike tally each time it destroys an enemy unit in the first battle round. Each unit from your army gains a number of experience points equal to their First Strike tally.

CULL THE HORDES

Keep a Cull the Hordes tally for each unit from your army. Add 1 to a unit's Cull the Hordes tally each time it destroys six or more models in the same phase. Each unit gains a number of experience points equal to their Cull the Hordes tally.

REAPER

The unit in your army that has the highest combat tally of enemy units destroyed during the battle earns 2 experience points. If two or more units are tied, you choose which unit achieves this Agenda.

BATTLEFIELD SUPREMACY

SENTINEL

At the start of your first Command phase, select one objective marker that is on the battlefield and one unit from your army. That unit gains 4 experience points after the battle if, at the end of the battle, it is in range of that objective marker and you control that objective marker.

BREAKTHROUGH

At the end of the battle, select up to three units from your army (excluding **AIRCRAFT**) that are wholly within 6" of your opponent's battlefield edge. Each of these units earns 2 experience points.

SURVIVOR

At the start of your first Command phase, select one unit from your army. That unit gains 2 experience points after the battle if it is not destroyed at the end of the battle, and an additional 2 bonus experience points if it is not below Half-strength. Units that have only a single model instead gain these bonus experience points if, at the end of the battle, the number of wounds that model has remaining is at least half their Wounds characteristic.

SHADOW OPERATIONS

SECURE THE AREA

Keep a Secure the Area tally for each unit from your army. Add 1 to a unit's Secure the Area tally each time it successfully completes the following action:

Secure the Area (Action): One **INFANTRY** unit from your army (excluding **CHARACTERS**) can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield. The action is completed at the end of your turn.

Each unit gains a number of experience points equal to their Secure the Area tally.

SEARCH FOR ARCHEOTECH

Keep a Search for Archeotech tally for each unit from your army. Add 1 to a unit's Search for Archeotech tally each time it successfully completes the following action:

Search for Archeotech (Action): One or more **INFANTRY** units from your army that are wholly within your opponent's deployment zone can start to perform this action at the end of your Movement phase. The action is completed at the end of your turn.

Each unit gains 3 experience points if their Search for Archeotech tally is at least 2.

DEPLOY VOX-RELAYS

At the start of the first battle round, but before the first turn begins, select one **INFANTRY** unit from your army. That unit can perform the following action:

Deploy Vox-relay (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not already got a Vox-relay deployed on it (see below). The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have a Vox-relay deployed on it (the Vox-relay is 'lost' if your opponent controls the objective marker at the start of any phase).

The unit gains 2 experience points for each objective marker on the battlefield that has one of your Vox-relays deployed on it at the end of the battle.

RECOVER MISSION ARCHIVES

Keep a Recover Mission Archives tally for each unit from your army. Add 1 to a unit's Recover Mission Archives tally each time it successfully completes the following action:

Recover Mission Archives (Action): One **INFANTRY**, **CAVALRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not already been successfully searched by a unit from your army this battle. The action is completed at the end of your next Command phase provided the unit performing it is still within range of the same objective marker.

Roll one D6 at the Agenda Achieved step of the game (pg 335). If the score is equal to or less than the combined total of your units' Recover Mission Archives tallies, or if the combined tally equals the number of objective markers that were set up at the start of the battle, then one unit of your choosing that successfully performed this action gains 6 experience points.

WARPCRAFT

WITCH HUNTER

Keep a Witch Hunter tally for each unit from your army. Add 1 to a unit's Witch Hunter tally each time it destroys an enemy **PSYKER** unit (add 3 instead if the destroyed unit was a **PSYKER CHARACTER**).

Each unit gains a number of experience points equal to their Witch Hunter tally.

LORD OF THE WARP

Keep a Lord of the Warp tally for each unit from your army. Add 1 to a unit's Lord of the Warp tally each time it successfully manifests a psychic power, denies an enemy psychic power or completes a psychic action. Reset a unit's Lord of the Warp tally to 0 if and when they suffer Perils of the Warp. The unit from your army that has the highest Lord of the Warp tally gains 2 experience points (unless that unit's tally is 0, in which case it gains no experience points from this agenda). If two or more units are tied, you select one of them to gain these experience points.

SCRY BATTLE PLANS

Keep a Scry Battle Plans tally for each **PSYKER** unit from your army. Add 1 to a unit's Scry Battle Plans tally each time it successfully completes the following psychic action:

Scry Battle Plans (Psychic Action – Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of an enemy **CHARACTER** unit.

Each unit gains 5 experience points if their Scry Battle Plans tally is at least 2.

1

CRUSADE MISSION – COMBAT PATROL

SWEEP AND CLEAR

MISSION BRIEFING

Your patrols have encountered enemy forces approaching your battle lines. It is imperative that you move to intercept them and clear the battlefield of their presence before they can establish a foothold that will extend their own front lines.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. One objective marker must be placed wholly within each deployment zone, and the other two must be placed wholly within the Centre Ground area shown on the deployment map. Objective markers must be placed more than 6" from any battlefield edge and more than 9" from any other objective marker.

Secure and Sweep: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive): At the end of each player's Command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control the objective marker in their opponent's deployment zone.
- They control more objective markers than their opponent controls.

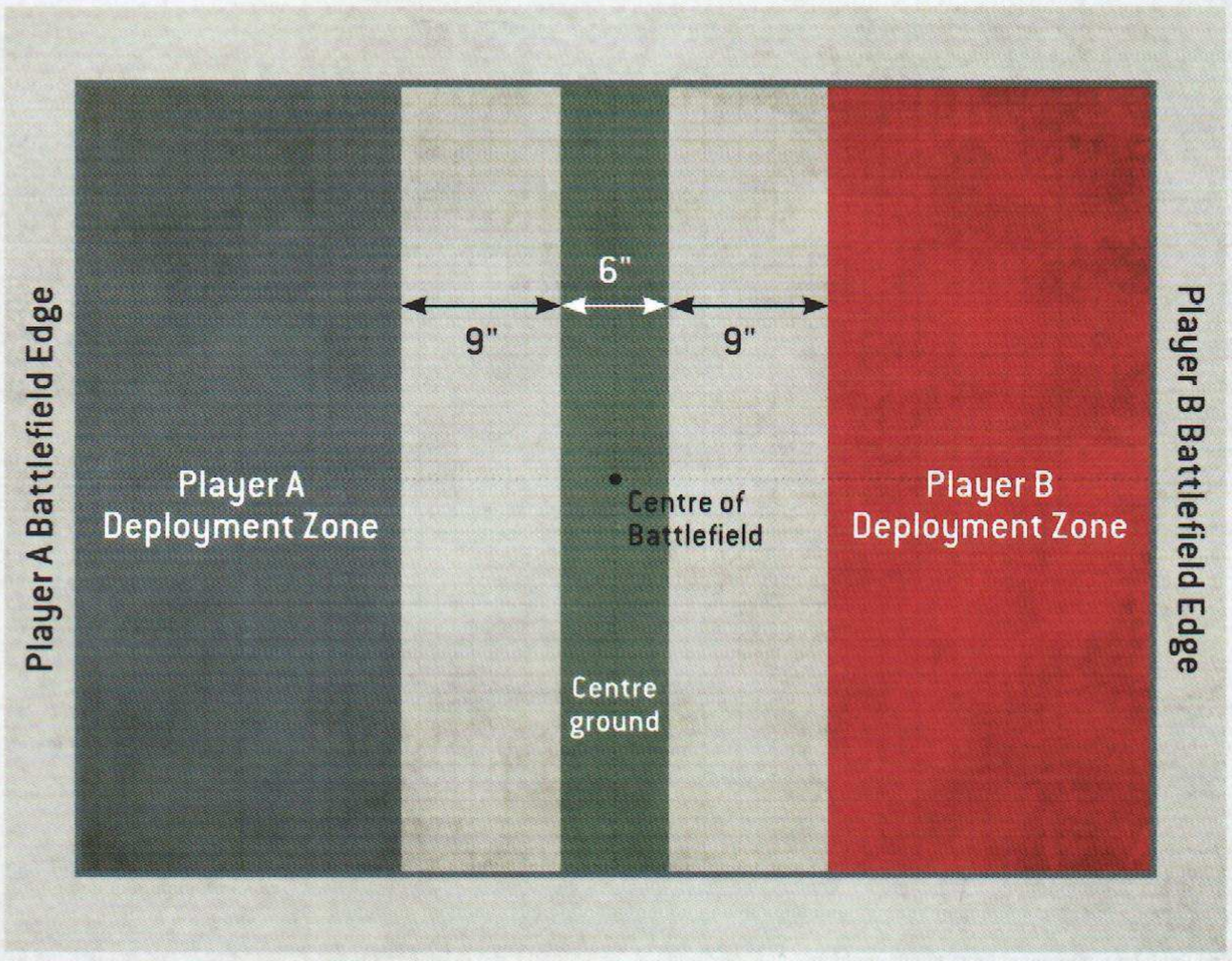
This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select two units from their army to be Marked for Greatness after the battle, instead of just 1.

'We were pushing up on the mechanarium yards when they hit us. The xenocultists came in waves, pouring out of every duct and run-off channel. No, they weren't exactly the best shots, not Imperial-trained accuracy you understand but... we lost a lot of good men and women hanging onto those damned "points of strategic interest". Hope to the Emperor it was worth it.'

- Astra Militarum Sergeant Kalem Thrale



2

CRUSADE MISSION – COMBAT PATROL

SUPPLY DROP

MISSION BRIEFING

Braving the flak batteries of the foe, your best pilots are inbound with supplies to drop to your beleaguered forces. You must race your enemy to the prize, driving them away from the drop coordinates and seizing the supplies as they land.

Mission Rules

Objective Markers: The players alternate placing three objective markers on the battlefield, one at a time, starting with the Attacker. The first objective marker placed must be wholly within 6" of the centre of the battlefield. The remaining objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 9" from any other objective marker.

Supplies Incoming: At the start of the fourth battle round, the players randomly determine one of the objective markers and remove it from the battlefield. At the start of the fifth battle round, the players randomly determine one of the two remaining objective markers and remove that from the battlefield as well. The remaining objective marker represents the landed supplies.

MISSION OBJECTIVES

Victory points are awarded as follows:

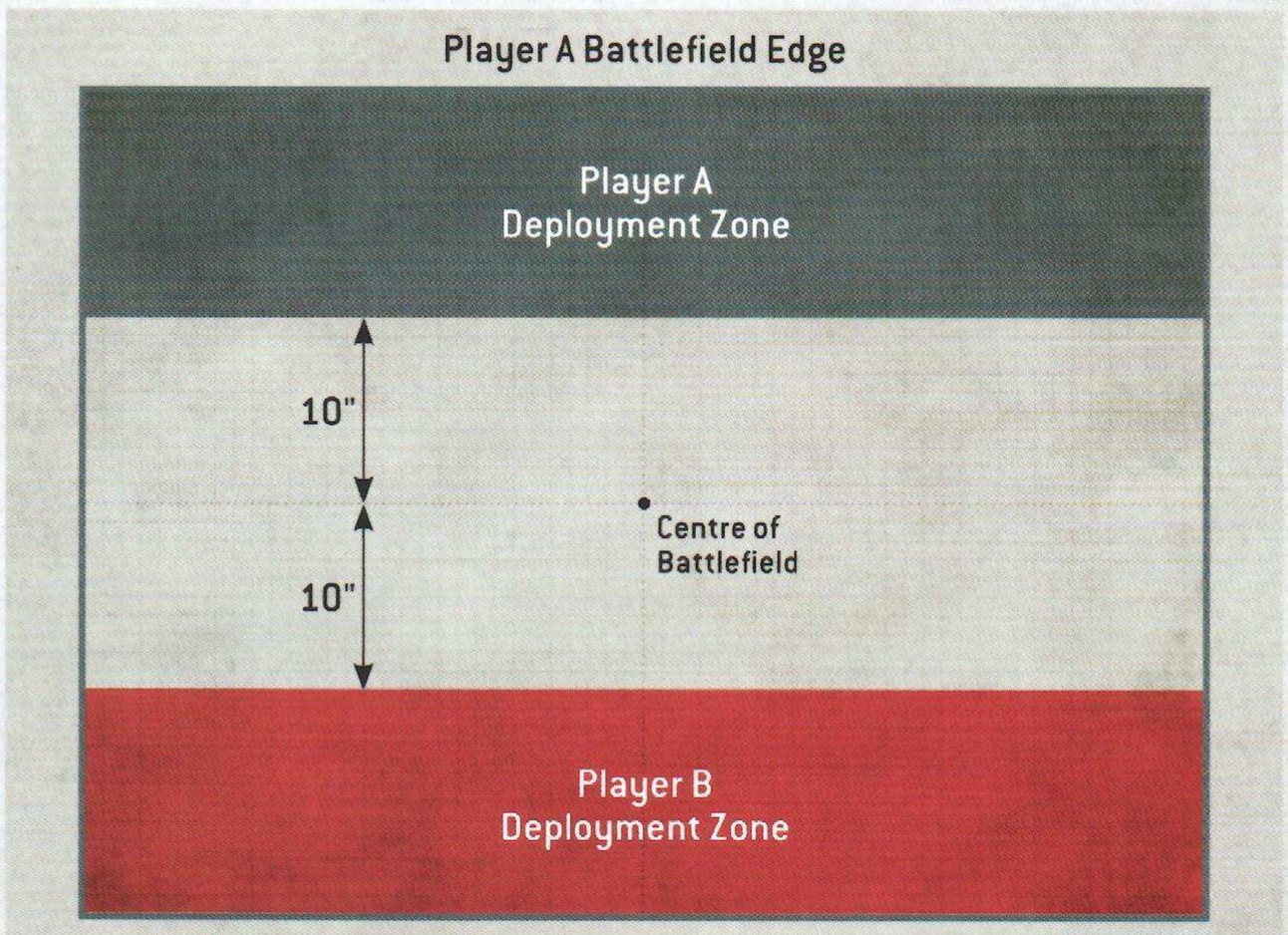
Secure Landing Sites (Progressive): At the end of each player's Command phase, the player whose turn it is scores a number of victory points for each objective marker they control, depending on which battle round it is, as shown in the table below:

BATTLE ROUND	VICTORY POINTS PER OBJECTIVE CONTROLLED
2 AND 3	10
4	15
5	30

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

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.



3

CRUSADE MISSION – COMBAT PATROL

ASSASSINATE

MISSION BRIEFING

An army without its commanders is helpless, a beast ready for slaughter. An elite enemy force has been dispatched with the intent of eliminating the enemy command structure as quickly as possible, thereby disrupting the war effort in the area so that rapid gains can be made.

Mission Rules

Target Sighted: The Defender's **WARLORD** must be set up wholly within 6" horizontally of the centre of their deployment zone, as shown below. This unit cannot be set up in Strategic Reserves, nor can it use any rule that allows it to set up elsewhere (whether elsewhere on the battlefield or on a location other than the battlefield). If the Defender's **WARLORD** is destroyed, the battle ends at the end of the current battle round.

Restoratives: If the Defender's **WARLORD** is a model with a Wounds characteristic of less than 10, then they have access to Restoratives, and the Defender rolls one D6 each time their Warlord loses a wound; on a 6 that wound is not lost. In addition, if the Defender's Warlord has Restoratives, then their **WARLORD** regains 1 lost wound at the start of each of the Defender's turns.

First Turn: The Attacker chooses who gets the first turn in this mission.

MISSION OBJECTIVES

Victory points are awarded as follows:

Target Wounded (Progressive): The Attacker scores 10 victory points at the end of a battle round if the enemy **WARLORD** lost any wounds during that battle round.

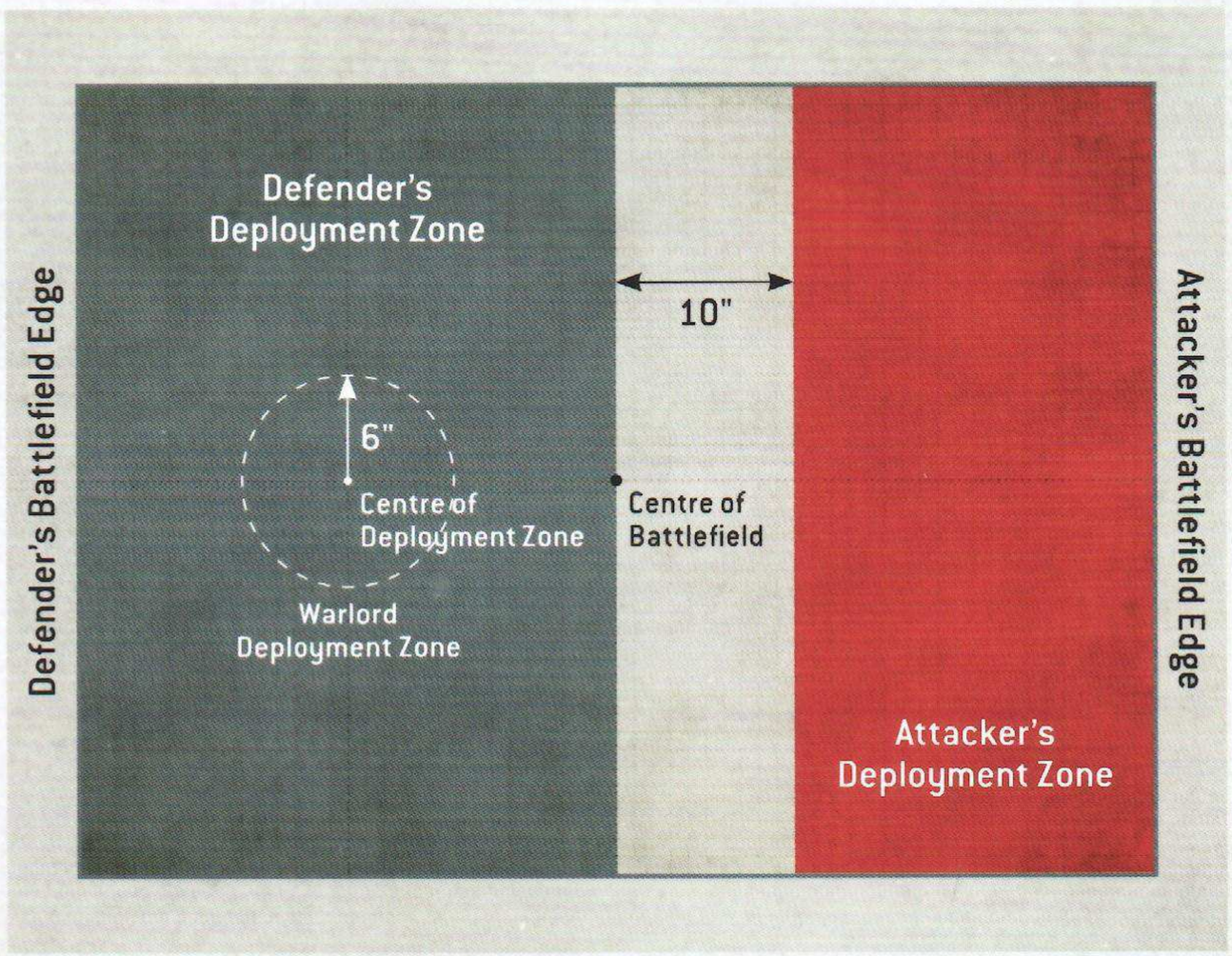
Target Eliminated (End Game): If the Defender's **WARLORD** is destroyed at the end of the battle, the Attacker scores 40 victory points.

No Meek Prey (Progressive): The Defender scores 10 victory points at the end of a battle round if their **WARLORD** destroys any enemy models during that battle round.

Bloody but Unbowed (End Game): If the Defender's **WARLORD** is not destroyed at the end of the battle, the Defender scores 50 victory points.

VICTOR BONUS

After the battle, the victor can select one unit from their army that has a Crusade card (this must be a unit that can gain Battle Honours) – that unit gains a Battle Trait of your choice (make a note on the unit's Crusade card and increase its Crusade points accordingly).



1

CRUSADE MISSION – INCURSION

SUPPLY CACHE

MISSION BRIEFING

Somewhere amidst the smouldering ruins of the battlefield lie the supplies and materiel you so desperately need to push forward to victory. Search the battlefield and seize them before your foe can do so.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 6" from any other objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive): At the end of each player's Command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control any objective marker in their opponent's deployment zone.
- They control more objective markers than their opponent controls.

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

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

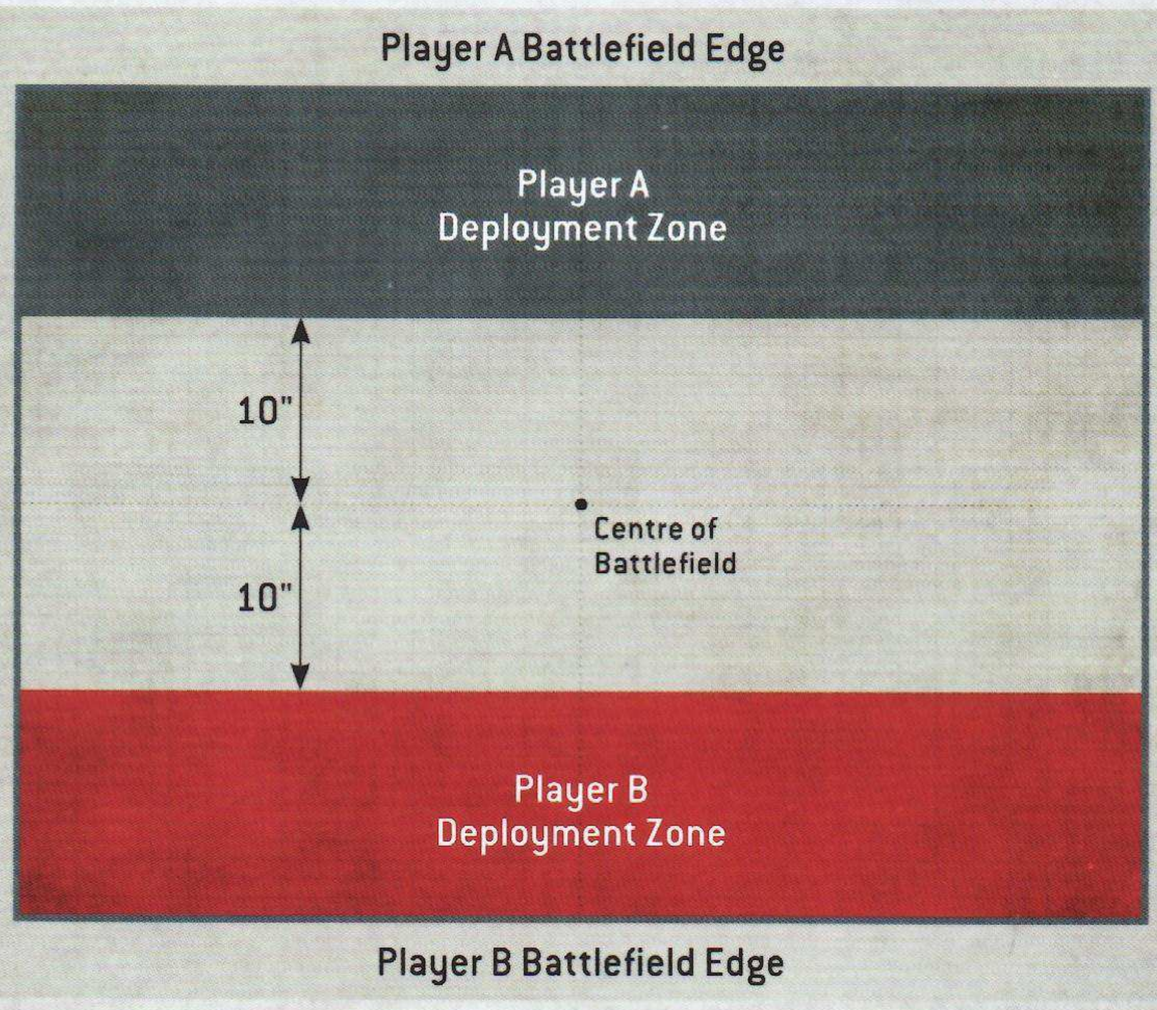
Vasper's heart thumped as he crouched behind a stack of rusty promethium barrels. He glanced about at his brothers and sisters of the cult. Each crouched in his or her own makeshift refuge, clutching crudely stamped autoguns and mouthing hurried prayers to the Four-armed Emperor. Las-blasts flashed around them, drizzling over their paltry cover and striking sparks from the barrels' flanks. Vasper heard a cry and looked around to see Yeramaiah toppling backward with a smouldering hole in his shoulder. As the cultist spilled clumsily from cover more rounds found him, spraying the contents of his skull across the ferrocrete and making his corpse jerk and twitch.

'We cannot stay here, Vasper!' hissed Constynce, ducking her head as shots ricocheted off the stack behind which she crouched. 'If they don't pick us off piecemeal, they'll blow us into the arms of the Star Children when they spark off the promethium in these barrels!'

Vasper knew she was right. He gripped his weapon tighter as he gathered his nerve to give the order he knew he must give. They had done this before, he told himself. They had fought the Imperial oppressors for months now. They had been tested as Magus Drisst said they would be. He and his comrades had been tempered.

'Brothers, sisters, in the name of the Four-armed Emperor, charge!'

He burst from cover and ran, bent low, towards the storage containers they had been sent to claim. La blasts flew around him in flicker-quick profusion, fired by the Cadian troopers crouched around the containers. Veils of smoke boiled through the air, parting before him as he ran. Vasper squeezed his trigger and felt his gun kick his shoulder, saw his bullets take one of the oppressors in the gut and throw her back in a spray of blood. His brothers and sisters ran with him, screaming oaths and firing deadly hails of shot into the foe. Elation filled Vasper. This day, they would be victorious, he thought! This day, they were worthy!



2

CRUSADE MISSION – INCURSION

THE RELIC

MISSION BRIEFING

Both sides are attempting to recover a valuable relic from the front lines. It might be an ancient artefact, an item of spiritual significance or some other irreplaceable heirloom that must be recovered at any cost. Move with speed and secure the relic to prevent the enemy from either capturing or tampering with the artefact before you can retrieve it.

Mission Rules

The Relic: The Relic is represented by an objective marker that starts the battle in the centre of the battlefield. No terrain features can be set up within 6" of the centre of the battlefield. The Relic can be carried if a unit successfully completes the Carry Relic action (see below). If this model is destroyed (even if it is subsequently resurrected or returns to the battlefield), place the Relic objective marker as close as possible to the spot where the destroyed model was. While it is carrying the Relic, that model's unit cannot embark within a **TRANSPORT**, nor can it use any rule that enables it to be removed from the battlefield and set back up again.

Carry Relic (Action): One **INFANTRY** unit from your army can start to perform this action at the end of their Movement phase if it is within 1" of the Relic objective marker. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding **AIRCRAFT**) in Engagement Range of it. If this action is successfully completed, remove the objective marker from the battlefield and select one model in that unit – it is carrying the Relic.

MISSION OBJECTIVES

Victory points are awarded as follows:

Relic Secured (Progressive): At the end of each player's Command phase, the player whose turn it is scores 10 victory points if a model from their army is carrying the Relic, or if they control the Relic objective marker.

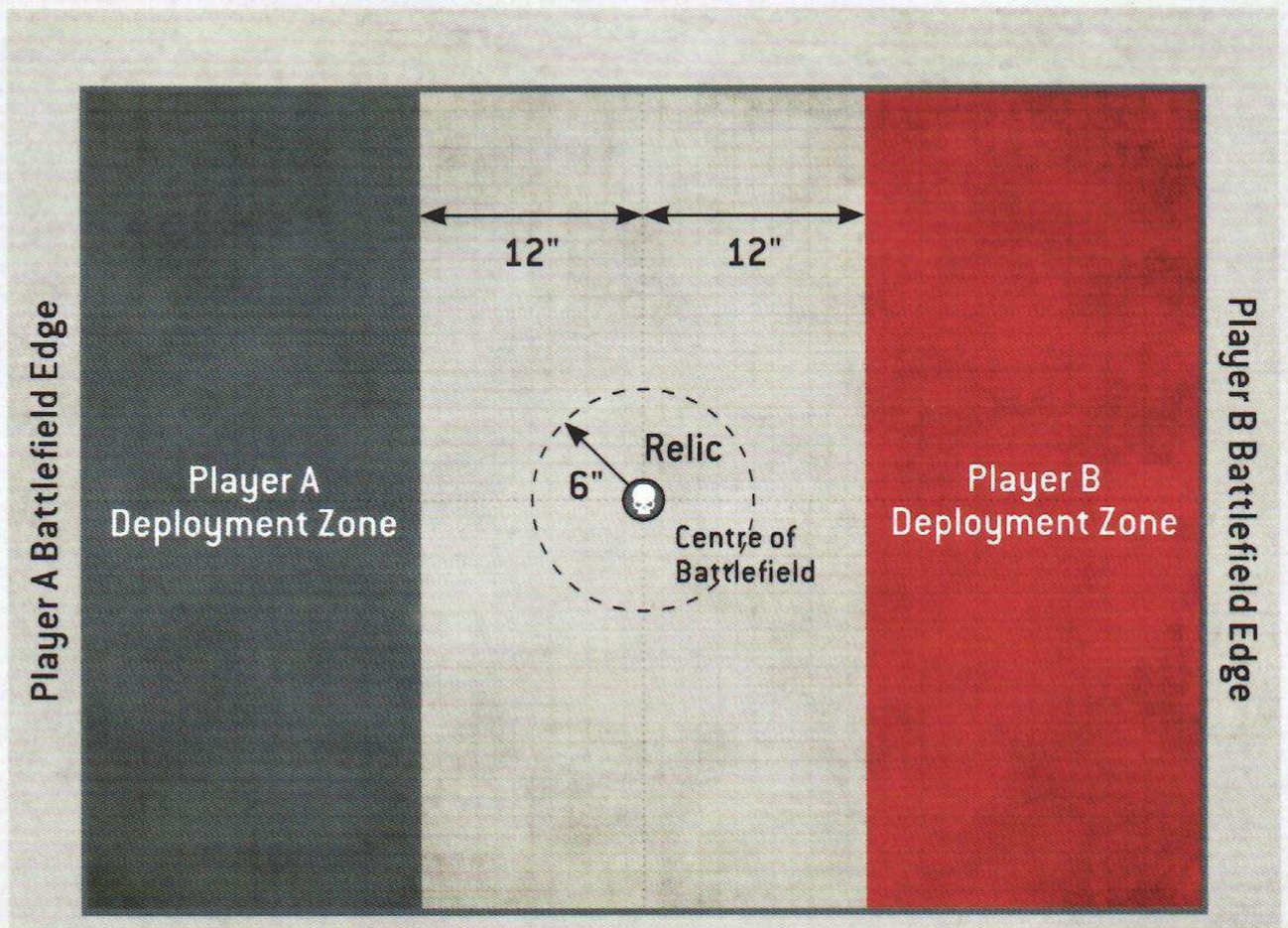
Relic Recovered (End Game): At the end of the battle, if a model from a player's army is carrying the Relic, that player scores 60 victory points. If the Relic is not being carried, the player with a model closest to the Relic scores 30 victory points. If both players have models equally close to the relic, then they both score 10 victory points.

VICTOR BONUS

After the battle, the victor selects one **CHARACTER** unit from their army that took part in the battle (this must be a **CHARACTER** that can gain Battle Honours) and gives that **CHARACTER** one Crusade Relic (all the normal rules and restrictions apply). Make a note on the unit's Crusade card and increase its Crusade points accordingly.

'This paltry gewgaw holds no significance to us, it is true. But to the Imperial oppressors the sceptre of Saint Veritasias is the most precious artefact upon this entire planet. By seizing it we will shatter their morale and consign them to a slow and miserable defeat as their faith crumbles about them in ruins.'

- Strategic ruminations of Primus Cryltic



3

CRUSADE MISSION – INCURSION

SABOTAGE

MISSION BRIEFING

The attacker is leading a force on a surprise raid deep into enemy territory. Their mission is to cripple the enemy's supply lines by planting explosives on vital weak points as well as eliminating any sentries guarding them. The defender must protect their supplies at all costs and kill all the saboteurs if possible.

Mission Rules

Objective Markers: The Defender places four objective markers anywhere on the battlefield that are more than 9" from any battlefield edge and more than 9" from any other objective marker.

Sabotage (Action): One unit from the Attacker's army can start to perform this action at the end of their Movement phase if it is within 1" of an objective marker. The action is completed at the end of the Attacker's turn. If this action is successfully completed, that objective marker is sabotaged and removed from the battlefield.

First Turn: The Attacker chooses who gets the first turn in this mission.

MISSION OBJECTIVES

Victory points are awarded as follows:

Supplies Destroyed (Progressive): The Attacker scores 20 victory points each time an objective marker is destroyed.

Supplies Protected (End Game): The Defender scores 20 victory points at the end of the game for each objective marker that is still on the battlefield.

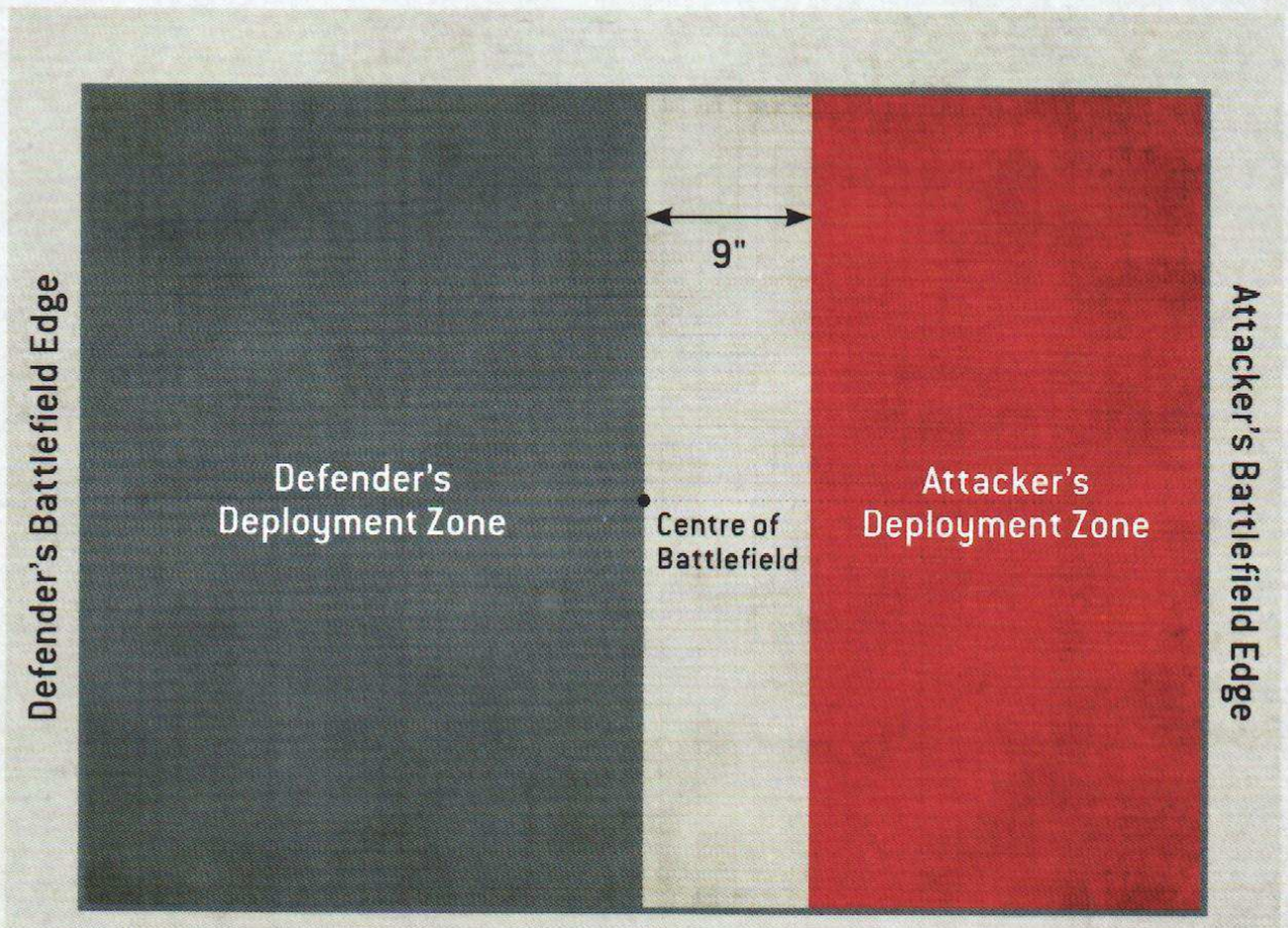
No Prisoners (Progressive): Score 10 victory points at the end of the battle round if more enemy units than friendly units were destroyed during this battle round.

VICTOR BONUS

If the Defender is the victor, then after the battle they can use the Increase Supply Limit and Rearm and Resupply Requisitions once each for free.

If the Attacker is the victor, they can select one unit from their army (not a **CHARACTER**, **VEHICLE** or **MONSTER**) that has a Crusade card that took part in the battle (you must select a unit that can gain Battle Honours) – that unit gains one Battle Trait of your choice after the battle (make a note on the unit's Crusade card and increase its Crusade points accordingly).

Trooper Henders frowned. He had heard something, the clink of metal against metal out there in the darkness beyond the light of the arc lumen. Henders brought his lasgun up, muttering the prayer of arming as he peered out into the gloom. Behind him, the promethium exchanger rumbled and fumed, its petrochemical stink wreathing him and its steady grumbling impeding his straining ears. A quick glance showed no other sentries in view, and that made Henders' heart climb into his mouth. Where had Bordwyn and Kreich gone? They should both have been visible, walking the perimeter. The killers came suddenly, three-and-four-armed elite cultists dropping down from above him and pinning Henders to the ground. Two of them had already begun mag-locking demolition charges to the exchanger before the third even saw fit to drive its blade into his throat…



4

CRUSADE MISSION – INCURSION

RECON PATROL

MISSION BRIEFING

You have been detailed to conduct vital reconnaissance in no man's land, but enemy patrols are also operating in this area. Additional forces are near at hand should you encounter the foe, but be warned – the enemy have their own reserves.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 9" from any other objective marker. No more than one objective marker can be set up within each table quarter.

Strategic Reserves: In this mission, each player must put at least half the number of their units into Strategic Reserves at the Declare Reserves and Transports step of the game – it does not cost any Command points to place units into Strategic Reserves in this mission. No more than three quarters of the total number of units in your army can be Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORTS** that are Strategic Reserve and/or Reinforcement units) must be less than three quarters of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In addition, any of these units that wish to arrive and be set up on the battlefield in the first and second battle rounds must first pass a Reserve test. This is done by rolling a D6; on a 4+, that unit arrives, otherwise it must remain in Strategic Reserves until the third battle round.

Recon Sweep (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is wholly within a table quarter that has not already been reconnoitred by a unit from your army and it is more than 10" from the centre of the battlefield. The action is completed at the end of your turn provided the unit is still wholly within that table quarter; that table quarter is then said to have been reconnoitred by your forces.

MISSION OBJECTIVES

Victory points are awarded as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

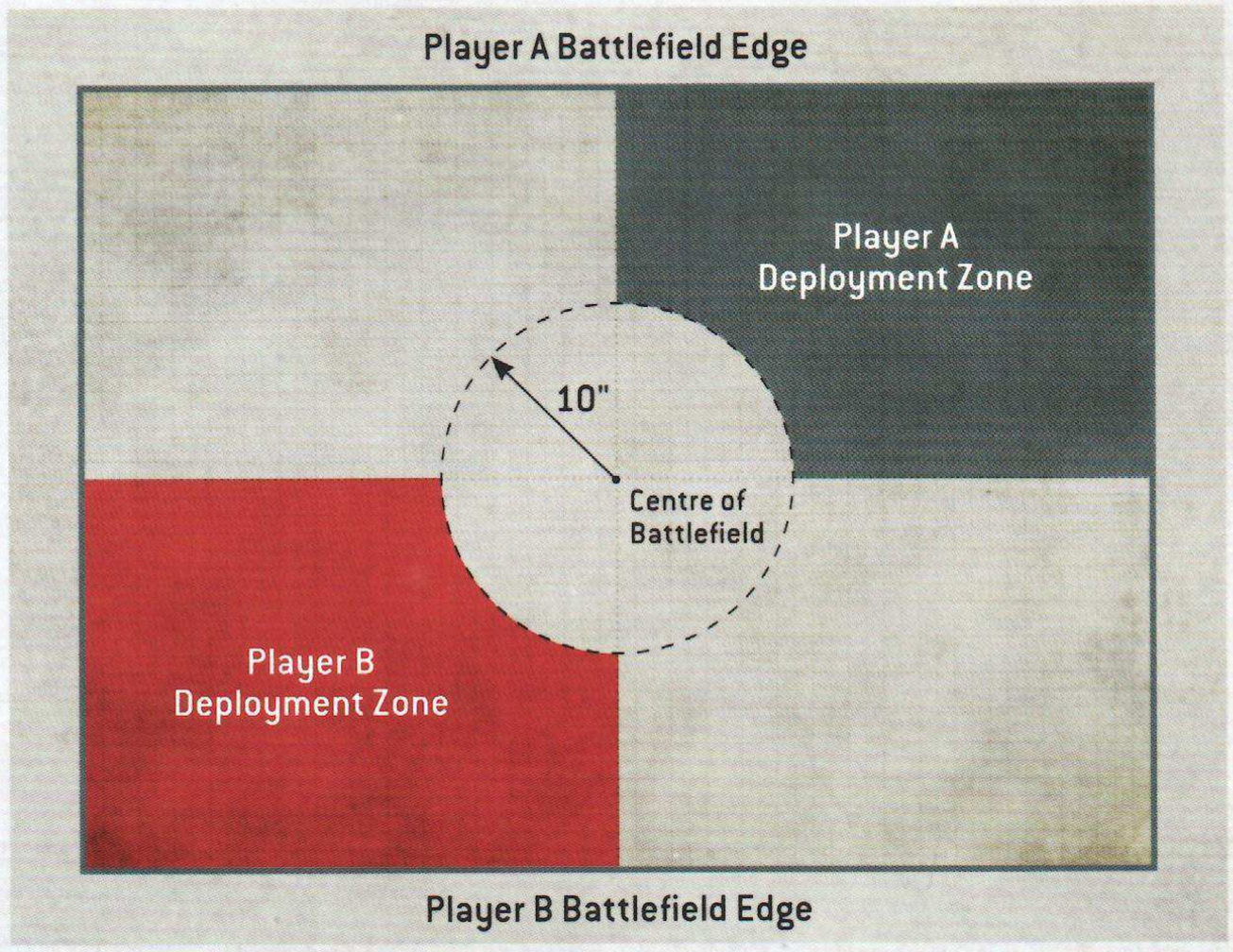
This mission objective cannot be scored in the first battle round.

Reconnoitre (End Game): Each player scores a number of victory points for the number of table quarters that have been reconnoitred by their forces, as shown below:

TABLE QUARTERS RECONNOITRED	VICTORY POINTS
0-1	0
2	5
3	15
4	45

VICTOR BONUS

The victor selects two units from their army to be Marked for Greatness after the battle, instead of just 1.



5

CRUSADE MISSION – INCURSION

THE RITUAL

MISSION BRIEFING

The enemy is in the process of enacting complex rites, such as extracting vital information from an STC device, transmitting vital battle plans, or some other, more esoteric ritual. In any case, the attacker must stop the ritual before it is too late, while the defender must ensure nothing prevents this task from reaching completion.

Mission Rules

The Ritual Site: The Ritual Site is a circular area, 3" in radius, located in the centre of the Defender's deployment zone. No terrain features can be set up within 3" of the Ritual Site. The Defender's **WARLORD** must be set up within the Ritual Site, and has a 4+ invulnerable save while it is wholly within this site.

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 6" from any other objective marker, and more than 6" from the Ritual Site.

Perform Rites (Action): The Defender's **WARLORD** can start to perform this action at the end of their Movement phase if it is within the Ritual Site. The action is completed at the end of your turn so long as the **WARLORD** it is still wholly within the Ritual Site.

Warp Rites (Psychic Action): The Defender's **WARLORD** can, if it is a **PSYKER CHARACTER**, attempt to perform the following psychic action:

Warp Rites (Psychic Action – Warp Charge 3): One **PSYKER CHARACTER** from your army can attempt to perform this psychic action in your Psychic phase if it is within 9" of the Ritual Site.

MISSION OBJECTIVES

Victory points are awarded as follows:

Seize Ground (Progressive): At the end of each player's Command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 20 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

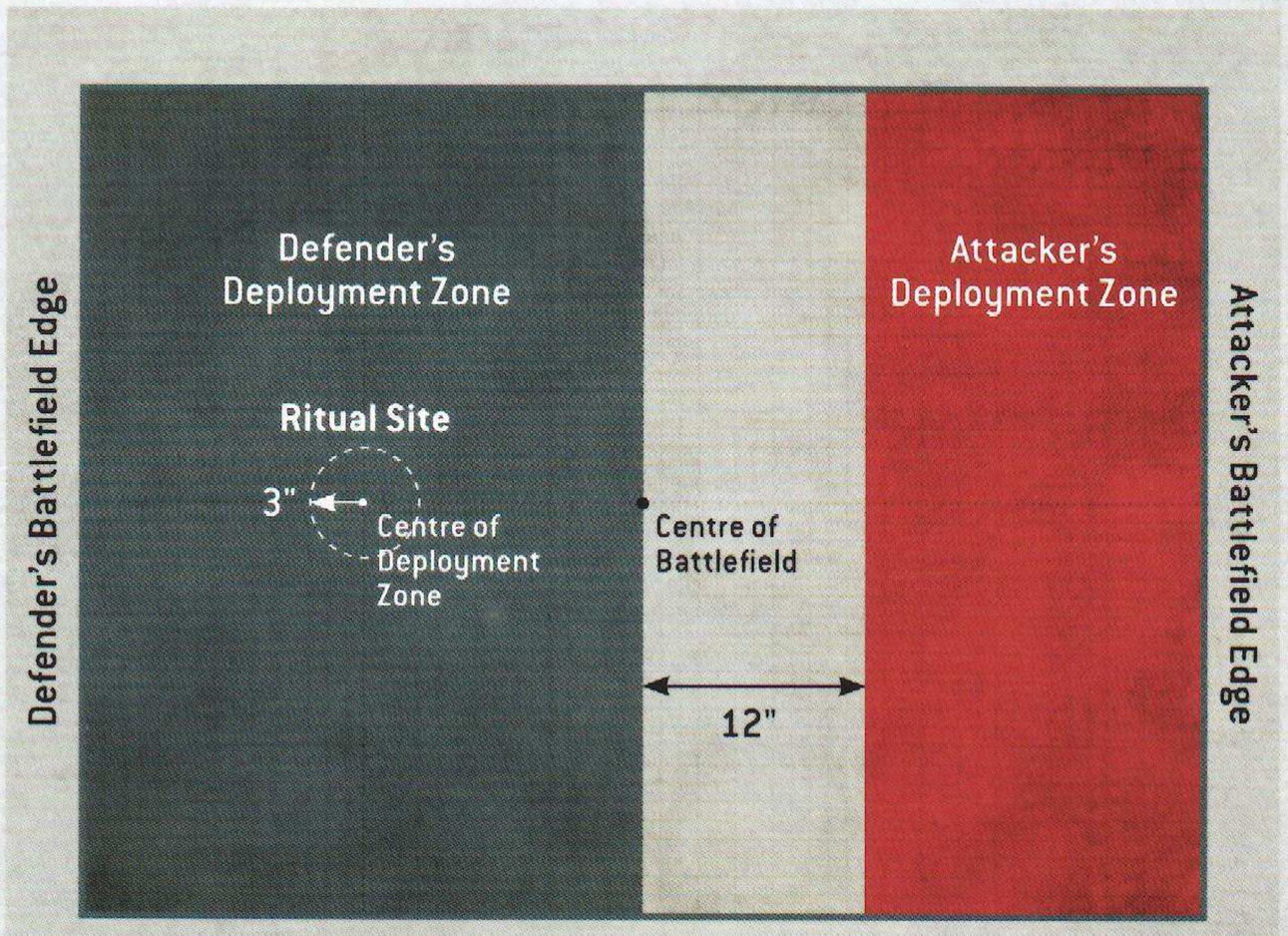
The Ritual (Progressive): The Defender earns 10 victory points each time they successfully complete the Perform Rites or Warp Rites action (see Mission Rules).

Slay the Warlord (End Game): At the end of the game, the Attacker scores 30 victory points if the enemy **WARLORD** is destroyed.

VICTOR BONUS

If the Attacker is the victor, they can select one unit from their army that has a Crusade card that took part in the battle (you must select a unit that can gain Battle Honours) – after the battle that unit gains a Battle Trait of your choice (make a note on the unit's Crusade card and increase its Crusade points accordingly).

If the Defender is the victor, then after the battle, they can give their **WARLORD** either one Battle Trait of their choice, or if it is a **PSYKER**, one Psychic Fortitude of their choice (your **WARLORD** must be able to gain Battle Honours to gain this bonus) – make a note on the unit's Crusade card and increase its Crusade points accordingly.



6

CRUSADE MISSION – INCURSION

BEHIND ENEMY LINES

MISSION BRIEFING

Under cover of darkness, both forces are attempting to infiltrate mission specialists past the enemy and behind their front lines while preventing the foe from doing the same. If any of these forces succeed in their mission, they will return as heroes. The area, however, is littered with scramblers, as well as anti-tank and aerial mines, meaning that these specialists will have to negotiate this pass on foot.

Mission Rules

Scrambler Fields: Units must deploy wholly within their deployment zones, even if they have an ability that allows them to set up elsewhere. If a unit can move after deployment but before the first turn begins, it must end that move wholly within your deployment zone. Any time a unit is set up on the battlefield, either because it is arriving from Strategic Reserves or Reinforcements or it has been affected by a rule that instructs you to remove the unit and set it back up on the battlefield, it must be set up wholly within your own deployment zone.

Cover of Darkness: When resolving an attack, subtract 1 from the hit roll if the target is more than 18" away from the model making the attack.

Exfiltration (Action): Any unit from a player's army can start to perform this action at the end of their Movement phase if every model in that unit is within 6" of their opponent's battlefield edge. Units that were added to your army during the battle cannot attempt this action. The action is completed at the end of your turn.

If a unit completes this action, remove it from the battlefield – note that it has been exfiltrated from the battlefield and does not count as being destroyed for any reason. **VEHICLES** and units that can **FLY** must complete this action twice in two consecutive battle rounds in order to be exfiltrated from the battlefield (they must plot a course through the minefields).

MISSION OBJECTIVES

Victory points are awarded as follows:

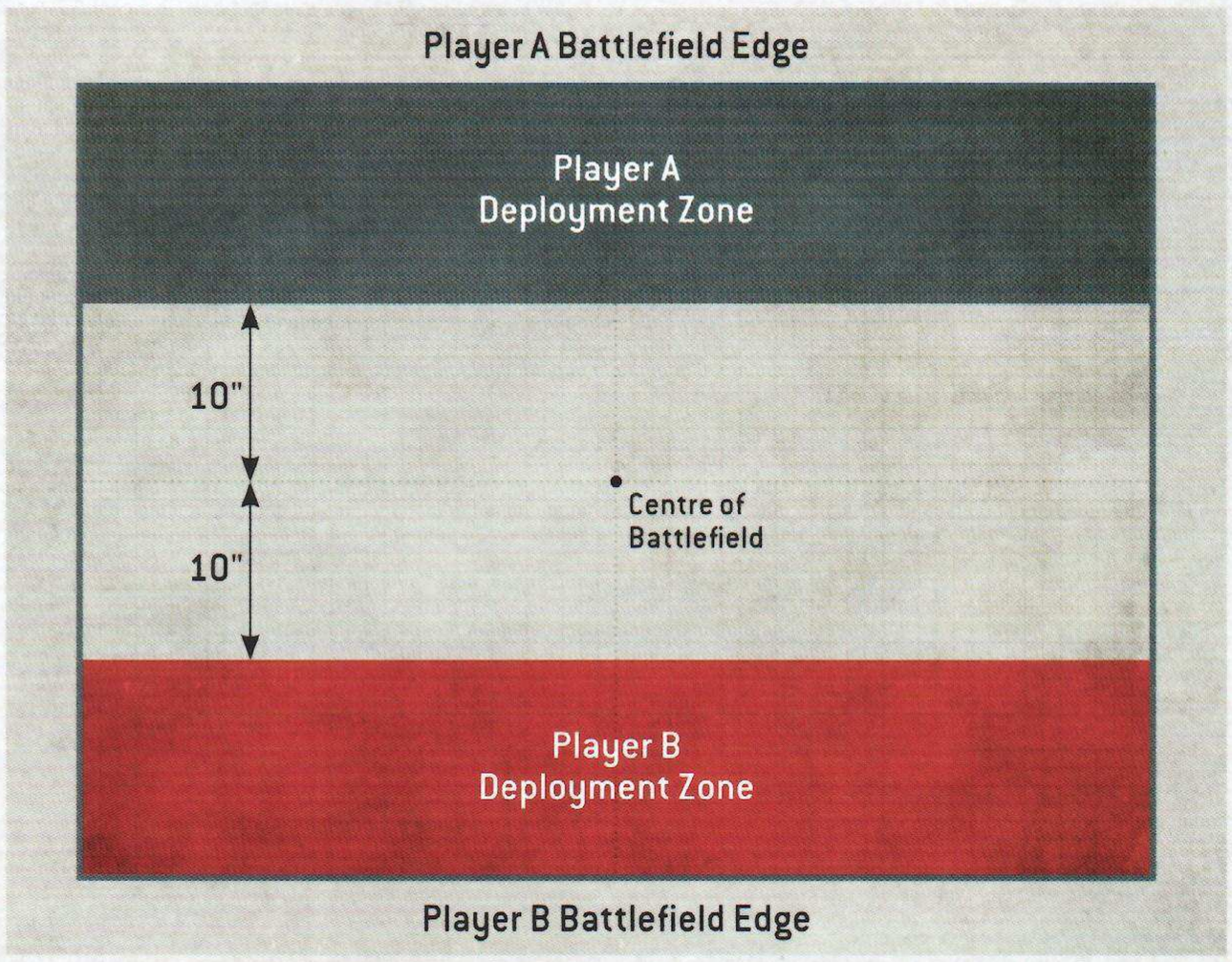
Line Breaker (Progressive): Score 5 victory points at the end of your turn if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone.

Behind Enemy Lines (End Game): Each time a player's unit is exfiltrated from the battlefield, that player earns a number of victory points equal to double that unit's Power Rating (e.g. if a unit with a Power Rating of 10 is exfiltrated from the battlefield, you gain 20 victory points). If the unit is part of a unit that has split into multiple units during the battle, you only receive victory points if every one of those units has been exfiltrated from the battlefield; if any part of the split unit fails to be exfiltrated from the battlefield, no victory points are awarded.

Hold Them Back (Progressive): Score 5 victory points at the end of the battle round if no enemy units have been exfiltrated from the battlefield in this battle round. You cannot score this mission objective in the fifth battle round.

VICTOR BONUS

After the battle, the victor can select one unit from their army that has been exfiltrated from the battlefield in the battle (you must select a unit that can gain Battle Honours) – that unit gains one Battle Trait of your choice after the battle (make a note on the unit's Crusade card and increase its Crusade points accordingly).



CRUSADE MISSION – STRIKE FORCE

SUPPLIES FROM ABOVE

MISSION BRIEFING

Valuable supplies are being delivered in slow-fall drop canisters. You must secure the landing sites; they are hard to judge from the ground, so your forces must be ready to react and secure them while driving the enemy away from these locations.

Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 9" from any other objective marker.

Drifting on the Wind: At the start of each battle round, one of the players rolls two dice as close to the centre of the battlefield as possible (if a dice lands more than 12" from the centre of the battlefield, roll it again until it lands within 12" of the centre of the battlefield). Draw a straight line between the two dice, from the one with the lowest result to the one with the highest, and move each objective marker, one at a time, D3+3" in the direction shown by this arrow (if the results are the same, there is no wind this battle round and the objective markers do not move). Objective markers can be moved over models, objective markers and terrain features, but they cannot end the move on top of models or objective markers and they cannot leave the battlefield – if they would, reduce the distance they are moved by the minimum amount necessary.

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive): At the end of each player's Command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

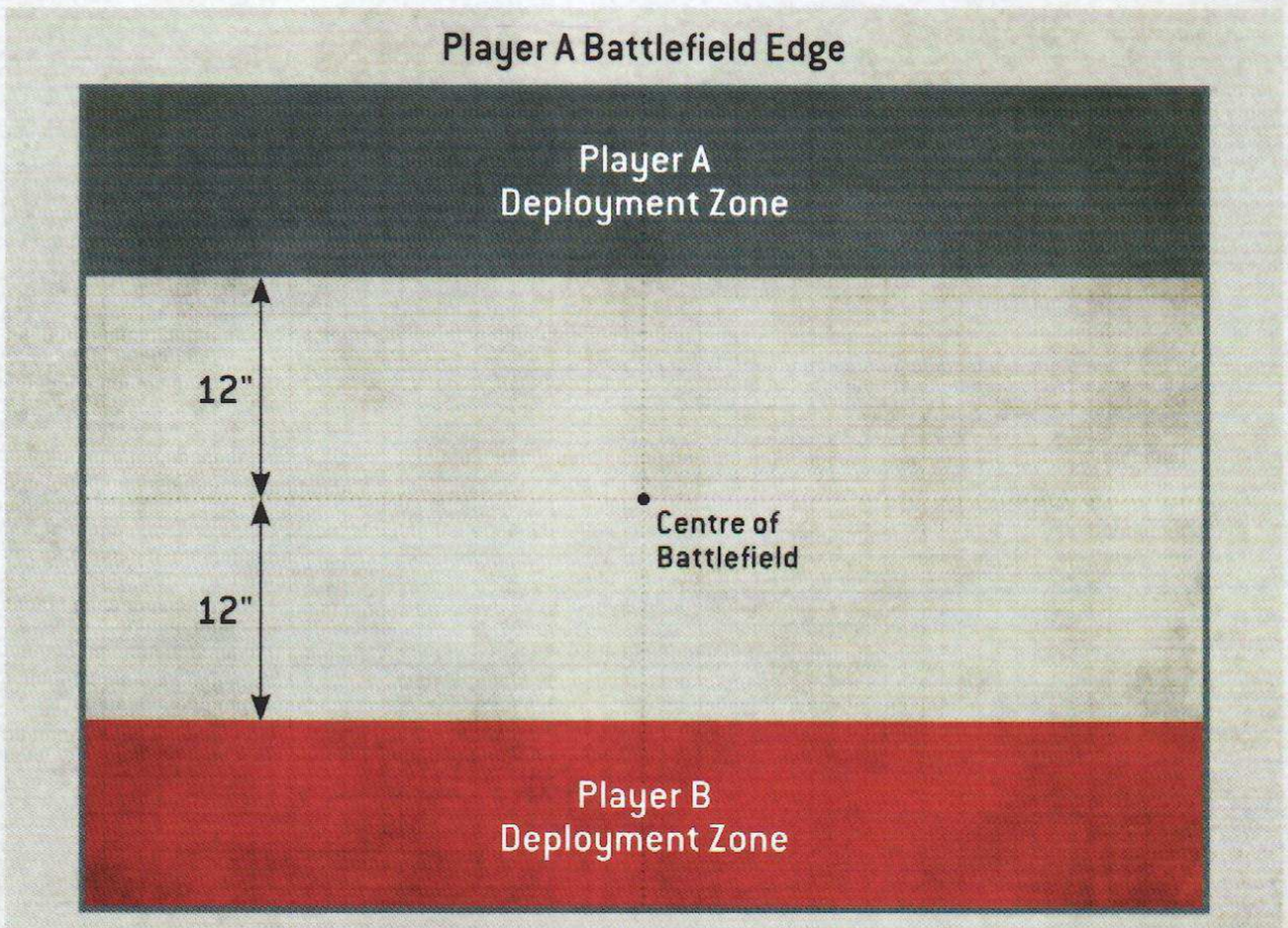
VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

'Mana from the heavens, brave soldiers of Cadia! That's what we can expect; fresh las cells; clean aqua-canisters; a full med-pack restock, praise the Emperor in his beneficence! Best look lively though, we've had reports of xenocultists closing on the drop-site and I expect you to secure every blessed package before the filthy mutants get their claws on them!'

- Cadian Lieutenant Phrake





2

CRUSADE MISSION – STRIKE FORCE

NARROW THE SEARCH

MISSION BRIEFING

Several ammo stores have been identified in the area, but orbital scanners are still locating a large hidden weapons cache. You must secure the area while they narrow their scans to its exact location, for it is hidden by a disruptive null-field. The enemy is hunting it too, however, and must be intercepted and destroyed before they can discover its final location.

Mission Rules

Objective Markers: The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 12" from any other objective marker.

Search Area: At the start of the first battle round, the Search Area is defined by a circle, 18" in radius, centred on the centre of the battlefield. At the start of each battle round thereafter, the size of the Search Area's radius shrinks by 3" (so it has a radius of 15" in the second battle round, a radius of 12" in the third battle round and so on).

Null Field: Invulnerable saving throws cannot be made for units that are within 12" of the centre of the battlefield.

MISSION OBJECTIVES

Victory points are awarded as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers
- They control more objective markers than their opponent controls.

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

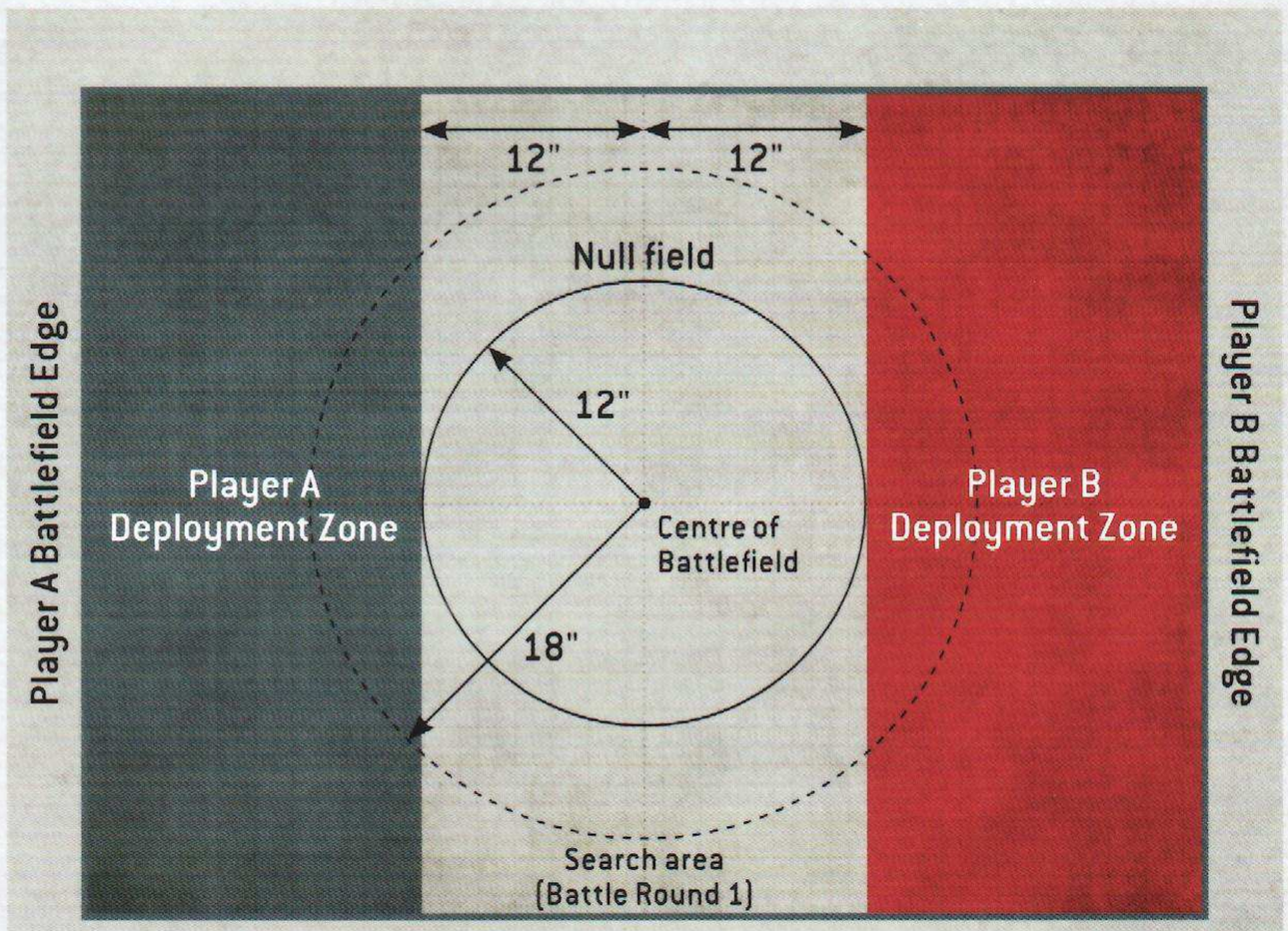
Zeroing In (Progressive): At the end of each player's Command phase, the player whose turn it is scores 15 victory points if they control the Search Area. A player controls the Search Area if they have more models within it than their opponent does. For the purposes of this mission objective, each **VEHICLE** or **MONSTER** unit counts as 5 other models and each **TITANIC** unit counts as 10 other models. Note that the Search Area is not an objective marker, so rules such as Objective Secured do not apply when determining which player controls the Search Area.

VICTOR BONUS

After the battle, the victor can select one unit from their army that has a Crusade card that took part in the battle (you must select a unit that can gain Battle Honours) – that unit gains the Weapon Enhancement Battle Honour after the battle (make a note on the unit's Crusade card and increase its Crusade points accordingly).

'If I wish to continue my experimentations then, regrettably, I must secure fresh ordnance for my guards. Fortunately, I have just the highly advanced specimens I need to see this task completed swiftly, and with a wealth of field-test data into the bargain!'

- From the notes of Biophagus Onderghast



3

CRUSADE MISSION – STRIKE FORCE

CUT OFF THE HEAD

MISSION BRIEFING

Your commanders were gathering for a crucial tactical meeting when battle was joined. Your leaders must survive to preserve the information they carry, or else transmit it back to headquarters, while preventing the enemy commanders from doing so.

Mission Rules

Objective Markers: The players alternate placing one objective marker each on the battlefield, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 6" from any battlefield edge, more than 9" from either deployment zone and more than 12" from the other objective marker.

Intel Points: At the start of each player's first Command phase, that player must allocate 30 Intel points, as evenly as possible, between the **CHARACTER** units in their army, and note this down on their army roster. If a player's army has no **CHARACTERS**, 10 Intel points are instead allocated to that player's **WARLORD** unit.

Transmit Intel (Action): One **CHARACTER** unit from your army that has Intel points allocated to it can start to perform this action at the end of your Movement phase if it is within range of an objective marker. The action is completed at the end of your next Command phase so long as the unit performing it is still within range of the same objective marker.

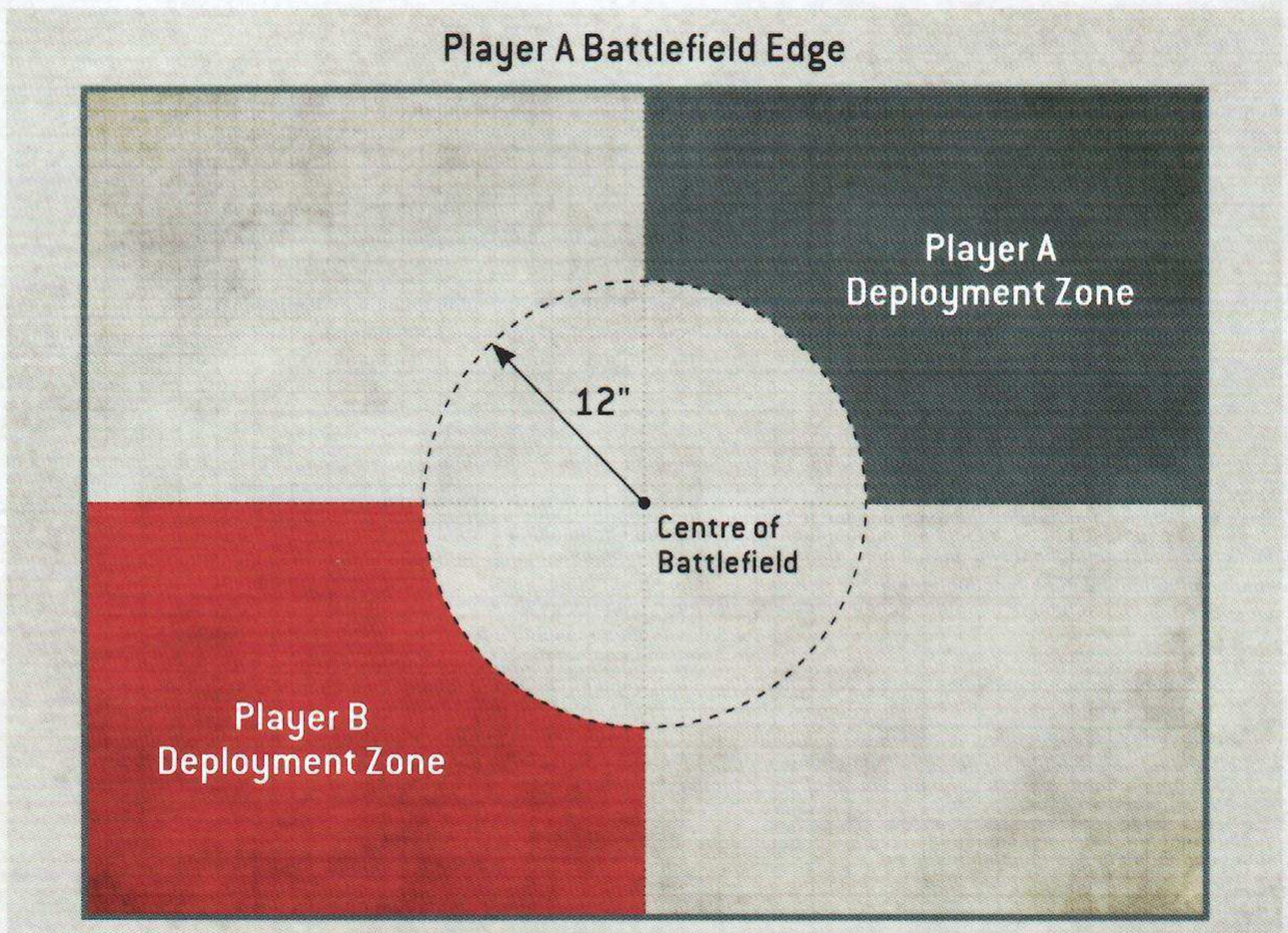
MISSION OBJECTIVES

Victory points are awarded as follows:

Crucial Intel (Progressive): At the end of each player's Command phase, that player adds up the number of Intel points allocated to units from their army that are currently on the battlefield, or that are currently embarked within a **TRANSPORT** model that is on the battlefield; this is the number of victory points that player scores. This mission objective cannot be scored in the first and second battle rounds.

Intel Transmitted (Progressive): You score 10 victory points each time a **CHARACTER** unit from your army successfully completes the Transmit Intel action.

Intel Lost (Progressive): Each time a unit that had Intel points allocated to it is destroyed, the opposing player gains a number of victory points equal to the Intel points allocated to that unit. This mission objective cannot be scored in the third and subsequent battle rounds.



VICTOR BONUS

After the battle, the victor can select one **CHARACTER** unit from their army that had Intel points allocated to it. You can use the Warlord Trait Requisition on that unit for free, even if it has not gained a rank (make a note on the unit's Crusade card and increase its Crusade points accordingly when you do so).

5

CRUSADE MISSION – STRIKE FORCE

RAZE AND RUIN

MISSION BRIEFING

You are fighting for control of key strategic assets scattered throughout this region to secure superior supply lines. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more important still, and will likely bring you victory.

Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Two objective markers must be placed wholly within the centre ground area (see below) and two objective markers must be placed wholly within each player's territory (see below). Objective markers must be set up more than 3" from either player's deployment zone, more than 6" from any battlefield edge and more than 12" from any other objective marker.

Raze (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that is in your opponent's territory, and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers
- They control more objective markers than their opponent controls.

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

Demolitions (End Game): At the end of the battle, a player scores 15 victory points if one objective marker was removed from the battlefield due to a successful Raze action performed by a unit from their army during the battle, and 45 victory points if two objective markers were so removed.

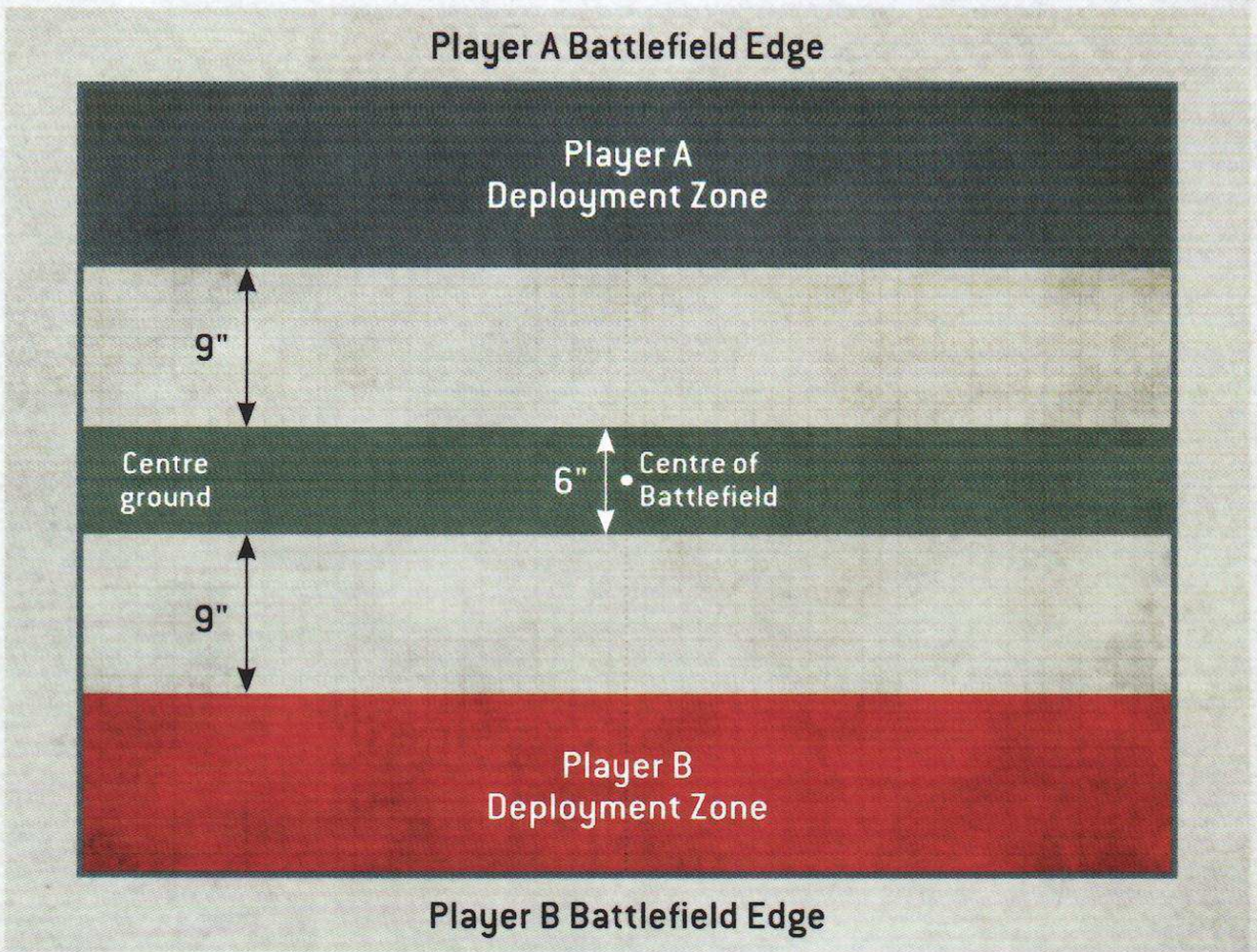
VICTOR BONUS

After the battle, the victor can use the Increase Supply Limit Requisition twice, for free.

Another explosion shook the battlefield, almost knocking Corporal Jayvin from her feet. The Cadian cheered along with the soldiers around her as the armoured bastion collapsed into ruin and took its filthy xenocult banners with it. She sighted and let fly as wounded cultists squirmed like maggots from the rubble and seething dust clouds. Bullets came her way, snatching two of her squad off their feet but Jayvin kept firing and one by one the xenos-worshippers were gunned down.

'Third platoon, ready to advance!' came the booming voice of Captain Hosker from behind their line. 'Artillery are re-targeting on the next enemy asset, and we need to keep the filthy mutants contained while our guns do their job! In the Emperor's name, advance and purge!'

Jayvin kept firing as she and her squad pressed forward, into the heart of the enemy's degenerate lair.



5

CRUSADE MISSION – STRIKE FORCE

RAZE AND RUIN

MISSION BRIEFING

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Mission Rules

Objective Markers: The players alternate placing six objective markers on the battlefield, one at a time, starting with the Attacker. Two objective markers must be placed wholly within the centre ground area (see below) and two objective markers must be placed wholly within each player's territory (see below). Objective markers must be set up more than 3" from either player's deployment zone, more than 6" from any battlefield edge and more than 12" from any other objective marker.

Raze (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that is in your opponent's territory, and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

MISSION OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Take and Hold (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers
- They control more objective markers than their opponent controls.

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

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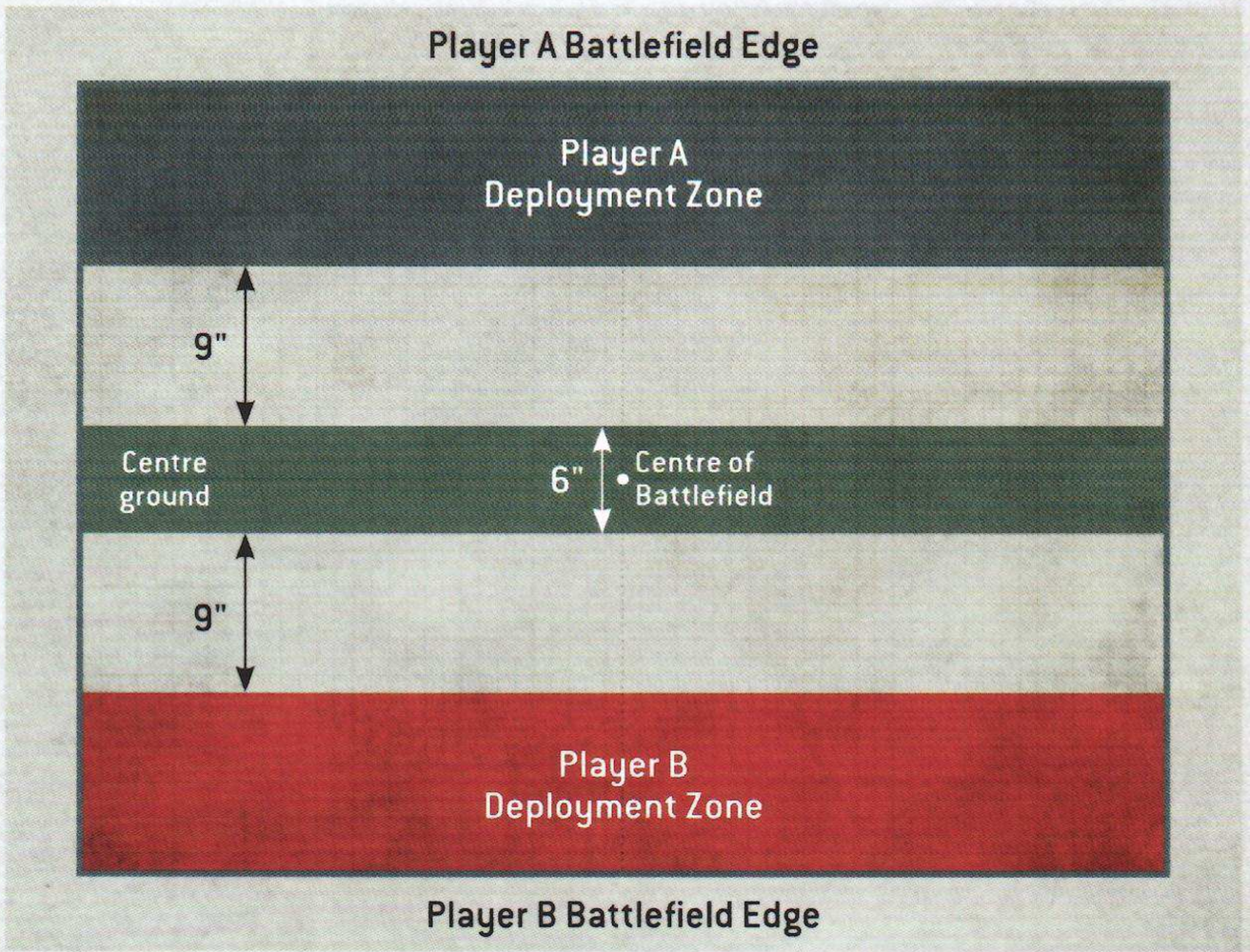
VICTOR BONUS

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Another explosion shook the battlefield, almost knocking Corporal Jayvin from her feet. The Cadian cheered along with the soldiers around her as the armoured bastion collapsed into ruin and took its filthy xenocult banners with it. She sighted and let fly as wounded cultists squirmed like maggots from the rubble and seething dust clouds. Bullets came her way, snatching two of her squad off their feet but Jayvin kept firing and one by one the xenos-worshippers were gunned down.

'Third platoon, ready to advance!' came the booming voice of Captain Hosker from behind their line. 'Artillery are re-targeting on the next enemy asset, and we need to keep the filthy mutants contained while our guns do their job! In the Emperor's name, advance and purge!'

Jayvin kept firing as she and her squad pressed forward, into the heart of the enemy's degenerate lair.



6

CRUSADE MISSION – STRIKE FORCE

AMBUSH

MISSION BRIEFING

The attacker's forces aim to catch an enemy convoy in a trap, but their foe is ahead of schedule and not all of the ambusher's troops are in position. The attacker must choose whether to strike now with the element of surprise, or wait until their full force has arrived.

Mission Rules

Hunter, Prey: At the Declare Reserves and Transports step of the game, the Attacker must first choose whether they will press the attack or if they will wait for additional forces.

If they press the attack, then at least half the Attacker's units must start the battle in Strategic Reserves (and the combined Power Ratings of all these units must be at least half the Power Level of the army). No more than three quarters of the total number of the Attacker's units can be Reserve and/or Reinforcement units (and the combined Power Ratings of all such units, including those embarked within **TRANSPORTS** that are Strategic Reserve and/or Reinforcement units, must be less than three quarters of the Attacker's army's power level), even if every unit has an ability that would allow them to be set up elsewhere.

If the Attacker instead waits for further forces, then they Declare Reserves and Transports as normal, as described on page 333.

In either case, the Attacker's Reserve and Reinforcement units cannot arrive on the battlefield until the third battle round, and it does not cost any Command points to place units in Strategic Reserves in this mission.

None of the Defender's units can be set up in Strategic Reserves; all of their units must deploy wholly within their deployment zone, even if they have an ability that allows them to be set up elsewhere.

On Our Own: Units cannot be added to your army during the battle, and units cannot use any rules that enable them to merge into larger units.

First Turn: If the Attacker pressed the attack, they choose who gets the first turn. Otherwise, the Defender chooses who gets the first turn.

MISSION OBJECTIVES

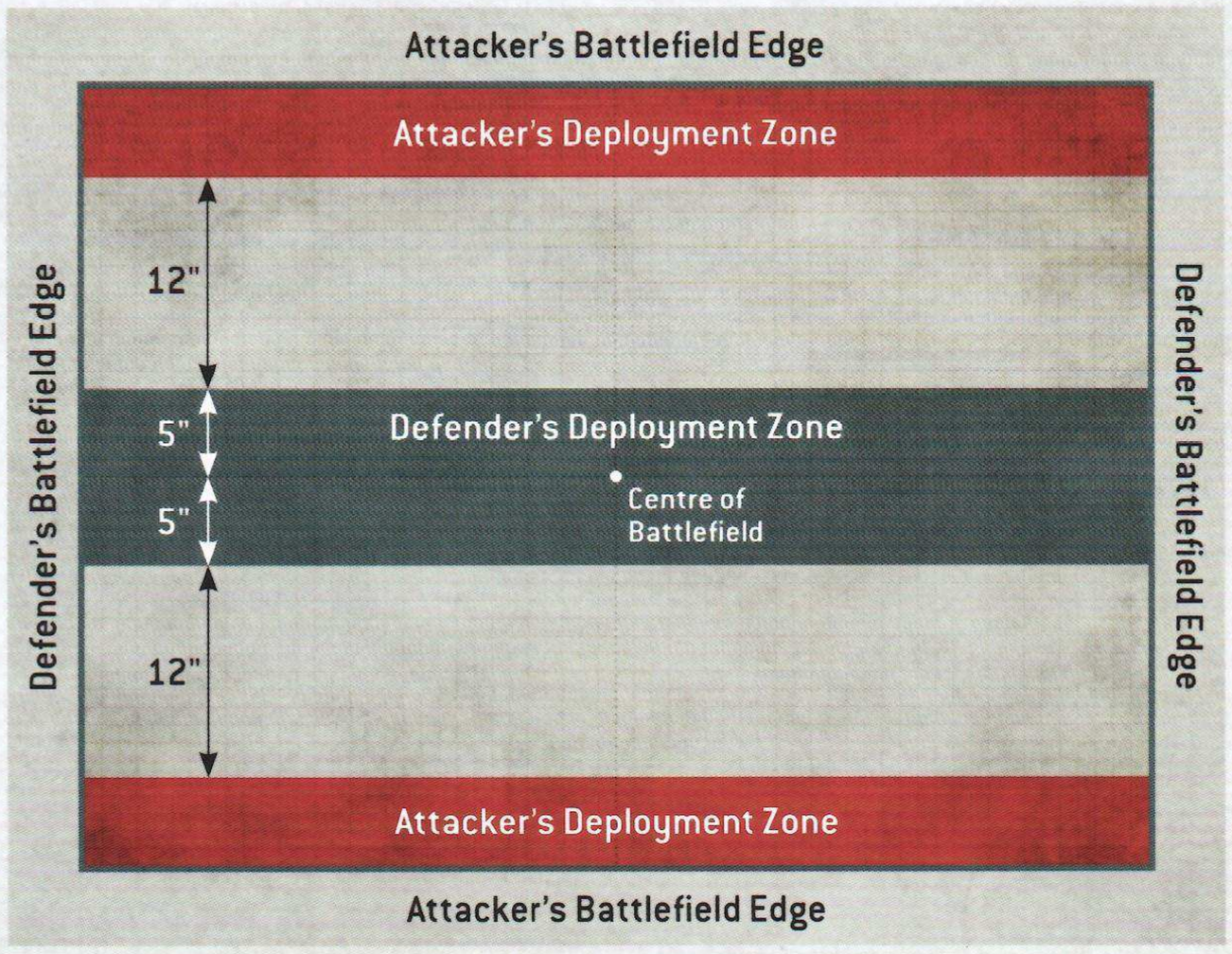
No Prisoners (End Game): At the end of the battle, each player adds up the Power Ratings of each of their units that have been destroyed during the battle. Their opponent scores a number of victory points equal to the result.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

Slay the Warlord (End Game): Each player scores 10 bonus victory points at the end of the battle if the opponent's **WARLORD** is destroyed.

VICTOR BONUS

After the battle, the victor can select one unit from their army that has a Crusade card that took part in the battle (you must select a unit that can gain Battle Honours) – that unit gains a Battle Trait of your choice (make a note on the unit's Crusade card and increase its Crusade points accordingly).



1

CRUSADE MISSION – ONSLAUGHT

FIRESTORM

MISSION BRIEFING

The skies glow with fire as a punishing bombardment rains down, and the shattered earth begins to crumble and break apart with the forces unleashed upon it. The battlefield is utterly consumed by war, yet neither side will rest until their foes have been utterly vanquished, their leaders slain and their greatest weapons annihilated.

Mission Rules

Firestorm: Each player rolls six D6s at the start of their Command phase. For each roll of 6, they can select one separate enemy unit and inflict D3 mortal wounds on it (or 3 mortal wounds if the unit selected is either **TITANIC** or has more than 10 models). You cannot select an enemy unit that contains a **CHARACTER** model with a Wounds characteristic of 9 or less unless there are no other enemy units to select.

MISSION OBJECTIVES

Victory points are awarded as follows:

Unquestioning Superiority (End Game): At the end of the battle, each player adds up the Power Ratings of each of their units that have been destroyed during the battle, doubling the Power Ratings of **WARLORD**, **CHARACTER**, **VEHICLE** and **MONSTER** units, and units that have merged during the battle to form larger units. Their opponent scores a number of victory points equal to one third the result (rounding up).

Remember to add the Power Ratings of any units that were added to your army during the battle but were subsequently destroyed.

Units that merged during the battle to form larger units are only added to your total if the entire merged unit has been destroyed by the end of the battle, but if it is, add together all the Power Ratings of all the units that made it up (and then double that, as described above).

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged

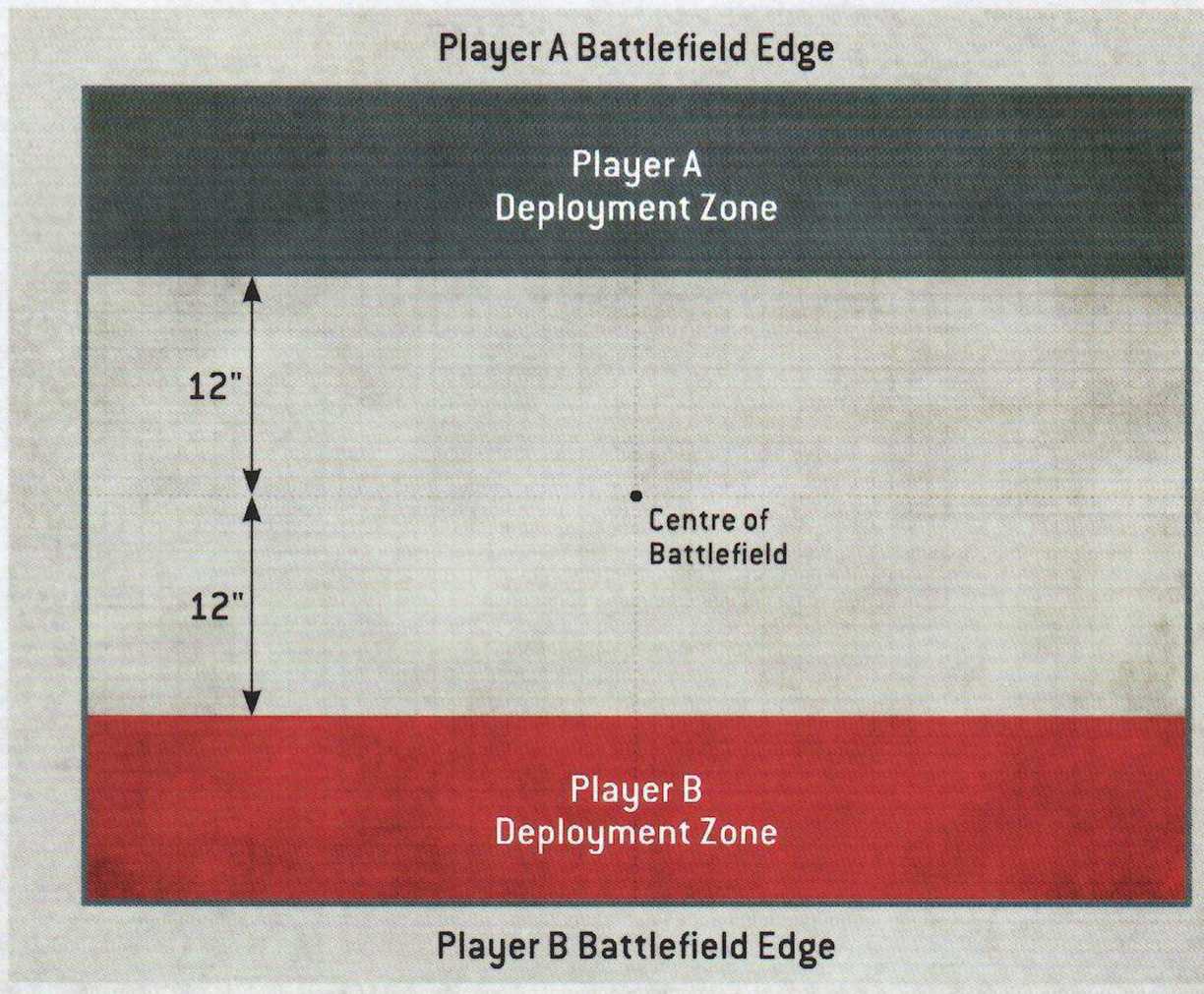
VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

'Our enemies thought us defeated. How little they know of our strength! We are the faithful of the Four-armed Emperor, the scions of the Star Children, and on this day our gods come to raise us up to eternal glory! Fight now as you never have before, my beloved brothers and sisters, for the gods demand nought less than the absolute annihilation of our enemies!'

- Magus Saivera Drisst, the Torvastis City Offensive





2

CRUSADE MISSION – ONSLAUGHT

GRAND ASSAULT

MISSION BRIEFING

After years of brutal conflict, the opportunity has arisen for one army to strike a decisive blow against its hated foes, and crush the last vestiges of resistance with overwhelming numerical superiority.

Mission Rules

Objective Markers: The Defender places eight objective markers, one after the other, anywhere on the battlefield that is more than 9" from any battlefield edge and more than 9" from any other objective marker. No more than four of these objective markers can be set up wholly within the Defender's deployment zone; the remainder must be set up more than 3" from the Defender's deployment zone. At the start of the battle, and until they are controlled by the enemy, all the objective markers on the battlefield are controlled by the Defender, even if the Defender has no models within range of them.

Plant Banner (Action): One or more units from the Attacker's army can start to perform this action at the end of the Attacker's Movement phase if they are within range of an objective marker that does not have one of your banners planted upon it. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The Action is completed at the end of your turn. If this Action is successfully completed, that objective marker is said to have one of your army's banners planted on it; that objective marker remains under the Attacker's control for the remainder of the battle, even if the unit that completed this action moves away or is destroyed.

Sustained Assault: At the end of each of the Attacker's Movement phases, the Attacker rolls one D6 for each of their units that has been destroyed by the enemy, adding 1 to the result if that unit has the Troops Battlefield Role. On a 6+, a unit that is identical to the destroyed unit is added to your army and set up as if it had just arrived from Strategic Reserves. This replacement unit has no Battle Honours, Battle Scars, Relics or Warlord Traits – even if the original did. Also note that you must still take an Out of Action test for the original unit at the end of the battle, even if its replacement unit is still on the battlefield.

The Attacker can, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of its starting number of wounds). This unit then counts as having been destroyed for all purposes.

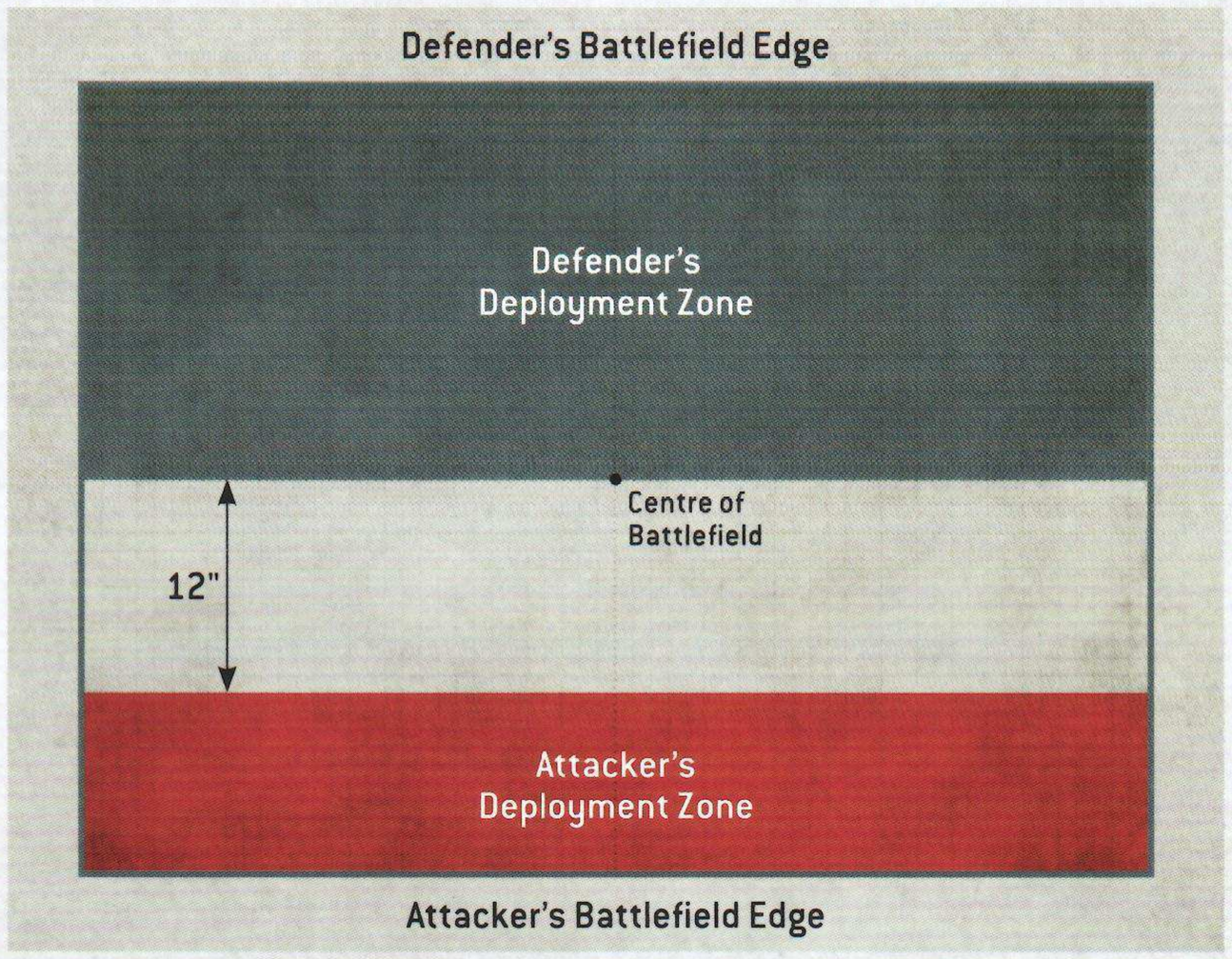
MISSION OBJECTIVES

Victory points are awarded as follows:

Hold at All Costs (End Game): At the end of the battle, each player scores 15 victory points for each objective marker they control.

VICTOR BONUS

After the battle, the victor can select one unit from their army that has a Crusade card that took part in the battle (you must select a unit that can gain Battle Honours) – that unit gains a Battle Trait of your choice (make a note on the unit's Crusade card and increase its Crusade points accordingly).



CRUSADE MISSION – ONSLAUGHT
FIELD OF GLORY

MISSION BRIEFING

You engage the enemy across ground steeped in fire and blood. Littered with sites of tactical import, you must lead your forces from the front and establish dominion over the battlefield at any cost.

Mission Rules

Objective Markers: The players alternate placing eight objective markers on the battlefield, one at a time, starting with the Attacker. Objective markers can be placed anywhere on the battlefield that is more than 9" from any battlefield edge and more than 9" from any other objective marker. At least one objective marker must be placed wholly within each deployment zone.

MISSION OBJECTIVES

Victory points are awarded as follows:

Capture and Control (Progressive): At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

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

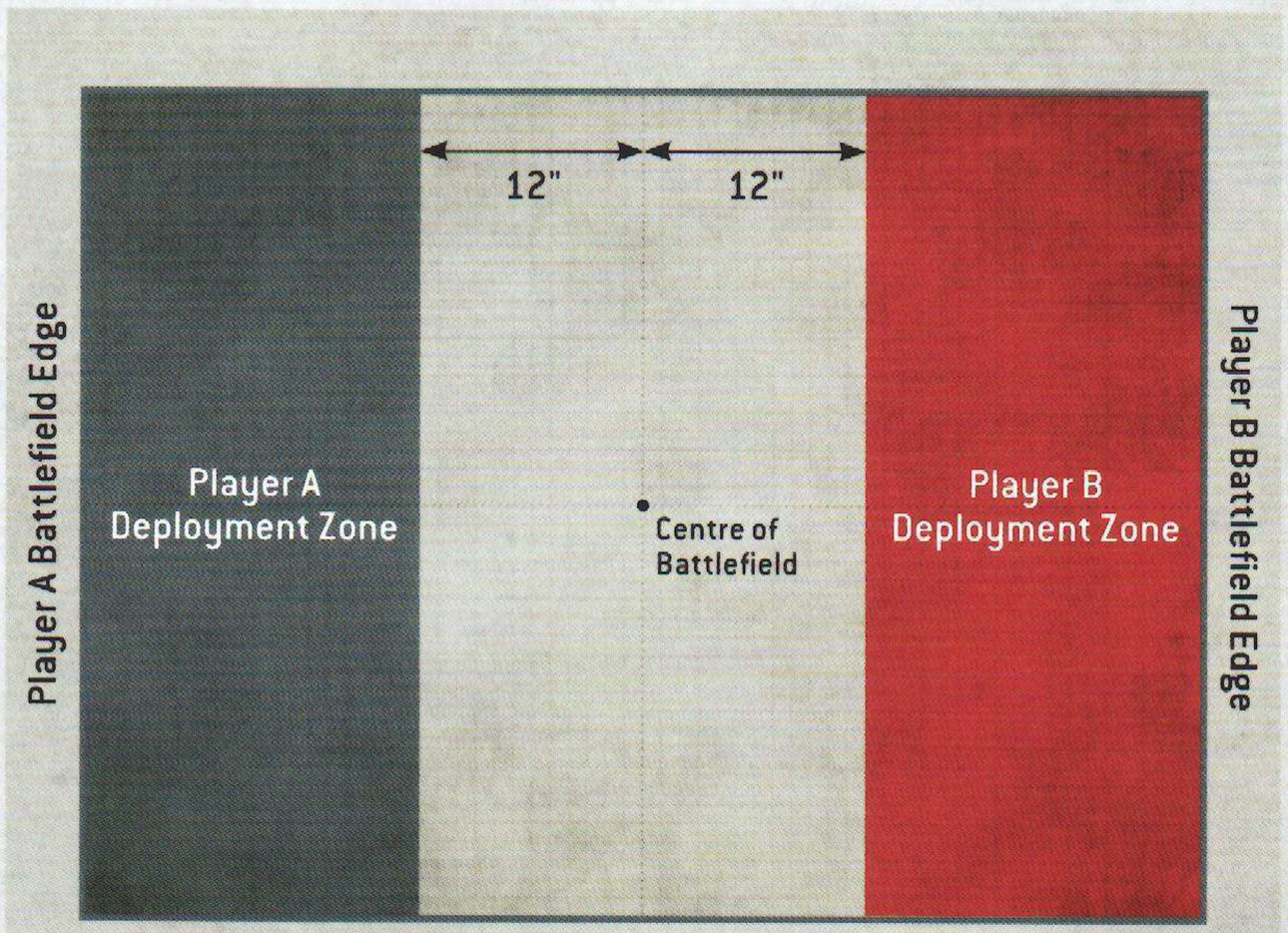
Lead From the Front (Progressive): At the end of each player's turn, that player scores 10 victory points so long as their **WARLORD** is either in Engagement Range with an enemy unit or if it has fulfilled all of the following criteria:

- They are on the battlefield.
- They are not within their own deployment zone.
- They are at least 6" closer to the enemy's battlefield edge than they were at the start of their turn.

VICTOR BONUS

After the battle, the victor's **WARLORD** gains one Battle Honour of the player's choice (provided it can gain Battle Honours). Make a note on the unit's Crusade card and increase its Crusade points accordingly.

The corpse-worshippers were falling back on every front. Vasper exulted in their defeat, singing his hymns of welcome to the Star Children as the skies churned with coiling tendrils and the blazing contrails of battling aircraft. Not all of his brothers and sisters had lived to see this glorious day, and for that Vasper felt sorrow, but even their absence could not sour this glorious day. With expert ease he pivoted and shot down another screaming Cadian as the soldier ran at him, bayonet levelled. How strange, he thought, that once he had been nought more than a manufactorum labourer. Now he was a veteran warrior, a soldier of the Four-armed Emperor and a destroyer of the Imperial oppressors. Another shot, another fallen foe, and Vasper sang louder than ever. With every kill he felt a little closer to his gods, and he knew that they would welcome him with honour for his mighty deeds.



RULES APPENDIX

'Praise be to the artificers of war! Praise be to their clangorous hammers and ringing anvils, their thundering forges and their sparking tools! Praise be to the blades and the guns and the engines of war into which they breathe wrathful life! Emperor's blessings upon them! Praise be, praise be, praise be!'

- The Chant Autosanctus Munificarum, 468th Verse



DESIGNER'S COMMENTARY

Welcome to the latest edition of Warhammer 40,000. By now you've no doubt read through the basic rules section and perused some of the mission packs in this book, and you may even have played a few games. It has been a great privilege to write these rules, and I hope you will have as much fun reading and using them as I did developing them. This appendix is the final section of the rulebook, and it covers four distinct appendices: Blast Weapons, Aircraft, Rare Rules and the Glossary.

This edition of Warhammer 40,000 introduces several new and exciting features. Amongst these are the introduction of Blast weapons and expanded rules for Aircraft. The introduction of the Blast ability to certain weapons helps to further differentiate between how different weapons play on the battlefield, allowing weapons that fire a large or explosive shots to feel different to weapons that are firing a random number of smaller, individual shots. The Blast rules also grant a cool bonus when used against the largest and most densely packed enemy formations, which seemed entirely appropriate. The rules for aircraft help to differentiate these units from other **VEHICLE** units that can **FLY**, such as hover tanks.

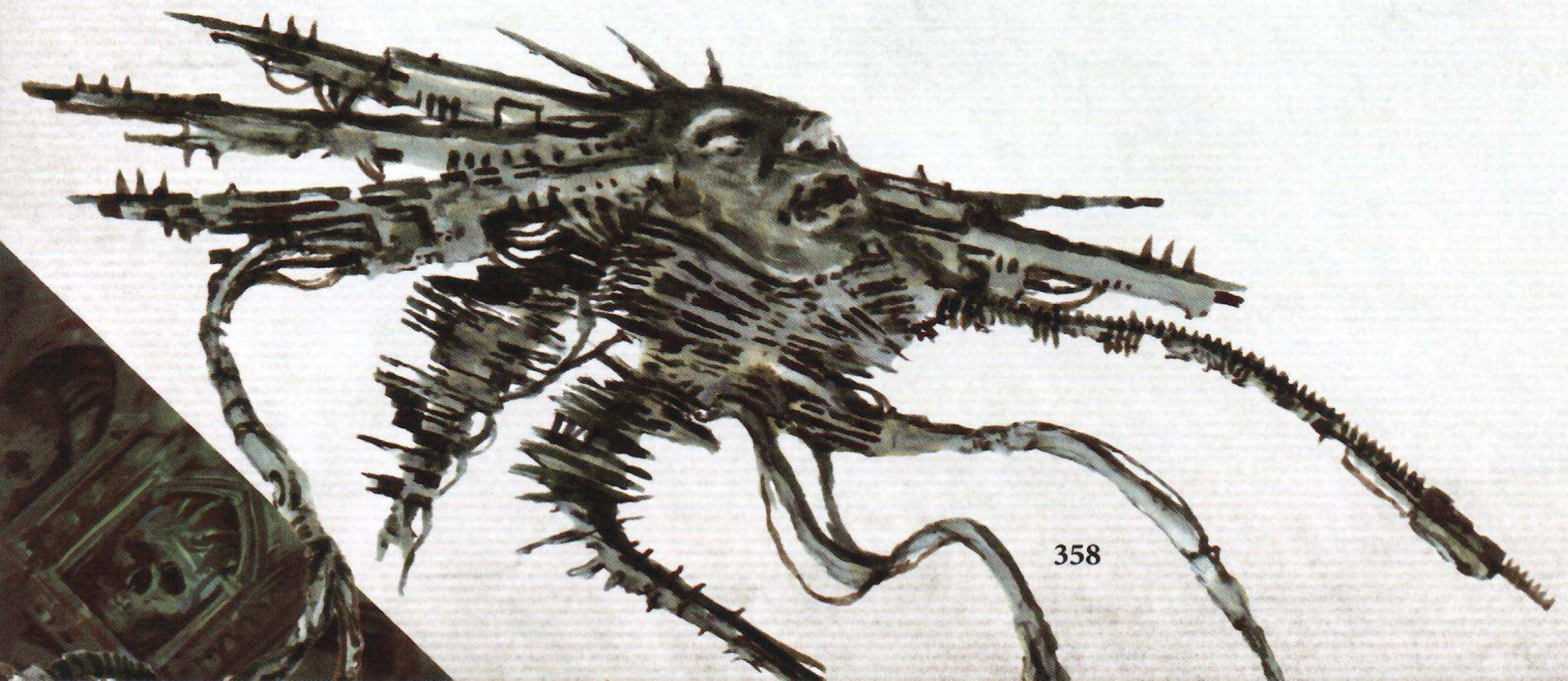
To facilitate these additions it is necessary to make some changes to the datasheets and weapon profiles that appear in the extant range of Codexes. The first two appendices in this section list those weapons and units that, at the time of printing, appear in Codexes that require an amendment: either by gaining the Blast ability or the **AIRCRAFT** keyword. These appendices will be of most interest to players who are using these rules at, or close to, the time of this rulebook's release. As the next edition of each Codex is written, the Blast ability and **AIRCRAFT** keyword will simply be incorporated into the necessary datasheets and weapon profiles, with the goal to making these two appendices redundant over time.

The third section of this appendix is titled Rare Rules. Many units have abilities on their datasheets, or else that unit's Codex will give it access to other rules such as Stratagems, psychic powers etc. that can enhance their combat potential on the battlefield or else hamper the enemy's. On occasion such a rule can potentially combine with other rules that an enemy unit has in a way that is not clear at first glance. These situations are unlikely to arise in every battle though, or, depending on what units are taking part in the battle, may not arise at all. For this reason, instead of cluttering up the basic rules section with rules that are rarely required, the more common of these 'rare' rules have been collected here. As a result, I suggest you skim through the topics discussed in this section, and then, if during a battle you encounter a rule or rules interaction that you and your opponent are not entirely sure how to resolve, quickly refer back to this section to check if it is described. If it is, simply use the rules printed here to resolve your situation. If it is not, use the Most Important Rule (pg 202) to resolve the situation and get back to the action as soon as possible.

The final section of this appendix is a glossary. As you'd expect, this collects lots of useful terms and definitions that you will encounter when reading Warhammer 40,000 rules and places them into one easy-to-reference place.

I hope that you will find all these rules add to your Warhammer 40,000 gaming experience, and that you enjoy using this rulebook to wage war on the battlefields of the 41st Millennium in countless battles. May your bolter always fire true, and may you always roll that lucky 6 when you need it the most.

- Robin Cruddace



BLAST WEAPONS

This appendix is an alphabetised list of weapons that gain the Blast ability. If a weapon has more than one profile, then all of that weapon's profiles that make a random number of attacks gain the Blast ability. Weapons that are Relics are denoted by an asterisk (*). You can find details of the Blast ability on page 219.

- Accelerated photon grenade*
- Aeldari missile launcher
- Airbursting fragmentation projector
- Aquila macro-cannon
- Archeotech grenade
- Artillery barrage
- Astartes grenade launcher
- Balistus grenade launcher
- Barbed strangler
- Balethorn Cannon*
- Baneblade cannon
- Battle cannon
- Belleros energy cannon
- Bellicatus missile array
- Bile spurt
- Bio-plasma
- Bio-plasmic scream
- Blackstar rocket launcher
- Blasting charge
- Blastmaster
- Blight grenade
- Blind grenade
- Bolt sniper rifle
- Brogg's Buzzbomb*
- Bubblechukka
- Burna bottles
- Cache of demolition charges
- Cawl's Wrath*
- Centurion missile launcher
- Cerberus launcher
- Choking spores
- Cluster rocket system
- Concussion grenade
- Cyclone missile launcher
- D-cannon
- Da Boomer*
- Da Souped-up Shokka*
- Dark scythe
- Death ray
- Deathstrike missile
- Deathwatch frag cannon
- Deathwind launcher
- Deffkannon
- Demolisher cannon
- Demolition charge
- Disruptor missile launcher
- Doomsday cannon
- Doomweaver
- Earthshaker cannon
- Ectoplasma cannon
- Eradication beamer
- Eradication ray
- Eradicator nova cannon
- Executioner plasma cannon
- Exorcist conflagration rockets
- Exorcist missile launcher
- Frag bomb
- Frag cannon
- Frag grenade
- Fragstorm grenade launcher
- Fury of Mars*
- Fusion collider
- Grenade harness
- Grenade launcher
- Grenadier gauntlet
- Grotzooka
- Havoc launcher
- Hammer of Sunderance*
- Haywire cannon
- Heavy mining laser
- Heavy mortar
- Heavy plasma cannon
- Heavy squig launcha
- Heavy venom cannon
- Helbrute plasma cannon
- Helfrost cannon
- Helfrost destructor
- Hellhammer cannon
- High-capacitance railgun*
- Hyper blight grenade
- Icarus rocket pod
- Ichor cannon
- Ion accelerator
- Ion cannon
- Ion rifle
- Ironstorm missile pod
- Kannon
- Killkannon
- Kustom mega-kannon
- Kustom mega-zappa
- Laser destructor
- Lobba
- Macro plasma incinerator
- Magma cannon
- Melta cannon
- Missile launcher
- Miasma Cannon*
- Mortar
- Multiple rocket pod
- Neutron laser
- Phantasm grenade launcher
- Phlegm bombardment
- Phosphex bombs
- Photon grenade
- Plagueburst mortar
- Plasma cannon
- Plasma culverin
- Plasma decimator
- Plasma exterminator
- Plasma grenade
- Plasma obliterator
- Plasma storm battery
- Prism cannon
- Prismatic cannon
- Psyk-out grenade
- Pulse driver cannon
- Quake cannon
- Rapid-fire battle cannon
- Railgun
- Ravenwing grenade launcher
- Razorwing missiles
- Redemption missile silo
- Rift cannon
- Rokkit kannon
- Salvo launcher
- Shadow weaver
- Shokk attack gun
- Shock grenade
- Shockcannon
- Shredder
- Skorcha missiles
- Skull cannon
- Skullhurler
- Smasha gun
- Solar atomiser
- Spirit vortex
- Squig launcha
- Star bolas
- Stikkbomb
- Stikkbomb chukka
- Stikkbomb flinga
- Stikksquig
- Storm eagle rocket
- Stormfrag auto-launcher
- Stormsword siege cannon
- Stranglethorn cannon
- Suncannon
- Supa-rokkit
- Supernova launcher*
- Tankbusta bomb
- Taurox battle cannon
- Taurox missile launcher
- Tempest launcher
- Thermal cannon
- Thermal spear
- Thunderfire cannon
- The Thunder of Voltaris*
- Transdimensional beamer
- Tremor cannon
- Twin Aeldari missile launcher
- Twin heavy plasma cannon
- Twin helfrost cannon
- Twin siegebreaker cannon
- Typhoon missile launcher
- Venom cannon
- Voidraven missiles
- Volcano cannon
- Volcano lance
- Vortex missile battery
- Wazbom mega-kannon
- Whirlwind castellan launcher
- Whirlwind vengeance launcher
- Wrist-mounted grenade launcher
- Wyvern quad stormshard mortar

AIRCRAFT

This appendix is an alphabetised list of units that gain the AIRCRAFT keyword (this keyword must be added to the Keyword line of each of the listed units' datasheets). You can find details of how AIRCRAFT move in the Movement phase on page 212, and details of how AIRCRAFT interact with Strategic Reserves on page 257.

- AX3 Razorshark Strike Fighter
- AX39 Sun Shark Bomber (NB: only the **VEHICLE** gains the **AIRCRAFT** keyword, not its **DRONES**).
- Blitza-bommer
- Burna-bommer
- Corvus Blackstar
- Crimson Hunter
- Crimson Hunter Exarch
- Dakkajet
- Doom Scythe
- Hemlock Wraithfighter
- Nephilim Jetfighter
- Night Scythe
- Ravenwing Dark Talon
- Razorwing Jetfighter
- Stormfang Gunship
- Stormraven Gunship
- Stormtalon Gunship
- Stormhawk Interceptor
- Stormwolf
- Valkyries
- Voidraven Bomber
- Wazbom Blastajet

RARE RULES

The rules in this section describe some of the more uncommon advanced rules, as well as rare situations that arise when one uncommon rule interacts with another, and how to resolve them.

BENEFITS OF COVER WHEN NOT IN TERRAIN

Sometimes a rule will tell you that a model or unit gains the benefit of cover, even while they are not entirely on or in a terrain feature. If a model or unit is under the effects of such a rule, and that rule does not specify what the benefits of cover are, when resolving an attack that model is assumed to be entirely on or within a terrain feature with the Light Cover terrain trait (pg 263) for all rules purposes. This means that when an attack made with a ranged weapon wounds a model under the effect of this rule, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected).

If a model or unit has a rule that only applies while it is receiving the benefits of cover, then that rule will apply while that model or unit is under the effects of any rule that states it gains the benefit of cover even while they are not entirely on or within a terrain feature.

- Benefit of cover even when not in terrain = Light Cover.
- +1 to saving throws against ranged weapons.
- Invulnerable saving throws unaffected.

IGNORING THE BENEFITS OF COVER

Some rules allow a weapon or model to ignore the benefits that a target might otherwise receive from being on or in a terrain feature.

If a rule says that the target 'does not receive the benefit of cover to its saving throw', then, when resolving an attack with that rule, the models in the target unit ignore all benefits received from terrain traits that improve its saving throw (e.g. Light Cover, Heavy Cover).

If a rule says that the target 'does not receive the benefits of cover that impose penalties on hit rolls', then, when resolving an attack with that rule, models in the target unit ignore all benefits received from terrain traits that impose penalties on hit rolls (e.g. Dense Cover).

If a rule says that the target unit 'does not receive the benefit of cover', without specifying what benefits are ignored, then, when resolving an attack with that rule, models in the target unit ignore all benefits received from all terrain traits, including those that improve its saving throws, impose penalties on hit rolls and so on (e.g. Light Cover, Heavy Cover). Note that rules that say that the target unit 'does not receive the benefit of cover' do not enable a model or weapon with that rule to target a unit that would not normally be visible due to terrain features with the Obscuring trait (pg 263).

- Does not receive the benefit of cover to saving throws = ignore Light Cover and Heavy Cover.
- Does not receive the benefits of cover that imposes a penalty on hit rolls = ignore Dense Cover.
- Does not receive the benefits of cover = ignore Light Cover, Heavy Cover, Dense Cover etc.

IMPROVING THE BENEFITS OF COVER

Some models have abilities that improve the bonus a model receives to its saving throw when it is receiving the benefit of cover – for example, 'add 2 instead of 1 to saving throws for models in this unit while it is receiving the benefit of cover'. If a model or unit with such a rule is receiving the benefits of cover from a terrain feature with the Light Cover or Heavy Cover trait, then this rule is applied as written. If that model or unit is receiving the benefits of cover from any other terrain features with any other terrain traits, you instead add 1 to its saving throws, in addition to any other benefits of cover that are gained from those terrain features. In either case, invulnerable saves are unaffected.

- Add 2 to saving throws instead of 1 if receiving benefits from Light Cover or Heavy Cover terrain features.
- Add 1 to saving throws if receiving benefits from any other terrain features.

UNITS OF PSYKERS

If a unit has more than one model with the **PSYKER** keyword, you must select one of those models each time its unit attempts to manifest or deny a psychic power, before you take the Psychic test or Deny the Witch test. Measure the distance and check visibility using the model you selected.

Manifesting and Denying with non-Psykers

Sometimes a rule will allow a model that is not a **PSYKER** to attempt to manifest or deny a psychic power. When resolving such abilities, it does so using the rules on pages 214-215 exactly as if it were a **PSYKER**, and is affected by rules that modify Psychic tests or Deny the Witch tests, but it is not a **PSYKER** for any other rules purposes.

- **Units of PSYKERS:** When attempting to manifest or deny a psychic power, first select one model in the unit to measure range and visibility from.

SHOOT AGAIN

Some rules allow units (or sometimes models or weapons) to shoot again in the Shooting phase, or shoot 'as if it were the Shooting phase'. Such rules cannot be used on a unit unless it is eligible to shoot at the time when that rule is used.

When a unit shoots again, any models in that unit that have already shot with any of the weapons they are equipped with earlier in that phase can shoot with those weapons one additional time. When a model shoots again, that model can shoot with any weapons it is equipped with that it has already shot with earlier in that phase one additional time. When a model can shoot with a specific weapon again, that model can shoot with it one additional time if it has already shot with it earlier in that phase.

If a rule allows a unit, model or weapon to shoot again, then it must completely resolve its first shooting attack before resolving the second. This can be at a different target. If a rule is used to make a unit shoot again at the end of the Shooting phase, the phase does not end until after all these rules have been resolved.

- Rules that allow a unit to shoot again can only be used on eligible units.
- Must completely resolve first shooting attack before starting the second.
- Can target different unit(s).
- Shooting phase does not end until after all units that are shooting again have done so.

NON-SHOOTING ABILITIES

Some models and units have abilities that can be used instead of shooting with that model or unit. Such abilities can only be used in your Shooting phase, but can be used even if your unit has no ranged weapons, or if it Advanced or Fell Back this turn, and such abilities can be used even while the unit is within Engagement Range of any enemy units.

- Abilities used 'instead of shooting' can be used in your Shooting phase.
- Such abilities can be used even if unit Advanced, Fell Back or is in Engagement Range of enemy.

ALWAYS FIGHT FIRST/LAST

Some rules allow a unit from your army to always fight first in the Fight phase, even if they didn't make a charge move this turn. If the enemy has units that have charged, or that have similar rules, then alternate selecting units to fight with from amongst these units, starting with the player whose turn is taking place.

Similarly, some rules say that a certain unit cannot be selected to fight in the Fight phase until after all other eligible units have done so. If both players have units that cannot fight until after all other units have done

so, then the players alternate selecting which of those units to fight with, starting with the player whose turn is taking place.

If a unit is under the effects of both a rule that always lets it fight first in the Fight phase, and a rule that says it cannot be selected to fight until after all other units have done so, it instead fights as if neither rule is affecting it.

- If both players have models that fight first/last, alternate selecting units to fight, starting with player whose turn is taking place.
- If a unit can always fight first but must also fight last, it fights as if not affected by either rule.

FIGHTING WITH INDIVIDUAL MODELS

Normally units are selected to fight, but some rules instead specify that only one model in a unit can fight (or can fight again – see below). In these instances, that model is allowed to make a pile-in move, but must still be in unit coherency at the end of its move. It then makes a number of attacks with its melee weapons, as specified in the Make Close Combat Attacks section of the Fight phase (pg 229-231). Finally, that model can make a consolidate move, but must still be in unit coherency at the end of the move.

- Some rules enable an individual model in a unit to fight – such a model piles in, makes close combat attacks, then consolidates.
- Pile-in and consolidate moves must end in unit coherency.

FIGHT AGAIN

Some rules allow units to fight again in the Fight phase, or fight 'as if it were the Fight phase'. Such rules cannot be used on a unit unless it is eligible to fight at the time when that rule is used. Remember that a unit is only eligible to fight if it is within Engagement Range of an enemy unit, or if it made a charge move in the same turn. In addition, all the normal targeting rules apply to a unit that is using a rule to fight again (e.g. if the unit made a charge move this turn it can still only target enemy units it declared a charge against or that performed a Heroic Intervention).

If a rule allows a unit to fight again, then it will pile in, make close combat attacks and consolidate again. Treat each time a unit is selected to fight as a separate unit being selected to fight for all rules purposes. This means that after it has fought for the first time in a phase, your opponent can choose an eligible unit to fight with before you fight with your unit for a second time (you need not consecutively use both of the unit's opportunities to fight – unless of course there are no other eligible units to select to fight with). If such a unit charged this turn, it will still fight both times before any units that did not charge. Note that any rule that interrupts the normal sequence of who fights first can be used to fight in-between the unit's first and second fight.

If a rule is used to make a unit fight again at the end of the Fight phase, and the unit ends its consolidation move within Engagement Range of any enemy units that have not yet been selected to fight during this phase, those units are now eligible units and your opponent can fight with them before the phase ends.

- Rules that allow a unit to fight again can only be used on eligible units.
- Fight again = pile in, make close combat attacks and consolidate again.
- Each time a unit fights again it is treated as a separate unit being selected to fight.
- Fight phase does not end until every unit in Engagement Range that has not yet fought has done so.

ATTACKER'S PRIORITY

While resolving attacks, you'll occasionally find that two rules cannot both apply – for example, when an attacking model with an ability that enables it to always score a successful hit on a 2+ targets a model that has an ability that states it can only be hit on a 6+. When this happens, the attacking model's rules take precedence.

- If attacking model and target unit have conflicting rules, the attacking model's rule takes precedence.

MORALE PRIORITY

While resolving Morale tests, you'll occasionally find that two rules are in direct conflict and cannot both apply – for example, when a unit is being simultaneously affected by one rule that says it automatically passes Morale tests and another that says it automatically fails Morale tests. When this happens, rules that say a unit automatically passes a Morale test always take precedence over rules that say a Morale test is automatically failed.

Similarly, rules that say no models flee from a unit always take precedence over rules that say that a number of additional models flee that unit.

- If a unit is affected by conflicting rules, those that automatically pass Morale tests or cause no models to flee take precedence.

RESURRECTED MODELS

Some rules resurrect or return models to their unit in the same turn they were destroyed. For the purposes of Morale tests, such models do not count as having been destroyed this turn – exclude them when determining if a unit has to take a Morale test, and when determining what to add to a D6 roll when taking a unit's Morale test.

- Exclude models that were destroyed and returned to a unit in the same turn for Morale test purposes.

EXPLODES

When destroyed, some models have an ability that gives them a chance to explode (or crash and burn, or lash out with death throes etc.) and inflict mortal wounds on nearby units. If a model has such an ability and is destroyed, then it is always the player controlling that model who rolls to see if it explodes (or similar), and it is always this player who rolls to see if nearby units suffer damage, and if they do, how much damage is inflicted.

- If a model could explode, controlling player rolls the D6.
- If a model explodes when destroyed, controlling player rolls to inflict damage on nearby units.

REPOSITIONED AND REPLACEMENT UNITS

Some rules enable units to teleport or else be repositioned and set back up on the battlefield. Other rules enable units to removed from the battlefield and be replaced by a new, full-strength unit, which is then set up on the battlefield. If a rule causes a unit to be removed from the battlefield and subsequently set back up, the following rules apply to it:

1. Rules that are triggered by or apply to units that are 'set up on the battlefield as Reinforcements' are also triggered by and apply to that unit when it is set up on the battlefield.
2. Models in units that arrived as Reinforcements count as having moved a distance in inches equal to their Move characteristic this Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.
3. The unit cannot make a Normal Move, Advance, Fall Back or Remain Stationary that turn for any reason.
4. If that unit was within Engagement Range of an enemy unit when it was removed from the battlefield, it does not count as having Fallen Back when it is set back up on the battlefield.
5. If that unit Advanced this battle round, it still counts as having Advanced after it has been set back up on the battlefield.
6. Any destroyed models in that unit when it is removed are still destroyed when their unit is set back up on the battlefield. If they were destroyed this turn, they still count towards any Morale tests taken this turn.
7. Any models in that unit that have lost any wounds do not regain those wounds when they are removed, and will still have lost them when their unit is set back up on the battlefield.
8. Any rules that unit was being affected by when it was removed, and which would continue to affect it for a specific duration (from abilities, Stratagems, psychic powers, etc.) continue to affect that unit until such a point as they would normally have no longer applied. For example, a unit that was within range of an aura ability when it was removed would no longer be affected by that ability if it was set up outside of that aura's range, whereas a unit that was being affected by a psychic power that lasted until the end of that turn would still be affected by it until the end of that turn.

Note that points 5-8 do not apply to any unit that has been set up because it is replacing a destroyed unit (including units set up via a rule that instructs you to remove a unit then set it back up at its full starting strength). These rules represent new units joining the fight, rather than the existing units being repositioned on the battlefield.

RULES TERMS GLOSSARY

This glossary contains a number of terms that you will encounter within this book and in supplementary products, such as Codexes. These are intended to provide precise definitions to aid in resolving some of the more complex rules interactions that may arise, and players should feel under no onus to memorise this list.

Active player: The active player is the player whose turn is currently taking place.

Advances/Advanced: If a unit makes an Advance in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Advanced.

Against (an attack): When making an attack, if a saving throw is made, that saving throw is said to be made against that attack.

Armour saving throw: An armour saving throw is a saving throw made using a model's Save characteristic (pg 202).

Army: A player's army consists of every model in their army roster and any models added to it over the course of the battle.

Army Faction: An army's Army Faction is a single Faction keyword shared by every unit in that army (pg 245).

Attack: An attack is either a ranged attack or melee attack depending on which type of weapon is used to make it.

Attack's characteristics: When resolving an attack made with a weapon, that attack is considered to have the same characteristics and abilities as that weapon. If any changes are made to the characteristics or abilities of an attack, those changes do not apply to the weapon it is made with, nor do they apply to any other attacks made with that weapon.

Attacker/Attacking unit: When resolving an attack, the model making the attack is the attacker and that model's unit is the attacking unit.

Attacking with a weapon: When resolving an attack made with a weapon by a model, that model is said to be attacking with that weapon.

Aura: A rule that is classified as an aura can affect multiple models or units that meet its criteria and are within a set distance of the model it is on (including that model itself). If a model is within range of multiple auras with the same name, it can only be affected by one of those rules at any one time (pg 202).

Automatically hit: If an attack automatically hits, the hit roll is automatically successful.

Automatically passes: See 'Automatically successful'.

Automatically successful: If a roll is automatically successful, do not roll any dice. If a hit roll is automatically successful, move straight to the wound roll. If a wound roll is automatically successful, move straight to the allocation of that attack. If a Morale test for a unit is automatically successful, no models flee and Combat Attrition tests are not taken for that unit. If the Combat Attrition tests taken for a unit are automatically successful, no models flee that unit as a result of those tests. Any rules that take effect on a particular dice result or roll result do not take effect if the roll they refer to is automatically successful.

Automatically wound: If an attack automatically wounds, the wound roll is automatically successful.

Battle round: Each battle round is made up of two turns, yours and your opponent's (pg 204).

Battle-forged CP bonus: In a player's Command phase, if their army is Battle-forged, they gain 1 Command point (pg 205).

Bearer: The bearer of a weapon, or a Relic that replaces a weapon, is the model that is equipped with it. The bearer of any other piece of wargear, or a Relic that does not replace a weapon, is the model that has it.

Can Fly: Refers to any model or unit that has the **FLY** keyword.

Improving WS, BS and Sv characteristics: When improving a WS, BS or Sv characteristic, subtract the appropriate amount from the number before the plus sign. For example, improving a WS of 3+ by 1 would result in a WS of 2+.

Reducing WS, BS and Sv characteristics: When reducing a WS, BS or Sv characteristic, add the appropriate amount to the number before the plus sign. For example, reducing a WS of 3+ by 1 would result in a WS of 4+.

Improving an AP characteristic: When improving an AP characteristic, subtract the appropriate amount from the characteristic. For example: improving an AP of -1 by 1 would result in an AP of -2; improving an AP of 0 by 1 would result in an AP of -1.

Reducing an AP characteristic: When reducing an AP characteristic, add the appropriate amount to the characteristic, to a maximum of 0. For example: reducing an AP of -1 by 1 would result in an AP of 0; reducing an AP of 0 by 1 would result in an AP of 0.

Improving an invulnerable save: When improving an invulnerable save, subtract the appropriate amount from the number before the plus sign. For example, improving an invulnerable save of 3+ by 1 would result in an invulnerable save of 2+.

Reducing an invulnerable save: When reducing an invulnerable save, add the appropriate amount to the number before the plus sign. For example, reducing an invulnerable save of 3+ by 1 would result in an invulnerable save of 4+.

Or better (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a better value is one with a lower number before the plus sign. For example, a WS of 2+ is better than a WS of 3+.

Or worse (WS, BS, Sv characteristics & invulnerable saves): When referring to the value of a WS, BS or Sv characteristic, or an invulnerable save, a worse value is one with a higher number before the plus sign. For example, a WS of 3+ is worse than a WS of 2+.

Or better (AP characteristics): When referring to the value of an AP characteristic, a better value is one with a higher number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -2 is better than an AP of -1, and an AP of -1 is better than an AP of 0.

Or worse (AP characteristics): When referring to the value of an AP characteristic, a worse value is one with a lower number after the minus sign (note an AP of 0 can be considered to be an AP of -0). For example, an AP of -1 is worse than an AP of -2, and an AP of 0 is worse than an AP of -1.

Casualties Suffered: When a rule refers to the casualties suffered by a unit, it is referring to the number of models that were destroyed.

Charging

Charge move: Move made in the Charge phase as part of a successful charge (pg 224).

Has charged: If a unit makes a charge move in a turn, until the end of that turn, that unit, and every model in it, is said to have charged.

Has been charged: If a unit was the target of a successful charge during a turn, until the end of that turn, that unit, and every model in it, is said to have been charged.

Close combat weapon: Default melee weapon that a model is equipped with if it has no other equipped melee weapons (pg 230).

Combat Attrition test: Dice roll made for a unit in the Morale phase to see how many models flee from that unit (pg 233).

Considered to be (dice roll): See 'Treated as (dice roll)'.

Consolidation move: 3" move that must end with the model closer to the closest enemy model (pg 231).

Controller: A unit or model's controller is the player whose army that unit or model is a part of.

Counts as (dice roll): See 'Treated as (dice roll)'.

CP: Command point (pg 244).

D3: To roll a D3, roll one D6. Treat a roll of 1-2 as 1, 3-4 as 2, and 5-6 as 3. Any modifiers or rules that apply to the roll or to the dice result are applied to the final value, after the conversion (pg 200).

Damage roll: When determining a random Damage characteristic, the dice roll is called a damage roll.

Declaring a charge: When a player declares a charge with a unit, that unit is also said to be declaring a charge.

Deny the Witch test: 2D6 roll made in an attempt to prevent a psychic power from being manifested – must exceed the result of the roll made for that power's Psychic test (pg 214).

Detachment: When building a Battle-forged army, units are organised into Detachments using the Battlefield Roles shown on their datasheets (pg 246).

Detachment Abilities: Detachment abilities are abilities gained by units in a Battle-forged **KEYWORD** Detachment. Detachment abilities are not gained by units in Auxiliary Support, Super-heavy Auxiliary and Fortification Detachments (pg 246).

Detachment Rules: Detachment rules are ones that are available to a player for having a particular **KEYWORD** Detachment in their army. This keyword will be specified by the Detachment rules in question. Detachment rules can include Detachment abilities, Stratagems, Warlord Traits, Relics, and so on.

Dice Results

Dice result: A dice result is the value shown on a single dice, regardless of the number of dice that make up the roll, before any modifiers are applied.

Roll result: A roll result is the final result of a roll, after any dice that make it up have been added together, before any modifiers are applied.

Total: A result is the final value of a dice roll after all modifiers have been applied.

Discard lowest/highest dice result: If multiple rules instruct the player to discard the lowest/highest dice result for a dice roll, the active player decides in what order those rules are resolved, and each of those rules takes effect one after the other.

Double: When making a dice roll, a double is a roll that includes any two dice of the same result.

Draw a line: When instructed to draw a line between two points, draw the imaginary straight line, 1mm wide, between those points.

Eligible target: When a model shoots with a ranged weapon, an eligible target is one that is not within Engagement Range of any units from your army, and has at least one model that is both within that weapon's range and visible to that model (unless otherwise specified).

End of the phase: Rules that specify that they take place at the end of a phase only take effect after any other actions that would take place in that phase have been completed. This means that it is not possible for a player to make use of any rules that would take place during a phase once an end of phase rule has taken effect.

Enemy: An enemy model or unit is one not in your army (pg 197).

Engagement Range: Engagement Range is 1" horizontally and 5" vertically (pg 198).

Equipment: A model's equipment includes all of the weapons it is equipped with and all of the wargear it has.

Fails to manifest: If a **PSYKER** does not successfully manifest a psychic power, they are said to have failed to manifest it.

Fell Back/Fallen Back: If a unit Falls Back in its controller's Movement phase, until the start of that player's next Command phase, that unit, and every model in it, is said to have Fallen Back.

Fights: When a unit fights, models in that unit pile in, make attacks, and consolidate (pg 228-231).

Friendly models/friendly units: Two models or units are considered friendly to one another if they are in the same army (pg 197).

Full wounds remaining: A model has its full wounds remaining if it has the same number of wounds remaining as its Wounds characteristic.

Half-strength: If the number of remaining models in a unit is less than half that unit's Starting Strength, that unit is said to be below Half-strength (pg 201).

Heroic Intervention: 3" move that must end with the model closer to the closest enemy model (pg 225).

Heroically Intervened: If a unit performs a Heroic Intervention in a turn, until the end of that turn, that unit, and every model in it, is said to have Heroically Intervened.

Highest dice result: If a rule refers to the highest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the highest, the active player selects one of those dice to be the highest dice result.

Hits: If a hit is scored, the attack is said to have hit.

Ignoring wounds: If a rule states that a model does not lose a wound, it is classified as ignoring that wound. Each time a model would lose a wound, it cannot make use of more than one rule that would allow them to ignore that wound (pg 222).

Immediately: See 'When'.

In terrain: A model is in terrain if it is partially on or within a terrain feature. A unit is in terrain if any model in that unit is partially on or within a terrain feature.

Increasing the range of an aura: When increasing the range of an aura, the increase applies only to the initial range of the aura, and not any aura effects that it might bestow on the affected units.

Inspiring Leader: Warlord Trait available to all **WARLORDS** (pg 238).

Invulnerable saving throw: An invulnerable saving throw is a saving throw made using a model's invulnerable save instead of its Save characteristic (pg 222).

Keyword: Units have keywords on their datasheets. If a rule specifies that it applies to a model/unit with a keyword, it only applies to a model/unit that matches that keyword (i.e. has it on its datasheet). Pluralisation of keywords does not affect their ability to be matched (pg 197).

KEYWORD Detachment: A **KEYWORD** Detachment is a Detachment in a Battle-forged army where every model in that Detachment shares that **KEYWORD**, not including any models that specify that they do not prevent a Detachment from gaining its Detachment rules.

Keywords – comma-separated list: A rule with a comma-separated list of keywords, or two keywords separated by the word 'or' (e.g. 'an **IMMORTALS**, **DEATHMARKS** or **LYCHGUARD** unit') matches a model or unit if any one of those keywords matches that model or unit (pg 197).

Keywords – multiples: A rule with multiple adjacent keywords (e.g. 'an **AELDARI GUARDIANS** unit') only matches a model or unit if that model or unit matches each of those keywords (pg 197).

Lowest dice result: If a rule refers to the lowest dice result and a dice roll involves multiple dice, if more than one of those dice have the same value, and that value is the lowest, the active player selects one of those dice to be the lowest dice result.

Maximum value: If a rule states that a random characteristic or dice roll has its maximum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the highest possible dice value (e.g. D3 becomes 3, 2D6 becomes 12 and 3+D3 becomes 6).

Melee attack: An attack made with a melee weapon is a melee attack.

Melee weapon: Weapons with a type of Melee are melee weapons.

Minimum Move: If a model has a Move characteristic that includes two values with an intervening dash, the lower number is its minimum Move characteristic and the higher number is its maximum Move characteristic. A maximum Move characteristic functions the same as a normal Move characteristic. If a model has a minimum Move characteristic, in its controller's Movement phase that model must move at least that distance. If it cannot, and the Strategic Reserves rules are not being used, that model is destroyed (pg 201).

Minimum value: If a rule states that a random characteristic or dice roll has its minimum value, determine its value as if each dice that makes up that characteristic or dice roll was rolled and its result had the lowest possible dice value (e.g. D6 becomes 1, 2D6 becomes 2 and 3+D3 becomes 4).

Model destroys a model: A model is considered to have been destroyed by another model when the former is destroyed by an attack made by the latter, as the result of a mortal wound inflicted by a rule that the latter is using, or as the result of any other rule the latter is using that explicitly states that an enemy model is outright destroyed.

Model destroys a unit: A model is considered to have destroyed a unit when that model destroys the last remaining model in that unit.

Model's phase/unit's phase: When a rule refers to a model's/unit's phase, that rule is referring to the relevant phase of that model's/unit's controller.

Model's type: A model's type refers to the name of the characteristic profile used by that model.

Modifying characteristics: Strength, Toughness, Attacks and Leadership characteristics can never be modified below 1. Characteristics with a value of '-' can never be modified (pg 203).

Morale test: Dice roll made in the Morale phase for each unit that has suffered casualties that turn. If unsuccessful, results in a Combat Attrition test for that unit (pg 232-233).

Mortal wounds: Saving throws of any kind cannot be made against damage inflicted by mortal wounds, although rules that allow models to ignore wounds can be used. Mortal wounds are applied one at a time and are not lost if a model in the unit is destroyed – continue to apply them until they are all resolved or the unit is destroyed (pg 222).

Nearest: When resolving a rule on a model or unit that refers to the nearest model or unit, measure from the former to the latter.

Non-KEYWORD: A rule that specifies a non-**KEYWORD** model or unit applies to a model or unit that does not have that **KEYWORD**. For example, if a rule refers to a non-**VEHICLE** unit, then it would only apply to a unit if that unit did not have the **VEHICLE** keyword.

Null characteristics: If a model has a Strength or Leadership characteristic of '-' and that characteristic is required to resolve a rule, use the model's Toughness characteristic instead. Note that the substituted characteristic cannot be modified (pg 203).

Objective marker: 40mm round marker used during certain missions. When measuring the range to an objective marker, measure to the closest point. A model can never count towards controlling more than one objective marker at the same time (pg 237).

Objective Secured: If one player has models with this ability in range of an objective marker and there are no enemy models with this ability in range of that marker, that player controls that marker (pg 237).

Out of coherency: Units that are not in unit coherency in the Morale phase are said to be out of coherency (pg 198).

Overwatch attack: Shooting attack made by a unit that was the target of a charge, made after all targets of that charge have been declared but before the Charge roll is made. If making a hit roll, requires an unmodified roll of 6 to score a successful hit (pg 227).

Pile-in move: 3" move that must end with the model closer to the closest enemy model (pg 229).

Psychic test: 2D6 roll made in an attempt to manifest a psychic power; the result must equal or exceed that power's warp charge value to be successful (pg 215).

Random characteristic: A random characteristic is one that involves a dice roll to determine its value, and is determined each time that characteristic is to be used (pg 203).

Ranged attack: An attack made with a ranged weapon is considered to be a ranged attack.

Ranged weapon: Weapons with a type of Rapid Fire, Assault, Heavy, Pistol or Grenade are considered to be ranged weapons.

Re-roll: When re-rolling a dice roll, all of the dice involved in that roll must be re-rolled. A dice can never be re-rolled more than once (pg 200).

Regaining wounds: When a model regains a number of wounds, it regains up to that number of lost wounds. This cannot cause the model to have more wounds remaining than it started the battle with.

Reinforcement unit: Any unit that starts the battle in a location other than on the battlefield, and is not embarked within a **TRANSPORT** unit that does start the battle on the battlefield, is considered to be a Reinforcement unit. Any Reinforcement units that have not been set up on the battlefield by the end of the battle count as destroyed (pg 208).

Remained Stationary: If a unit Remains Stationary in its controller's Movement phase, or its controller has not yet had a Movement phase, then, until such a point as any model in that unit moves for any reason, it is said to have Remained Stationary.

Removed from play: When a model is removed from play it is taken off the battlefield.

Resolving an attack: Resolving an attack is the same as making an attack.

Roll off: Both players roll one D6 – the player with the highest result wins. In the event of a tie, roll again (pg 201).

RP: Requisition point (pg 314).

Setting up a Reinforcement unit: When a Reinforcement unit is set up on the battlefield in a turn, it cannot make a Normal Move, Advance, Fall Back or Remain Stationary that turn, and counts as having moved (pg 208).

Shoots: When a model shoots with a weapon, you make a number of attacks with that weapon as defined by its type. When a unit shoots, any or all of the models in that unit can shoot (pg 216).

Single target (model): When a model attacks with one or more ranged weapons, if all of the attacks made with those ranged weapons have the same target unit, that model is said to be shooting at a single target.

Single target (unit): When a unit is chosen to shoot with, if all of the models in that unit that are making attacks shoot at a single target, and that target is the same for all of those models, the chosen unit is said to be shooting at a single target.

Starting Strength: A unit's Starting Strength is the number of models in it at the point that it is added to your army (pg 201).

Successfully manifested: When attempting to manifest a psychic power, if the Psychic test was successful and there was no successful Deny the Witch test, then that power is said to be successfully manifested. Resolve its effects (pg 215).

Suffered casualties: If a unit has fewer models remaining than its Starting Strength, it is said to have suffered casualties.

Target: When resolving an attack, the target unit of that attack is also known as the target.

Target of a charge: When a player declares a charge with a unit, the target of that charge is said to have been declared as the target of a charge.

Transport capacity: A **TRANSPORT** model's transport capacity will specify how many and what types of models can embark within it. A unit cannot embark within a **TRANSPORT** model if this would cause that model to exceed this limit (pg 210).

Treated as (dice roll): When a dice result is treated as another value, any rules that would have taken effect as a result of that value had it been rolled will take effect.

Unit: A group of models from the same datasheet (pg 202-203).

Unit Characteristics

Modifying a unit's characteristic: When a rule modifies a unit's characteristic, it modifies that characteristic for every model in that unit.

Unit's Leadership characteristic: This is the value of the highest Leadership characteristic of any of the models in that unit.

Unit's Save characteristic: If a rule refers to a unit's Save characteristic, it refers to the most common Save characteristic amongst models in that unit. If two different Save characteristics are equally common amongst models in a unit, that unit's controller decides which of those characteristics constitutes that unit's Save characteristic for the purpose of such a rule. When a rule modifies a unit's Save characteristics, it modifies the Save characteristic of every model in that unit.

Unit's type: A unit's type is the name printed on its datasheet.

Unit coherency: The distance within which models in a unit must remain with each other. This is 2" horizontally and 5" vertically. Units must end any kind of move in unit coherency (pg 198).

Unit destroys a unit: A unit is considered to have destroyed another unit when a model in the former destroys the latter.

Unit within: A unit is within a specified distance if any model in that unit is within that distance (pg 199).

Unit's Engagement Range: A unit's Engagement Range is the area covered by the Engagement Range of all models in that unit (pg 198).

Unit's equipment: When a rule refers to a unit's equipment, it refers to all of the equipment of the models in that unit.

Visible: When resolving a rule on a model or unit that refers to a visible model or unit, the latter is visible if it is visible from the perspective of the former.

VP: Victory point.

Weapon abilities: Unless otherwise specified, the abilities listed on a weapon's profile take effect each time an attack is resolved using that weapon profile.

Weapon Types

Weapon's type: The weapon types are Assault, Heavy, Pistol, Rapid Fire, Melee and Grenade. Each weapon type has different rules associated with it.

Weapon's Type characteristic: A weapon's Type characteristic includes the weapon's type and, if it is a ranged weapon, the number of attacks it makes when the bearer shoots with it.

When: If a rule states that it takes place when a certain trigger occurs, unless otherwise specified, that rule takes effect before any others.

Whole unit within: A whole unit is within a specified distance if every model is within that distance (pg 199).

Wholly in terrain: A model is wholly in terrain if it is entirely on or within a terrain feature. A unit is wholly in terrain if every model in that unit is entirely on or within a terrain feature.

Wholly within: A model is wholly within a specified distance if every part of its base (or hull) is within that distance. A unit is wholly within if every model in that unit is wholly within (pg 199).

Within: A model is within a specified distance if any part of its base (or hull) is within that distance. A unit is within if any model in that unit is within (pg 199). When resolving a rule on a model or unit that refers to a model or unit being within a specified distance, measure the distance from the former to the latter.

Wounds: If a wound is successful, the attack is said to wound.













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