

AGE OF THE EMPEROR

THE GREAT CRUSADE

WARHAMMER
40,000



THE TEMPUS
FUGITIVES

**PACIFICUS
EDITION**

FINAL



THE AGE OF THE EMPEROR IS A TIME WHEN THE PRIMITIVE CREATURES OF TERRA TRESPASS IN REALMS THEY ARE NOT READY FOR. MANKIND HAS DESTROYED THE ORK EMPIRE OF ULLANOR AND IN DOING SO HAS AWAKENED THE SCARAB LORD AND HIS DREAD HOST. HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN WHAT HAS BECOME KNOWN AS "THE GREAT CRUSADE"; A CAMPAIGN THAT CHRONICLES THE RISE OF THE SCARAB LORD AND THE EXTERMINATION OF ALL FLESH AT THE DAWN OF THE 31ST MILLENNIUM...

IMPORTANT!

THIS IS NOT A TOURNAMENT. YOU WILL GET MORE OUT OF THE WEEKEND IF YOU ENJOY THE EXPERIENCE RATHER THAN FOCUS ON THE OUTCOME OF YOUR GAMES. TRY AND PLAY WITH YOUR OPPONENT RATHER THAN AGAINST THEM.

The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. Once again (all together now) it is **important to remember that the campaign weekend is not a tournament. If you are expecting anything other than to just have fun – turn back now!** The games you play are all connected to part of a greater battle – the Great Crusade by humanity to claim the galaxy from the alien species that dominate it.

Games Workshop has a really fantastic Throne of Skulls Grand Tournament programme and should you want to get involved in a true test of your skill at Warhammer 40,000 please contact Direct Sales on 0115 91 40000 or see the events page at www.uk.games-workshop.com

The Age of the Emperor: The Great Crusade campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be

prepared to get into the mindset of the army they have brought to battle with.

If you and your opponent have a great game, the actual outcome of the battle becomes less important. Once more (with feeling), you are playing with your opponent – not against them.

The team running the event is there to help describe the campaign story as it unfolds and they will work out what impact your games have upon it. Most importantly they are there to ensure everybody has a great time. **Remember – it's only toy soldiers!**

Games will be driven by the narrative of the campaign. This means that during the course of the event various games may appear a bit one-sided when viewed from the usual gaming perspective.

In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you. However, whatever the scenario or battlefield conditions, your game and your story will always count in the big scheme of things; the Tempus Fugitives will always try to make sure that you are not asked to play a game you simply can't win before any dice are cast. There will always be critically important mission objectives that you will need to strive to achieve.

Most importantly remember that, as this is a team event, even if you lose your individual battle your taskforce or faction may still do well overall; don't worry about 'winning', just think about having a good time.

It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.





ACKNOWLEDGMENTS

This weighty tome you hold in your slightly clammy hands is the roadmap for the latest Tempus Fugitives Warhammer 40,000 campaign weekend. We have not arrived at this point by mere chance or by some whim; instead we are here because of a number of important people helped us along the way. The bad news is that the list is quite lengthy – so we'll group them together so as to hopefully not leave anyone out.

Most important of all - the Tempus Fugitives would like to thank **Games Workshop** for giving many of us jobs and all of us a grim darkness to play with. Without their universe to run around in, we'd all be playing Risk or Sudoku...

The wives, girlfriends, boyfriends, partners and right hands of the Tempus Fugitives – for letting their worse halves go and play with lead dollies 'up north' several times a year. The Tempus Fugitives are most serious about their work and no fun was had in the preparation of this weekend... Any rumours of 80's disco dancing on the revolving stage in the Reflex bar in Nottingham high street are completely unfounded.

My personal thanks go to **Andrew Fish** for his continued input and creativity both with the campaign packs as well as the website.

The **UK Events team** deserve mention here. The support received over the years from **Brian Aderson** and **Andy Joyce** has meant that we have had the confidence to try and pull these events off.

And last but not least we'd like to thank all those who have visited our website and forums. The feedback and support given to our campaign weekends has encouraged us to try and put together the best Warhammer 40,000 campaign weekend we possibly could.

WEEKEND SCHEDULE

Friday 15th May 2009

19:00 – 21:00 Pre-Register in Bugmans*

Saturday 16th May 2009

08:30 – 09:30 Arrive & Check-In

09:30 – 10:00 Welcome and Introductions

10:00 – 10:20 Game 1 Briefing

10:20 – 12:30 Game 1: Recon Doubles

12:30 – 13:15 Lunch & Army Nominations

13:15 – 13:30 Game 2 Briefing

13:30 – 16:00 Game 2: Main Battleforce

16:00 – 16:15 Afternoon Break

16:15 – 16:30 Game 3: Briefing

16:30 – 22:30 Game 3: Heavy Assault Doubles

19:00 – 20:00 Dinner *

20:00 – 23:00 Quiz and relax in Bugmans

Sunday 17th May 2009

09:00 – 09:15 Doors Open

09:15 – 09:30 Recap & Briefing

09:30 – 11:00 Game 4: Recon

11:00 – 11:15 Morning Break

11:15 – 11:30 Game 5 Briefing

11:30 – 13:00 Game 5: Deathblow

13:00 – 13:45 Lunch & Army Judging

13:45 – 14:00 Game 6 Briefing

14:00 – 17:00 Game 6: Heavy Assault

17:00 – 17:15 Final Break

17:15 – 18:00 Award Ceremony

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*Tickets for Age of the Emperor: The Horus Heresy will be available during Pre-Registration on Friday and after Dinner on Saturday. They will be available to purchase online from Monday 18th May 2009.



OUTLINE OF PLAY

In addition to your fully painted army and this campaign pack you will need the following:

- The English language version of the Warhammer 40,000 5th Edition rulebook.
- Dice, Templates, objective counters and Tape measure
- Superglue and poly cement
- The appropriate English language version of your Codex and any Imperial Armour material relating to your army. No photocopies!
- At least two copies of your army roster
- A Tray to carry your models
- Pen and paper

Upon arrival each player will be assigned to a team, called a Task Force, containing up to eight players. You and the other players in your Task Force are allied field commanders fighting as part of the **Imperial Expedition Fleet** or one of the alien domains arrayed against them – **Pacificus**, **Obscurus**, **Tempestus** and the **Ultima**. These domains contain a number of dominant alien factions each with their own agendas and they represent the five sides of the conflict as they battle it out to determine the fate of the galaxy.

The campaign will be fought in six rounds and take place on a number of Warzones. Each round a series of battles will be fought using the 5th Edition Warhammer 40,000 game rules. Each player within the campaign will take part in each round.

Each faction has a number of objectives to achieve over the course of the weekend. These objectives will be revealed as the campaign unfolds.

There are a number of Task Forces for each faction each with their own agendas, strengths and weaknesses. When you purchase your ticket you are assigned to a taskforce. Before the first game on Saturday you will be asked to gather at one of the task force muster points and nominate a Task Force Commander. The role of the Task Force Commander is of crucial importance to the team and it is the Commander's responsibility at the end of each game to collate results and hand those back to your Faction Marshal, who will be represented by a member of the event team. **Do not elect an incompetent Taskforce Commander – you will regret it!**

Initiative

The initiative in the first round is determined by the narrative for each Warzone and is indicated under the Warzone description. Initiative in each subsequent round is determined by the results of the previous round.

At the beginning of each round the Task Force that has the initiative in the Warzone will receive a Mission Briefing which includes a list of mission objectives. The Taskforce Commander (taking advice from the Taskforce) must then decide upon the objective of the turn and may even have the choice of which mission you will play to achieve them. The mission selected must be the same for the whole Task Force – you cannot change it depending on who your opponent is.

Once they have made their joint decision the players in Task Force with the Initiative must select the tables on which the games will be played; players on the opposing side then come over to their assigned Warzone and pair up. Players cannot select tables from outside of their Warzone to fight on.

Deployment and table sides are determined as normal.

Battle Stance

Each round you may set how your taskforce intends to fight – Aggressive, Defensive or Balanced. Aggressive stance awards bonus points for wins but nothing for draws or losses, defensively rewards wins and draws equally. As you must decide your Battle Stance before you play your games each round you have to rely on your judgement as to its outcome. Chose carefully as picking an aggressive stance makes your draws worthless, while defensive stance squanders any bonus from winning. If in doubt choose a balanced stance.

As your games finish you must report the result (Win, Lose or Draw) to the stage along with your opponent. You cannot give your results in without your opponent present.

What You Will Need

You will require a painted Warhammer 40,000 army designed to create four distinct forces, as indicated in the following sections. You will require at least two copies of your army lists. These must include all of the models in your army, their point values, and the points of any upgrades or wargear. One of these you should keep with you during the entire weekend, and the other should be handed in at registration for inspection by a Task Force Marshal.

You will need to arrange somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0115 915 5330) and you will need to arrange transport to and from the event. It is also useful to bring some spending money for refreshments.



FIGHTING IN THE AGE OF THE EMPEROR

The Tempus Fugitives

If you have any questions about rules, registration details or the event then either e-mail us at: tfevents@tempusfugitives.co.uk or write to us at:

The Tempus Fugitives
24 Rowan Green East
Brentwood
Essex
CM13 2ED

From the moment of entry into the event the decisions of all Tempus Fugitive event staff (who will be clearly identified at the commencement of the event) in all issues of fair play and health and safety are final. No discussion will be entered into once a decision is made. Players are asked to participate in the Age of the Emperor campaign weekends in a sporting and co-operative manner. Players that fail to do so will be penalised in a simple Yellow and Red card system issued at the Tempus Fugitive event team's discretion. A Yellow Card offence which is repeated will result in a Red Card being given which requires the player to be excluded from the event.

5th Edition Rules of Engagement

The Warhammer 40,000 5th Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website. These errata have been specifically updated for 5th Edition and are of real importance for players taking part.

There are several significant changes to the way the game plays compared to 4th Edition (and on the whole they make for a vastly more enjoyable game!) On the Tempus Fugitives forums and in various playtesting

games several 'interesting' interpretations of the rules came up as well as certain changes to the rules being forgotten and 4th Edition used instead. So here are a few reminders and clarifications to keep in mind as you battle for galactic dominance.

Annihilation Kill Points: Each unit is worth one Kill Point. An important exception is an Imperial Army Infantry Platoon - see Codex Imperial Guard or the Imperial Army section of this pack. Units brought back into play after being destroyed are worth a Kill point each time they are destroyed. Primarchs are worth two Kill points.

Combat Resolution: The winning and losing of close combats is decided purely by the number of unsaved wounds inflicted. There is no more outnumbering, or ratios. If one squad inflicts at least one more wound upon its enemy that it receives, it wins the combat, pure and simple. Furthermore, the losing squad must take a Morale check to remain locked in combat, but taken with a negative modifier equal to the number of wounds by which it lost the combat! (Fearless units who lose close combat must instead take a number of additional wounds, which can be saved, equal to the number of wounds by which it lost the combat!)

You may never move into combat with an enemy unit unless as part of an assault move at the beginning of the assault phase. So no sweeping into an enemy unit after wiping out their next door neighbour, no rolling up the Imperial Army gun-line and no Righteous Zeal moves into combat after their opponents shoot them.

Dawn of War: A marine unit split into Combat Squads count as two Troop choices for Dawn of War deployment.

Deep Striking: If a unit suffers a deep-strike mishap and rolls a 3-4 on the mishap chart, their opponent MUST deepstrike the unit in a valid location (not off the table, into impassable terrain or another unit).

You can run after entering play via Deep Strike (but may not assault unless the unit's rules **specifically** state otherwise). Drop Pods may not shoot on the turn they land.

Feel No Pain: Now this ability is ignored by plasma and other AP2 or AP1 weaponry.

Last Man Standing: There is no rule for Last Man Standing in 5th Edition.

Leadership: A unit under half strength no longer receives a penalty of -1 to their leadership.

Pistols: Now Assault 1 and so pistols cannot be rapid fired if you are stationary.

Lightning Claws, Powerfists & Thunder Hammers: You cannot get +1 attack for an additional close combat weapon with these unless that additional weapon is also a Thunder Hammer or Power Fist.

Relic Blades: Grant the user Strength of 6. This cannot be improved in any way or be combined with an additional close combat weapon.





Campaign Rules of Engagement

Except for the Heavy Assault force, each player will require an army selected from a single army list - see the section entitled Permitted Armies.

You must have enough models to field your army as a Heavy Assault force.

All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.

Units (but not formations) from the Apocalypse Expansion, Apocalypse Reload and Imperial Armour: Apocalypse are permitted in this campaign. Home-made Apocalypse datafax are not permitted.

Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead. Please contact the Tempus Fugitives if in doubt.

No 'VDR' rules are permitted in the campaign.

The Warhammer 40,000 Cities of Death expansion will not be used in this campaign.

With a few notable exceptions, you may not include Special Characters from any army Codex. Any named characters available to the armies participating in the Great Crusade will be indicated on the relevant army selection page.

No allies of any kind may be taken in an army (including Kroot Mercenaries, Grey Knights etc). Instead Armies

may use the Faction Specific Units instead which are found in this document.

Any reference to 'your army' or 'the entire army' always refers to your specific forces and not those of any player allied to you or playing with you in a doubles game. This avoids confusing issues such as multiple Legion tactics or other such benefits.

Any reference to 'friendly' units or models may be applied to both your units as well as those of any allied players you are battling alongside in a doubles game.

Should anything particularly notable happen during the course of your game, such as an act of extreme heroism or crushing tragedy, please let your Faction Marshal know about it as your deeds may well become one of the legends of the Age of the Emperor...

Painting and the Best Army Award

The Age of the Emperor was a time of hope and glory for the fledgling Imperium of Mankind. We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe during this time and doing this will greatly increase everyone's enjoyment of the campaign.

All models **MUST** be painted and representative of the appropriate type of troop. Models must at least be based on or include a significant part of a Citadel miniature. **You cannot use a model that does not meet these criteria. If you are planning a conversion that you think may need clarification please contact us before the event.**

At the Age of the Emperor: The Great Crusade Campaign Weekend we will give an award for the Best Army. This is awarded to the player who participates in the weekend with a force that, in the opinion of both players and judges, is the best in terms of painting and character.

To qualify as the 'Best Army' particular attention will be paid to well themed armies which reflect the time of the Great Crusade as humanity pushes outwards from Terra to reclaim the galaxy as their birthright.

Because we believe that due credit should go to players that have painted their own armies, only players who have painted their armies themselves may be eligible for the coveted award of Best Army. We ask all participants to be honest if shortlisted.

A number of armies will be shortlisted on the Saturday lunch break and then will be voted on by the players during the Sunday lunch break. The winner will be announced at the end of the Campaign Weekend.

Awards Ceremony

The Age of the Emperor was a time of heroism and the Awards Ceremony is an opportunity to give recognition to those who have made great sacrifice on the altar of war. As soon as possible after the conclusion of the final game we will begin the awards ceremony and we strongly recommend all players to stay for the ceremony to cheer (or commiserate with) those awarded!

A note on unique units and named characters:

The whole point of playing in a 'historical' setting is to allow you to re-enact some of the fantastic battles you have read about in the books and novels. You are actively encouraged to use these units and characters. A Necron army without the Scarab Lord just isn't quite as exciting! However, as this is a wargame it is possible that you will either play alongside other players with the same characters or may even pair up with them for the doubles. Just assume that either one of the duplicate characters is just a similar character or pick another partner.



GAMES 1 & 4 RECON DOUBLES

Small forces sent ahead of the main army, Recon Detachments are selected according to the following restrictions. Part of the fun of these small armies is doing something a bit unique that you might not have the time to do with a larger army.

Each player must have no more than 1000 points.

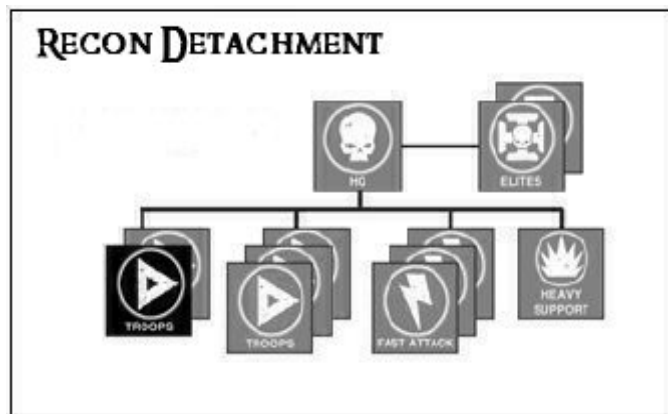
Recon Detachments fight the Capture and Control mission using the Spearhead deployment from the 5th Edition Warhammer 40,000 rulebook.

Recon Detachments must have one troop choice. You may spend remaining points from anywhere in the Codex subject to the Recon Detachment Force Organisation chart provided.

No Formations, Legendary Units or units with Structure points

Monoliths and Flyers may not be taken. Vehicles such as these are not deployed for the type of missions undertaken by a Recon Detachment.

No Monstrous creatures, or vehicles with an armour value of 12 or higher on any facing (except dedicated transports)



No ordnance weapons or models with a 2+ armour save are allowed.

One Troop choice without a transport may be deployed as forward sentries. The unit operates in a dispersed formation of up to 3" between each model and gains the Infiltrate universal rule (or stealth if they already have infiltrate). The unit does not count as a scoring unit and always uses the lowest leadership value within the unit for taking morale tests (representing the unit operating away from the command structure).

Up to two units may purchase the Stealth ability for 30 points. This should be modelled appropriately as either a technological or camouflage application). These are in addition to any other units or characters that have the Stealth ability.



GAME 2 - MAIN BATTLEFORCE

Once the enemy has been located, larger forces are brought to bear. It is a calculated use of force in the main Battleforce that tries to achieve the objectives of the war before either side can mobilise the heaviest of their armour. Main Battleforce are chosen as follows:

- Main Battleforce usually (but not always) fights Annihilation missions from page 91 of the 5th Edition Warhammer 40,000 rulebook. Remember: Taskforces with the initiative may decide whether or not to undertake a special mission to achieve their objectives so make sure your army works in more than one type of mission. All members of the Task Force must play the same mission and they must inform their opponents before the game begins.
- Must be no more than 2000 points.
- May include models or units from the Recon Detachment and the Deathblow Detachment but may not use any of the additional benefits provided by the Recon Detachment or Deathblow Detachment (such as Stealth or Forward Sentries).
- Is selected using the Standard Missions Force Organisation Chart found in the 5th Edition Warhammer 40,000 Rulebook. Necron armies may include one additional Elites choice than is normally permitted (giving a total of 4 for a Main Battleforce).
- Models with rules in the Apocalypse rulebook or Imperial Armour: Apocalypse MUST be used over those found in other Imperial Armour books.
- May NOT include units with Structure points, Gargantuan Creatures or any Apocalypse Formations. They may include Legendary Units.
- Any Flyers use the rules for aircraft found in the Apocalypse expansion. All hits against Flyers are glancing and Flyers can never count as obscured.
- Vehicles detailed only in Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication, the most recent version must be used.
- Units (including vehicles) carrying Particle weapons may be upgraded to AA capability for +10 per weapon. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.





GAME 5 - DEATHBLOW

On occasion a larger conflict can be prevented by sending in a small elite strike force to annihilate the enemy's command structure. Deathblow Detachments are selected according to the following restrictions. Part of the fun of these small armies is doing something a bit unique that you might not have the time to do with a larger army.

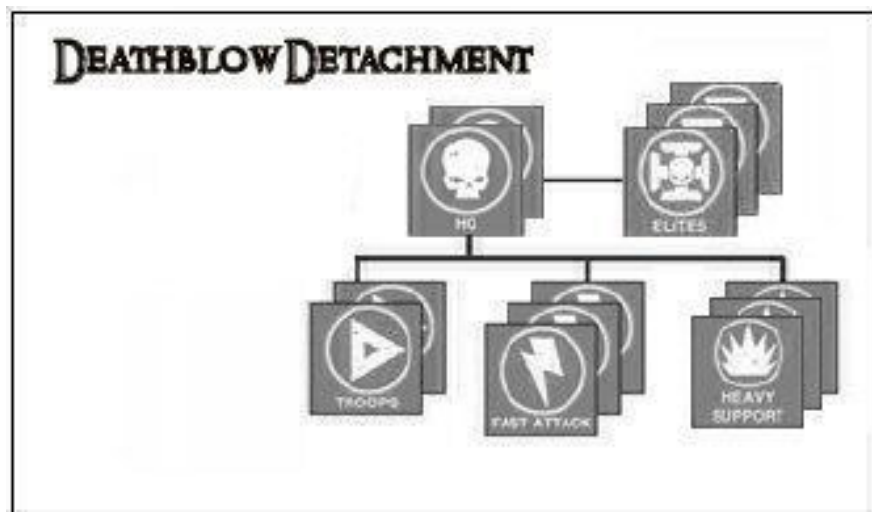
Each player must have no more than 1000 points. At least 400 points must be spent on Elites and HQ choices.

Deathblow Detachments fight the Annihilation mission using the Dawn of War deployment from the 5th Edition Warhammer 40,000 rulebook.

Deathblow Detachments are selected according to the Deathblow Detachment Force Organisation chart provided.

No Formations or units with Structure points. They may include Legendary Units.

Flyers may not be taken. Units such as these are not deployed for the type of missions undertaken by a Deathblow Detachment.



"For a time, I considered sparing your wretched little planet. But now, you shall witness... its DISMEMBERMENT!" – The Scarab Lord

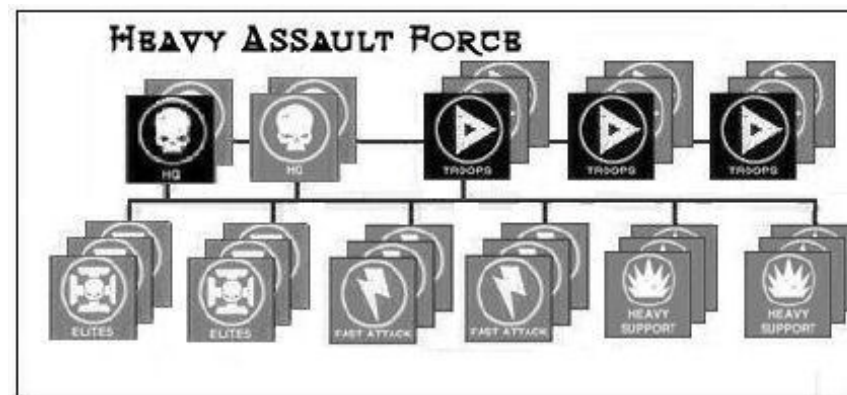
"My legions shall rise from their slumber and wash away the stench of the living from this galaxy." - The Scarab Lord



GAMES 3 & 6 - HEAVY ASSAULT FORCE

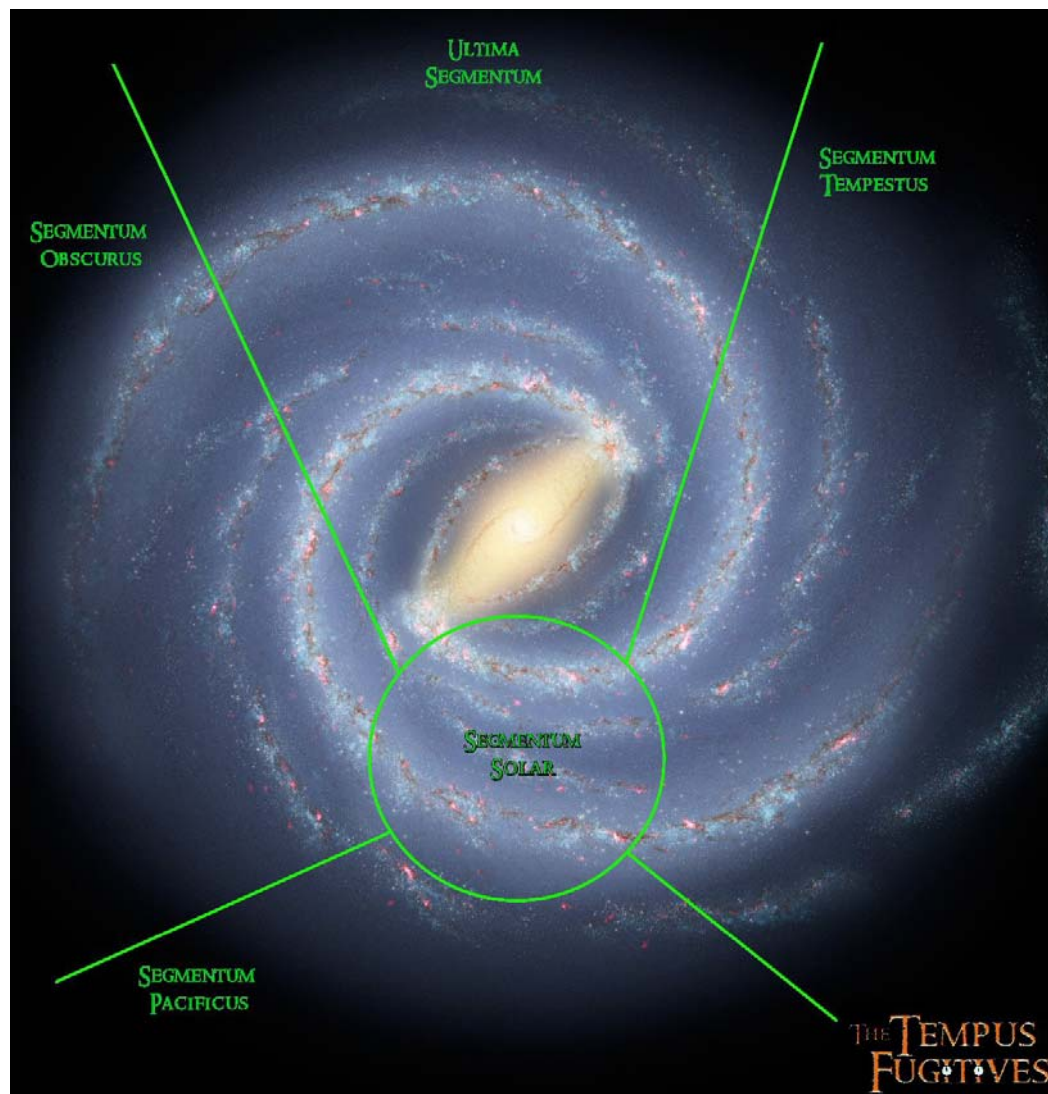
Smashing aside all but the most solidly built defences, the Heavy Assault Force represents conflict on an almost unimaginable scale. The army is subject to the following restrictions:

- Must be no more than 3000 points and is selected from the Heavy Assault Force Organisation Chart. They may include Legendary Units (which, unless specified, count as HQ choices).
- Up to 1000 points of the Heavy Assault Force may include Gargantuan Creatures and units with Structure Points. Each unit taken counts as a Heavy Support Choice unless otherwise specified. These units use the rules found in the Apocalypse expansion.
- A Heavy Assault Force usually (but not always) fights the Seize Ground missions from page 91 of the 5th Edition Warhammer 40,000 rulebook. Remember: Taskforces with the initiative may decide whether or not to undertake a special mission to achieve their objectives so make sure your army works in more than one type of mission. All members of the Task Force must play the same mission and they must inform their opponents before the game begins.
- Necrons may include a single Monolith Phalanx Formation listed on page 165 of the Apocalypse expansion. The reference to +1 to We'll be Back Rolls means that Necrons within the Nodal Grid have a Feel No Pain of 3+.
- Any Flyers use the rules for aircraft found in the Apocalypse expansion. Each unit taken counts as a Fast Attack Choice unless otherwise specified. All hits against Flyers are glancing and Flyers can never count as obscured.
- Vehicles detailed only in Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication, the most recent version must be used.
- Units (including vehicles) carrying Particle weapons may be upgraded to AA capability for +10 per weapon. These weapons (like all pintle mounted weapons) hit flyers using the model's BS rather than only on 6s.
- Heavy Assault Force games are played on a 6x4 table for singles and a 12x4 table for doubles games.





WE HAVE AWAKENED!



SEGMENTUM SOLAR

The original seed world of the humans lies here. It will need to be exterminated if resistance to our lord is to be quashed.

Imperial Forces have the Initiative here. While Imperial forces have majority control here all Imperial players may re-roll a single dice roll once per battle.

SEGMENTUM PACIFICUS

The domain of the Scarab Lord, our master. Our rule is absolute.

Necron Forces have the Initiative here. While Necron forces have majority control here all Necron players may re-roll a single dice roll once per battle.

SEGMENTUM OBSCURUS

The fragile Eldar still cling to life in this region of space. We must finish what we started millennia ago and consign them to oblivion.

Eldar Forces have the Initiative here. While Eldar forces have majority control here all Eldar players may re-roll a single dice roll once per battle.

ULTIMA SEGMENTUM

The Krork have survived down the ages but have devolved into little more than animals. Cull them.

Ork Forces have the Initiative here. While Ork forces have majority control here all Ork players may re-roll a single dice roll once per battle.

SEGMENTUM TEMPESTUS

The galaxy teems with organic life. All must be swept away by command of our lord.

Tempestus Forces have the Initiative here. While Tempestus forces have majority control here all Tempestus players may re-roll a single dice roll once per battle.



SERVANTS OF THE SCARAB LORD

Along with the rest of his kind the Scarab Lord and his legions entered prolonged hibernation to wait out the destructive Enslaver Plague which was ravaging the galaxy. Sixty Million years later the 32nd Imperial Expedition Fleet disturbed the Scarab Lord's palace on the Tomb World of Shrivos. Waking from his slumber and sensing that no others of his kind were active; the Scarab Lord annihilated the Expedition Fleet and learned all he could of this 'Imperium' and their weak Emperor. Without the C'tan to direct their plan the Necron of Shrivos might have returned to their hibernation but the Scarab Lord commands that they reclaim the galaxy, and begin, once again, to herd the living as their cattle. The deadly power of the Eldar Empire is long gone and their race is scattered and the Orkoid races have long since lost whatever cohesion they may ever have had. All others who might have opposed the C'tan are either gone or humbled, the galaxy is a swirling maelstrom of regional and factional conflict and the lives of its trillions upon trillions of inhabitants are ripe for the picking. But this 'Great Crusade' led by the humans threatens to unite the galaxy. When the C'tan finally return they must be unopposed! The deathly silent ranks of the Necrons stalk forth across their tomb world once again, to reassert their masters' rule and inspire fear in the living.

The lists on the following pages present the participating forces for the Necron Taskforces. In all cases the most recent edition of the Codex will be used. These are the only armies permitted in this Faction during the weekend. If you have any further questions regarding army selection, please contact the event organisers before the weekend and check the forums at www.tempusfugitives.co.uk.

The published Codices used in this campaign for the Necron are: Codex Necrons. All supplementary rules to your Codex can be found in this pack.

Taskforce Name	Permitted Armies
The Shrivon	Necrons





COURT OF THE SCARAB LORD

In the Great Crusade the Necrons are still largely in hibernation and their C'tan masters are nowhere to be found. The Scarab Lord and his army have woken up ahead of schedule and have begun the process of reclaiming the galaxy and herding the cattle. The Scarab Lord's Necron army is different to a normal Necron army and the following rules apply to all Necron armies taken in the Age of the Emperor. The following units are available in Necron armies during the Great Crusade.

HQ – Necron Lord, The Scarab Lord

Troops – Warriors, Flayed Ones

Elites – Tomb Guardians, Immortals, Harvester, Shadow Destroyers

Fast Attack – Destroyers, Scarab Swarms, Wraiths

Heavy Support – Heavy Destroyer (see revised entry), Monolith, Tomb Spyder, Doomsday Obelisk, Tomb Stalker, Pylon

All non-vehicle and non-swarm units in a Necron army have the Necron special rule (including those units which would not normally have the Necron rule, such as Tomb Spydres). The Necron rule in Codex Necrons is replaced with the following revised Necron rule.

NECRON – The following special rules apply to all models with the Necron special rule:

WE'LL BE BACK: The model has the Feel No Pain universal special rule. References to the Monolith's ability to allow units to re-roll failed self repair tests refer to Feel No Pain rolls instead.

MARCH OF THE DAMNED: All Necron Infantry models always move as though in difficult terrain. This does not apply to non-infantry models such as Destroyers and Wraiths. Flayed Ones and Tomb Spydres may test on 3d6 as per Move through Cover.

SOULLESS: Necrons have a 4+ Invulnerable save against wounds caused by psychic attacks.

PHASE OUT: If a Necron army is reduced to 25% or less of its original number of models (in other words, 75% of its models, rounding fractions up, are destroyed), it will disappear in an eerie fashion leaving behind nothing of its presence. This gives an automatic victory to the enemy, regardless of the victory conditions of the mission being played. For example, if an army of 50 Necron models is reduced to 12 models or less, it will disappear from the battlefield. Remember that you only count models with the Necron special ability, so Monoliths, Scarabs and Harvesters do not contribute to the total number of Necrons in the army or to the current number of casualties. However when Phase Out occurs, the whole Necron army, including models without the Necron ability, phases out. Phase Out is calculated at the beginning of the Necron turn.

REVISED WARGEAR

PHYLACTERY: 25 points

This inconspicuous charm is a powerful self-repair device, filled with tiny, spider-like creatures that swarm all over a wounded Necron Lord, re-knitting his body so that he may continue to fight. The Necron Lord gains +1 wound.

GAUSS WEAPONS: Weapons with the Gauss special rule are Rendng.

DISRUPTION FIELD: Any hit inflicted on the target by a model with a disruption field will benefit from the *Rending* special rule. Scarab Swarms buy Disruption Fields for +8 points per model rather than 4 points as listed in the Codex.



ARMIES OF THE SCARAB LORD

There are several units which may be taken by the Necrons during the Age of the Emperor: The Great Crusade. They are detailed on the following pages and are considered fully usable for this campaign weekend. However, they are not to be considered official in any way outside of the Age of the Emperor: The Great Crusade Campaign Weekend. Where a unit is restricted to one army, it is clearly indicated in the unit entry.

THE SCARAB LORD – NECRON LORD OF SHRIVOS

HQ UNIT

NECRONS ONLY

450 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
The Scarab Lord	7	4	6	6	5	4	5	10	2+

Unit Composition

- 1 Scarab Lord (Unique)

Unit Type

- Infantry

Wargear

- Warscythe
- Gaze of Flame
- Nightmare Shroud
- Resurrection Orb

Note on Scarabs: Scarab Swarms removed from play by the Scarab Lord using Skin Crawl or teleporting do not award Kill points but otherwise count as destroyed.

Special Rules

- Necron
- Eternal Warrior
- Independent Character
- 4+ Invulnerable Save
- Furious Charge
- Lord of Scarabs
- Skin Crawl
- Fearless

Lord of Scarabs: The Scarab Lord may start the game in reserve. When he becomes available he may replace a unit of Scarabs anywhere on the table and may immediately act as normal. Alternatively he may enter play using the Deep Strike special rules. At the start of each turn the Scarab Lord may be removed from the table (leaving any engaged enemy models behind) and replace a unit of Scarab Swarms anywhere on the table. He may then immediately act as normal. Up to three Scarab Swarms may be taken per Fast Attack choice in an army led by the Scarab Lord.

Skin Crawl: The Scarab Lord may move into base contact with a Scarab Swarm and at the start of the Shooting phase may drain wounds from the Scarab Swarm to increase the wounds available to himself. This process destroys the entire Scarab Swarm, regardless of the number of wounds taken from it. The Scarab Lord may not increase his wounds above ten.

TOMB GUARDIANS

HQ OR ELITE UNIT

NECRONS ONLY

180 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Tomb Guardian	5	4	5	5	1	4	2	10	3+

Powerful warriors wielding wickedly sharp Warscythes, the Tomb Guardians protect the Necron Lords of Shrivos and can be found in the vanguard of the fighting, instilling in the legions of the Scarab Lord the unshakable will to carry out their dreadful plan with eerie precision.

Squad Composition

- 5 Tomb Guardian

Unit Type

- Infantry

Wargear

- Warscythe with built-in gauss blaster

Options

- The unit may be joined by up to 5 additional Tomb Guardians at +36 points each.

Special Rules

- Necron
- Fearless
- Deep Strike
- Phalanx Commanders – May be taken as HQ choice unless army includes a Necron Lord or the Scarab Lord.
- Entrusted Wardens - Tomb Guardians are scoring units in armies where the Scarab Lord is present.



HARVESTER

ELITE UNIT

NECRONS ONLY

140 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Harvester	4	4	6	3	2	12	12	10

Unit Composition

- 1

Vehicle Type

- Walker (although the Harvester actually floats, it operates for all intents and purposes as a Walker).

Wargear

Staff of Light
Hull mounted Heavy Gauss Cannon
Disruption Field

Special Rules

- Living Metal
- Deep Strike
- Touch of Death
- Move Through Cover

Touch of Death

The Harvester counts as armed with a power weapon. In addition, if a model suffers any unsaved wounds from the Harvester's close combat attacks, it must immediately take a Leadership test for each wound suffered (on its own Leadership value, the model cannot use another model's Ld for this test). If any of these tests are failed, the victim suffers instant death.

Shaped like a barge of the dead straight out of Old Earth mythology, the Harvester is steered into battle by a solitary cowed figure whose sweeping blade drags the souls of its enemies wailing from their bodies and draws them into its heart.

SHADOW DESTROYER

ELITE UNIT

NECRONS ONLY

210 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Shadow Destroyer	4	4	4	5	1	2	2	10	3+

Squad Composition

- 3 Shadow Destroyers

Unit Type

- Jetbike

Wargear

Claws and a Gauss Cannon
Disruption Field

Options

- The unit may be joined by up to 2 additional Shadow Destroyers at +70 points each.

Special Rules

- Necron
- Cloak of Shadows (enemy targeting them must use the Night Fighting rules)
- Flankers (The unit has the Scout special rule but may not be joined by any characters).

Swathed in a chilling shroud of darkness, the Shadow Destroyers strike without warning or mercy. Cutting down heavy infantry and refugees with equal precision from an almost unassailable gloom, a strike from the Shadow Destroyers can undermine the confidence of even the Astartes.

HEAVY DESTROYER

HEAVY SUPPORT UNIT

NECRONS ONLY – REPLACES THE HEAVY DESTROYER ENTRY IN THE CODEX

65 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Heavy Destroyer	4	4	4	5	1	2	1	10	2+

Squad Composition

- 1 Heavy Destroyer

Unit Type

- Jetbike

Wargear

Heavy Gauss Cannon

Options

- The unit may be joined by up to 4 additional Heavy Destroyers at +65 points each.

Special Rules

- Necron

Like their lighter brethren, Heavy Destroyers are a fusion of an Immortal and a flying skimmer craft. As standard, these mount the heavy gauss cannon and home in on the enemy armour, fixing them with their baleful multi-lensed targeters before raking them with devastating heavy gauss fire.



DOOMSDAY OBELISK OF SHRIVOS

HEAVY SUPPORT UNIT

NECRONS ONLY

800 POINTS

	BS	FRONT	SIDE	REAR
Doomsday Obelisk	4	14	14	14

The Scarab Lord's seat of power. The Doomsday Obelisk is a brooding slab of alien technology that annihilates all in its path. Resembling a massive Monolith with a Gauss Pylon atop it, the Doomsday Obelisk is the mobile palace of the Scarab Lord and projects his authority over his legions.

Unit Composition

- 1 (Unique)

Vehicle Type

- Super Heavy Vehicle

Structure Points: 4

Phase Shift Generator: 4+ Inv Save against shooting attacks

Wargear

Turret mounted Gauss Annihilator
Power Matrix (may fire as a Gauss Obliterator instead of a Particle Whip)

Special Rules

Living Metal
Deep Strike (C:N pg 21)
Power Matrix (C:N pg 21)

Seat of the Scarab Lord

The Doomsday Obelisk ignores all damage results except Structural Damage and Chain Reaction results. Necron forces within 18" are Fearless and may re-roll their March of the Damned tests.

Awaken My Legion!

The power of the Scarab Lord reaches out across the planet, summoning his legions to his side once again. At the start of each turn that the Doomsday Obelisk is present roll a D6 and see what it has summoned. You must have the summoned models available in your collection to deploy on the battlefield. If you do not then no unit is generated that turn. If the Scarab Lord himself is also present on the battlefield, you may re-roll the result. The summoned models must be placed in an existing unit of their type on the battlefield and come with disruption fields if the unit they reinforce does so. If there is no unit of their type on the battlefield, no unit is generated that turn.

- 1 – Power Failure! - The Obelisk draws power from its Phase Shifter and Power Matrix. It may not use either this turn.
- 2 - D6 Scarab Swarm Bases
- 3 – D6+1 Necron Warriors
- 4 – D6+2 Necron Warriors
- 5 – D6+3 Necron Warriors
- 6 – D6+4 Necron warriors

Doomsday Gauss Annihilator (May fire in either mode)

Focussed Beam mode: Range: 120" Str D AP 2 Heavy 2, AA Mount
Flux Arc mode: Range: 18" Str 6 AP 4 Heavy D6, Rending, Fires at every enemy unit in range

Gauss Obliterator

Range: 72" Str 9 AP 3 Ordnance 1, 7" Blast

TOMB STALKER

HEAVY SUPPORT UNIT

NECRONS ONLY

500 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Tomb Stalker	4	4	10	2	3	13	13	10

Mechanical spider-like creatures with a thorax glowing with gauss energy, the Tomb Stalkers are one of the Scarab Lord's greatest engines of destruction. Able to tear apart the warmachines of the lesser races with ease, the Tomb Stalker is a terrifying glimpse of the awesome power at the Necron's command.

Unit Composition

- 1

Vehicle Type

- Super Heavy Walker

Structure Points: 2

Phase Shift Generator: 4+ Inv Save against shooting attacks

Wargear

Maw mounted Particle Whip
Tail mounted Gauss Annihilator
Two Claw mounted Gauss Flensers

Special Rules

- Living Metal
- Deep Strike (C:N pg 21)

Monstrous Power

The Tomb Stalker ignores all 'Driver Stunned' and 'Gun Crew Shaken' results

Tail Gauss Annihilator (Primary Weapon)

Range: 120" Str D AP 2 Heavy 3

Gauss Flenser

Range: Template Str 6 AP 3 Assault 1



THE GREAT CRUSADE REGISTRATION FORM

Player Name	
Postal Address	
Contact Number	
E-Mail Address	
Army Taken	
Army List Used	
Any Special Requirements:	
Requests/Notes:	