

# THE TEMPUS FUGITIVES

## THE AGE OF APOSTASY

SEPTEMBER 16<sup>TH</sup> AND 17<sup>TH</sup> 2006

WARHAMMER WORLD, NOTTINGHAM



A CAMPAIGN WEEKEND FOR



written by s. mackanness

## HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN THE WARHAMMER 40,000 CAMPAIGN "THE AGE OF APOSTASY – REIGN OF BLOOD"; AN EVENT THAT CHRONICLES ONE OF THE DARKEST CHAPTERS IN THE AGE OF THE IMPERIUM...

The Tempus Fugitives have designed this campaign weekend to be (we hope) as enjoyable as possible. 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 dark period in the history of the Imperium known as The Age of Apostasy.

Games Workshop has a fantastic 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](http://www.uk.games-workshop.com)

Campaigns present Games Workshop hobbyists with an opportunity to play in a different style to usual. In short, campaigns are all about "mixing it up" and trying out new ideas. This campaign is a unique event and not intended to be like anything you have played before; by definition, campaigns are different.

The team running the event is there to help describe the campaign story, as it unfolds through your games, and to ensure everybody has a great time.

You'll need to think differently and bring with you a flexible mindset. Games will be driven by the narrative of the campaign. All of this means that during the course of the event various games may appear (or

actually be) a bit one-sided when viewed from the usual gaming viewpoint. DON'T PANIC!

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.

This might mean that certain units or characters you choose for your army list may not always be available in every scenario that you play. In addition, scenarios and events in the campaign may ask you to play with things in ways that contradict the usual rules of Warhammer 40,000. This is all part of the enjoyment of the event.

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.

*Stuart M*



### IMPORTANT!

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## WHO ARE THE TEMPUS FUGITIVES?

When is a gaming group not a gaming group? The Tempus Fugitives are spread across the United Kingdom and (through the wonders of the telephone and the internet) have descended upon campaign weekends run by Games Workshop for the past five years. First there were three of us who attended Total War and All Out War. Then there were four to battle at Into the Eye of Terror and Return to Damocles. Our numbers increased to six for Soul Devourers and then something curious happened on a Sunday evening on the way home. Why don't we all take the same army and field an entire themed taskforce? So we took Howling Griffons to the Badab War and then nine of us took the Royal Volpone for the Sabbat Crusade. Finally by the time the Waagh Fugitives Ork warband arrived for Medusa V came round we realised that we were starting to take over the event with larger and larger groups... So we did.

Age of Apostasy is a campaign weekend arranged by the Tempus Fugitives with support from the Gaming Club Network and Games Workshop. 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. The campaign is built on the successful structure demonstrated by all those years of Dark Stars events and any similarity or wholesale borrowing of rules is entirely acknowledged as being originated by the UK Events team. They say imitation is the highest form of flattery and we hope that it is taken in that spirit.



## ACKNOWLEDGMENTS

This weighty tome you hold in your slightly clammy hands is the roadmap for the first ever 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 us all 10,000 years of grim darkness to play with. Without their universe to run around in, we'd all be playing risk or sudoku...

The main drive behind this campaign has been the **UK Events team**, past and present. The support in the early days by **Nick Appleby** and **Gareth Harvey** and now by **Che Webster** and **Brian Aderson** has meant that we have had the confidence to try and pull this off. In other words, if this is really rubbish – blame them!

The **chaps and chapesses at the GCN** deserve special mention for their continued support with the small details that make such a campaign work. Plus we 'borrowed' some of the ideas from the Medusa V: Endgame campaign that we thought would be suitable for Age of Apostasy. So if including super heavy tanks in a 2250 point game of Warhammer 40,000 turns out to be a terrible idea – blame them! Mind you if its great then all credit should go to us for having the confidence... oh well never mind.

**Darren McAninch** and the staff and regulars of **Games Workshop Thurrock** for being good enough to not go glass-eyed for the last three months as the Fugitives jabbered on about Confederacies and Imperiums.

And as to the future: cast an eye to the Eastern Fringe and stare into the abyss, but be afraid when the beasts within stare back. Fear the Kraken...

## WEEKEND SCHEDULE

### SATURDAY 16<sup>TH</sup> SEPTEMBER 2006

09:00 – 10:00	Arrive & Check-In
10:00 – 10:30	Commander Nominations and Game One briefing
10:30 – 12:15	Game One: First Strike (750 point Doubles)
12:15 – 13:15	Lunch
13:15 – 13:30	Game Two Briefing
13:30 – 15:30	Game Two: Pitched Battle (1500 points)
15:30 – 15:45	Break
15:45 – 16:00	Game Three Briefing
16:00 – 18:30	Game Three: Galaxy in Flames (2250 points)
18:30 – 19:30	Dinner
19:30	Saturday Debrief and Quiz in Bugmans

#### INQUISITOR

There are a series of Inquisitor games centred on the Assassin Wars of Vindication. This has no direct impact on the games you are to play but may well have additional in-game benefits for each faction as the secret wars rage on. These battles run concurrently with the campaign and so it is not possible for players to participate in them. Updates will; be given during the weekend.

### SUNDAY 17<sup>TH</sup> SEPTEMBER 2006

09:00 – 09:30	Arrive & Check-In
09:30 – 09:45	Game Four Briefing
09:45 – 11:30	Game Four: Initial Landings (750 point Doubles)
11:30 – 11:45	Break
11:45 – 12:00	Game Five Briefing
12:00 – 14:00	Game Five: Storming the Gates (1500 points)
14:00 – 15:00	Sunday Lunch
15:00 – 15:15	Game Six Briefing
15:15 – 17:45	Game Six: The Final Battle (2250 points)
17:45 – 18:00	Break
18:00	Campaign Debrief and Award Ceremony

#### BATTLEFLEET GOTHIC

There are a series of Battlefleet Gothic games centred on Vandire's attempts to blockade Mars. This has no direct impact on the games you are to play but may well have additional in-game benefits for each faction as the space battles rage on. These battles run concurrently with the campaign and so it is not possible for players to participate in them. Updates will; be given during the weekend as Battlefleet Solar tries to prevent the Adeptus Mechanicus from supporting the Confederacy of Light.

# THE AGE OF APOSTASY

It is the end of the **35<sup>th</sup> Millennium**. Five thousand years have passed since the dark days of the Horus Heresy but we are still some five millennia from the Imperium's current struggles with the Tau Empire, the Tyranids and the dreaded Necrons.

The **Ecclesiarchy** are the unquestioned rulers of the Imperial religion, and bearers of the sacred word of the Emperor. It has spread into the lives of every member of the Imperium from the most humble miner, clerk or steward to the greatest heroes of the Imperium, including the High Lords of Terra. The High Lords, believing like every other citizen, that the Ecclesiarchy was speaking for the Emperor, would often follow their words in directing the Imperium. Though they did not actually speak the words of the Emperor, the Ministorum did little to retract this image, and soon they were indirectly controlling the fate of the Imperium, influencing law changes, army distribution and organisation, threat priority decision making and where Imperial resources should be directed, often towards themselves.

The magnificent Ecclesiarchal Palaces on **Ophelia VII** covered 90,000 square miles of surface and soared 4,000 miles into the sky, rivalled only by the palaces on Holy Terra. As they were separated from the High Lords of Terra by sheer distance, the power of the Ecclesiarchy grew and they raised huge tithes to pay for massive works performed by the Cardinals across the galaxy.

Over a period of two decades the Ecclesiarchy formed their own fleet of ships which began to rival Battlefleet Solar in size and power. Normally such a move would have been seen as a direct threat to the prestige of the Imperium's finest fleet, but **Fleet Admiral Sehalla** was an early convert to Vandire's vision for the Imperium and the danger went unchecked. These forces became known as the **Frateris Templars**, and they also contained many commercial transports and armies which rivalled the **Imperial Guard** regiments in strength.

The population of many worlds across the Imperium rebelled against the rule of the Ecclesiarchy and refused to pay any tithes. Even Planetary Governors spoke out against the tithes and redirected the funds to their own purposes, although their pleas went unheard.

The Ecclesiarchy responded violently. They dispatched the Frateris Templar to crush the revolts and executed the higher ranking officials as heretics. Even with the revolts, the palaces and temples grew bigger and more elaborate; the funds lined the roads of entire planets with statues of past Ecclesiarchs and decorated the biggest temples with gems and diamonds. All who disobeyed the Ecclesiarchy were declared heretics and executed. Some questioned

the methods used but kept quiet, fearing those methods they spoke out against.

Crazed zealots across the galaxy denounced the Ecclesiarchy and preached that the Emperor was displeased with their greed and excesses, sending the warp storms as a test of the most faithful. Citizens turned to flagellation and self-mutilation to prove their love of the Emperor. The cults grew and fought and settled into seething masses of discontent, while some preached extreme measures, creating bloodthirsty pogroms to eradicate many innocents. Sometimes, whole populations were slaughtered for the heresy of just one person. Into this nightmarish age stepped one man who promised to restore the Imperium to its former glory – **Goge Vandire**.

Goge Vandire, the name most closely associated with the Age of Apostasy, and the Reign of Blood. He was the 361st High Lord of the Administratum and had a reputation as a staunch resistor to the dominance of the Ecclesiarchy. He made use of assassins to gain his position, but any who spoke out against him mysteriously disappeared or were found dead, so none dared oppose him. Shortly before his ascension to power, Vandire was instrumental in the rise of Ecclesiarch Paulis III, an incompetent who was easily controlled by Vandire and his followers.

Once he had taken full control of the Administratum, he used his powers to undermine the Ecclesiarchy while he led a ground of Imperial Guard officers into the Ecclesiarchal Palace and overthrew Paulis III in what can only be described as a military coup. He declared Paulis a heretic and had him shot. He then moved in and took control of the Ecclesiarchy, effectively controlling both at once as High Lord of the Administratum and Ecclesiarchy.

The Ecclesiarchy could do nothing to stop Vandire, shaken and battered as they were. Vandire sent a massive purge through the Ecclesiarchy and got rid of any who opposed him in any way. All those Cardinals who had not already fled gathered onto one ship and set off to Ophelia VII in an attempt to escape Vandire. Their ship was, however, engulfed by a gigantic warp storm and never seen again just as they entered the warp. Vandire used this as evidence to claim that it was the Emperor's will that they should die and that he himself should lead the faith of the Imperium.

Vandire then elected Cardinals of his own choosing to fill the benches, including many weak-minded fools and several brilliant geniuses who were just cruel enough to follow Vandire. He now had total control of the two most powerful facets of the Imperium.

**The Reign of Blood had begun...**

# WARZONES

The Imperium is in flames. As more worlds begin to secede from Imperial control and declare independence or ally with the Confederacy of Light, Vandire presses harder on those worlds still loyal and punishes those worlds that defy his law. It is a dark time and the Reign of Blood has consumed millions of lives already. Sebastian Thor and the Confederacy of Light realise the death toll may reach billions by the time Vandire is brought to justice...

## DIMMAMAR

**Initiative in this Warzone for Game One is taken by the Flames of Purity Task Force.**

The monastic order of the Confederation of Light was founded on Dimmamar in the thirty-third millennium. The order professed a penitent faith that believed the sacrifice of the Emperor should serve as an example to everyone. Their ideas of poverty and humble living directly contradicted the teachings of the Ecclesiarchy and was declared a heretic assembly and driven to virtual extinction. Dimmamar was also the birthplace of Sebastian Thor, a revolutionary preacher whose study of the order led him to found a movement in their name to rebel against the treacherous High Lord Vandire.

The most trusted of Vandire's Frateris Templar were dispatched to raze Dimmamar to the ground. Believer and non-believer alike were marked for slaughter. Vandire gave the instruction that all should be slain and that the God-Emperor would sort out the true believers from the heretics.

Soon after the warfleet jumped into the warp from the base on Clax, it was destroyed by a gigantic Warp Storm. The last astropath reported white arcs of light tearing the ships apart, literally, as well as the soldiers on board. The Clax system has been cut off since, by the Storm of the Emperor's Wrath.

Left with no alternative, Vandire dispatched legions of the Astartes along with Frateris Templars, the Imperial Guard and the Brides of the Emperor to annihilate all who claimed shelter on Dimmamar. But the Confederacy of Light is waiting...

## FENRIS

**Initiative in this Warzone for Game One is taken by Legions of Bucharis Task Force.**

Vandire's desire to bring the chaotic Imperium under his complete control gave many of his Cardinals a wide remit in establishing order in the galaxy. One such cardinal with ambitions to carve out his own empire was Bucharis. Cardinal Bucharis had already seized a large number of systems in his name (and that of the Ecclesiarchy) but as his forces moved northwards they reached into the territories protected by the Space Wolves. As almost every chapter does, they protect a small number of planets within close

proximity of Fenris, their homeworld. As Bucharis' massive fleet dropped out of the warp, it encountered a Space Wolves Strike Cruiser *Claw of Russ*. After a brief battle, the Cruiser escaped into the warp. Bucharis passed this off as a chance encounter, but this arrogance was to cost him. He ordered his ships to continue, taking planet after planet, until they jumped into the fifth system. Here they met a surprise. This system contained Fenris itself, and as soon as the Navy powered down their warp drives, the Space Wolves fleet attacked. The Space Wolves were outnumbered and outgunned, but even this didn't stop them. They tore a hole in the Navy fleet before retreating to lick their wounds and begin a hit and run attack role. They managed to keep about two thirds of Bucharis' fleet occupied, but he still managed to make a landing on Fenris. Hundreds of transport ships descended into the thick, stormy atmosphere of Fenris and several were destroyed by the storms alone, and more by the defensive batteries from the ground. Despite this, a landing base was established and thousands of Guardsmen swarmed out onto the ice of the northern regions of the planet. Despite the poor conditions, the troops of Bucharis were enraged at the loss of so many of their compatriots and vowed to destroy the Space Wolves. Any Fenrisian captured was put to work supplying the Guardsmen and laying out makeshift roads across the glacial flats. Though they were enslaved, the Fenrisians were not to be kept down easily. Several regiments of Imperial Guardsmen were kept out of the fighting to keep the slaves from revolting. Bucharis had conquered most of the planet before he approached the vast polar fortress named The Fang.

They surrounded it and waited for more forces to be shuttled down from orbit. The Space Wolves fleet still maintained their hit and run tactics, destroying transport ships before managing to reach orbit. Despite this, the hills were still swarming with Guardsmen. Gigantic cannons bombarded the Fang and orbital ships rained fire from above. The mountains shook, creating avalanches and destruction. Still, the defences of the Fang remained intact. This allowed the Space Wolves to sally forth and destroy the earthworks and giant cannons of the Apostate Cardinal. Wolf Scouts were dispatched to disrupt the supply lines and many cannons fell quiet due to a lack of ammunition. The hills were full of tunnels that the Blood Claws used to reach deep into the enemy army, killing with their bare fists to save ammunition. Long Fangs were even known to blow apart mountains to crush the armoured columns of the enemy. Dreadnoughts were used to smash into the heart of marching columns. All of this dragged on for months. Bucharis sent in suicide missions promising great wealth for the first man to breach the walls.

The battle for Fenris had begun...

## MARS

**Initiative in this Warzone for Game One is taken by Battlefleet Solar.**

Mars is the 4th planet of the Sol system. It is the domain, headquarters and principle Forge World of the Adeptus Mechanicus. The proximity of Mars to Terra and its massive industrial and technological base make Mars a vital strategic location. To that end, it is the Segmentum fortress of Segmentum Solar and the base of Battlefleet Solar under Lord Admiral Sehalla. Mars is also defended by various orbital platforms and the dreaded Titan legions.

Vandire realised that the Adeptus Mechanicus would constantly be a challenge to the Ecclesiarchy's authority as they held a belief system that held the Omnissiah, a Machine-God, in greater esteem than the Imperial Creed. What began as a simple blockade of Mars and several other Forgeworlds soon spread into all out war as elements of Battlefleet Gothic and Battlefleet Obscurus attempted to run the blockade and enable the Mechanicus to launch their Titan carriers to send much needed heavy support to the Confederacy of Light as it prepared to assault Terra. **Admiral Sehalla** ordered that the combined might of Battlefleet Solar should not only protect Holy Terra from the Confederacy of Light but should raise the structures of the Adeptus Mechanicus to the ground. While the mighty war engines known as the Ordinatus were aimed at the battleships in orbit, pacts were forged between the Mechanicus and the Confederacy of Light. If the Confederacy could ensure that Vandire would not gain a foothold on Mars, the Mechanicus would dispatch Titans and Ordinatus to Terra to bring the walls of the Imperial Palace down around Vandire's ears...

## NECROMUNDA

**Initiative in this Warzone for Game One is taken by the Emperor's Vengeance Task Force.**

When Vandire declared himself both Ecclesiarch and High Lord of the Administratum he began the now infamous Reign of Blood, a time of terror in which millions died in the fires of megalomaniacal paranoia. Violent repression and wanton slaughter were the hallmarks of his reign until a holy man by the name of Sebastian Thor rallied the faithful to stand against Vandire. Reports had reached the Templars that even other Space Marine chapters had been drawn into the conflict on both sides but the Black Templars had concerned themselves little with the affairs of the Imperium. But when Crusade fleets returned to Segmentum Solar and discovered that their Chapter keeps had been destroyed by orbital bombardments, the full extent of Vandire's treachery became apparent. High Marshal Sigenandus declared a Crusade against Vandire and, together with their Primogenitor Chapter, the Imperial Fists and several trusted allied chapters they began their Crusade for Terra.

With their oldest keeps now destroyed, the Crusade's first port of call was to ensure that the nearby Imperial Fist garrison on Necromunda was still intact. Necromunda is a hive-world, an ash wasteland studded with dozens of hives - ancient and incomprehensibly vast cities, built up layer upon layer, stretching ten miles into the planet's atmosphere. It was out of that darkness that the Imperial Fist's recruited. Indeed many of the chapter's finest warriors, including Chapter Master Lazerian had once called the underhive's of Necromunda home. Drawing close to the planet there was still no word from the Imperial Fist keep and Chapter Master Lazerian was forced to lead a combined force down to the planet to meet the enemy in nightmarish labyrinth of Hive Secundus. But the armies of Vandire were waiting...

## OPHELIA VII

**Initiative in this Warzone for Game One is taken by the Storm of Iron Task Force.**

During the Age of Apostasy, most of the Schola Progenium was corrupted and rife with slavery and depravity. Orphans were used as slave labour in factories and mines making goods for the Ecclesiarchy. Particularly promising individuals were sold to Imperial commanders as slaves and servants, and the most attractive became concubines for Imperial Nobles. The most physically adept were sent to be trained as Frateris Templars or Brides of the Emperor, swelling Vandire's armies with the best recruits. The habitats themselves became associated with licentious practices, and their money was put to questionable ends. It was on Ophelia VII that the orphans were processed and trained. Long had tales of the corruption of Ophelia VII given Sebastian Thor nightmarish visions filled with pain and degradation. When emissaries from the Iron Hands chapter and the Vostroyan Regiment brought word of an alliance with the Adeptus Mechanicus all Thor needed to do was supply the envoys of the Machine God with a target, a symbol of everything that was rotten about Vandire's regime. He needed not to look any further.

While Mars was blockaded, Skitarii legions and titans from Forgeworlds across the galaxy headed for the greatest seat of Ecclesiarchal power outside of Holy Terra. Every strike against Mars would be repaid ten-fold against the shrine world of Ophelia VII...

## HOLY TERRA

**Initiative in this Warzone for Game Four is taken by the Confederacy of Light Faction.**

Terra is the homeworld of humanity. It was where the first human empires began and it is the most holy and revered place in the galaxy. It is home to many important segments of the Imperium, and even the earth that is tread is considered holy. It is effectively a temple the size of a planet. The planet is heavily polluted, many of the oceans have disappeared and cities sprawl across most of the surface.

Holy Terra is the heart of the Imperium. Some of the more important parts of Terra are:

**Adeptus Custodes** - A force of 10,000 elite Space Marines protecting the Emperor's Palace (note: Imperial Palace is the same as the Emperor's Palace). They have knowledge of everything that happens, and no one may enter without their knowing. They are also the only sentient people to have access to the Golden Throne. Like the Mechanicus and the Astartes, the Custodes have remained apart from the Age of Apostasy and concern themselves only with the direct will of the Emperor.

**Adeptus Terra** - The organisation assigned to appoint Imperial Commanders to rule planets in the name of the Emperor.

**Administratum** - Thousands of administrative souls constantly working to categorise, organise and implement plans in the Imperium.

**Astronomican** - Lying deep in the Himalayas, ten thousand psykers blast out the Astronomican for over 70,000 light-years. It is the guiding light of the Imperium and is used by navigators to travel among the warp.

**Departmento Munitorum** - An organisation responsible for organising the Imperial Guard and for distributing and requisitioning munitions to the Imperial forces.

**Eternity Gate** - The entry to the Imperial Palace. There is a mile long passage leading to the Eternity Gate, lined with the banners of thousands of long dead Imperial heroes. It is an important pilgrimage spot.

**Imperial Palace** - One of the largest structures on Terra, containing the Adeptus Custodes and the Administratum.

**Navis Nobilite** - The base of the navigators that use the Astronomican to guide ships were originally based on earth.

**Supreme Council of the High Lords of Terra** - The rulers of the Imperium who work in the name of the Emperor, making decisions about the distribution of forces and announcing new crusades.

**Throne Room** - The place where the Emperor resides upon his golden throne. Only the Adeptus Custodes may enter, and are sworn to secrecy.

At the heart of all of this resides Goge Vandire who has, after decades of slowly manipulating the institutions of the Imperium, now gained control of all the sacred regions on Holy Terra with the exception of the Throne Room and the Adeptus Custodes. It cannot be long before his thirst for order and control takes him to the throne room itself...

## VAUST

**Initiative in this Warzone for Game One is taken by the Sword of Light Task Force.**

After the founding of the Red Scorpions chapter a short time prior to the Age of Apostasy, Vandire had the newly created chapter assigned to the planet Vaust. An agri-world which supplied grain to the nearby systems, Vaust lay less than a sector away from the Clax system. With Vandire's blessing the world was soon adopted by the Red Scorpions as their homeworld and within a generation the first recruits were taken from the world and borne to the orbiting Fortress Monastery to undergo the ritual of becoming initiates of the chapter.

Whether Vandire or his allies knew of the genetic abnormality on Vaust is uncertain but after the galaxy descended into anarchy with the coming of the Confederation of Light, it was felt that securing the allegiance of a chapter of the Adeptus Astartes would go a long way to ensuring Vandire's Imperium would be preserved. Evidence was given by Vandire's trusted agents to the Red Scorpions of the mutation found in the population and (by extension) mutation within the chapter. Once this stain on the chapter was revealed, Master Buthus ordered the Monastery's macro cannons and missile silos turned on Vaust to burn the life from it. Apothecaries then swept through the chapter's ranks to eliminate any further trace of mutation.

While the Red Scorpions continue to cleanse the planet, survivors from the massacre of Vandire's fleet in the Clax system arrived seeking temporary sanctuary and led by Admiral Sehall, a senior figure from Battlefleet Solar. Buthus extended his chapter's protection to them and allowed them to land on the purged surface of Vaust to effect repairs. When a taskforce from the Confederation of Light arrived to bring Vandire's men to justice, battle lines were drawn on the dead planet...





# OUTLINE OF PLAY

Upon registration each player will be assigned to a team, called a Taskforce, containing up to ten players. You and the other players in your Task Force are allied field commanders fighting as part of either **Vandire's Imperium** or the **Confederation of Light**. These factions represent the two sides of the Imperium as they battle it out to secure its destiny.

There are five Task Forces for each faction each with their own agendas, strengths and weaknesses. When you purchased your ticket you were assigned to one of the taskforces. This was determined by the army you have chosen to use this weekend. Before the first game on Saturday you will be asked to gather at one of the ten rally points and nominate a Task Force Commander. It is the Commander's responsibility to brief your Task Force each round and then, at the end of each game, collate results and hand those back to your Faction General, who will be represented by a member of the event team.

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

The campaign will be fought in six rounds. Each round a series of battles will be fought using the Warhammer 40,000 game rules. Each player within the campaign will take part in each round.

Initiative in each round is determined by the results of the previous round. If the Sons of Russ received a complete kicking from the Legions of Bucharis in round two then it is unlikely that they will receive the initiative for round three. The initiative in the first round is determined by the narrative for each Warzone and is indicated under the Warzone description.

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. It is then the responsibility of the Task Force Commander to outline to the rest of the players which scenarios you must play to achieve them.

The Task Force with the initiative must decide which players will undertake each of the objectives assigned to it and note this upon their Mission Briefing. Each objective will have associated scenarios to be played. Once they have made their decision the players in Task Force with the Initiative must select the tables on which the games will be played; players on each side can then pair up. Players cannot select tables from outside of their Warzone to fight on. So no Space Wolves and Imperial Guard butchering each other in the fields of Dimmamar thank you very much!

As your games finish you must report the result (Win, Lose or Draw) to your Task Force Commander; the

Commander in turn must pass all of the completed mission briefings back to your Faction General.

Your Task Force's success or failure in a particular Warzone will determine the future objectives available in those places and, as discussed previously, it will also determine your Initiative for the next round.

Should anything particularly notable happen during the course of your game, such as an act of extreme heroism or crushing tragedy, please let one of the Tempus Fugitives know about it and your deeds may well become one of the legends of the Age of Apostasy and gain additional benefits for your Task Force...

## WHAT YOU WILL NEED

You will require a painted Warhammer 40,000 army divided into two distinct forces, as indicated in the following sections. You will require two copies of both 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 available for inspection by a marshal upon request.

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of painting requires that at least three colours are painted on to the model and that the bases are textured in some manner. If the marshals see any unpainted figures on tables you will be asked to remove them.

You will need to arrange somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0153 915 5330) and you will need to arrange transport to and from the event. (For information about train timetables, check out [www.nationalrail.co.uk](http://www.nationalrail.co.uk)). It is also useful to bring some spending money for refreshments and any activities you may want to take part in after the Saturday event finishes.

## CHAMPIONS

Under the Faction briefings you will notice reference to a champion for each Task Force. This is a special character who will be assigned to battles throughout the weekend as their own story in the Age of Apostasy plays out. They will be yours to command and a model representing them will be provided for to you for your use in a particular battle along with a sheet summarising their rules with a space for you to record their actions during your battle. That way, not only is your army contributing to how well your taskforce performs, but you are having direct input into creating the legends surrounding these powerful champions.

# FIGHTING IN THE AGE OF APOSTASY

The Age of Apostasy was a turbulent time for the Imperium and many of the armies and institutions with which you are familiar with in your games of **Warhammer 40,000** looked quite different (or in some cases did not yet exist).

We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe - doing this will greatly increase everyone's enjoyment of the campaign. It is neither big nor clever to paint your space marines pink with polka dots in the style of Mr Blobby. There are a number of competitions and prizes given throughout the weekend and particular attention will be paid to well themed armies which reflect the times of the Age of Apostasy.

**In addition to your army you will need the following:**

- This campaign pack
- A **spare** copy of your 1500 points and 750 points army lists
- A **spare** copy of your 750 point Heavy Reinforcement Detachment army list if taken.
- Dice, Templates and Tape measure
- Superglue for repairs (accidents do happen and the stone floors of Warhammer World are unforgiving!)
- The appropriate Codex and any Imperial Armour material relating to your army. No photocopies please!
- The Warhammer 40,000 Revised Edition rulebook. You need this because a great deal of the material from the second half of the book will be used throughout the campaign, and the Battle for Macragge rule book does not contain this material.

## RULES OF ENGAGEMENT

The Warhammer 40,000 Revised Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website.

- Each player will require two or three armies selected from a single army list - see the section entitled Permitted Armies.
- You must have enough models to field both of these armies at the same time if necessary.
- 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.
- Equipment detailed only in Forge World's Imperial Armour publications may be used. Units with Structure Points or Mass Points may only be taken in Heavy Reinforcement Detachments provided they are available to the appropriate army. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used.
- **No Special Characters may be chosen.**
- **No allies of any kind may be taken (including Kroot Mercenaries, Deamon Hunters etc). Instead Armies may use the Faction Specific Units instead which are found at the end of this document.**

### Main Army

The second element will be a 1500 points army selected using the appropriate Force Organisation Chart (as indicated in the Permitted Armies section of this pack) and fielded as a single detachment.

### Combat Patrol

One element will be a 750 points Combat Patrol, selected according to the Combat Patrol limitations. These can be found on pages 182-183 of the Warhammer 40,000 Revised Edition. The Combat Patrol rules are pretty well established now, so here are a couple of tweaks to them to tighten the system up a bit and prevent the rules being abused too much. 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.

- Must be no more than 750 points.

- You must have one Troop choice. You may have one HQ choice, but no more than one. You may spend remaining points from anywhere in the Codex subject to the Combat Patrol Force Organisation chart provided.
- No model can have more than 2 Wounds.
- No 2+ saves.
- No vehicles with a total Armour value greater than 33. This is calculated by adding the Front, Side and Rear armour numbers (only count the Side once).
- No ordnance weapons are allowed.

### Heavy Reinforcement Detachments

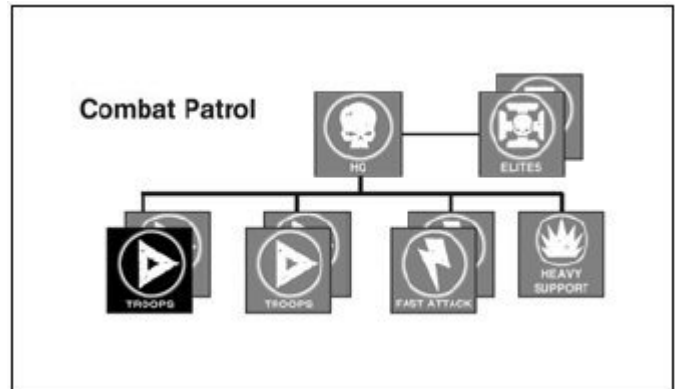
The Age of Apostasy is a conflict the Imperium has not seen the likes of since the Horus Heresy. To represent this, players may choose to use a Heavy Reinforcement Detachment **INSTEAD** of their Combat Patrols in Games **Three** and **Six**, in addition to their main 1500 point army.

Heavy Reinforcement Detachments are subject to the following:

- Must be no more than 750 points.
- Must consist of no more than six Troops choices and/or three Heavy Support choices. These are in addition to the Heavy Support and Troop choices in your main 1500 point army.
- May include a single Super Heavy Vehicle instead of any other choices.

## FORCE ORGANISATION

You must create your forces using the following force organisation charts:



## TECHNOLOGY IN THE 35TH MILLENNIUM

We'll let you into a little secret here. This is the point that the fiercest debate has raged on in the Tempus Fugitives. You see, strictly speaking much of the technology present in the armies of the 41<sup>st</sup> Millennium hadn't been invented (or more accurately, re-discovered). Battlefield favourites such as many Forgeworld vehicles, the Razorback, Hellhounds, the Land Raider Crusader and even certain patterns of boltgun would not have actually been used during the Age of Apostasy.

But although there were strong arguments to prohibit these units from the campaign (except boltguns!) we decided that we would fudge the issue a little and rely on the vagaries of historical data from that time period. For example, that Space Wolf Razorback you might be fighting with isn't actually a Razorback at all. It's a Rhino with heavy weapons mounted on it – it just looks like a Razorback... a lot...

Okay, we admit it's a stretch and if the feedback after this event is that you all would have been happy with more historically accurate army lists then we promise to look into it for next time!

## PERMITTED ARMIES

The lists on the following pages present the allowed army lists for each of the Factions involved in the campaign. Each army is listed under the appropriate Faction and in some cases (such as space marines) may be listed twice but with subtle differences. In all cases the most recent edition of the Codex will be used. These are the only armies permitted during the weekend and if you cannot find your army listed, in all likelihood it is not permitted. If you have any further questions regarding army selection, please contact the event organisers before the weekend or check the forums at [www.tempusfugitives.co.uk](http://www.tempusfugitives.co.uk).

The Codices used in this campaign are: Codex Imperial Guard, Codex Space Marines, Codex Witch Hunters and Codex Daemon Hunters. Articles from Chapter Approved or other sources are not to be used in this campaign. All supplementary rules to your Codex can be found in this pack.

## VANDIRE'S IMPERIUM

As time went by, it became increasingly obvious that Vandire was completely insane. He was a paranoid megalomaniac who saw traitors and conspiracy everywhere. His mind was twisted in every way and he enjoyed personally torturing people, declaring to onlookers that he was purging their souls for the Emperor. He had his every word recorded and had a long trail of scribes whose job it was to note anything he said and take down any particularly ingenious torture methods. He performed his tortures in the underground catacombs of the Ecclesiarcial Palace. His mood was particularly volatile and would swing from laughing one moment to murderous the next.

He would often fall into a trance like state, during which, according to him, he was receiving the words of the Emperor, although what he actually said was mumbling arguments with himself, and sometimes shouting out loud for no reason. These periods were often followed by bouts of excessive violence, possibly in these trances he was rehearsing his torture methods and his random screams were those of his victims. He had a huge map of the galaxy plotting the up to date warp storm movements so that whenever a new

planet was revealed, he could send out a fleet to reinstate his will.

With the Frateris Templars, the Astartes loyal to Vandire carried out his every command, including bombarding the Hive World of Calana VII without reason. He also ordered them to invade the farmlands of Boras Minor and enslave every female child under twelve years of age and melting the ice caps of Jhanna with the orbital defence cannons, drowning nearly four million people. All of his orders were meticulously taken for posterity, including the deaths of millions. He would dictate long speeches bemoaning the state of the Imperium and demanding justice...

Several chapters of the famed Adeptus Astartes, the Space Marines, were also at his command. After all he was the leader of the Imperium and loyal servant of the Emperor – why would the Astartes not carry out his orders? To ensure he could rely on the services of humanity's finest, Vandire and his corrupt officials instigated a new founding of Astartes - The twenty-first. For details on this cursed founding, read on...

Taskforce Name	Warzone	Permitted Armies	Champion
Flames of Purity	Dimmamar	Imperial Guard, Space Marines, Cursed Founding Astartes, Brides of the Emperor, Frateris Templar	Alicia Dominica
Emperor's Vengeance	Necromunda	Imperial Guard, Space Marines, Cursed Founding Astartes, Brides of the Emperor, Frateris Templar	Tziz Jarek
Shield of Ophelia	Ophelia VII	Imperial Guard, Space Marines, Cursed Founding Space Marines, Brides of the Emperor, Frateris Templar	Colonel Gasto
Legions of Bucharis	Fenris	Imperial Guard, Brides of the Emperor, Frateris Templar	Cardinal Bucharis
Sword of Clax	Vaust	Imperial Guard, Space Marines, Cursed Founding Astartes, Brides of the Emperor, Frateris Templar	Admiral Sehallia

## BRIDES OF THE EMPEROR

Vandire had a vast network of spies that notified him of cults that were not under his control. One of these was a small cult of perhaps only five hundred members on the little known Agri-World of **San Leor**. Naturally, Vandire was furious at this, people were worshipping the Emperor in a way the he didn't control, but the more he heard the more he began to covet this knowledge. The sect was called the **Daughters of the Emperor** and contained only females, who devoted themselves to the worship of the Emperor through inner purity. They studied the arts of war tirelessly and honed their skills throughout their entire lives. Vandire saw this as an opportunity, but didn't say what for. He ordered a ship ready and announced he would be visiting the planet.

When Vandire reached the temple, he found the gates barred against him and was informed by a young Daughter that he was not recognised by the cult. His servants, knowing Vandire's temper, believed they were all doomed, but Vandire had expected this and ordered them to witness an example of the strength of the Emperor in him. With a small bodyguard, Vandire entered the temple and clutched his **Rosarius** while kneeling to the Emperor, praying for protection. He then stood and ordered one of his guards to shoot him. The officer refused at first not to put himself in danger, but Vandire persuaded that he had the Emperor's protection. The officer loaded his laspistol and shot Vandire in the

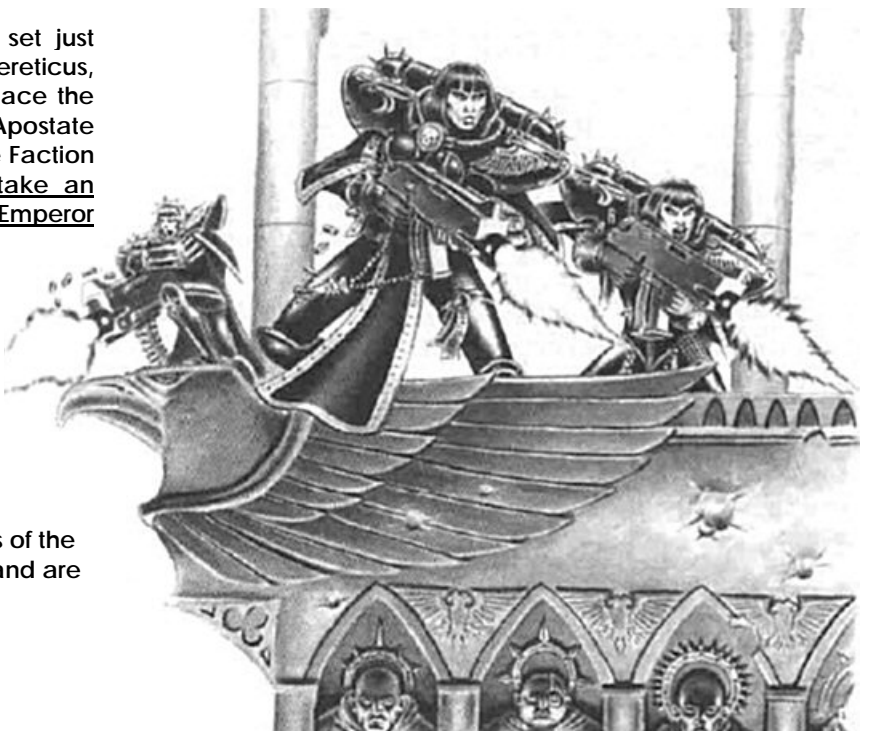
chest. There was a blinding flash of light and when it died down, Vandire was standing still, unhurt. As one the warriors in the temple fell on their knees to him. Later, Vandire boasted to his scribes that he assumed the Daughters would not have heard of a Rosarius and the energy field it created.

The Daughters took oaths of fealty to Vandire and he elevated them to the position of Ecclesiarchal bodyguards, taking them back to Terra. From then on they were the bodyguards and closest companions to Vandire, and he renamed them the **Brides of the Emperor**. They were trained by the best of the Imperial Guard and given the best weaponry the 35<sup>th</sup> Millennium had to offer. Word of their dedication to Vandire spread throughout the Imperium - they would perform any action that their lord wanted, at any time.

Not only were the Brides Vandire's bodyguard, but also his companions and servants. They tasted his food, fed him when he fell ill, nursed his frail body and entertained him with singing, dancing and other more exotic skills. Even though they were used in this way, they were still hardened fighters and when the Ecclesiarchy tried to assassinate Vandire, the Brides entered the meeting chamber of the traitorous Cardinals and locked the doors. One hour later they emerged with the heads of every cardinal present.

### USING THE BRIDES OF THE EMPEROR SERVING VANDIRE'S IMPERIUM IN THE AGE OF APOSTASY CAMPAIGN

- Brides of the Emperor armies must be selected using the latest edition of Codex Witch Hunters with the latest FAQ from Games Workshop's website.
- As the Age of Apostasy campaign is set just before the formation of the Ordo Hereticus, Brides of the Emperor players **MUST** replace the Inquisitor Lord with the entry for the Apostate Cardinal (see the special rules under the Faction Specific Units section). You may not take an Inquisitor of any kind in a Brides of the Emperor army.
- As Brides of the Emperor armies may not take an Inquisitor it necessarily follows that it cannot take the Orbital Bombardment or Assassins entries from Codex Witch Hunters.
- Acts of Faith work as normal.
- And Celestial Brides units taken by Brides of the Emperor Armies are considered Faithful and are not restricted 0-1.



# CURSED FOUNDING ASTARTES

## INCLUDING BLACK DRAGONS, LAMENTERERS, MINOTAURS, AND THE SONS OF ANATEAUS.

Vandire's allies within the High Lord's of Terra had passed a new edict permitting the twenty-first founding of the Adeptus Astartes some months before Vandire took his position of authority. Once in power, Vandire ensured that not only was the twenty-first founding the largest since the end of the Horus Heresy, but that the marines created in it would exceed the remarkable talents of their predecessors. In many ways this goal was achieved as the founding created dozens of new chapters to defend the Imperium from its enemies. But each of the chapter's created under Vandire's order were marked by

tragedy. Soon the founding gained a reputation of being cursed.

None can tell the number of Cursed Founding Chapters in existence, as all record of their creation has been expunged from Imperial archives. Those that have been witnessed in battle appear to possess distinct abilities and mutations. All are loyal to the Imperium and what it stands for and under Vandire's agents will put down any and all opposition to Imperial law – especially the heretical blasphemies of Sebastian Thor and his treacherous Confederation of Light.

### USING THE CURSED FOUNDING ASTARTES SERVING VANDIRE'S IMPERIUM IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Space Marines. You may not use Codex Armageddon or Codex Eye of Terror. The rules for Cursed Founding marines found in White Dwarf or the 2004 Annual are NOT to be used in this campaign. Please contact us at the Tempus Fugitives if you do not understand this point
- When choosing your Cursed Founding Astartes army you MUST apply one of the following cursed traits. These traits represent the side effects imposed upon the chapter during its inception, and often prove a curse and a blessing in equal measures. Note that all Cursed Founding Space Marines in the force must be upgraded in this way at +5 Points per model even if the model gains no benefit from the special rule (such as Razor Sharp Claws). Cursed traits have no effect on vehicles (including Dreadnoughts) and cannot be purchased for them.

Cursed Trait	Effect
Supernatural Resilience	All models gain +1 Toughness (does not count for instant kill purposes)
Aura of Doom	Enemy units must pass Leadership test before assaulting any model in the army. If failed, the enemy unit may not assault and must instead fall back. Units which are Fearless ignore this rule.
Razor Sharp Claws	Assault, Veteran and Command squads gain the Rending special rule in close combat and may carry other weapons as normal.
Berserker Rage	All models gain +1 Attack and become Fearless but may NOT take Heavy weapons in Tactical, Veteran or Devastator squads.
Ghostly Apparition	All models gain a 6+ Invulnerable save and may always deep strike. All vehicles gain this ability for free (but do not receive the save). May not take Drop Pods.
Cursed Emanations	All models receive a 5+ cover save as they are wreathed in shadow, flame or other emanations.

- Cursed Founding Astartes armies MAY take any one Major or Minor Advantage from Codex Space Marines.
- Cursed Founding Astartes armies MUST take the Major Disadvantage: Aspire to Glory from Codex Space Marines – representing their recent creation.
- The psychic power 'Storm of the Emperor's Wrath' is replaced by 'Fear of the Darkness' for no additional cost. A Cursed Founding Astartes librarian may not purchase Storm of the Emperor's Wrath.
- Cursed Founding Astartes armies may take 0-1 squads of Cursed Knights (see the special rules under the Faction Specific Units section).
- Cursed Astartes benefit from all of the normal rules for Space Marines including 'And They Shall Know No Fear'

## FRATERIS TEMPLAR

With the Scholar Progenium corrupted for his own purposes and the Imperial Guard and Adeptus Astartes at his command it is a wonder why Vandire built up the Ecclesiarchy's military strength as much as he did. But closer examination showed that aside from the loyalty of Admiral Sehallia and her fleet from Battlefleet Solar, the remainder of Vandire's military strength was little more than a group of forces acting out of fear or obligation. Aside from the newly founded Astartes, what Vandire needed was a devoted military force of an immense size which could be used to keep the galaxy under Imperial control. Within three months, eighty planets had fallen to the new Confederation of Light and it was only through the power of the Frateris Templars that the

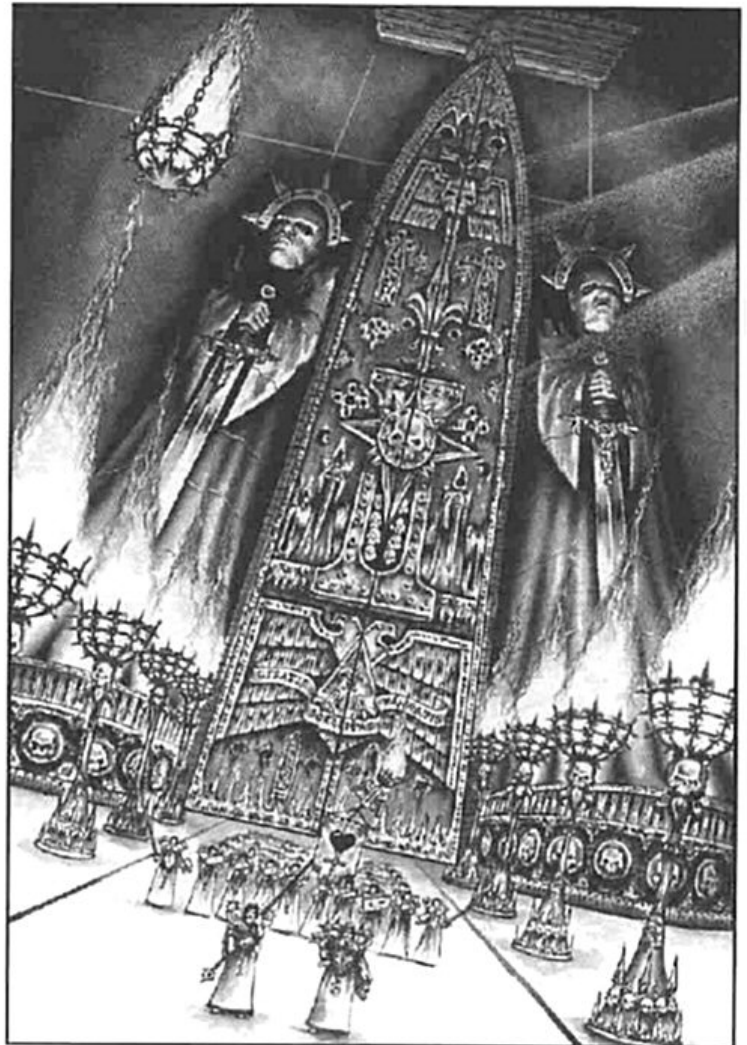
other populations were held in check. The most trusted of the Templar Frateris were dispatched to raze Dimmamar to the ground.

Soon after the warfleet jumped into the warp from the base on Clax, it was destroyed by a gigantic Warp Storm. The last astropathic report indicated white arcs of light tearing the ships apart, literally, as well as the soldiers on board. The Clax system has been cut off since, by the Storm of the Emperor's Wrath.

With the death of a vast fleet, the whole of Segmentum Obscurus, led by elements of the Imperial Navy and Guard burst into rebellion. The need for the Frateris Templar was never greater.

### USING THE FRATERIS TEMPLAR SERVING VANDIRE'S IMPERIUM IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected must be selected using the latest edition of Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Though in many ways similar to the Imperial Guard the Frateris Templar lack several specific units in their army choice. As a result a Frateris Templar army may NOT include: Ogryns, Ratlings, Engineers, Commissars or Sanctioned Psykers. Otherwise it is able to take doctrines if desired but may not take any which would permit any of the above units to be taken.
- A Frateris Templar army MUST be led by an Apostate Cardinal (see the special rules under the Faction Specific Units section).
- A Frateris Templar army MUST include at least one Priest (though it is strongly suggested a player take more than one). As it has taken a Priest, a Frateris Templar army may include Arco-flagellant units as Elite choices and Penitent Engines as Heavy Support choices. See Codex Witch Hunters for more details.
- A Frateris Templar army MUST take at least one Apostate Priest (see the special rules under the Faction Specific Units section).
- Frateris Templar armies do NOT generate Faith Points.



# IMPERIAL GUARD

## INCLUDING REGIMENTS FROM CADIA, NARMENIA, NECROMUNDA, RIGEL, TALLARN, TERRA, AND VOLPONE

With the Schola Progenium corrupted, newly trained Commissars were ever vigilant for any spark of heresy and often closely worked with members of the Ecclesiarchy. Armies loyal to Vandire and his Imperium had to endure brutal treatment from their Commissars. Priest actively operated within even those regiments which previously had kept their faith as a more personal issue.

The Age of Apostasy was a dark time for many famous regiments of the Imperial Guard as their service to the Emperor was subverted either willingly

or through fierce punishment by the commissariat to the will of Vandire and his Apostate Cardinals.

A further blow to the Imperial Guard came from the lack of maintenance much of their wargear received from the Adeptus Mechanicus. The tech-priests which for millennia had fought in the armies of mankind were recalled to Mars or other Forgeworlds rather than participate in an Imperium which the Magos' believed was intent on persecuting the servants of the Omnissiah.

## USING THE IMPERIAL GUARD SERVING VANDIRE'S IMPERIUM IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected must be selected using the latest edition of Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- The army MUST include at least one Commissar and MUST include at least one Priest. If taking a Priest requires an additional doctrine to be used by an Imperial Guard army then the player may do so at no additional penalty. Even regiments of renown such as those from Cadia must include at least one Priest and in doing so have eight doctrines to use rather than the usual seven for that regiment.
- As the Adeptus Mechanicus have withdrawn their services to Vandire and his Imperium, an Imperial Guard army may NOT include Engineeseers.
- You may use the rules for Tank Companies/Armoured Battle Groups found in Chapter Approved, the Games Workshop Website and in Imperial Armour Volume One. In combat patrols you may take an Armoured Fist squad as your mandatory Troops choice.
- Due to the fear of reprisals, Imperial Guard forces that serve Vandire's Imperium receive the doctrine 'Iron Discipline' to all of their Imperial Guard Officers at no additional cost. This doctrine is in addition to any others the regiment may use and is used even if the army does not use doctrines. Regiments that already have the 'Iron Discipline' doctrine gain no additional benefit, save that like all other Guard armies serving Vandire's Imperium, they do not have to pay for the bonus to be applied to their squads. Armies with Chem Inhalers cannot receive this bonus.





# SPACE MARINES

**INCLUDING BLOOD ANGELS, DARK ANGELS, HOWLING GRIFFONS, ULTRAMARINES AND RED SCORPIONS**

Some portions of the Imperium remained free of the horrors of Vandire's reign. The Space Marines and Adeptus Mechanicus maintained their own small, semi-independent states within the Imperium; for example, many Marine chapters rule over their own home planets, virtually independent from the central government of the Imperium. Vandire's tyranny was not felt in these enclaves. By the same token, these very powerful military forces of the Emperor steered clear of Vandire, allowing him a free hand everywhere else in the Imperium.

Some Space Marine chapters owed debts of fealty to the Ecclesiarchy or felt that Vandire's position was a

justified one and continued to carry out his commands even after he liquidated the High Lord's of Terra.

But many of the marine chapters were gradually dragged into the conflict on either side and it was not until the final assault on Terra that the Astartes as a whole rallied behind Thor and the Confederacy of Light.

The hundreds of marines killed on both sides by brother marines was an atrocity not seen on this scale since the Great Heresy...

## USING SPACE MARINES SERVING VANDIRE'S IMPERIUM IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Space Marines. Dark Angels and Blood Angels use their supplementary Codex with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. You may not use Codex Armageddon or Codex Eye of Terror.
- With the confusion in orders and the constantly changing nature of the conflict it is possible that marines from the same chapter may end up fighting on opposite sides. This is intentional; however, two players with the same chapter cannot fight each other. Instead, if such an occurrence happens they must find new opponents. No Ultramarine is going to shoot another, no matter how confusing their orders...
- Drop Pods may be used; however appropriate Forgeworld or converted models must be taken. No paper cups/proxy models please!
- If you wish to play an army of one of the Chapters using the Chapter Traits rules found in Codex Space Marines, then the traits listed in that Codex are the traits you must use. However, using the normal Space Marines army list without Chapter Traits is always a valid option, and is perfectly representative of these Chapters.
- Red Scorpions have the Traits Purity Above All and Have Pride in Your Colours (for more information on this fantastic chapter please see Imperial Armour Volume 4)



# THE CONFEDERATION OF LIGHT

A young agent arrived, with fear, on Holy Terra, bringing a detailed report from the distant world of **Dimmamar**. His report was disturbing, but Vandire burst into an apocalyptic rage ordering his Brides to behead the agent there and then in the audience chamber. The planet Dimmamar had denounced Vandire as a traitor to humanity, and one name was to be heard many times across the Segmentum Obscurus, **Sebastian Thor**.

No one knew where this man had come from but the High Lords raged in debate for over a month on what should be done. Vandire fell more into himself and was seen huddled on the velvet throne in the meeting chamber, flanked by his Bride of the Emperor body guards. Within three months, eighty planets had fallen to the new Confederation of Light and only the power of the Frateris Templars held other populations in check. The most trusted of the Templar Frateris were dispatched to raise Dimmamar to the ground.

Soon after the warfleet jumped into the warp from the base on Clax, it was destroyed by a gigantic Warp Storm. The last astropath report spoke of white arcs of light literally tearing the ships apart, as well as the

soldiers on board. The Clax system has been cut off since, by the **Storm of the Emperor's Wrath**.

With the death of a vast fleet, the whole of Segmentum Obscurus burst into rebellion. The Cardinal Palaces were stormed and the beautiful hangings were destroyed. No one knew who Thor was, and many in the Astartes loyal to Vandire's Imperium suspected him to be a daemonic entity, but he was just a man, born in a Dimmamar Schola Progenium habitat. Thor claimed also to have had visions from the Emperor and warned that humanity was falling. He had an eloquence and charisma that none could match, or understand and could reach into the hearts and minds of the people.

Quickly, thousands travelled to hear Thor speak and preach and went away again, spreading the message themselves. Governor **Gaius Welkonnen** of Dimmamar was so impressed that he placed the army of Dimmamar at Thor's command. Anarchy followed. Most of the Segmentum Obscurus fell and many of Vandire's spies were sought out and driven away, although he still knew that Thor's army had grown to at least five million. He also knew it was slowly making its way to Terra...

Taskforce Name	Warzone	Permitted Armies	Champion
Shield of Dimmamar	Dimmamar	Imperial Guard, Space Marines, Cult Mechanicus, Daemon Hunters	Lord Gaius Welkonnen
Crusade for Terra	Necromunda	Black Templars, Imperial Fists, Soul Drinkers, Fire Hawks, Crimson Fists	Chapter Master Lazerian
Storm of Iron	Ophelia VII	Cult Mechanicus, Imperial Guard (esp. Vostroyans), Space Marines (esp. Iron Hands)	The Dragon's Shadow
Sons of Russ	Fenris	Space Wolves	Bjorn the Fellhanded
Sword of Light	Vaust	Imperial Guard, Space Marines, Cult Mechanicus, Daemon Hunters	Inquisitor Jaeger



## BLACK TEMPLARS

Perhaps the Black Templars' finest hour was during the Age of Apostasy. The Terran Crusade saw the Black Templars fighting from the blistering ash wastelands of Necromunda to their ultimate goal within the precincts of the Ecclesiarchal Palace against the defenders of the High Lord of the Administratum, Goge Vandire, after his forces had bombarded several of the Black Templars' Chapter keeps.

The siege lasted many months until the Emperor's Champion, a fiery warrior named Navarre, declared that a vision of him triumphant atop the breach in the Tempest Wall had come to him as he cleaned heretic's blood from the blade of his Black Sword.

Navarre led a small force of brave warriors once more into the breach as Imperial Fists' grand batteries pummelled the walls. The Black Templars fought up the bloody slopes of the breach, the air thick with smoke and gunfire, chanting litanies of hate and canticles of devotion with every yard gained.

One by one Navarre's brothers were picked off as the Imperial barrages slackened off for fear of hitting their own warriors, and the fire on the breach intensified. Less than 20 metres from the crest of the breach, the banner bearer was killed, and the battle standard of the crusade fell to the ground.

Navarre reached down and lifted the battle flag high, marching resolutely onwards, despite several grievous wounds. Though gunfire filled the air and the blades of his foes struck at him, not once did he take a backwards step and he fought off all those who would dislodge him from his position.

Such was his valour that he held the banner aloft for all to see and the hearts of his fellows were filled with holy zeal to defeat the foe. A combined force of Imperial Fists, led by Chapter Master Lazerian, and the Fire Hawks poured into the breach, and such was the fear that had settled in the hearts of the defenders in the face of Navarre's terrible fury, they could not stand before this new assault and the walls were carried.

### USING BLACK TEMPLARS ALLIED TO THE CONFEDERACY OF LIGHT IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Black Templars with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. You may not use Codex Armageddon.
- With the confusion in orders and the constantly changing nature of the conflict it is possible that Black Templars may end up fighting on opposite sides. This may happen if all of the Crusade for Terra tickets are taken and a Black Templar player then registers. We will try everything possible to ensure that such a player is assigned to another taskforce in the Confederacy of Light but we cannot promise. Instead, if such an extreme occurrence happens the two Templar players must find new opponents. No Black Templar is going to shoot another, no matter how confusing their orders.
- Drop Pods may be used; however appropriate Forgeworld or converted models must be taken. No paper cups/proxy models please!
- Codex Black Templars may be used to create crusading marine chapters of your own design. However there are a few important points to bear in mind. You cannot use Codex Black Templars to represent a different chapter and be included in the Crusade for Terra taskforce, nor can you use the Codex Black Templars to represent a chapter who already have a specific set of rules laid down for them (such as Space Wolves, Salamanders or Imperial Fists).
- Only Black Templars, Imperial Fists, Soul Drinkers, Fire Hawks and Crimson Fists may be included in the Crusade for Terra taskforce. All other space marine chapters will be assigned to one of the other taskforces. Should a Black Templar player not be included in the Crusade for Terra taskforce they will be placed in another taskforce in the Confederation of Light.



## CULT MECHANICUS

The Adeptus Mechanicus believe that all technology is inhabited by a Machine spirit, a lesser aspect of their central deity. A reasoned approach would suggest that they are mistaking the primitive remnants of AI, found in most Imperial technology, for something spiritual.

The Cult Mechanicus await the arrival of the Omnissiah, a prophesised physical avatar of the Machine God. During the Great Crusade the forces of the Emperor liberated many of the forge worlds founded as colonies of Mars in ancient times. On his arrival at many of the worlds, the Cult Mechanicus recognised the Emperor as the long awaited Omnissiah; however with his ascension of the Golden

Throne at the dawn of the Imperial Age this belief was largely discredited.

Like the Space Marines, the Adeptus Mechanicus remained distant from much of the strife within the Imperium during the early years of Vandire's reign. But the Ecclesiarchy could not permit such a powerful organisation such as the Cult Mechanicus to exist in its present form. Mars was blockaded by Battlefleet Solar and quarantines were placed around many other Forgeworlds. Reluctantly, the Mechanicus called on millennia-old alliances with the Iron Hands Chapter, the Vostroyan Regiments to name a few and sent out their Skitarii legions and titans to defend their right to co-exist in the Imperium of Man.

### USING THE ADEPTUS MECHANICUS ALLIED TO THE CONFEDERACY OF LIGHT IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- The army **MUST** use the following doctrines taken from Codex Imperial Guard: Grenadiers, Cyber-Enhancements, Storm Trooper Squads, and Tech-Priest Engineeers. Players are free to select a further TWO doctrines but may not choose Priests. It is recommended that any units taken are suitably modified to represent the Cult Mechanicus rather than a regular Imperial Guard army. For example, taking Ogryns as a doctrine would represent a unit of heavy combat servitors rather than just simply Ogryns.
- The Command Section entry in Codex Imperial Guard should be ignored and is instead replaced with the Magos Prime unit listed under the Faction Specific Units section of this supplement.
- The Infantry Platoon Command Squad entry in Codex Imperial Guard should be ignored and is instead replaced with the Tech-Priest Engineeer entry listed in Codex Imperial Guard.
- Cult Mechanicus armies may take Legio Cybernetica Cohorts listed under the Faction Specific Units section of this supplement as Elites choices. They are not restricted 0-1 as they are in other armies.



# IMPERIAL GUARD

INCLUDING REGIMENTS FROM DIMMAMAR, ELYSIA, MACRAGGE AND VOSTROYA

During the Age of Apostasy, the first objective for armies siding with the Confederacy of Light was to kill their Commissars. The Schola Progenium had become corrupted at its highest levels and the loyalty of many of the Commissars was now directly tied to the Ecclesiarchy.

Once free from the tyranny of the Commissariat, many Imperial Guard senior officers contacted elements of the Imperial Navy (particularly Battlefleet

Gothic, Battlefleet Armageddon and the majority of Battlefleet Obscurus) which had openly declared for Sebastian Thor and his Confederacy of Light. They either arranged transport to Dimmamar or met up with Astartes and Mechanicus forces already heading for Terra and pledged their support.

The battle for the soul of the Imperium had begun...

## USING THE IMPERIAL GUARD ALLIED TO THE CONFEDERACY OF LIGHT IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Imperial Guard with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- The army may NOT include Commissars.
- You may use the rules for Tank Companies/Armoured Battle Groups found in Chapter Approved, the Games Workshop Website and in Imperial Armour Volume One. In combat patrols you may take an Armoured Fist squad as your mandatory Troops choice.
- Due to the desperate nature of the conflict, Imperial Guard forces that have allied themselves with the Confederacy of Light receive the doctrine 'Die Hards' to all of their Imperial Guard Infantry Units and Rough Rider squads at no additional cost. This doctrine is in addition to any others the regiment may use and is used even if the army does not use doctrines. Regiments that already have the 'Die Hards' doctrine gain no additional benefit, save that like all other Guard armies allied to the Confederacy of Light, they do not have to pay for the bonus to be applied to their squads. Armies with Chem Inhalers cannot receive this bonus.

# DAEMON HUNTERS

For millennia the Inquisition and the Ecclesiarchy have been in opposition of each other. Both factions are deeply suspicious of the other's motives and envies the considerable power wielded by the other. Vandire's elevation to Ecclesiarch changed the balance of power considerably in the Ecclesiarchy's favour and for decades the Inquisition found themselves to be circumvented or persecuted by agents of the Imperial Creed. Rather than being viewed as fighting against the daemons of chaos, the Inquisition was portrayed as acting in association with

the daemonspawn of the warp (daemonhosts and the like being cited as prime examples).

After receiving rumours of a new figure coming to prominence on Dimmamar, it was agreed by the Malleus Conclave on Hercular that full and open (rare for the Malleus) support should be given to Sebastian Thor and his Confederacy of Light. Should they fail, it was conceivable that the next few centuries would see the persecution and eventual extinction of the Ordo Malleus.

## USING DAEMON HUNTERS ALLIED TO THE CONFEDERACY OF LIGHT IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Daemon Hunters with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Daemon Hunters may not be taken as allies in another army. They may only be taken as an army in their own right.
- You MAY NOT take Officio Assassinorum Operatives from the Daemon Hunters army-list.

# SPACE MARINES

**INCLUDING BLOOD ANGELS, DARK ANGELS, ULTRAMARINES, IMPERIAL FISTS, IRON HANDS, FIRE HAWKS AND SOUL DRINKERS**

Some portions of the Imperium remained free of the horrors of Vandire's reign. The Space Marines and Adeptus Mechanicus maintained their own small, semi-independent states within the Imperium; for example, many Marine chapters rule over their own home planets, virtually independent from the central government of the Imperium. Vandire's tyranny was not felt in these enclaves. By the same token, these very powerful military forces of the Emperor steered clear of Vandire, allowing him a free hand everywhere else in the Imperium.

Some Space Marine chapters owed debts of fealty to the Ecclesiarchy or felt that Vandire's position was a

justified one and continued to carry out his commands even after he liquidated the High Lord's of Terra.

But many of the marine chapters were gradually dragged into the conflict on either side and it was not until the final assault on Terra that the Astartes as a whole rallied behind Thor and the Confederacy of Light.

The hundreds of marines killed on both sides by brother marines was an atrocity not seen on this scale since the Great Heresy...

## USING SPACE MARINES ALLIED TO THE CONFEDERACY OF LIGHT IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Space Marines. Dark Angels and Blood Angels use their supplementary Codex with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. You may not use Codex Armageddon or Codex Eye of Terror.
- With the confusion in orders and the constantly changing nature of the conflict it is possible that marines from the same chapter may end up fighting on opposite sides. This is intentional; however, two players with the same chapter cannot fight each other. Instead, if such an occurrence happens they must find new opponents. No Ultramarine is going to shoot another, no matter how confusing their orders...
- Drop Pods may be used; however appropriate Forgeworld or converted models must be taken. No paper cups/proxy models please!
- If you wish to play an army of one of the Chapters using the Chapter Traits rules found in Codex Space Marines, then the traits listed in that Codex are the traits you must use. However, using the normal Space Marines army list without Chapter Traits is always a valid option, and is perfectly representative of these Chapters.
- Soul Drinkers, Fire Hawks and any other chapters not specifically given Traits in Codex Space Marines or here may be taken as Codex or using Traits. Please let your opponent know which traits you will be using beforehand.
- Crimson Fists may only be taken as a Codex chapter. The events on Rynn's World have not occurred yet and to be honest having Preferred Enemy against Orks is not going to do your army a lot of good in an Imperial civil war
- Only Black Templars, Imperial Fists, Soul Drinkers, Fire Hawks and Crimson Fists may be included in the Crusade for Terra taskforce. Only Space Wolves can be included in the Sons of Russ taskforce. All other space marine chapters will be assigned to one of the other taskforces.





## SPACE WOLVES

Along with almost every other Space Marine Chapter, the Space Wolves had elected to protect their founding world and patrol only the nearest systems. When Cardinal Bucharis' immense fleet dropped from the warp to envelop the Albia system, it encountered the Space Wolves cruiser Claw of Russ as it was preparing to leave. After a brief battle, during which a Navy cruiser and a transport ship were destroyed, the Space Wolves jumped into the warp and escaped. Bucharis' arrogance cost him dearly. As he began his assault on Fenris, he was countered with the full might of the Sons of Russ. Using hidden passages riddling the mountains and linking all of Asaheim to the Fang, the Space Wolves penetrated deep into the enemy army. Screaming blood-curdling battle cries the Blood

Claws would attack the soldiers of Bucharis in the darkness of Fenris' forests, ripping their foes apart with their teeth and hands to conserve ammunition and power packs. Long Fangs ambushed the mile-long tank convoys, often blowing apart entire mountain valleys to crush the enemies of the Space Wolves beneath a storm of immense rocks and rubble. Dreadnoughts smashed their way into the heart of the marching columns, leaving a path of desolation in their wake. The dungeons of the Fang were opened and the Wulfen set upon the terrified Frateris Templars. Even at night the baying of the monstrous Fenrisian Wolves haunted many patrols and most were never seen again. The battle for Fenris had begun...

### USING SPACE WOLVES ALLIED TO THE CONFEDERACY OF LIGHT IN THE AGE OF APOSTASY CAMPAIGN

- Armies must be selected using the latest edition of Codex Space Marines and the supplementary Codex Space Wolves with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. You may not take a 13<sup>th</sup> Company army from Codex Eye of Terror.
- With the confusion in orders and the constantly changing nature of the conflict it is possible that marines from the same chapter may end up fighting on opposite sides. This is intentional; however, two players with the same chapter cannot fight each other. Instead, if such an occurrence happens they must find new opponents. No Space Wolf is going to shoot another, no matter how confusing their orders...
- Drop Pods may be used; however appropriate Forgeworld or converted models must be taken. No paper cups/proxy models please!
- Only Space Wolves can be included in the Sons of Russ taskforce. All other space marine chapters will be assigned to one of the other taskforces. Should a Space Wolf player not be included in the Sons of Russ taskforce they will be placed in another taskforce in the Confederation of Light. Codex Space Wolves may be used to create feral marine chapters of your own design. However there are a few important points to bear in mind. You cannot use Codex Space Wolves to represent a different chapter and be included in the Sons of Russ taskforce, nor can you use the Codex Space Wolves to represent a chapter who already have a specific set of rules laid down for them (such as Black Templars, Salamanders or Imperial Fists).
- Space Wolves players may take Fenrisian Wolf packs (see the Faction Specific Units section for more details).
- Space Wolves players may take a Wulfen pack (see the Faction Specific Units section for more details).
- Space Wolves may re-roll difficult terrain tests while on Fenris.
- Blood Claw packs are now 1+ and there is no minimum number to the Grey Hunter packs taken.
- Space Wolves may re-roll the distance seen in Fenrisian blizzards in the same way that they do with their Acute Senses.
- To represent their familiarity with the terrain, all Wolf Scout squads not deployed behind enemy lines may make a free Scout move at the beginning of the game while on Fenris.

## FACTION SPECIFIC UNITS

There are several units which may be taken by many of the armies during the Age of Apostasy. 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 Apostasy. Where a unit is restricted to one Faction or another, it is clearly indicated in the army entry.

<b>Cursed Knights</b>	<b>Pg 22</b>
<b>Apostate Cardinal</b>	<b>Pg 23</b>
<b>Celestial Brides</b>	<b>Pg 24</b>
<b>Fenrisian Wolves</b>	<b>Pg 24</b>
<b>War of Vindication Assassins</b>	<b>Pg 25</b>
<b>Zealots</b>	<b>Pg 29</b>

<b>Deathwatch</b>	<b>Pg 30</b>
<b>Apostate Priests</b>	<b>Pg 31</b>
<b>Wulfen</b>	<b>Pg 31</b>
<b>Legio Cybernetica Cohort</b>	<b>Pg 32</b>
<b>Magos Prime</b>	<b>Pg 33</b>

### 0-1 CURSED KNIGHTS SQUAD

#### CURSED ASTARTES ARMIES ONLY.

*These individuals appear to have escaped their chapter's curse and yet beneath the veneer of strength, and physical perfection lies a curse more profound than that of their battle brothers. Theirs is a tragic fate, shunned by their brethren as not sharing in the curse that makes them unique and yet at the same time palpably unnatural enough to mark them as deviant in the eyes of their brothers in other chapters.*

If you wish to field these paragons of Vandire's Cursed Founding then you can include them as a single Elites choice.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Cursed Knight</i>	28	4	4	4	4	1	4	2	9	3+
<i>Cursed Paladin</i>	45	4	4	4	4	2	4	3	10	3+

**Number/Squad:** 1 Cursed Paladin and 4-9 Cursed Knights.

**Equipment:** Bolters and frag grenades. Any member of the squad may exchange their bolter for a bolt pistol and close combat weapon at no extra points cost.

**Options:** Two Cursed knights may each be armed with one of the following special weapons: a flamer at +6 points, a meltagun at +10 points or a plasma gun at +10 points.

The squad can be equipped with krak grenades at +2 points per model.

The squad may be equipped with jump packs for +10 points per model.

**Character:** The Cursed Paladin has terminator honours (already included in his profile). He may purchase additional wargear from the space marine armoury.

**Transport:** Unless equipped with Jump Packs, the Cursed Knight may be mounted in a Rhino at an additional cost of +50 points

#### SPECIAL RULES

**Cursed Traits:** Cursed Knights cannot purchase the Cursed Traits as shown under the Cursed Astartes army list.

**Feel No Pain:** Cursed Knights benefit from the Feel No Pain universal rule.





## O-I APOSTATE CARDINAL

### VANDIRE'S IMPERIUM ARMIES ONLY.

*The Cardinals of the Ecclesiarchy are extremely charismatic individuals who are responsible for the spiritual health of the Emperor's flock. An Apostate Cardinal serves the Emperor's grace through the decrees of Vandire and these megalomaniacs will do everything in their power to exploit faith in the Emperor for personal gain.*

If you wish to field one of these figureheads of Vandire's cause, then you can include one as a single HQ choice. It may count as your army's compulsory HQ choice, so powerful is the mandate these figures wield and so deeply entrenched is the Ecclesiarchy in the armies of the Imperium. You must include at least one Apostate Cardinal in a Frateris Templar army.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Apostate Cardinal	120	3	3	3	3	3	3	1	10	-
Pontifex Guard	20	4	3	3	3	1	4	2	8	4+

**Number/Squad:** 1 Apostate Cardinal and 4-9 Pontifex Guard.

**Equipment:** The Apostate Cardinal is armed with a close combat weapon, a Rosarius (giving him a 4+ Invulnerable save) and his Pledge of Deliverance. The Pontifex Guard carry power swords and suppression shields. The suppression shield counts as an additional close combat weapon and gives the Pontifex Guard a 4+ Invulnerable save in close combat only.

**Transport:** At the start of each battle the Apostate Cardinal and his Retinue may commandeer the use of any other unit's transport in the army provided that it has the capacity to fit the unit (so a unit of 8 Pontifex guard and the Cardinal could not commandeer a Space Marine tactical squad's Razorback but they could commandeer the Space Marine command squad's Land Raider). The unit from which the transport is taken may not make use of that transport for the duration of game. Transports must, of course, be paid for as normal.

### SPECIAL RULES

**Independent Character:** The Apostate Cardinal is an independent character and follows all of the rules for characters found in the Warhammer 40,000 rulebook. If the retinue is destroyed, he becomes an independent character and is free to join other units.

**Pontifex Guard:** Decades of listening to the sermons of the Cardinals and Priests of the Ecclesiarchy and the regimented discipline of their training make Pontifex Guard immune to the Righteous Fury special rule. Pontifex Guard are automatically affected by the Dominion special rule and as such are immune to Pinning and Morale tests even if the Cardinal fails his leadership test.

**Righteous Fury:** Such is the rage imbued by a Cardinal's oratory that a unit including one must charge in the Assault phase if there are enemy in reach. In addition, such is their state of agitation that they always count as moving even if the models are stationary, so would be unable to fire heavy weapons.

**Pledge of Deliverance:** The Apostate Cardinal may reveal Vandire's Pledge of Deliverance once per battle. This may be done at any time. On the turn the Pledge is revealed, all friendly models within 2D6" receive a +1 Attack bonus for the rest of that turn as they fight to prove their devotion. Note that the Pledge may be revealed in an opposing player's turn if you wish.

**Dominion:** Such is the power of the Apostate Cardinal's constant oratory that he instils total devotion in those near him. The Apostate Cardinal can make a Leadership test at the start of his turn. If this is passed then any friendly squad with a model within 12" of the Apostate Cardinal will automatically pass all Morale and Pinning tests, even if failure is normally automatic, until the beginning of the Adversary player's next turn.

**The Flock:** Zealots in an army do not count towards the maximum Troops units that may be taken in an army with an Apostate Cardinal as an HQ choice. For instance, a player could take the normal six Troops choices plus two extra Troops choices, provided that these extra choices were Zealots (See Zealot entry for more details).

## O-I CELESTIAL BRIDES SQUAD

### VANDIRE'S IMPERIUM ARMIES ONLY.

The most skilled fighters amongst the Brides of the Emperor will be gathered together in specialised squads. Celestial Brides are ferocious fighters whose burning hatred of those singled out by Vandire as the Emperor's enemies make them formidable foes in combat. They are fervent adherents to the Imperial Creed and skilled practitioners of the martial disciplines extolled by the Brides of the Emperor.

If you wish to field these powerful devotees to Vandire's cause, then you can include them as a single Elites choice.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Celestial Bride</i>	13	4	4	3	3	1	4	2	10	3+
<i>Celestial Superior</i>	+10	4	4	3	3	1	4	2	10	3+

**Number/Squad:** 1 Celestial Superior and 4-9 Celestials.

**Equipment:** Bolters. The Celestial Superior may exchange her bolter for a bolt pistol and close combat weapon at no extra points cost.

**Options:** One Celestial may be armed with one of the following heavy weapons: a heavy bolter at +5 points, a heavy flamer at +12 points, or a multi-melta at +15 points.

One Celestial may be armed with one of the following special weapons: a flamer at +6 points, a meltagun at +10 points or a storm bolter at +5 points. If no heavy weapon is chosen, then an additional Celestial may be equipped with a special weapon.

The squad can be equipped with frag grenades for +1 point per model, and/or krak grenades at +2 points per model.

**Transport:** The Celestials may be mounted in a Rhino at an additional cost of +50 points

### **SPECIAL RULES**

**Holy Hatred:** When in close combat with any enemy with a WS attribute, Celestials hit on a 3+ regardless of respective Weapon Skill values. This advantage does not apply if the enemy is an independent character, walker or Monstrous Creature.



## O-I FENRISIAN WOLVES PACK

### SPACE WOLVES ARMIES ONLY.

The association between the Space Wolves and their homeworld is strong and is no better demonstrated than the inclusion of Fenrisian Wolves when the chapter goes to war. With the invasion of Fenris by Cardinal Bucharis, it seems like nature itself has turned on the Ecclesiarchy as packs of ferocious wolves fall on patrols of guardsmen and devour them utterly.

Space Wolf armies may include one pack of these ferocious predators as a single Fast Attack choice.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Fenrisian Wolf</i>	11	4	0	4	4	1	4	2	8	6+

**Number/Pack:** 10-20 Fenrisian Wolves.

### **SPECIAL RULES**

**Beasts:** Fenrisian Wolves are Beasts. They must always charge whenever possible.

## O-I WAR OF VINDICATION ASSASSIN

### BOTH THE CONFEDERACY OF LIGHT AND VANDIRE'S IMPERIUM ARMIES MAY TAKE ONE ASSASSIN.

*The Age of Apostasy was a time of tremendous civil unrest and many conflicts were fought during the Reign of Blood. But the most secret of these wars was the War of Vindication which took place within the Officio Assassinorum – the masters of the silent kill. Acting on orders from High Lord Goge Vandire, Tziz Jarek of the Callidus Assassins, killed the Grand Master of Assassins and assumed his identity - but the Grand Master had actually replaced himself with another Callidus assassin many years previously, and gathered assassins loyal to him to wage war against this usurper. Both sides used horrible weapons of destruction and assassins found themselves without clear orders fighting for Vandire's Imperium, the Confederacy of Light or, more often than not, for neither side, instead pursuing their own vendettas. Inquisitor Jaeger, after investigating the wars, has suggested the creation of the Ordo Sicarius to monitor the Officio Assassinorum and try to control the situation, but how many assassins' lives will be lost before the Wars of Vindication are over is likely to be more than the Imperium can bear.*

These rules for Assassins are different from those found elsewhere and should only be used during the Age of Apostasy. Do NOT use these rules in a normal game of Warhammer 40,000. They are specifically tailored for use in this campaign. Armies of either faction may take up to one Assassin as an Elites choice. You may not have more than one Assassin in your army under any circumstances. As War of Vindication Assassins have three wounds they may not be taken in Combat Patrols.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
Assassin	varies	5	5	4	4	3	5	3	10	4+

**Number/Squad:** 1 Officio Assassinorum Operative

**Options:** An Officio Assassinorum Operative must be from one of the following Temples: Callidus, Culexus, Eversor, Vanus, Venenum or Vindicare. The rules for agents of each of these Temples are shown below.

**Point values:** An Assassin's point value is dependent upon the Temple they belong to:

Callidus.....130 points	Culexus.....120 points
Eversor .....120 points	Vanus .....110 points
Venenum.....110 points	Vindicare.....130 points

### SPECIAL RULES

**Independent:** Assassins operate independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, Assassins cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder mission. However they are NOT independent characters and may be targeted by shooting like any other unit.

**Fearless:** Assassins are assumed to pass all Morale checks, even if failure is normally automatic, and cannot be pinned.

**Infiltrate:** Assassins are extremely adept at infiltration work, and may **always** use the Infiltrators scenario special rule.

**Invulnerable:** Assassins are preternaturally agile, able to dart aside from incoming blows, so their saving throw is Invulnerable.

**War of Vindication:** All assassins are under standing orders to liquidate assassins operating for their enemies. Every War of Vindication Assassin killed by another War of Vindication Assassin earns the player three times its normal victory points. Assassins who are killed by other means contribute victory points in the usual manner.



## CALLIDUS TEMPLE ASSASSIN

*Operating covertly, the Callidus teaches its assassins to get close to their target for the longest time of all the temples. To achieve its exacting tasks, the Temple specialises in the use and development of the shape-altering drug Polymorphine. With this a Callidus can masquerade as any human being they choose, from a beautiful young woman to a crippled old man.*

*On the battlefield, Callidus Assassins are dropped behind enemy lines, where they use their cunning and stealth to infiltrate the enemy army, usually by eliminating individuals and taking their place. Using this technique, the Callidus Assassin can get close to their targets, influencing their strategy and finally assassinating them when the opportunity arises. It was this training that enabled Tziz Jarek to murder the Grand Master of Assassins and allowed the Grand Master to temporarily escape certain death.*

### TEMPLE WARGEAR AND RULES

**C'tan Phase Sword:** The C'tan phase sword can only be used in close combat. No saves are allowed against hits from a phase sword, not even Invulnerable saves!

**Neural Shredder:** The neural shredder uses the Flame template and is fired just like a flame weapon. Roll to wound as follows: the neural shredder has Strength 8 but, rather than using the targets' Toughness values, their Leadership is used. Other than this, the To Wound chart is used as normal. Against vehicles, roll a D3 on the Glancing Hits table. The neural shredder is an assault weapon and has an AP of 1.

**Polymorphine:** The Callidus Assassin is always held in reserve, even in missions which do not normally use the Reserves rule. When the assassin becomes available, they may be placed anywhere on the battlefield, and can move and fight normally in the turn they arrives.

**Poison Blades:** If the Callidus Assassin is still in base contact with an enemy model at the end of the Assault phase, after all combats have been resolved, they may make an extra attack with their poisoned blades. This attack always wounds on a 4+, and normal Armour saves are allowed.

**Hit and Run.** A Callidus Assassin may attempt to disengage from a combat at the end of the assault phase. The Callidus Assassin has the Hit and Run universal rule as detailed in the Warhammer 40,000 rulebook.

**A Word in Your Ear...** The player with the Callidus Assassin can move one enemy unit up to 6" after both sides have deployed, but before the first turn starts. The unit's new position must be within the normal deployment zone, and the owning player may choose the facing of the unit after it has been moved.

## CULEXUS TEMPLE ASSASSIN

*Since the dawn of the Imperium, the Emperor and his servants have made use of those known as pariahs – humans that have, or appear to have, no presence in the Warp, there is just a void. They are, to all intents and purposes, soulless. The Sisters of Silence were used to round up dangerous enemies of the Imperium during the Great Crusade, and now, five millennia later, the Officio Assassinorum make use of these cursed humans in the Culexus Temple.*

### TEMPLE WARGEAR AND RULES

**Etherium:** Any unit wishing to shoot at or charge the Culexus Assassin must first pass a Leadership test. If the test is failed they may not target the Assassin, but may attack another target instead. The Culexus cannot be affected or targeted by psychic powers (force weapons count as power weapons).

**Animus Speculum:** The animus speculum has the following profile. For every psyker within 12" of the Culexus Assassin, add +1 to the animus speculum's Assault value (ie, Assault 2 becomes Assault 3 if there is one psyker within 12").

**Psyk-Out Grenades:** Instead of firing the animus speculum, the Culexus Assassin may throw a psyk-out grenade. This is only useful against psykers. Psyk-out grenades have a range of 6". Roll to hit as normal. If the psyker is hit, he must pass a Leadership test on 2D6. For each point the psyker fails the test by, he loses 1 Wound. Saving throws may be taken as normal. For example, a psyker (with Ld 7, due to the Soulless rule, below) rolls 9, and so loses 2 Wounds.

**Psychic Abomination:** Any psyker within 6" of the Culexus Assassin at the start of their turn must pass a Morale check or fall back. If they are with a unit, then the unit will also fall back.

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

**Psyker Assassin:** The Culexus Assassin can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, etc. The Culexus Assassin may ignore other models when charging into an assault if this will allow it to get into contact with a psyker.

**Life Drain:** The Culexus Assassin may use this ability when in close combat with a psyker. Before any attacks are worked out, but after models are moved, both players roll 2D6 and add the Leadership value of their respective models (remember the Soulless rule above). If the Culexus Assassin scores higher, the psyker loses 1 Wound, with no saving throws of any type allowed. This is worked out at the start of every round of close combat and wounds inflicted by this attack count towards the combat resolution. All other close combat attacks are worked out as normal. This power can only be used to affect one psyker per turn.

## EVERSOR TEMPLE ASSASSIN

*The Eversor Temple is Vandire's favourite of the Officio Assassinorum. Specialising in shock and terror tactics, and instilling fear of his retribution into the hearts and minds of all who hold positions of power, the assassins of Eversor can often reach those that even the Brides of the Emperor cannot reach. The Eversor is capable of literally ripping the heart out of any rebellion, leaving havoc and destruction in its wake. Such brutality ensures that the renegades are totally cleansed and that no would-be successors may take over as the enemy are utterly destroyed forever by the Eversor's unstoppable attack. Three Eversor assassins have been dispatched to Dimmamar to bring Vandire the heart of Sebastian Thor.*

### TEMPLE WARGEAR AND RULES

**Executioner Pistol:** The executioner pistol is a bolt pistol/needler combi-weapon, and may be fired as one or the other, but not both in the same turn. These have the profile given below. The needle pistol always wounds on a roll of 4+, regardless of the target's Toughness. A needle pistol has an Armour Penetration of D6 against vehicles.

Bolt Pistol: Range: 12" Strength: 4 AP: 5 Pistol  
Needler: Range: 12" Strength: X AP: 6 Pistol

**Power weapon, Frag grenades and melta bombs:** These follow the standard rules in the Warhammer 40,000 rulebook.

**Neuro-Gauntlet:** This is a close combat weapon. Roll to hit as normal, but don't roll to wound. Instead each hit causes one wound on a D6 roll of 4+ regardless of the target's Toughness, and with no Armour save allowed (Invulnerable saves may be taken as normal). Vehicles hit by a neuro-gauntlet take a glancing hit on a D6 roll of 6, regardless of the vehicle's Armour value.

**Combat Drugs:** The Eversor Assassin can charge 12" in the Assault phase (or double the distance of the dice roll if moving through difficult terrain). When the Eversor charges into combat, it gains an extra D6 Attacks rather than just +1 Attack.

**Fast Shot:** The Eversor's heightened metabolism allows it to act with incredible speed. The Eversor never counts as moving when firing its executioner pistol (so it may always fire twice).

**Bio-Meltdown!** If the Eversor is killed, place a Blast marker centred over the model. So terrible are the energies released by dying Eversors during the Wars of Vindication that any model touched by the template takes an automatic Strength 5 hit, with no armour saving throws allowed. So virulent are the pathogens in the destruction that any wounds caused by the blast will slay their target outright, regardless of the number of wounds it has taken. The Eversor is then removed from play.

## VANUS TEMPLE ASSASSIN

*There are many foes to the Imperium, and for them, the galaxy is a dangerous place. A lift may plummet, their vehicle may crash, and they may stumble across a long forgotten minefield, or be vaporised in the overload of a ship's Plasma Reactor. Often such accidents are caused by the unseen terror that is the Vanus.*

*Vanus Assassins favour espionage, sabotage and other covert activities. They are master sappers and engineers, able to rig almost any object into a fatal booby trap. For those hunted by the Vanus, nothing is safe, and even if some trap does not snare them, a silent Bolt-shell will...*

### TEMPLE WARGEAR AND RULES

**M.35 Bolter:** Equipped with advanced targeting systems and loaded with Stalker Silenced Rounds, the M.35 turns a Bolter into a rapid-firing Sniper Rifle. It has a range of 24" and becomes Heavy 2.

**Silenced Bolt Pistol:** The Silenced Bolt Pistol is designed to minimise firing noise, allowing for stealthy attacks. In a scenario where sentries are used, the Silenced Bolt Pistol will only be detected on a D6 roll of 6.

**Saboteur:** Vanus Assassins specialise in unseen dangers, laying mines and booby traps to take out their foes. An army including a Vanus causes disruption to an enemy army which is represented by the Preliminary Bombardment scenario rule. If the scenario being played uses Preliminary Bombardment anyway, roll for each unit twice. All Reserve rolls made by the opposing player are at a -1 Modifier



## VENENUM TEMPLE ASSASSIN

Many Assassins favour poison to dispatch a foe, and there are many poisons available to a would-be assassin. However, they are pale in comparison with the sheer destructive force of the Venenum, master of poison and biological warfare. Armed with complex bioweapons, containing the most deadly poisons the Imperium can create, Venenum Assassins are walking death. They can kill with a touch, their bodies filled with toxins that only they are immune to, and more than one victim has died to the kiss of a beautiful stranger...

On the battlefield, the Venenum make use of their less subtle equipment. Virus Bombs spread viral death through the enemy, while the Venenum's deadly Venom Blade drips with nano-virals capable of corroding bulkheads, and Needlers that spit ranged death, turning mighty warriors into bloated, rotting corpses.

### TEMPLE WARGEAR AND RULES

**Needle Pistol:** A compact weapon that delivers a lethal flight of poisoned darts into the Venenum's target. The Needle Pistol has a range of 12" and an AP of 5. It counts as a pistol and any hit always wounds on 3+ regardless of the target's toughness.

**Venom Blade:** Dripping with corrosive fluids, this trademark weapon of the Venenum Assassin is a one-handed power weapon that always wounds on 3+ regardless of the target's toughness.

**Virus Grenades:** Count as Frag Grenades. Additionally, before any attacks are resolved, all models within 6" of the Venenum Assassin takes an automatic hit that wounds on a D6 roll of 6. Saves are not affected.



## VINDICARE TEMPLE ASSASSIN

Cold, unfeeling and distant - the Vindicare Temple was the first to start the Wars of Vindication. It was they who, literally, fired the first shot by colluding with Vandire and his associates to assassinate Ecclesiarch Paulis III, which paved the way for Vandire to be declared Ecclesiarch and begin his Reign of Blood. From hidden vantage points the Vindicare bide their time for the single shot to complete their mission.

### TEMPLE WARGEAR AND RULES

**Exitus Rifle:** The exitus rifle is treated as a sniper rifle (range 36", hits on a 2) except that due to the Vindicare's access to more deadly bio-toxins during the Wars of Vindication, the rifle will always wound on a 3+ with an AP value of 1. In addition, the Vindicare has one of each of the following special rounds, which may be fired instead of a normal shot (keep a note of which special rounds have been fired). The special rounds are used one at a time and you must declare that you are using one of the special shots before you roll the dice to hit.

<b>Shield-Breaker:</b>	The shot ignores any invulnerable saves.
<b>Turbo-Penetrator:</b>	This inflicts 2 wounds on any model wounded. If fired at a vehicle, the shot has an Armour Penetration of 3D6.
<b>Hellfire:</b>	The shot automatically wounds.

**Exitus Pistol:** The Exitus pistol is a compact version of the Exitus Rifle and makes a useful back-up weapon should the target unexpectedly come within close range: It is a pistol with a range of 12" and an AP of 1. Like its larger companion, any hit always wounds on 3+ regardless of the target's toughness.

**Spy Mask:** The Vindicare's spy mask reduces the Cover save of his target by 1 (a 6+ save is negated, a 5+ Cover save becomes a 6+ save, and so on). In addition, the spy mask means the Vindicare rolls 2D6x5 for determining how far he can see when the Night Fighting rules are being used.

**Stealth Suit:** Any unit wishing to shoot at the Vindicare Assassin must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook (the unit must be within 2D6x3" of the Vindicare or it must select another target). If the Night Fighting rules are being used, the Assassin can only be seen if he is within half the normal range of the unit's vision (i.e., if they score an 18, they can only see the Assassin if he is within 9").

**Marksman:** You may nominate the model targeted by the Vindicare Assassin when he is shooting, such as a Sergeant or a heavy weapons trooper. This means you get to choose which model is taken off, not the enemy. In addition, the Vindicare can target any model in range and line of sight, regardless of any targeting restrictions (such as taking a leadership test to shoot at a unit other than the closest one).

## 0-2 ZEALOTS MOB

### VANDIRE'S IMPERIUM ARMIES ONLY.

Whipped into frothing fits of religious ecstasy by the fiery priests of the Ecclesiarchy, whole towns and cities can be raised to fight against those declared heretic or Excommunicate. Armed with whatever weapons are to hand, these fanatical zealots march with the light of adoration shining in every face. As battle approaches, the preachers and confessors pass amongst the rabid followers they have gathered, passing out more advanced weaponry to those whose desire to fight and die for the glory of the Emperor seems especially strong. Frequently, at battles end, there will be few if any survivors once the smoke has cleared and the final butcher's bill recorded. But such is the price of devotion to the Emperor and there are always more zealots where these ones came from...

If you wish to field these frothing maniacs in your force, then you can include them as **Troops** choices, though they do not count towards the minimum number of compulsory Troop choices you must include. Armies led by an Apostate Cardinal may take up to two Zealot units in addition to the six normal troop choices available to them.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Zealot	4	2	2	3	3	1	3	1	5	-
Fanatic	+5	3	2	3	3	1	3	2	6	-
Demagogue	+10	3	2	3	3	1	3	2	10	-

Zealots may not be joined by any other models, with the exception of a Priest, and may never be transported in a vehicle.

**Number/Mob:** 15-30 Zealots

**Equipment:** Mob weapons.

**Options:** One model may be upgraded to a Demagogue for +10 points. He may be given an Evicerator for 20pts **or** a pair of hand flamers (count as a flamer and two close combat weapons) for + 10 points. Up to four models may be upgraded to a Fanatic at +5pts. Fanatics may be given Eviscerators for +15 points each. Up to two models may be armed with one of the following weapons each; plasma gun at +8 pts; flamer at +6 pts; meltagun at +10 pts; heavy stubber at +3 pts; grenade launcher at +5 pts. The entire mob may be armed with Exterminators for +3 pts per model.

### SPECIAL RULES

**Fearless:** While led by a Demagogue, a unit of Zealots is considered to be Fearless and as such will automatically pass all Morale and Pinning checks it is required to take.

**Mob weapons:** Few of those called to fight for the Ministorum are equipped with proper armaments, often bringing their own weapons as service to the Ecclesiarchy. Even then, these are generally of poor quality and are often come equipped with inadequate ammunition. Moreover, each Zealot often carries an eclectic mix of 'favoured' weapons, which makes any kind of weapon training irrelevant. In game terms these count as laspistol and close combat weapon.

**Eviscerators:** This is a grotesquely large two-handed chainsword. It must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a power weapon that doubles the user's strength and rolls 2D6 for Armour Penetration.

**Exterminators:** Exterminators are compact, one-shot flamers fitted to the barrel of a gun or close combat weapon. They may be used once per battle the first time the Zealots charge an enemy unit. They are used in the first round of the assault and are worked out at Initiative 8 (in addition to the model's normal number of Attacks). Roll a D6 for every model in the mob of Zealots. The score required to hit depends of the number of Exterminators firing (all models in a unit must fire their Exterminators at the same time). Models hit suffer a Strength 4 hit with an AP of 5.

No. of Exterminators	Score Required to hit
1-10	5+
11-15	6+
16+	3+

## O-I DEATHWATCH KILL-TEAM

### CONFEDERACY OF LIGHT ARMIES ONLY.

The Ecclesiarchy did not contain its persecution to just those Inquisitors belonging to the Ordo Malleus. The stalwart defenders of the Imperium against the alien threat, the Ordo Xenos, were similarly targeted. Accused of being in license with the Eldar and other alien filth, the Ordo Xenos found its resources and operations severely curtailed throughout the Age of Apostasy allowing Orks, H'rud, Fraal and the like to rampage through whole sectors of the galaxy unchecked. With the Ordo Malleus openly supporting Sebastian Thor and his Confederacy of Light, the Ordo Xenos lent the support of their Deathwatch kill-teams to the fight against Vandire.

If you wish to field these superbly trained and equipped warriors then you can include them as a single HQ or Elites choice. They may NOT be taken in place of the compulsory HQ choice. The Deathwatch shown here are representative of how the organisation was equipped in the 35<sup>th</sup> Millennium.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
DW Marine	30	4	4	4	4	1	4	2	9	3+
DW Captain	55	5	5	4	4	2	5	4	9	3+

**Number/Squad:** 1 Deathwatch Captain and 4-9 Deathwatch Marines.

**Equipment:** Bolters, close combat weapons, Frag grenades and Melta bombs.

**Options:** Up to 2 Deathwatch Marines can be armed with a special weapon from the following list in place of their Bolter: Heavy Bolter with suspensors at +15 pts; Bolter with M.35 Targeter and ammo at +10 pts; Plasma gun at +10 pts; Meltagun at +10 points; Flamer at +3 pts.

Any Deathwatch Marine can be armed with a weapon from the following list unless they are also armed with a special weapon. The new weapon replaces their Close Combat Weapon: Power Fist at +25 pts; Lightning Claw at +25 pts; a pair of Lightning Claws at +30 pts (these replace both the Bolter and Close Combat Weapon); Power Weapon +15 pts.

All models armed with a Bolter may be issued with one of the following special ammo types: Metal Storm ammunition at +3 pts or Inferno Bolts at +5 pts. Note that the same ammo must be used throughout the squad.

**Character:** The Deathwatch Captain has terminator honours (already included in his profile). He may purchase wargear from the space marine armoury.

### SPECIAL RULES

**True Grit:** Deathwatch marines are trained to use their Bolters in close combat and therefore process the True Grit special rule.

**Infiltrate:** The Deathwatch have many ways of reaching a battlefield by surprise and are often found spearheading an assault deep into enemy territory. They may always deploy using the rules for infiltrate regardless of the scenario.

**Heavy Bolters with Suspensors:** The Heavy Bolter is potentially a very versatile weapon, especially if equipped with additional suspensor units to provide enough stability to fire on the move.

**M.35 Bolter:** Equipped with advanced targeting systems and loaded with Stalker Silenced Rounds, the M.35 turns a Bolter into a rapid-firing Sniper Rifle. It has a range of 24" and becomes Heavy 2.

**Metal Storm Ammunition:** A Bolter loaded with Metal Storm ammunition may be fired from the hip with remarkable accuracy. The Metal Storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence. A bolter fired with Metal Storm Ammunition has the same profile as a shotgun.

**Inferno Bolts:** A Bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded Bolter. This is achieved by filling the Bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).



## APOSTATE PRIESTS

### VANDIRE'S IMPERIUM ARMIES ONLY.

*The Apostate Priests of Vandire's Ecclesiarchy are charismatic individuals who ensure that the troops are sufficiently motivated to do their duty without fear, as well as fighting fanatically themselves.*

If you wish to field these emissary's of Vandire you may include up to three as a single Elites choice. You must include at least one Apostate Priest in a Frateris Templar army.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Apostate Priest</i>	60	3	3	3(6)	3	2	4	2	10	-

**Number/Squad:** 1-3 Apostate Priests.

**Equipment:** The Apostate Priest is armed with an Evicerator and a Rosarius (giving him a 4+ Invulnerable save).

### SPECIAL RULES

**Fanatical:** A Priest and the unit he has joined may re-roll any failed to hit rolls once in the turn they charge while the Priest lives.

**Independent Characters:** The Apostate Priests are independent characters and follows all of the rules for characters found in the Warhammer 40,000 rulebook. They are deployed as a single unit but do not need to be placed together and operate independently during the game. Each Apostate Priest is free to join any unit.

**Eviscerators:** This is a grotesquely large two-handed chainsword. It must be wielded in both hands and so cannot be used in combination with another close combat weapon. It is treated in all other respects as a power weapon that doubles the user's strength and rolls 2D6 for Armour Penetration.

**Righteous Fury:** Such is the rage imbued by a Priest's oratory that a unit including one must charge in the Assault phase if there are enemy in reach. In addition, such is their state of agitation that they always count as moving even if the models are stationary, so would be unable to fire heavy weapons.

## O-I WULFEN PACK

### SPACE WOLVES ARMIES ONLY.

*With Fenris imperilled by the forces of Cardinal Bucharis, Bjorn the Felhanded instructed the Wolf-Priests to open the lower levels of the Fang and release the Wulfen – the curse of the Canis Helix having fully manifested itself in them and turned once proud Blood Claws into packs of snarling feral beasts with matted pelts and voracious eyes. Even their wolf-brothers cannot look at them without feeling both fear and pity.*

Space Wolf armies may take one unit of these monsters as a single Elites choice.

	<i>Pts</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Sv</i>
<i>Wulfen</i>	25	5	0	5	4	1	5	3	10	3+

**Number/Pack:** 5-20 Wulfen.

**Equipment:** The Wulfen use savage claws and teeth.

### SPECIAL RULES

**Animal Rage:** At the beginning of the Movement phase, each Wulfen pack must advance a normal move +D6" towards the nearest enemy instead of moving normally. The extra D6" movement is not affected by difficult terrain.

**Wolf Priest:** No character other than a Wolf-Priest may join a Wulfen pack. If a Wolf Priest joins a Wulfen pack, you may choose whether or not it is subject to the Animal Rage rule each turn, so long as the Wolf Priest is with the pack. If the pack moves due to the Animal Rage rule, the Wolf Priest will move with them, but may not fire any weapons in the Shooting phase. A Wolf Priest may not take the Mark of the Wulfen.

## 0-1 LEGIO CYBERNETICA COHORT

### CONFEDERACY OF LIGHT ARMIES ONLY.

*The Adeptus Mechanicus is divided into many sub-branches and divisions. Each specialises in one of the myriad areas of the technical arcana. The Legio Cybernetica is one of the oldest parts of the Adeptus Mechanicus. Its records stretch back almost unbroken to the very first days of the Imperium and, it's assumed, to the times before the Imperium. The Legio has a long history, and its members regard themselves as an elite. But the Imperium is rife with suspicion regarding the Legio Cybernetica as it was the first amongst the Mechanicus to declare for Horus during the Great Heresy. As a result the remaining cohorts are rarely fielded outside of the Mechanicus itself and it was an act of faith that the Mechanicus placed cohorts at the disposal of the Confederacy of Light during the Age of Apostasy.*

If you wish to field a unit of these implacable machines in the service of the Confederacy of Light, then you can include them as a single Elites choice. The 0-1 restriction is lifted for Cult Mechanicus armies.

Although there aren't any Robot models currently available they are relatively easy to convert from various walker kits such as wraithlords, killa kans, dreadnoughts and sentinels. As a suggested size they should just about fit on a 40mm base. For those players who are lucky enough to own some of Citadels original robot models then these are the suggested weapon fits: Crusader – power sword & lascannon; Colossus – thunder hammer & multi-melta; Cataphract – power fist & heavy flamer; Castellán – power fist & heavy bolter; Conqueror – autocannon & power fist.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Robot	45	4	4	5	5	2	1	2	7	3+
Engineer	45	3	3	3	3	1	3	1	8	3+

**Number/Squad:** 1 Engineer and 3-5 Robots.

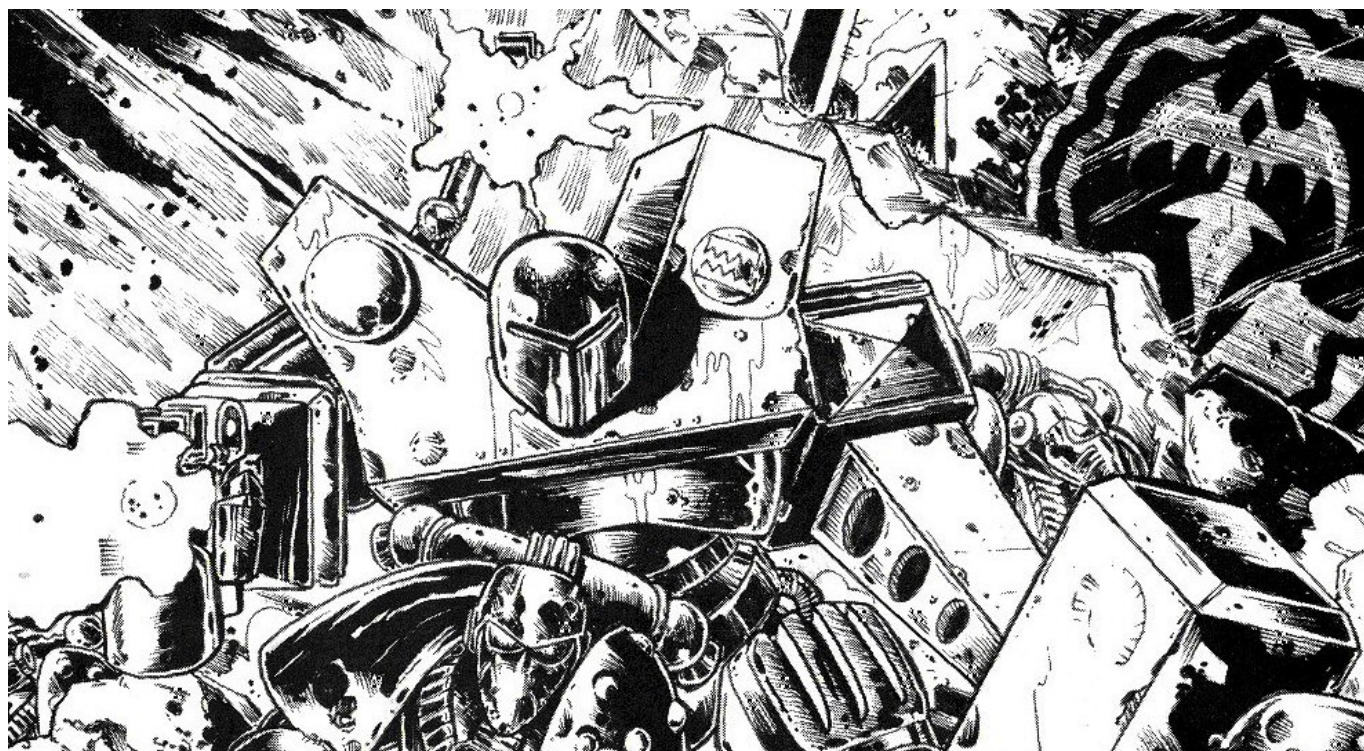
**Equipment:** The Engineer is armed with a las-pistol and power weapon and is equipped with a surveyor and servo-arm. The robots are armed with power weapons and a heavy bolter. The Engineer may replace his laspistol with a bolter at no extra points cost.

**Options:** A Robot may replace its heavy bolter with one of the following weapons: a power weapon or a heavy flamer at +6 points, an autocannon, missile launcher or multi-melta at +10 points, a lascannon at +20 points or plasma cannon at +25 points.  
A Robot may replace either power weapon with a power fist at +5 points or a thunder hammer at +10 points.

### SPECIAL RULES

**Machine Spirits:** Unless in combat, should the Engineer be killed, the Robot cohort must pass a leadership test at the start of each turn or become pinned until the start of their following turn when they must test again or remain pinned.

**Stable Firing Platforms:** Robots are designed to move and fire heavy weaponry as well as be able to assault after doing so. They always count as stationary for shooting purposes.



## 0-1 MAGOS PRIME

### CULT MECHANICUS ARMIES ONLY.

*Tech-priests are a holy order, who worships the Machine God and the intimate knowledge of technology that he holds. The lowest ranks of Tech-priest have mainly maintenance and construction duties, but as a Tech-adept progresses and acquires greater knowledge, he is relieved from day to day tasks to study ancient texts and learn the greatest mysteries and techniques. In times of war these Magos are at the head of vast armies of combat servitors and Skitarii and it is a foolish man who stands in the way of these high priests to the Omnissiah.*

**A Magos Prime is a compulsory HQ choice for a Cult Mechanicus army. They may NOT be taken by any other army.**

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Magos Prime	85	5	5	4	4	3	5	3	10	3+
Gun Servitor	+25	3	4	3	3	1	3	1	8	4+
Combat Servitor	+25	4	3	3	3	1	3	2	8	4+
Tech Servitor	+10	3	2	3	3	1	3	1	8	5+

**Number/Squad:** A Magos Prime and 0 to 6 Servitors

**Equipment:** The Magos is armed with a bolter and power weapon and is equipped with a signum (allowing him or a servitor to re-roll one failed to hit roll each shooting phase) surveyor and servo-arm.

**Options:** The Magos may upgrade his equipment to a full servo-harness at +35 pts. The servo-harness incorporates the following features: artificer armour (improving his Armour Save to 2+), a second servo-arm (giving him two servo-arm attacks), a plasma cutter (which counts as a twin-linked plasma pistol) and a flamer. In the Shooting phase, the Magos may fire both harness-mounted weapons or one harness-mounted weapon and his bolter. A Magos with a servo-harness may re-roll the dice when attempting to repair a damaged vehicle (See Blessing of the Omnissiah special rule).

### **SPECIAL RULES**

**Independent Character:** A Magos Prime is an Independent Character. He may lead a retinue of 0-6 Servitors, selected from the options below. If he has a Servitor retinue the Magos Prime may not leave it or join another unit.

**Blessing of the Omnissiah:** As an Adept of the Cult Mechanicus, it is a Magos' sacred duty to repair damaged vehicles and restore them to their rightful place on the battlefield. If a vehicle has suffered an Immobilised or Weapon Destroyed result then there is a chance the Magos can rekindle its angered war spirit. To do this the Magos must start the Movement Phase of the Cult Mechanicus turn in contact with the damaged vehicle and not be inside it (although he can disembark and begin the repairs), Falling Back, Locked or Pinned. Roll a D6 and if the result is a 6 then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. Both the vehicle and the Magos (including any unit he leads or has joined) must remain stationary for the entire Movement phase. The repair attempt will be complete before the Shooting phase begins.

**Servitors:** Servants of the Adeptus Mechanicus often take to the field of battle accompanied by heavily augmented servitors from their Forgeworld. They can be of several different types, most commonly Technical Servitors, Combat Servitors or Gun Servitors. A Magos Prime's retinue may consist of any mix of the Servitors listed below:

*Gun Servitors:* Augmented with a variety of heavy weapons, these Servitors provide fire support for the Magos while he works. They are armed with a heavy bolter which can be replaced with one of the following weapons: multi-melta at +10 pts or plasma cannon at +20 pts. Note that unlike when working with the other armies of the Imperium, the Adeptus Mechanicus place no special restrictions on the number of plasma cannon armed Gun Servitors that can be taken in the retinue (up to the six servitors in total that the retinue can comprise of).

*Combat Servitors:* Mono-tasked with defending a Magos from enemy assaults, these Servitors are equipped purely to fight in close combat. They are armed with a power fist and a close combat weapon.

*Technical Servitors:* A relatively common sight in the Imperium, these Servitors are not intended for combat, but are very useful in helping in the repair of damaged vehicles. For each Technical Servitor in the Magos' retinue add +1 to the dice when rolling to repair damaged, to a maximum score of 6 (see Blessing of the Omnissiah special rule). Technical Servitors are armed with a single close combat weapon.

A MAN MAY DIE YET STILL ENDURES IF HIS WORK ENTERS THE GREATER WORK. TIME IS CARRIED UPON A CURRENT INCEPTED BY FORGOTTEN DEEDS. EVENTS OF GREAT MOMENT ARE BUT THE CULMINATION OF A SINGLE CAREFULLY PLACED THOUGHT. AS ALL MEN MUST THANK PROGENITORS OBSCURED BY THE PAST, SO MUST WE ENDURE THE PRESENT THAT THOSE WHO COME AFTER MAY CONTINUE GREATER WORK.

THE CHIME OF EONS - GARBA MOJARO MAGOS PRIME OF THE ADEPTUS MECHANICUS