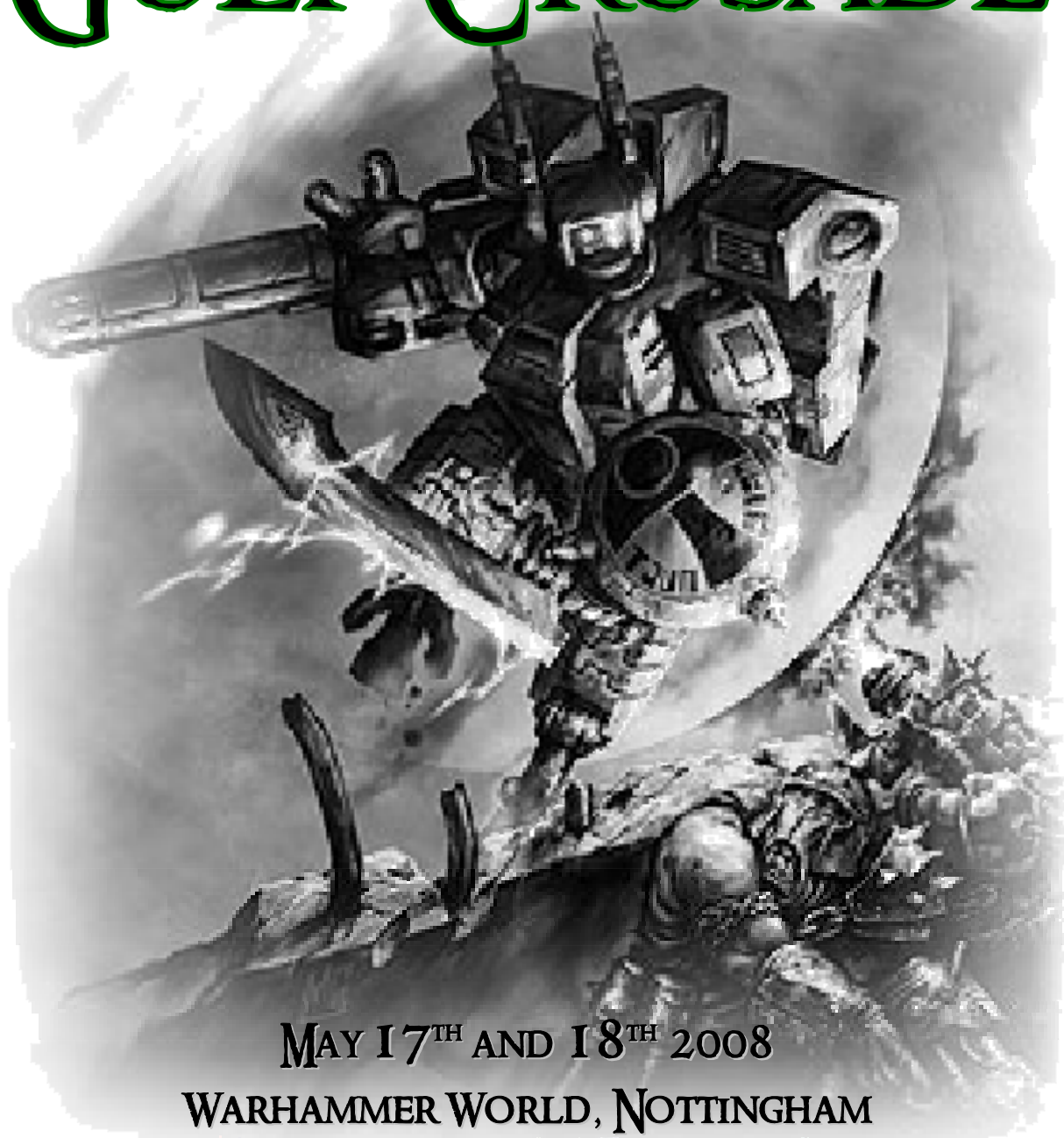


THE TEMPUS FUGITIVES

THE DAMOCLES GULF CRUSADE



MAY 17TH AND 18TH 2008

WARHAMMER WORLD, NOTTINGHAM

WARHAMMER
40,000

Written by S Mackaness

22/10/07

HISTORY RECORDS YOU AS ONE OF THE COMMANDERS TAKING PART IN "THE DAMOCLES GULF CRUSADE"; A CAMPAIGN WEEKEND THAT CHRONICLES AN APOCALYPTIC CONFLICT OF THE 41ST MILLENNIUM...

First things first:

THIS IS NOT A TOURNAMENT.

YOU WILL GET MORE OUT OF THE WEEKEND IF YOU ENJOY THE EXPERIENCE RATHER THAN FOCUS ON THE OUTCOME OF YOUR GAMES.

IF YOU AND YOUR OPPONENT ENJOYED THE GAME – YOU HAVE WON.

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 desperate struggles of man against two powerful alien empires in the conflict known as the Damocles Crusade.

Games Workshop has a really 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

The Damocles Gulf Crusade campaign weekend presents Games Workshop hobbyists with an opportunity to play in a different style than they may be used to. In short, Tempus Fugitives' campaigns are all about trying out new ideas and contributing to an adventure. In fact the story is almost as important as the actual games themselves and players should be prepared to get into the mindset of the army they have brought to battle with.

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

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

++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.

However, whatever the scenario or battlefield conditions, your game and your story will always count in the big scheme of things; the Tempus Fugitives will always try to make sure that you are not asked to play a game you simply can't win before any dice are cast. There will always be critically important mission objectives that you will need to strive to achieve.

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

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

STUART M



IMPORTANT!

This material is completely unofficial and in no way endorsed by Games Workshop Limited.

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ACKNOWLEDGMENTS

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

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

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

The original Fugitives should receive recognition for sticking with us in the early 'red and yellow' days: **Andy** (Ignatius) **Fish**; **Gavin** (Anateus) **Townsend**; **Dave** (Tor Libram) **McElligott**; **Dave** (Cyberlawyer) **Bray**; **Mike** (King of Elsinore) **Lawn**; **Darren** (Gorechild) **Chapman**, **Nick** (Smudger) **Smith** and **Jack** (Slackstar) **Slack**.

And last but not least we'd like to thank all those who have visited our website and forums. The feedback and support given to the Age of Apostasy and the Second Tyrannic War has encouraged us to try and put together the best campaign weekend we possibly could.

THE TEMPUS FUGITIVES

WEEKEND SCHEDULE

SATURDAY 17TH MAY 2008

- 08:45 – 09:30 Arrive & Check-In
- 09:30 – 09:45 Welcome and Introductions
- 09:45 – 10:00 The Story so Far...
- 10:00 – 10:20 Game 1 briefing
- 10:20 – 12:00 Game 1: 1000 point Recon
- 12:00 – 13:00 Lunch & Best Army Judging
- 13:00 – 13:20 Game 2 Briefing
- 13:20 – 15:20 Game 2: 1500 point Battlegroup
- 15:20 – 15:40 Break
- 15:40 – 16:00 Game 3 Briefing
- 16:00 – 18:30 Game 3: 2500 point Heavy Assault
- 18:30 – 19:30 Dinner
- 19:30 – 23:00 Quiz and relax in Bugmans

SUNDAY 18TH MAY 2008

- 09:30 – 10:00 Doors Open
- 10:00 – 10:10 The Story so Far...
- 10:10 – 10:30 Game 4 Briefing
- 10:30 – 12:30 Game 4: 1000 point Recon Doubles
- 12:30 – 13:30 Sunday Lunch
- 13:30 – 13:50 Game 5 Briefing
- 13:50 – 16:50 Game 5: 2500 point Heavy Assault Doubles
- 16:50 – 17:00 Break
- 17:00 – 17:30 Debrief and Award Ceremony

OUTLINE OF PLAY

Upon arrival each player will be assigned to a team, called a Task Force, containing up to six players. You and the other players in your Task Force are allied field commanders fighting as part of the **Imperium**, the **Tau Empire** or the **Ork Waagh**. These factions represent the three sides of the conflict as they battle it out to secure the Damocles Gulf.

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

The campaign will be fought in five 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.

There are a number of Task Forces for each faction each with their own agendas, strengths and weaknesses. When you purchased your ticket you were assigned to a taskforce. Before the first game on Saturday you will be asked to gather at one of the task force muster points and nominate a Task Force Commander. The role of the Task Force Commander is of crucial importance to the team and it is the Commander who will be called forward at times and given an intelligence briefing by your Faction Marshal. It is the Commander's responsibility at the end of each game, collate results and hand those back to your Faction Marshal, who will be represented by a member of the event team.

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

At the beginning of each round the Task Force that has the initiative in the Warzone will receive a Mission Briefing which includes a list of mission objectives. 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.

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 Marshal. Victory points are not required to be recorded for the

campaign but are used in games to determine whether it is a win lose or draw as per the Revised Warhammer 40,000 rules.

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 your Faction Marshal know about it as your deeds may well become one of the legends of the Damocles Gulf Crusade and gain additional benefits for your Task Force...

WHAT YOU WILL NEED

You will require a painted Warhammer 40,000 army designed to create three 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 handed in at registration for inspection by a Task Force Marshal.

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. **You cannot use a model that does not meet these criteria.**

You will need to arrange somewhere to sleep overnight. (For help contact Nottingham Information Centre on 0115 915 5330) and you will need to arrange transport to and from the event. It is also useful to bring some spending money for refreshments and any activities you may want to take part in after the Saturday event finishes.

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

- **The Warhammer 40,000 Revised Edition rulebook.**
You need this because some 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.
- **The Apocalypse expansion**
- **Dice, Templates and Tape measure**
- **Superglue**
- **The appropriate Codex and any Imperial Armour material relating to your army. No photocopies!**

FIGHTING THE DAMOCLES GULF CRUSADE

The Damocles Gulf Crusade was a conflict fought over a previously unexplored region of the galaxy. 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. There is a fantastic prize earned by the Best Army chosen by the judges. To qualify as the 'Best Army' particular attention will be paid to well themed armies which reflect the brutal conflict during the Damocles Gulf Crusade as humanity battles again the expansionist Tau and the Ork hordes.

RULES OF ENGAGEMENT

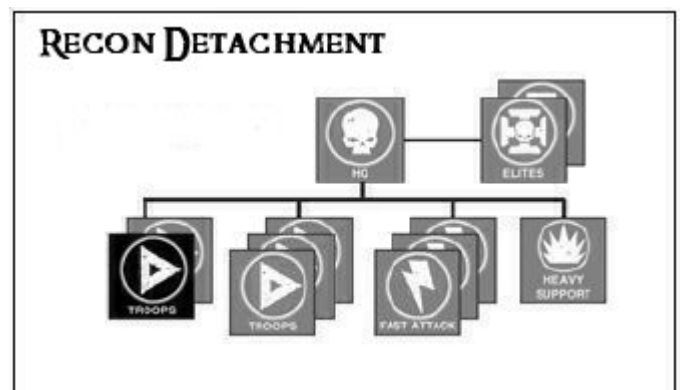
The Warhammer 40,000 Revised Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website. **You need the hardback version of the rulebook because some of the material from the second half will be used throughout the campaign, and the smaller 'Battle for Macragge' rule book does not contain this material.**

- Each player will require an army selected from a single army list - see the section entitled Permitted Armies.
- You must have enough models to field your army as a 2500 point Heavy Assault force.
- All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.
- Legendary units and Formations from the Apocalypse Expansion are permitted in this campaign.
- **Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead.** Please contact the Tempus Fugitives if in doubt.
- No 'VDR' rules are permitted in the campaign.
- The Warhammer 40,000 Cities of Death expansion will not be used in this campaign.
- **You may include Special Characters from their army Codex as normal but please rename them. So Commissar Gaunt might become Commissar Tanner.**
- **No allies of any kind may be taken** (including Kroot Mercenaries, Deathwatch etc). Instead Armies may use the Faction Specific Units instead which are found in this document.

Recon Detachment

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

- Must be no more than 1000 points.
- No Formations, Legendary Units or units with Structure points
- No flyers. Reconnaissance aircraft do not undertake the type of missions fought by a Recon Detachment.
- No ordnance weapons are allowed.
- Recon Detachments must have one troop choice. You may spend remaining points from anywhere in the Codex subject to the Recon Detachment Force Organisation chart provided.



Main Battlegroup

The Damocles Gulf Crusade is the first conflict between the Tau Empire and the Imperium. To further complicate matters for both sides the brutal Orks have descended on many of the worlds in the Gulf. To represent the scale of the conflict, the army for this battle is selected using the Standard Missions Force Organisation Chart found on page 78 of the Revised Warhammer 40,000 Rulebook. The army must be fielded as a single detachment subject to the following restrictions:

- Must be no more than 1500 points.
- May include models or units from the Recon Detachment.
- Is selected using the Standard Missions Force Organisation Chart found on page 78 of the Revised Warhammer 40,000 Rulebook.
- May **NOT** include units with Structure points or any Apocalypse Formations.
- May include fliers but only from the same army. For example: Imperial Guard may NOT take Thunderbolts, but may take Valkyries.
- **Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used.**

Heavy Assault Force

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

- Must be no more than 2500 points.
- May include models from the Main Battlegroup and Recon Detachment.
- May include multiple allied forces as long as they belong to the same faction. Each allied force within the army is selected using the Standard Missions Force Organisation Chart found on page 78 of the Revised Warhammer 40,000 Rulebook. Legendary units and Apocalypse formations may be taken in addition to this Force Organisation Chart.
- Must be chosen from the same faction (so an Imperial player may have Space Marine, Imperial Guard and Witch Hunters, but may not include Tau or Orks).
- May include Legendary units and Apocalypse Formations.
- **Vehicles detailed only in Forge World's Imperial Armour publications may be used. If a vehicle is described in more than one Forge World publication (for example the Griffon), the most recent version must be used. If the vehicle has an Apocalypse Datafax available for it then that should be used instead. Please contact the Tempus Fugitives if in doubt.**



WARZONES OF THE DAMOCLES GULF

The Emperor's Light is cast throughout the galaxy. You benefit from basking in His luminescence, and thus you are a wholesome and obedient servant. (Note: Watch your comrades closely. If any of them show signs of corruption or impurity, do not hesitate to report them to a commissar. Rest assured. You are being watched.)

But what of those unfortunates who live far from His light, where the vigorous clamour of the Imperium is but a distant hum and the chastening visitations of the Inquisitors naught but a fading memory? They become surly, wilful and insular, like children left in the wild. And there are wolves in the wild.

Where creation ends and the galaxy tapers off into the terrifying nothingness, uncertainty and the unknown begins. Everything is dark and shadows breed despair and fear. For centuries the far flung colonies and outposts on the Damocles Gulf have gathered dust, looking increasingly inward to avoid seeing the black sky above staring back at them like the empty socket in a dead man's skull.

Half-dead planets orbit pale suns. Humans exist without faith or belief. They have shrugged off the comforting cloak of faith, leaving themselves naked and vulnerable to alien predation. Your duty is to drive the xenos invader howling back into the oblivion he came from.

The expansionist actions of the Tau Empire have brought them into conflict with both the brutal Ork Waagh as well as the Imperium of Mankind. Now only violence and bloodshed will settle this battle for supremacy in the uncharted regions of the Damocles Gulf.

AU'TAAL

A verdant and beautiful sept, whose Tau citizens are considered easygoing and often lazy by the other Septs in the Empire. ++ RECORD INCOMPLETE++

ELSY'EIR

Known for its poetry and artwork, the Tau living on this fledgling colony are considered intellectuals and are well respected for their creativeness. ++ RECORD INCOMPLETE++

HYDASS

Imperial cartographers believe this gas giant is a key staging point for the Tau fleet. ++ RECORD INCOMPLETE++

KE'LSHAN

This system suffers repeated raids by the savage Orks. As a result, the Tau from this system have grown mistrustful, solemn, taciturn, unfriendly and sometimes openly hostile to alien races. ++ RECORD INCOMPLETE++

SY'L'KELL

The main planet in this system is an icy globe with many rings around it. Nestled within this frozen realm is believed to be a key Tau command station. ++ RECORD INCOMPLETE++

TASH'VAR

This system is frequently assaulted Orks pirates. Its people are regarded as tenacious, hardy, practical and courageous. ++ RECORD INCOMPLETE++

TOLKU

Known for the skill of its Ethereal diplomats. ++ RECORD INCOMPLETE++

VASH'YA

Primarily inhabited by members of the Tau Air caste. ++ RECORD INCOMPLETE++

VISS'EL

++ RECORD INCOMPLETE++

DAL'YTH PRIME

The heart of the Tau war effort in the Damocles Gulf. Any hope the Imperium have of crushing the Tau rests in a massed assault on this planet. ++ RECORD INCOMPLETE++

THE IMPERIUM

"Our tanks were useless. As soon as we broke cover, their battlesuits' heavy guns were locked on to us. I swear it was as though they had someone nearby aiming for them before they shot. And when they did shoot...Emperor's mercy! Their guns punched through our armour like it was paper. All I could see were trails of fire where the projectiles had ignited the air."

At the instruction of the High Lord's of Terra all forces in the Damocles Gulf region have been placed on full alert and a Crusade has been mustered to wipe the Tau Empire from the galaxy. But the region is in the grip of not just the expansionist Tau Empire but a massive Ork Waagh is building and threatens both the Imperium and the Tau. Unless the Crusade can drive the aliens back, the Eastern Fringe would become a lawless place rife with alien vice and feral savagery.

The lists on the following pages present the allowed lists for the Forces of Order involved in the campaign. In all cases the most recent edition of the Codex will be used. These are the only armies permitted in this Faction during the weekend 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.

The Codices used in this campaign for the Forces of Order: Codex Black Templars, Codex Dark Angels, Codex Imperial Guard, Codex Space Marines (including Space Wolves) and Codex Witch Hunters. With the exception of the revised Blood Angels army list and the Armoured Company list, 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.

Taskforce Name	Permitted Armies
House Gerrit	White Scars; Space Marines; Imperial Guard
Legio Preator	Iron Hands; Mechanicus Explorator
Legio Victorum	Mechanicus Explorator
Strike Force Ignatius	Salamanders; Space Marines
Emperor's Shield	Space Marines; Witch Hunters; Imperial Guard
Damocles XVI	Imperial Guard

IMPERIAL GUARD

The success of any crusade lies not with the advanced technologies of the Adeptus Mechanicus or the heroism of the Adeptus Astartes. It is the grim determination of a billion guards' men and women that will ensure the Emperor's standard shall be raised across the Damocles Gulf.

USING THE IMPERIAL GUARD IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent 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.
- You may use the rules for Tank Companies/Armoured Battle Groups found in Chapter Approved, the Games Workshop Website and in Imperial Armour Volume 1.
- Infernus Shells taken for Griffon mortars must use the rules from Imperial Armour: Volume 5.
- You may take an army using the Drop Troop Regiment using rules from Imperial Armour: Volume 1 or the D-99 rules from Imperial Armour: Volume 4. You may take a Siege Regiment army using rules from Imperial Armour: Volume 5.

MECHANICUS EXPLORATORS

The Adeptus Mechanicus covet technology in all its forms and await the arrival of the Omnissiah, a prophesised physical avatar of the Machine God. The Adeptus Mechanicus believe that all technology is inhabited by a Machine spirit, a lesser aspect of their central deity. A reasonable man might suggest that they are mistaking the primitive remnants of A.I. found in most Imperial technology, for something spiritual. However the Cult Mechanicus are far from reasonable men...

USING THE MECHANICUS EXPLORATORS IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent 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 and Tech-Priest Engineeers. Players are free to select a further TWO doctrines but cannot 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 is replaced with the Explorator Magos Prime unit listed in this supplement. Units within 12" may use the Explorator Magos Prime's leadership as per the rules in Codex Imperial Guard. Any technical servitors taken count as being equipped with a vox caster at no additional cost.
- The Infantry Platoon Command Squad entry in Codex Imperial Guard is ignored and is instead replaced with the Tech-Priest Engineer entry listed in Codex Imperial Guard. Units within 12" may use the Engineeers' leadership as per the rules in Codex Imperial Guard. Any technical servitors taken count as being equipped with a vox caster at no additional cost.
- You may include Land Raider variants in your army as Heavy Support choices at the costs indicated in Codex Space Marines. The Land Raiders may transport Praetorian Servitors.

SPACE MARINES

INCLUDING ULTRAMARINES, DARK ANGELS, BLACK TEMPLARS, SPACE WOLVES AND BLOOD ANGELS

Gods of war, the Adeptus Astartes are engineered to destroy the enemies of mankind. On dozens of worlds they battle furiously with the alien and emerge triumphant.

USING SPACE MARINES IN THE IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent edition of Codex Space Marines, Codex Black Templars or Codex Dark Angels. For armies of Space Wolves players must use their supplementary Codex with the latest FAQ from Games Workshop's website. **Blood Angels' armies are selected using the latest army list as featured in White Dwarf 331.** Please contact us at the Tempus Fugitives if you do not understand this point. **You may not use Codex Armageddon, Codex Eye of Terror or Codex Blood Angels.**
- Drop Pods may be used; however appropriate Forgeworld or converted models must be taken. No paper cups/proxy models please!

WITCH HUNTERS

The heresies and blasphemies of the Tau Empire's contact with humanity activity have caused many Witch Hunter Inquisitors to be dispatched to the Eastern Fringe. Operating from their conclave on Dytalix the witch hunters of the Ordo Hereticus co-ordinate its efforts with the hundreds of Adeptus Sororitas detachments based throughout the region. The alien heresy must be purged by flame and faith if the Imperium is to be saved.

USING WITCH HUNTERS IN THE IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent edition of Codex Witch Hunters with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point. Witch Hunters may not be taken as allies in another army. They may only be taken as an army in their own right.

THE IMPERIUM SPECIFIC UNITS

There are several units which may be taken by many of the armies during the Damocles Gulf Crusade. They are detailed on the following pages and are considered fully usable for this campaign weekend. **However, they are not to be considered official in any way outside of the Damocles Gulf Crusade.** Where a unit is restricted to one army, it is clearly indicated in the unit entry.

Biologis Land Crawler	Pg 9
Centurion Assault Engine	Pg 10
Chaplain Dreadnought	Pg 11
Deathwatch Disruption Team	Pg 12
Deathwatch Kill Team	Pg 13
Deathwatch Pursuit Teams	Pg 14
Deathwatch Terminators	Pg 15
Electro Priests	Pg 16
Genitor Biologis Advisor	Pg 17

Legio Cybernetica Cohort	Pg 18
Librarian Dreadnought	Pg 19
Magos Explorator Prime	Pg 20
Officio Assassin Operative	Pg 21
Ordo Xenos Inquisitor	Pg 25
Praetorian Heavy Servitors	Pg 26
Rogue Trader	Pg 27
Termite	Pg 28

LEGENDARY UNITS & APOCALYPTIC FORMATIONS

There are several *legendary units and formations* which may only be taken in Heavy Assault Forces during the Damocles Gulf Crusade campaign weekend. They are restricted to a specific army where noted but are usually available to all forces in the Imperium Faction.

Officio Assassin Execution Force	Pg 29
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BIOLOGIS LAND CRAWLER

180 POINTS

Based around the same STC that Arkhan Land used when developing the Land Raider, the Land Crawler is built around a mobile Genetor Biologis laboratory. Usually it collects samples from various subdued populations; however, in times of open conflict, its large manipulator claws are quite capable of collecting samples in multiple parts rather than wholly intact...

A Biologis Land Crawler is a Heavy Support choice for Mechanicus Explorator armies.

	Pts	WS	BS	S	I	A	Front	Side	Rear
Land Crawler	180	3	4	10	3	3	14	14	14

Type: Tank, Open Topped.

Crew: Three Servitors

Weapons: Two Dreadnought Close-combat weapons, two twin-linked assault cannons.

Upgrades: May take upgrades from Codex: Imperial Guard.

SPECIAL RULES

Assault: The Land Crawler cannot assault or consolidate. However, in the movement phase it may enter an assault with an enemy unit rather than tank shock them. The Land Crawler counts as 20 models in combat for outnumbering purposes. At the end of the combat round, the enemy automatically consolidate so that they are at least 1" from the Crawler. The Crawler may not pursue. The Crawler may not become locked in combat and if the enemy are unable to move 1" from the Crawler (such as if they are immobile), then the Crawler will move 1" from the enemy.

CENTURION ASSAULT ENGINE

175 POINTS

Designed as a mobile battlefield support unit, the Centurion is equipped with a powerful piece of technology known as a conversion beamer. The frame of a Centurion is reminiscent of a cross between an Imperial Guard Sentinel and the more heavily armoured Astartes Dreadnought.

A Centurion Assault Engine is a Heavy Support choice for the Mechanicus Explorator armies.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>I</i>	<i>A</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>
<i>Centurion</i>	4	3	10 (6)	3	2	13	12	10

Type: Walker

Crew: One Servitor

Weapons: A Dreadnought Close-combat weapon, multi-melta and a Conversion Beamer.

Upgrades: May take upgrades from Codex: Imperial Guard.

SPECIAL RULES

Conversion Beamer: *One of the most closely guarded treasures of the Adeptus Mechanicus is the Conversion Beamer. Even the wisest Magi can barely comprehend their operating principles, and the secrets of repairing and servicing them are passed down as the holiest of tech rituals. Conversion Beamers project streams of energy that render the particles in its target unstable. On impact, the beams cause solid matter to break down in a vast chain reaction leading to explosion. The more dense the matter the greater the explosive force, making Conversion Beamers exceptionally deadly to heavily armoured targets.*

The Conversion Beamer has a range of 24". Draw a line from the weapon to any point 24" away (within the Centurion's line of sight). Should the line go across any part of a unit, the unit instead takes d6 hits. To wound the target you must roll equal to or over the target's armour save (so crisis suits are wounded on a 3+ while fire warriors are wounded on a 4+). Models that have no armour, or only have an invulnerable or cover save are wounded on a 6+. No saves of any kind are permitted from a wound by a conversion beamer as the target literally explodes from the inside out. Wounds from a conversion beamer slay the target outright; regardless of wounds (exactly as if the weapon were double the target's toughness).

If the beam touches a vehicle, you roll to hit as though it were a close combat attack. This is because of the relatively slow speed of the beam but the devastating effect it has if it does hit. All hits count as penetrating. For example a beam crosses a land raider. Because it moved 6" in its previous turn, the Land Raider is hit on a 4+. If it had not moved it would be hit automatically. If it were moving 12" it would be hit on a 6+. The hit always penetrates, even if the vehicle would not usually be penetrated (such as a skimmer that moved 24").



CHAPLAIN DREADNOUGHT

190 POINTS

Even though mortally wounded in life, Space Marine Chaplains can continue to serve their chapter while entombed in Dreadnought armour. They accompany their battle brothers to war, chanting liturgies and pushing them to further feats of bravery. Ferocious in battle, they enjoy warfare and the slaughter of their enemies, as they believe it to be the best way to honour the Emperor.

A Chaplain Dreadnought may be included in a Space Marine army as an HQ choice.

	WS	BS	S	I	A	Front	Side	Rear
Chaplain Dreadnought	4	4	6(10)	4	3	12	12	10

Type: Walker

Crew: One Space Marine Chaplain

Weapons: The Dreadnought's left arm is equipped with a Crozius Arcanum (dreadnought close combat weapon) that includes a built in storm bolter. The Dreadnought's right arm is equipped with an Assault Cannon. Additionally, the Dreadnought is equipped with a rosarius (4+ Inv save taken before rolling on damage chart), extra armour, smoke launchers and a searchlight.

Options: The Chaplain Dreadnought may replace its storm bolter with a heavy flamer at +5 points. The Dreadnought may replace its assault cannon with a missile launcher, multi-melta or plasma cannon at no additional points cost.

Transport: Praetorian Heavy Servitors may be deployed in a drop pod for +50 points (see Codex Space Marines).

Venerable: The Chaplain Dreadnought is a veteran of countless battlefields and as such is considered Venerable. Dreadnought Chaplains are extremely hard to kill and whenever they suffer a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage tables. However, you must accept the second result, even if it is worse.

Litanies of Hate: The Chaplain Dreadnought spurs on his brethren to greater deeds of heroism in the heat of battle. Any space marines in the same combat as the Chaplain Dreadnought may re-roll their attacks in the round of combat which the Dreadnought enters assault.



0-1 DEATHWATCH DISRUPTION TEAM

+ 30 POINTS

The orders of the Deathwatch are not merely the cleansing of xenos cultures. They also include the recovery and study of alien devices and artefacts. Sometimes it is necessary to use a weapon against the enemy who created it, although this is not taken lightly. The Deathwatch are constantly vigilant for sabotage, or to advise if it is truly safe to use a weapon of xenos origin. The Adeptus Mechanicus are always on the lookout for alien technology, and the C'tan Phase Sword, used by the Callidus assassin was recovered from a Necron tomb world and successfully integrated into the arsenal of the Imperium.

The technology used by the Disruption teams is based on one such discovery – a material known as Etherium. When coupled with a Ordo Xenos specialist who has the 'Pariah Gene', it becomes devastating. A minute proportion of the population, perhaps one per planet per generation has this gene. It renders them soulless and such individuals tend to die young as the feelings of hatred and distaste they generate means they have few friends and many enemies.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorators may include a unit of these superbly trained and equipped infiltrators as an Elites choice.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ordo Xenos Spec	30	3	3	3	3	1	3	1	7	4+
	Pts	Front		Side		Rear				
Etherium Projector	10	9		9		9				

Number/Squad: 1 Ordo Xenos Specialist, 1 Deathwatch Kill-Team wearing scout armour and 3 Etherium projectors.

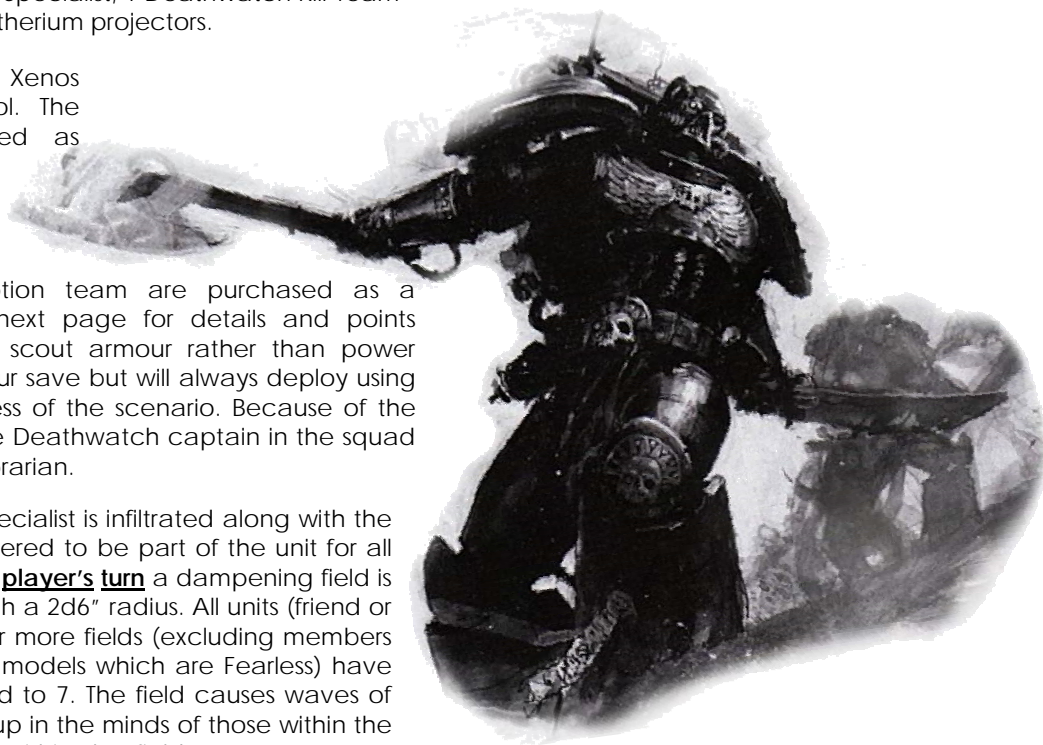
Equipment: The Ordo Xenos Specialist carries a las pistol. The Deathwatch Team is armed as described on pg 13.

SPECIAL RULES

Disruption Team: The disruption team are purchased as a Deathwatch Kill-Team (see next page for details and points costs). Being equipped with scout armour rather than power armour, they have a 4+ armour save but will always deploy using the rules for infiltrate regardless of the scenario. Because of the presence of the Specialist, the Deathwatch captain in the squad may not be upgraded to a Librarian.

Ordo Xenos Specialist: The Specialist is infiltrated along with the Disruption Team and is considered to be part of the unit for all purposes. At the start of each **player's turn** a dampening field is emitted from the Specialist with a 2d6" radius. All units (friend or foe) with models within one or more fields (excluding members of Deathwatch but including models which are Fearless) have their leadership value reduced to 7. The field causes waves of depression and angst to well up in the minds of those within the field. No units with members within the field may attempt to regroup until all members are clear of the field's influence.

Etherium Projectors: These must be deployed once the Disruption team has been infiltrated. They must be placed within 6" of the Ordo Xenos Specialist or another Projector and may not move once deployed. Each projector emits a dampening field to the same radius as that emitted by the Specialist. If a Projector is out of 6" range of the specialist or another Projector, then it does not emit a field. If the specialist is slain then the projectors go offline and count as destroyed. The Projectors are targeted separately from the squad and are treated like a vehicle squadron. Any glancing or penetrating hit destroys a projector.



DEATHWATCH KILL-TEAM

170 POINTS

Without the Ordo Xenos' famous Deathwatch Kill-Teams, aliens such as the H'rud, Fraal and Genestealer Covens would be able to rampage through whole sectors of the galaxy unchecked and unmonitored. In the Damocles Gulf, their expertise proved invaluable in holding the Tau and Orks at bay.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorators may include units of these superbly trained and equipped warriors as HQ or Troops choices.

	WS	BS	S	T	W	I	A	Ld	Sv
DW Captain	5	5	4	4	2	5	3	10	3+
DW Librarian	5	5	4	4	2	5	3	10	3+
DW Marine	4	4	4	4	1	4	2	9	3+

Number/Squad: 1 Deathwatch Captain and 4 Deathwatch Marines.

Equipment: Bolter, bolt pistol, close combat weapon, Frag grenades and Melta bombs.

Options: Up to five additional Deathwatch marines may be added to the squad at +30 points per marine.

Up to 2 Deathwatch Marines can be armed with a special weapon from the following list in place of their Bolter: Plasma gun at +15 pts; Heavy Bolter with suspensors or Meltagun at +10 points; Flamer at +5 pts.

Any Deathwatch Marine or the Captain 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 Weapon +15 pts; Power Fist or Lightning Claw at +25 pts; a pair of Lightning Claws at +30 pts (these replace both the Bolter and Close Combat Weapon).

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

Character: The Deathwatch Captain may be upgraded to a Deathwatch Librarian for +30 points. He is equipped with a Bolter, bolt pistol, psychic hood, force weapon, Frag grenades and Melta bombs.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Librarian is a psyker.

SPECIAL RULES

Fearless: See page 74 of the Warhammer 40,000 rulebook.

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 deploy using the rules for Infiltrate if the mission allows.

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. Rather than use the normal profile for a Heavy Bolter, the player can choose to fire it with the following profile: Range 18", S5 Ap4 Assault 3.

M.41 Targeter with Stalker Silenced Rounds: Equipped with advanced targeting systems and loaded with Stalker Silenced Rounds, the M.41 turns a Bolter into a rapid-firing Sniper Rifle. It has a range of 24", always wounds on a 4+, has an AP 5 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 S4 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).

Preferred Enemy: Trained by the Genetor Biologis to slay their alien foes, Deathwatch possess the Preferred Enemy: Orks skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).

DEATHWATCH PURSUIT TEAM

140 POINTS

Deathwatch Pursuit Teams hunt down xenos threats from the saddle of their Astartes bikes. In the Damocles Gulf, their manoeuvrability and tenacity allowed high speed threats such as the infamous Kult of Speed to be kept in check.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorators may include units of these superbly trained and equipped warriors as Fast Attack choices.

	WS	BS	S	T	W	I	A	Ld	Sv
DW Captain	5	5	4	4 (5)	2	5	3	10	3+
DW Librarian	5	5	4	4 (5)	2	5	3	10	3+
DW Pursuit Bike	4	4	4	4 (5)	1	4	2	9	3+

Number/Squad: 1 Deathwatch Captain and 2 Deathwatch Pursuit Bikes.

Equipment: Space Marine Bike, Infernus bolts, bolt pistol, close combat weapon, Frag grenades and Melta bombs.

Options: Up to two additional Deathwatch pursuit bikes may be added to the squad at +40 points each.

Up to 2 Deathwatch Marines can be armed with a special weapon from the following list: Plasma gun at +15 pts; Meltagun at +10 points; Flamer at +5 pts.

Any Deathwatch Marine or the Captain 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 Weapon +15 pts; Power Fist or Lightning Claw at +25 pts.

Character: The Deathwatch Captain may be upgraded to a Deathwatch Librarian for +30 points. He is equipped with a space marine bike, bolt pistol, psychic hood, force weapon, Frag grenades and Melta bombs.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Librarian is a psyker.

SPECIAL RULES

Fearless: See page 74 of the Warhammer 40,000 rulebook.

Scout: The Deathwatch Pursuit Teams range ahead of the main army as they track down their prey and are often found spearheading an assault deep into enemy territory. They may always deploy using the rules for Scout.

Infernus Bolts: The twin linked bolters on the Deathwatch Pursuit Teams' bikes are routinely loaded with Infernus rounds that cause far more horrific wounds than a conventionally loaded bolter. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).

Preferred Enemy: Trained by the Genitor Biologis to slay their alien foes, Deathwatch possess the Preferred Enemy: Orks skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).



DEATHWATCH TERMINATOR KILL TEAM

240 POINTS

The ultimate sanction against an alien infestation, short of Exterminatus, is the Ordo Xenos' Deathwatch Terminators. Chosen from the best warriors the ranks of the Astartes can provide and equipped with deadly tactical dreadnought armour, Deathwatch Terminators are the bane of aliens everywhere.

Any army of Imperial Guard, Witch Hunters, Space Marines or Mechanicus Explorator may include units of these superbly trained and equipped warriors. They may be taken as an HQ or Elites choice.

	WS	BS	S	T	W	I	A	Ld	Sv
DW Term Captain	5	5	4	4	2	5	3	10	2+
DW Librarian	5	5	4	4	2	5	3	10	2+
DW Terminator	4	4	4	4	1	4	2	9	2+

Number/Squad: 1 Deathwatch Terminator Captain and 4 Deathwatch Terminators.

Equipment: The Deathwatch Terminator Captain is armed with a storm bolter and a power weapon. All other Terminators have a storm bolter and a power fist. All members of the squad wear Terminator armour.

Options: Any model (including the Deathwatch Terminator Captain) may replace their weapons with either a pair of lightning claws or a thunder hammer and storm shield. Any combination of these two types may be included in the squad.

One Deathwatch Terminator may replace their storm bolter with a heavy flamer at +5 pts or assault cannon at +30 pts or may add a cyclone missile launcher to their existing weaponry at +20 pts. Any model with a power fist may replace it with a chain fist at +5 pts.

Character: The Deathwatch Terminator Captain may be upgraded to a Terminator Librarian for +40 points. He replaces his close combat weapon with a force weapon and is equipped with a psychic hood.

He gains the psychic power Storm of the Emperor's Wrath but may replace it with a different power at the points cost indicated. He may purchase a second power from pg 26 of Codex Space Marines at the costs indicated for an Epistolary. A Deathwatch Librarian is a psyker.



SPECIAL RULES

Fearless: Sent into the most horrific of alien environments and trained to expect any kind of resistance that they might find there, the powers of the xenos hold no terrors for the Deathwatch. Deathwatch Terminators are Fearless. See page 74 of the Warhammer 40,000 rulebook.

Infernus Bolts: Deathwatch Terminator storm bolters are routinely loaded with Infernus rounds that cause far more horrific wounds than a conventionally loaded Storm Bolter. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).

Rapid Teleport: A Deathwatch Terminator squad may teleport onto the battlefield, taking the fight directly to the heart of their enemy's battle line. They may always start the game in Reserve and arrive using the Deep Strike special rule, even if it is not part of the mission being played. Because of the superior technology employed, the squad always arrives at the start of the Imperial player's first turn and may re-roll the scatter dice and distance rolled.

Preferred Enemy: Trained by the Genetor Biologis to slay their alien foes, Deathwatch possess the Preferred Enemy: Orks skill (see the Universal Special Rules section of the Warhammer 40,000 rulebook).

ELECTRO PRIESTS

MECHANICUS EXPLORATOR ARMIES ONLY

Electoos, metal circuits embedded in the skin of techpriests to allow them to channel electricity. These can be used in combat, or to revive a recalcitrant machine spirit. Those who specialise in the use of these and become essentially a human electric generator are known as electro-priests or Luminen

The ancient and secretive order of the Luminen is occasionally seen amongst the Skitarii legions bringing their own unique abilities to the battlefield in service of the Machine-God. Able to generate and conduct massive electrical discharges through their bodies, they tear wildly through the enemy leaving behind them a trail of blackened and twitching corpses.

If you wish to field a unit of buzzing fanatics to the Machine-God, then you can include them as an Elites choice for a Mechanicus Explorator force. They may NOT be taken by any other 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>Electro Priest</i>	35	4	4	3	3	1	3	2	8	3+

Number/Squad: 3-6 Electro-Priests.

Equipment: The Electro-Priests are able to conduct the energy in their bodies into various lethal discharges. They may **either** discharge a blast in the shooting phase as a plasma gun or in close combat in which case their attacks for that player turn count as Strength 5 power weapons. The 'gets hot' rule for the plasma gun can be seen as the Priest losing control of the violent energies surrounding him.

SPECIAL RULES

Fearless: See page 74 of the Warhammer 40,000 rulebook.

Invulnerable: Surrounded by a shimmering aura of energy the Electro-Priests are able to deflect incoming enemy attacks. Their save is invulnerable.

Shocking Company: The unit may not be joined by an independent character or any other unit because of the violent electrical field surrounding the Priests.



0-3 GENETOR BIOLOGIS ADVISORS

50 POINTS

Genetor Biologis techpriests can usually be recognised by their clothing, which unless their work requires otherwise will usually be robes of rust-red or black coloration, and by their cyborg nature. The amount of augmentation found in a Biologis is highly dependent on rank within the Cult Mechanicus; a novice may have only one or two augmented systems, if any, while very senior members may have only a few biological organs left in their bodies at all.

These scientists make useful additions to an Imperial Guard or Mechanicus Explorator army. They may not be taken by Space Marine forces as these mighty warriors fight in the very heart of the enemy – too close for a fragile scientist to survive long.

	<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>Genetor Biologist</i>	50	3	3	3	3	1	3	1	8	5+

Number/Squad: These do not count as one of your HQ choices and may be taken in addition to your usual allocation of HQ units in a mission. Each Genetor Biologist Advisor must join a separate unit in the army as described below.

Equipment: Genetor Biologist Advisors carry a las pistol, signum (allowing a shooting re-roll each turn for a model in the unit to which he is attached) and a surveyor.

SPECIAL RULES

Advisors: A Genetor Biologist must be allocated to any HQ squads (not characters) deployed at the start of the battle. Once each HQ choice has been assigned an Advisor, any remaining Advisors are attached to Elite squads. If all HQ and Elite squads have an Advisor then the remainder are individually assigned to Troop squads. Unattached Advisors may not be used. Any special deployment rules (such as Scout or Infiltrate) may be used by the Advisor.

Efficient Use of Force: A Genetor Biologist has studied Ork physiology for years and knows a few tricks to keep them out of action. A unit including an Advisor may re-roll all wounds against Orks. They are being deployed in the Damocles Gulf in the hope that this expertise will be extended to the newly discovered Kroot and Tau species, but at present they do not confer any ability against xenos species other than Orks.

Precious Knowledge: Each surviving Biologist is worth 100 victory points to the Imperial player, so crucial to the crusade is the data he has collected.

Rival Theologies: The Biologists were ruthlessly purged by the Ecclesiarchy during the Age of Apostasy and as a result a long standing enmity exists between them. As a result, a unit that contains a Priest is not able to be joined by a Genetor Biologis Advisor.



LEGIO CYBERNETICA COHORT

MECHANICUS EXPLORATOR 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 battle force. However 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 almost always found only in the service of the Mechanicus itself or their corrupt brethren.

If you wish to field units of these implacable machines in the service of the Mechanicus Explorator fleets, then you can include them as Elites choices. For transport purposes they count as two models.

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 Citadel's original robot models then these are the suggested weapon fits:

Crusader 2 power wpns & lascannon

Colossus t. hammer & multi-melta

Cataphract power fist & heavy flamer

Castellan power fist & heavy bolter

Conqueror power fist & autocannon.



	<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>Robot</i>	50	4	4	5	5	2	1	2	5	3+
<i>Cyber-Controller</i>	45	3	3	3	3	1	3	1	9	3+

Number/Squad: 1 Cyber-Controller and 3-5 Robots.

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

Options: Any Robot may replace its heavy bolter with one of the following weapons: a heavy flamer at +5 points, an autocannon, missile launcher or multi-melta at +10 points, a lascannon at +15 points or plasma cannon at +20 points. Any Robot may replace either power weapon with a power fist at +5 points or a thunder hammer at +10 points.

SPECIAL RULES

Machine Spirits: The unit is Fearless See page 74 of the Warhammer 40,000 rulebook. Should the Cyber-Controller 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. Robots in combat do not need to take this test.

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.

LIBRARIAN DREADNOUGHT

190 POINTS

The path to becoming a Librarian is a difficult one, as they must not only be strong enough to survive their training, but possess enough mental discipline to fend off the daemons and entities of the Warp. This mental fortitude often sees the Librarian clinging to life when his body lays in ruin. It is not uncommon to see such a hero continue to serve his chapter as a Dreadnought.

A Librarian Dreadnought may be included in a Space Marine army as an HQ choice.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>I</i>	<i>A</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>Ld</i>
<i>Librarian Dreadnought</i>	4	4	6	4	2	12	12	10	10

Type: Walker

Crew: One Space Marine Librarian

Weapons: The Dreadnought's left arm is equipped with a Force Weapon that as a built in storm bolter. The Dreadnought's right arm is equipped with an Assault Cannon. Additionally, the Librarian Dreadnought is equipped with a psychic hood, extra armour, smoke launchers and a searchlight.

Options: The Librarian Dreadnought may replace its storm bolter with a heavy flamer at +5 points. The Dreadnought may replace its assault cannon with a missile launcher, multi-melta or plasma cannon at no additional points cost.

Transport: Praetorian Heavy Servitors may be deployed in a drop pod for +50 points (see Codex Space Marines).

Venerable: The Librarian Dreadnought is a veteran of countless battlefields and as such is considered Venerable. Librarian Dreadnoughts are extremely hard to kill and whenever they suffer a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage tables. However, you must accept the second result, even if it is worse.

Psychic Powers: The Librarian Dreadnought knows the psychic powers Storm of the Emperor's Wrath and Might of Heroes (see Codex Space Marines). The Librarian Dreadnought may replace either of those powers with Force Barrier (see Codex Dark Angels). The Librarian Dreadnought may cast one power each turn. Perils of the warp attacks are resolved against the Dreadnought's rear armour.



MAGOS EXPLORATOR PRIME

MECHANICUS EXPLORATOR 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 creature which stands in the way of these high priests to the Omnissiah.

A Magos Prime is a compulsory HQ choice for a Mechanicus Explorator 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 5 or 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 +5 pts or plasma cannon at +25 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 damage, 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

OFFICIO ASSASSINORUM OPERATIVE

The Officio Assassinorum is the main Imperial organisation responsible for the recruitment, training, and deployment of elite assassins. The Grand Master of Assassins, leader of the Officio Assassinorum, has a captive seat in the Senate of the High Lords of Terra and, in theory at least, the agreement of the Senate is required for any assassination order. The targets can be highly varied: rebellious Imperial governors, incompetent or corrupt Imperial officials, dangerous renegades, heretic prophets, successful Xenos leaders, etc. The Officio is organized in different types of temples, where the different types of Operatives are trained and equipped to the absolutely highest possible standard.

Normally an agent from these temples is dispatched on a mission at the behest of an Inquisitor or the High Lords of Terra. But during the Damocles Gulf Crusade, where Tau propaganda was causing untold damage to Imperial morale, senior temple agents were dispatched under the authority of the Ordo Xenos to hunt down and destroy both the Tau leadership as well as defuse the building Ork Waagh.

Space Marine, Imperial Guard and Mechanicus Explorator armies that include an Ordo Xenos Inquisitor may take up to one Operative as an Elites choice. You may not have more than one Operative in your army under any circumstances.

	WS	BS	S	T	W	I	A	Ld	Sv
Operative	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 Operative's point value is dependent upon the Temple they belong to:

Callidus.....130 points	Culexus.....120 points
Eversor120 points	Vanus110 points
Venenum.....120 points	Vindicare.....130 points

SPECIAL RULES

Independent: Operatives act independently during the game and may not join units or ride in vehicles. For the purposes of mission objectives, Operatives 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

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

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



CALLIDUS TEMPLE AGENT

Operating covertly, the Callidus teaches its Operatives 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 Operatives 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 Operative can get close to their targets, influencing their strategy and finally assassinating them when the opportunity arises.

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 Operative is always held in reserve, even in missions which do not normally use the Reserves rule. When the Operative 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 Operative 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 Operative may attempt to disengage from a combat at the end of the assault phase. The Callidus Operative 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 Operative 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 AGENT

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, ten 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 Operative must first pass a Leadership test. If the test is failed they may not target the Operative, 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 Operative, 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 Operative 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 Operative 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 Operative counts as having Leadership 7, unless it would normally be less than this.

Psyker Assassin: The Culexus Operative can always target a psyker specifically with any shooting attacks, regardless of whether the psyker is in a unit, etc. The Culexus Operative 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 Operative 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 Operative 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 AGENT

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 Astartes 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.

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 Operative 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 AGENT

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 Operatives 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

Bolter Carbine: Equipped with advanced targeting systems and loaded with Stalker Silenced Rounds, the Bolter Carbine becomes into a quick-firing Sniper Rifle. It has a range of 18", Strength X, AP 6 and becomes Assault 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 Operatives 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 AGENT

Many Operatives 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 Operatives 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 Operative 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 Operative takes an automatic hit that wounds on a D6 roll of 6. Saves are not affected.



VINDICARE TEMPLE AGENT

Cold, unfeeling and distant - the Vindicare Operatives specialise in vengeance and revenge killings. They make use of a specially designed, long range Sniper Rifle called the Exitus Rifle. The Vindicare Operative brings inglorious death to the Emperor's enemies with a Sniper's bullet. Vindicare Operatives have been known to wait in a position for as long as two weeks before taking a shot. Many rebellions and cults have been ended with one, perfect shot from a Vindicare's rifle.

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.

Shield-Breaker:	The shot ignores any invulnerable saves.
Turbo-Penetrator:	This inflicts 2 wounds on any model wounded. If fired at a vehicle, the shot has an Armour Penetration of 3D6.
Hellfire:	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 ignores the rules for Night Fighting.

Stealth Suit: Any unit wishing to shoot at the Vindicare Operative must test to see if he can be seen, using the Night Fighting rules as described in the Warhammer 40,000 rulebook. If the Night Fighting rules are being used, the Operative 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 Operative if he is within 9").

Marksman: You may nominate the model targeted by the Vindicare Operative 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).

ORDO XENOS INQUISITOR

While the Ordo Hereticus gave their support to the Adeptus Sororitas and the Ordo Malleus remained largely uninvolved in the Damocles Gulf Crusade, the Ordo Xenos realised their expertise was best spent spread throughout the forces. Inquisitors made extensive use of Deathwatch Kill-Teams and even the dreaded Deathwatch Terminators. Some radicals even made use of various xenos mercenaries - whatever it took to bring about victory for the Imperium. The end justifies the means.

An Ordo Xenos Inquisitor is an HQ choice for the Imperial Guard, Mechanicus Explorator, Witch Hunters or Space Marines. If the Inquisitor is accompanied by a retinue of henchmen rather than a Deathwatch Kill Team, he may NOT be taken by Space Marines, Witch Hunters or armies including Deathwatch units.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ordo Xenos Inq	55	4	4	3	3	3	4	3	10	3+
Demiurg Trader	25	3	3	3	4	1	2	1	9	4+
Eldar Mystic	30	3	3	3	3	1	5	1	8	5+
Hrud Fusilier	40	4	3	3	3	1	4	1	6	5+
Ork Noble	35	4	2	4	4	2	3	3	8	6+

Number/Squad: An Ordo Xenos Inquisitor and either 3 to 6 alien Henchmen; 3-6 Henchmen chosen from Codex Witch Hunters or a Deathwatch Kill-Team.

Equipment: The Ordo Xenos Inquisitor wears powered armour and is armed with a needle pistol and power weapon.

Retinue: The Inquisitor must be accompanied by a retinue of Henchmen as detailed below or a Deathwatch Kill-Team (in which case both he and the squad count as the same HQ choice). If the Inquisitor has a retinue then he and the retinue are treated as a single unit during the battle.

SPECIAL RULES

Independent Character: An Ordo Xenos Inquisitor is an Independent Character. Unless attached to a Deathwatch Kill Team, he must lead a retinue of 3 to 6 Henchmen, selected either from Codex Witch Hunters **OR** from the options below. The Ordo Xenos Inquisitor may not leave his retinue or squad or join another unit. If the retinue or squad is destroyed he becomes an independent character and is then free to join other units.

Needle Pistol: This is a compact weapon of unknown origin that delivers a lethal flight of poisoned darts into the Inquisitor'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 4+ regardless of the target's toughness. A roll of a 6 to wound increases the power of the shot to AP 1.

Alien Retinue: An Ordo Xenos Inquisitor deals with all manner of alien species in his travels through the galaxy and it is not uncommon for temporary alliances to be formed in the interests of using one alien race against another. Servants and Mercenaries that have proven useful to an Inquisitor may find themselves called upon in times of need.

Demiurg Trader: The Demiurg are not thought to be native to the Damocles Gulf but they are found there some numbers and readily offer their services to the Imperium – for a fee. Each Demiurg Trader maintains the equipment in the allied force and allows one friendly unit within 6" of him to re-roll misses each shooting phase. The Demiurg counts as being armed with a storm bolter.

Eldar Mystic: The powers of foresight inherent in the Eldar provide insight not otherwise available to the Inquisitor. The controlling player may re-roll the dice when determining who gets first turn and may always set up a unit of infiltrators before the enemy does. The Mystic carries a close combat weapon. Each Mystic included permits you to take a unit of Eldar Rangers as a non-compulsory Troop choice or an Elites Choice (see Codex Eldar). They may be upgraded to Pathfinders as normal. Eldar Mystics are not Fleet.

Hrud Fusiliers: A secretive race, the Hrud have adapted a form of warp-plasma to make a highly effective weapon. In the service of a radical Ordo Xenos Inquisitor they provide much needed fire support. They are armed with a Hrud Fusil, which can fire each turn as either a plasma gun (ignoring the rule for overheating) or a plasma cannon (do not ignore the rule for overheating!) Using a form of cloaking technology, the Hrud and the unit it is joined to always counts as having a 5+ cover save. You may only have one Hrud in the retinue.

Ork Nobles: The Blood Axe Clan of Orks has proved to be vaguely useful to the Imperium on occasion. Ork Nobles in the retinue are armed with a power fist and a bolt pistol. Each Noble included permits you to take a unit of Ork Kommandos as a non-compulsory Troop choice or an Elites Choice (see Codex Orks). Ork Nobles do not have Furious Charge.

Transport: The Ordo Xenos Inquisitor and his Retinue may be mounted in a non-dedicated transport if one is purchased.

PRAETORIAN HEAVY SERVITORS

210 POINTS

Praetorians are intended to provide complete protection for the Tech-priest on the battlefield. They are elite cyborgs warriors which bodyguard the Magos and protect temples, shrines and other facilities threatened with direct attack. Heavily armed and armoured they typically mass over twice the bulk of a man or more, with tracks or jointed legs to carry their immense weight. Some Praetorians are created from vat-grown giants or mind-scrubbed Ogryns. All are designed to intimidate and, if necessary, obliterate.

Praetorian Heavy Servitors are a Heavy Support choice for Mechanicus Explorator armies. For transport purposes they count as two models.

	<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>Praetorian</i>	70	4	4	4	6	1	3	2	10	2+

Number/Squad: 3 Praetorian Heavy Servitors.

Equipment: The Praetorians are armed with a chain fist and assault cannon.

Options: Up to two additional Praetorian Heavy Servitors may be added to the squad at +70 points each.

Any Praetorian may replace its assault cannon with a multi-melta or plasma cannon at no additional points cost.

Transport: Praetorian Heavy Servitors may be deployed in a drop pod for +50 points (see Codex Space Marines).

SPECIAL RULES

Fearless: Lobotomised and grafted with data processors, Praetorian Heavy Servitors are completely unflinching to the damage caused to their bodies. The unit is Fearless See page 74 of the Warhammer 40,000 rulebook.

Feel No Pain: Because of the extensive modifications they are also far more resilient to damage than mere flesh and blood. Praetorians benefit from the Feel No Pain universal rule found on page 74 of the Warhammer 40,000 rulebook.

Stable Firing Platform: Mounted on massive tracked units or other sturdy drives, the Praetorians 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.



ROGUE TRADER

50 POINTS

Rogue Traders are Imperial explorers and traders. They are allowed to trade with xenos races, and even explore and trade beyond the borders of the Imperium. Many times Rogue Traders find isolated planets with a Human population which will be incorporated into the Imperium. Other times they find empty planets ripe for colonization. Many travel largely within the Imperium, carrying cargo along established trade routes.

The most valuable possession of a Rogue Trader family is its Charter of Trade; a legal document which describes the accepted limits of its operations. These charters are of vital importance and are usually hereditary thus creating a Rogue Trader dynasty. Certain powerful lords of the Adeptus Terra offer charters of trade as a bribe to their rivals. In exchange the rival simply walks away into a life of adventure and, hopefully, great wealth. Some Rogue Trader families have powerful allies inside the Adeptus Terra. Some of the more ancient ones are dated from the very beginnings of the Imperium, and some were even signed by the Emperor himself. Others were signed by Primarchs or other leaders of the Great Crusade. These charters are very valuable and give its owner great leeway. They are tailor-made and unique. They cannot be re-appealed as according to Imperial law and Imperial religious dogma no-one is empowered to overrule these persons.

Letters of Marque are similar documents issued more recently. The Letters of Marque are rather restricted in some aspects and controlled more effectively by Imperial authorities. The more recent ones are not hereditary at all, forcing the hopeful heir to return and re-apply for a new charter. A Charter of Trade or a Letter of Marque may contain peculiar restrictions. This may be of geographical nature (e.g.: restrict the Rogue Trader into a single sector) or something similar. Some Rogue Traders are relatively poor, possessing a single ancient and dilapidated ship. Others are incredibly wealthy and powerful and have whole fleets and entire private armies at their disposal. Certain favoured individuals may even call upon detachments of Space Marines having entered pacts with individual Chapters. Some Rogue Traders operate as mercenaries, renting the service of their ship(s).

A Rogue Trader is an HQ choice for the Imperial Guard or the Mechanicus Explorators.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Trader	50	4	4	3	3	3	4	3	9	4+

Number/Squad: A Rogue Trader

Equipment: Carapace Armour; Power field (4+ Inv), master crafted bolt pistol, digi laser, power sword and plasma grenades (see Codex Eldar).

Options: The Rogue Trader may purchase EMP grenades for +5 points (see Codex Tau Empire)

The Rogue Trader may purchase additional digi-lasers for +7 points per weapon (to a maximum of six). Taking more than one makes the weapon twin-linked.

SPECIAL RULES

Independent Character

Digi-laser: This is a compact weapon worn as an ornate ring. It emits a powerful pulse of energy into the Trader's target. The Digi-laser is an assault weapon that has a range of 6" a Strength of 3 and an AP of 6. The weapon does suffer from the 'Gets Hot' special rule. Each additional digi-laser worn adds +1 to the Strength and AP. So a particularly 'bling' Rogue Trader with the maximum of six digi-lasers is blasting their opponent with a Strength 9 AP 1 hit.

Inspiring: Units within 12" may use the Rogue Trader's leadership value.

Chartered Forces: The Rogue Trader's force is comprised of elements of the Adeptus Astartes, the Imperial Guard and the Adeptus Mechanicus. Though the Imperial Guard usually makes up the majority of the Rogue Trader's force, it is not uncommon to find units from other branches of the Imperium in his employ. Having a Rogue Trader in an Imperial Guard army allows the player to include Tactical, Assault and Devastator squads as Elite or Heavy Support choices. These squads may be replaced with their equivalent type from Codex Black Templars, Codex Dark Angels, Codex Space Wolves or the Blood Angel army list. Furthermore a player is free to include a Black Templar Crusader squad, a Dark Angels Devastator Squad and a Space Wolf Blood Claws pack all in the same army.



TERMITE

IMPERIAL ARMIES ONLY

If the commander has enough influence, Imperial units can be requisitioned the use of Termite subterranean transports. Though the construction of these burrowing vehicles is a closely guarded secret, the Mechanicus decided the secrets of the Damocles Gulf were worth the expense and they provided several hundred Termite transports to the crusade.

An Imperial Termite is a transport choice for Imperial Guard, Witch Hunters, Mechanicus Explorator and Space Marine forces. They may not be taken by Space Wolves. Any unit which has the ability to purchase a transport in its army list entry may instead choose to purchase an Imperial Termite at the points cost indicated. Such units are held in reserve even if the mission does not allow it. Only the unit assigned the Termite may be transported in it. Independent characters may join a unit with a Termite before the game so that they may also travel in it. The Imperial Termite may not be given any upgrades.

	<i>Pts</i>	<i>Front</i>	<i>Side</i>	<i>Rear</i>	<i>BS</i>
<i>Termite Capsule</i>	50	12	12	n/a	4

Type: Tank, Immobile.

Crew: Three Servitors

Weapons: Drill and forward facing twin-linked melta-guns.

SPECIAL RULES

Transport: The Termite can carry up to twelve infantry models (count Ogryns and models in Terminator Armour as two models). The Termite has no rear armour value as it is underground, instead resolve a rear attack onto a side facing.

Tunneller: A Termite may always be placed in reserve, even if reserves are not normally allowed by the scenario being played, and enters play as follows. When the Termite arrives you may place the capsule anywhere on the table as long as it is not in impassable terrain or within 1" of an enemy model. Roll a Scatter dice, if a hit results the capsule burrows up on target otherwise it scatters 2D6" in the direction shown. If this movement would take it into impassable terrain or within 1" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them.

Once the capsule has emerged, the exit doors blast open and all passengers immediately disembark. The passengers may not make an additional movement or assault that turn. They may shoot but count as moving.

Movement: Once emerged, the Termite capsule becomes permanently immobile and as such automatically awards your opponent 25vps.

Drill Attack: Any model assaulting the Termite in its front arc takes a S8 hit from the drill on a 4+. The hit ignores armour saves and penetrates vehicles on 2d6.

Access Points - 2: The Termite has two side hatches which are used as access points by the passengers.



OFFICIO ASSASSINORUM EXECUTION FORCE

POINTS: 100 + MODELS

The agents of the Officio Assassinorum are a deadly scalpel deployed when the sledgehammer of the Imperium's armies is too blunt and unsubtle a weapon to bring to bear. These killers are amongst the most proficient masters of the arts of death in the known galaxy. Their reach, it is said, extends from the heart of the Eye of Terror to the coldest reaches of the Halo Zone.

An individual Assassin is a fearsome weapon, used only on the very highest of authority and against the most serious of threats. Yet, there have been times when even an Assassin was deemed incapable of striking down a target. At such times, the High Lords of Terra have ordered an Execution Force, consisting of a number of assassins working in concert, to be dispatched.

It cannot be overstated just how serious a threat the Imperium must be facing for the High Lords to issue such an order. To deploy just a single Assassin is to commit a scarce and invaluable resource, for the temples recruit only a handful of Assassins each year. Yet, to send forth an Execution Force is to deploy such a weapon that their replacement, should they be lost, might take many years, and the Assassinorum would be weakened in the meantime. As a result, such a force is assembled only rarely, and only when the very future of an entire sector may hang in the balance.

Apocalypse Formation

This formation may only be taken in Heavy Assault Forces during the Damocles Gulf Crusade campaign weekend. It is available to any Imperial Guard; Space Marine; Mechanicus Explorator or Witch Hunter armies. This formation may also be freely used in your games of Apocalypse and is perfectly usable outside of this campaign setting.



FORMATION:

2-6 Imperial Assassins of the same temple. Details of these can be found in Codex: Daemonhunters and Codex: Witch Hunters.

SPECIAL RULES

Ultimate Assassins: The Execution Force (but not the rest of your army) benefits from the Flank March and Strategic Redeployment strategic assets.

Temple: Depending on the temple from which the Execution Force is drawn, it will benefit from the following special rules.

Vindicare Temple: Vindicare Assassins sometimes combine their fire for terrifying effect, enabling them to pin down not just single enemy units but at times, entire armies. Should all of the assassins fire upon the same target you may force one enemy unit per each assassin firing to take a Pinning test provided those units have line of sight to the target. No unit can be forced to take more than a single test per turn in this manner.

Culexus Temple: The presence of a single Culexus Assassin causes a mighty disturbance in the ebb and flow of the Warp. When a group of them are present in the same area, their powers are merged; echoing, reverberating and resonating in a manner crippling to psykers in the vicinity. The range of the 'Psychic Abomination' special rule is increased by 6" for each assassin in the Execution Force.

Callidus Temple: Callidus Assassins are masters of intrigue, using their disguises to sow confusion in the enemy ranks. When a number of the Assassins combine their efforts, enemy units may find themselves issued orders entirely contradictory to their superiors' intentions. When using the 'A Word In Your Ear...' special rule, you may instead choose to reposition a single enemy unit up to 6" for every assassin in the Execution Force, and may choose the facing of any enemy units repositioned.

Eversor Temple: A team of Eversor Assassins making concerted attacks against an enemy can entirely wipe out isolated targets in a series of devastating raids and ambushes, often ensuring the targets don't even survive to fight the actual battle. You receive the Surgical Raids Strategic Asset for free. Rather than the single attack described in the asset's rules, each target suffers one attack per assassin in the Execution Force.

THE ORK WAAGH

"They got ded big shooty guns dat'll kill tons of boyz, but if yer can get near em den you've got a chance. Just gotta make sure you bring loads of boyz, coz you ain't gonna have a whole lot left when you get close enough ta crump em..."

Warlord **Skamork** the Great Despoiler spoke these words as his boyz faced the might of the expanding Tau Empire. He saw an opportunity for a great deal of bashin' and thumpin', particularly at the cost of the Imperium and the Tau. What was not to like?

The lists on the following pages present the allowed lists for the Ork Waagh involved in the campaign. In all cases the most recent edition of the Codex will be used. These are the only armies permitted in this Faction during the weekend 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.

The Codices used in this campaign for the Ork Waagh are: Codex Orks. 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.

Taskforce Name	Permitted Armies
Kult of Speed	Orks Orks Orks Orks!
Da Flash Gitz	Orks Orks Orks Orks!
Da Frowt Kuttaz	Orks Orks Orks Orks!
Da Stabbaz	Orks Orks Orks Orks!
Gork's Ladz	Orks Orks Orks Orks!
Mork's Boyz	Orks Orks Orks Orks!

ORKS

USING THE ORKS IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent edition of Codex Orks with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- The Ork army may originate from one of the large Ork Clans and as such certain units may be more common.

Bad Moon armies may take maximum sized Flash Gitz mobs as Troops

Blood Axes may take maximum sized Kommando mobs as Troops

Death Skulls may take maximum sized Lootaz mobs as Troops

Evil Sunz may take maximum sized Ork Biker mobs as Troops

Goffs may take maximum sized Nobz mobs as Troops

Snake Bites may take maximum sized Cyboar Boyz mobs as Troops



THE ORK WAAGH SPECIFIC UNITS

There are several units which may be taken by Orks during the Damocles Gulf Crusade. They are detailed on the following pages and are considered fully usable for this campaign weekend. **However, they are not to be considered official in any way outside of the Damocles Gulf Crusade.**

Bubble Chukka Pg 31

Cyboar Boyz Mob Pg 32

Freebooterz Pg 33

Khorne Stormboyz Pg 34

Mekboy Lifta-Droppa Pg 35

Ork-Genestealer Hybrids Pg 35

Ogryn Mob Pg 36

Tinboyz Mob Pg 36

LEGENDARY UNITS & APOCALYPTIC FORMATIONS

There are several *legendary units and formations* which may only be taken in Heavy Assault Forces during the Damocles Gulf Crusade campaign weekend. They are restricted to a specific race where noted but are usually available to all forces in the Ork Waagh Faction.

BUBBLE CHUKKA

120 POINTS

Utilising Mekboy force field tek-no-wots the Bubble Chukka creates a force field around its target and lets them float away. Eccentric Big-Meks (is there any other kind?) usually try and perfect one of these contraptions at least once in their lives. The number of Big Meks trapped in bubbles encountered by the Imperial Navy in deep space is a testament to how dangerous such a quest for perfection can be...

A Bubble Chukka may be taken as a Heavy Support choice for Ork armies.

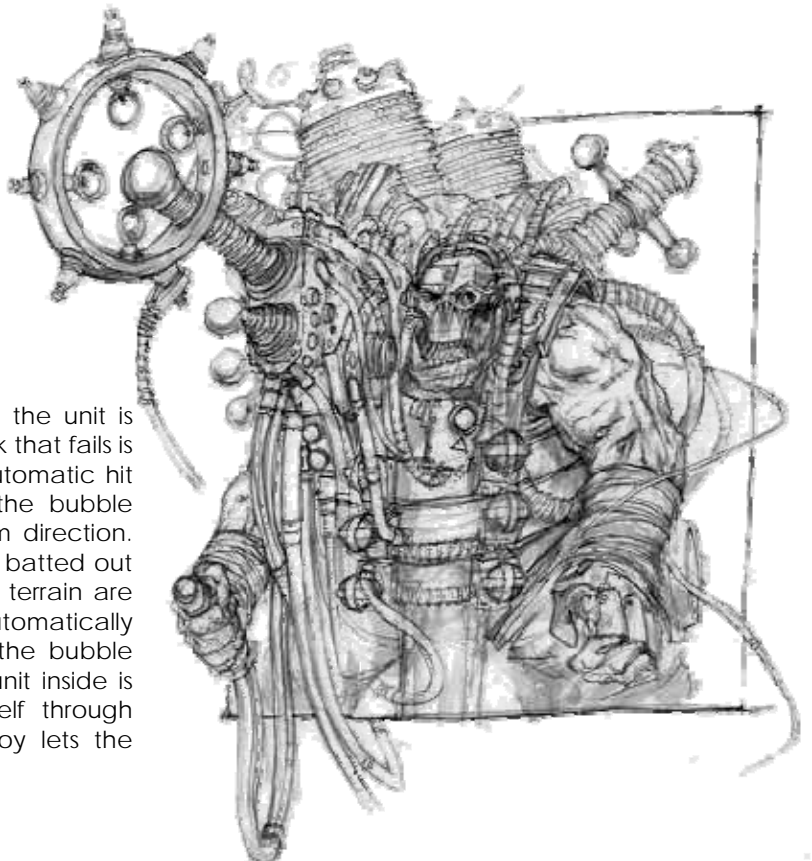
	WS	BS	S	T	W	I	A	Ld	Sv
Mekboy	4	2	3	4	1	3	2	7	5+
Grots	2	2	2	2	1	2	1	5	-

Unit Type: Artillery
Crew: A Mekboy and three grots.

SPECIAL RULES

Bubble Chukka: To fire the weapon, choose an enemy unit (not vehicles). Provided the target is within d6x6" they are caught in a force field and float a few feet above the battlefield. While in the bubble the unit gains an invulnerable 2+ save from all attacks. The targeted unit may do nothing except try to break free by attacking the bubble. The bubble may be attacked in close combat or by firing and is treated as though it has an armour value of 12.

Should the attack succeed the bubble pops and the unit is entangled until the start of the next turn. Each attack that fails is rebounded back and should be resolved as an automatic hit on the unit. In each player's movement phase the bubble moves (with the unit inside) d6 inches in a random direction. Anything in the bubble's path is simply squashed or batted out of the way. Treat it as a tank shock. Vehicles and terrain are unaffected and instead cause the bubble to automatically pop (entangling the captured unit as above). If the bubble floats off the table or into impassable terrain the unit inside is considered destroyed. If the unit inside kills itself through repeatedly failing to pop the bubble, the Mekboy lets the bubble collapse in on itself.



CYBOAR BOYZ

70 POINTS

Some Ork warbands such as those belonging to the Snake Bite clan have a rite of passage that every young Ork must undertake. If an Ork is particularly skilled at hunting during his trials then he may be fortunate enough to catch a wild boar. If the Ork is brave enough he may be able to beat the boar into submission so that it will let him ride on its back. The Ork benefits from the speed and ferocity of his mount, whilst the boar, for his part in the bargain, is treated to daily gruel, a smelly sty and the occasional smack on his nozzle with a large stick. As time goes by the Boar is upgraded by the warbands Pigdok and Mekboy to become a ferocious Cyboar. Then the real fun begins.

Cyboar Boyz Mobs may be taken as Fast Attack choices for Ork armies.

	WS	BS	S	T	W	I	A	Ld	Sv
Cyboar Boy	4	2	3	4 (5)	1	2	3	6	4+
Cyboar Boss	4	2	4	4 (5)	2	3	4	7	4+

Unit Type: Cavalry

Number/Squad: 4 Cyboar Boyz and a Cyboar Boss.

Wargear: Cyboar, Slugga, choppa, stikk bombz, and a hunting spear.

Options: Up to 7 Cyboar Boyz may be added to the mob at +12 points per model.

Character: The Cyboar Boss may replace his hunting spear with a Power Klaw at +15 points. The Cyboar Boss may take a Boss pole for +10 points.

SPECIAL RULES

Furious Charge (see Codex Orks)

Mob Size (see Codex Orks)

Waagh! (see Codex Orks)

Fleet

Cyboar: A Cyboar is extremely tough, reinforced with steel plates and bionic limbs, has its tusks replaced by blades and has an injection device which pumps it full of stimulants.

Because of the toughness of the Cyboar and its value as cover, the rider counts as being in 'eavy armour and gets a 4+ armour save. The bionic augmentation makes the Cyboar a potent additional weapon granting the rider an additional close combat attack. During assaults and sweeping advances, models mounted on a Cyboar that pass through difficult terrain are killed on 1-3, as the Cyboar has a tendency to butt rocks and trees.

Hunting Spear: The Cyboar boyz are armed with long spears tipped with an explosive at the tip. They automatically use the spear on the first turn they charge in the game. After use it is discarded. A hunting spear counts as a +2 Strength power weapon and the user strikes with an Initiative of 6. The Ork does not get the benefit of Furious charge with the Hunting Spear.



FREEBOOTERZ

115 POINTS

The most common Freebooterz of all are the Mobz of Pirates or Banditz which roam from settlement to settlement in search of a good scrap and plenty of loot. They are led by an especially roguish Kaptin who affects a colourful and distinctive style of dress often featuring a large Kaptin's 'At with the Jolly Ork symbol painted on it.

Freebooterz Pirate Mobs may be taken as Elites choices for Ork armies.

	WS	BS	S	T	W	I	A	Ld	Sv
Pirate	4	2	3	4	1	2	2	7	5+
Kaptin	4	2	4	4	2	3	3	8	5+

Unit Type: Infantry

Number/Squad: 9 Pirates and a Kaptin.

Wargear: Snazzgun, stik bombz, pair of Kutlass (counts as two close combat weapons).

Options: Up to 20 Pirates may be added to the mob at +10 points per model.

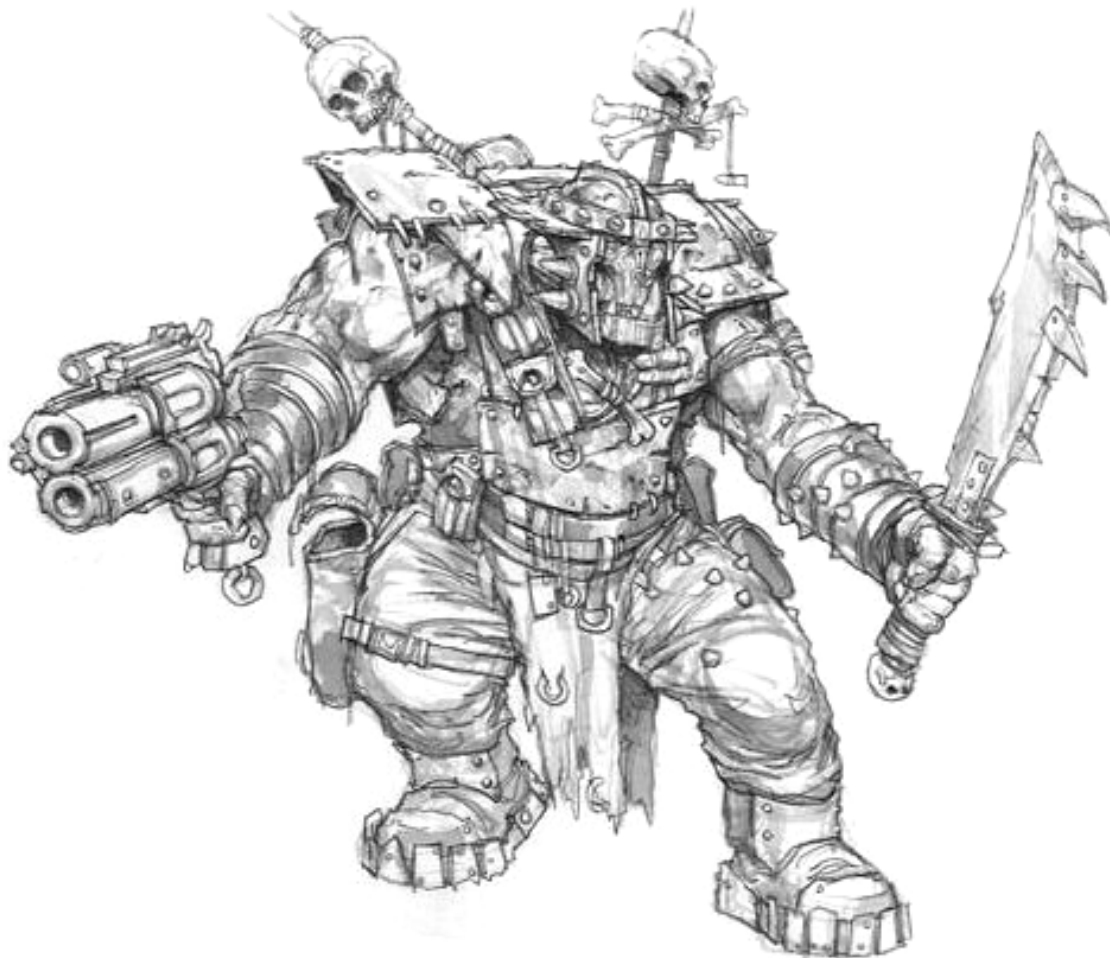
Character: The Kaptin may replace his Kutlass with a Power Klaw at +20 points. The Kaptin may take a Boss pole for +10 points and a Squig-Parrot for +5 points (counts as an attack squig).

SPECIAL RULES

Furious Charge (see Codex Orks)

Mob Size (see Codex Orks)

Waagh! (see Codex Orks)



KHORNE STORMBOYZ

115 POINTS

Most Stormboyz eventually grow out of their obsession with flying about, dressing in uniforms, and other militaristic behaviour. However, a few individuals find it hard to give up the old ways, watching their mates drift away or die, while the new Stormboyz recruits often come to regard them as cranky old-timers. Some become Stormboy Nobz and continue to lead Stormboyz Mobz in combat, but others are drawn into one of the bands which worship the Blood God Khorne. Worship of the Chaos Powers is not tolerated amongst sane and sensible Orks, but the cult is rampant amongst Freebooter Stormboyz. The Blood God epitomizes the martial virtues which they hold dear, including a harsh disciplinary code, binding rules governing their conduct as honourable warriors and, of course, a life of almost continual blood-letting. Stormboyz of Khorne are good hand-to-hand fighters and easily find employment. Khorne Stormboyz who survive long enough may be rewarded with gifts or attributes of which they are very proud. Once committed to the Blood God the Orks know they can never return to normal Ork society. They are destined to fall on some far flung field, their blood and bleaching bones a sacrifice to Khorne.

Khorne Stormboyz Mobs may be taken as Fast Attack choices for Ork armies.

	WS	BS	S	T	W	I	A	Ld	Sv
<i>Khorne Stormboy</i>	4	2	3	4	1	2	3	7	5+
<i>Aspiring Champion</i>	4	2	4	4	2	3	4	8	5+

Unit Type: Jump Infantry

Number/Squad: 7 Khorne Stormboyz and an Aspiring Champion.

Wargear: Sluggas, stik bombz and a choppa.

Options: Up to 8 Khorne Stormboyz may be added to the mob at +12 points per model.

Character: The Aspiring Champion may replace his choppa with a Power Klaw at +25 points. The Champion may take an Icon of Khorne (counts as a Boss pole) for +10 points.

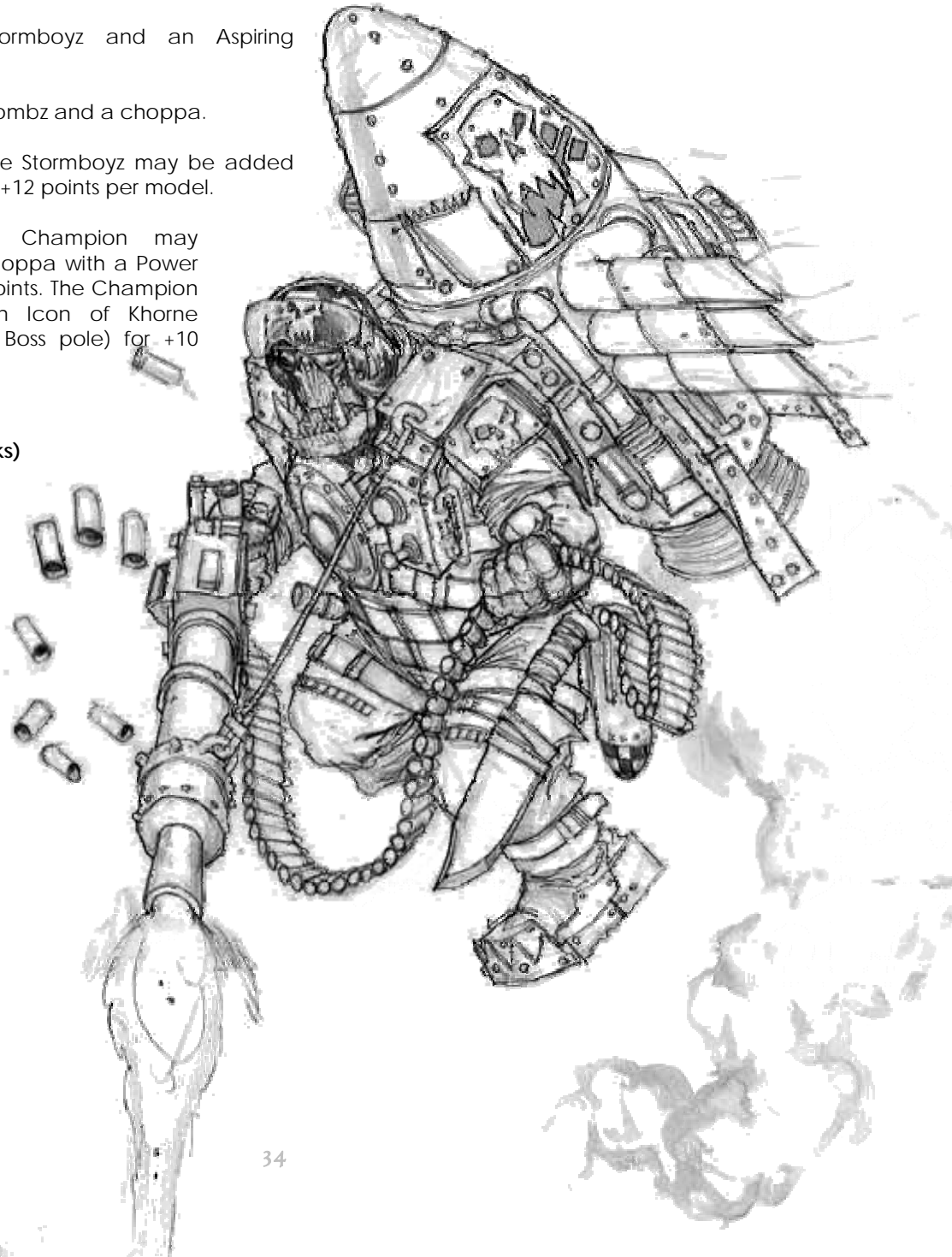
SPECIAL RULES

Furious Charge (see Codex Orks)

Waagh! (see Codex Orks)

Fleet (see Codex Orks)

Fearless



LIFTA DROPPA

150 POINTS

Utilising extremely powerful gravity waves, the Lifta Droppa is a marvel of Orky-know-wots. Usually mounted on Mekboy Stompas and other warmachines, a few of them have found their way into field artillery used by the more tooth-conscious Warboss. Able to lift enemy vehicles many feet into the air and drop them on their allies, the Lifta Droppa is a guaranteed crowd pleaser.

A Lifta Droppa may be taken as a Heavy Support choice for Ork armies.

	WS	BS	S	T	W	I	A	Ld	Sv
Mekboy	4	2	3	4	1	3	2	7	5+
Grots	2	2	2	2	1	2	1	5	-

Unit Type: Artillery
Crew: A Mekboy and three grots.

SPECIAL RULES

Lifta Droppa: To fire the weapon, choose an enemy vehicle (but not a flier or super heavy vehicle). Roll 4d6, provided the total score is equal to or greater than the target's front armour and it is within 36" range it is lifted into the air. If the vehicle is out of range or the roll is less than the vehicle's front armour value then the shot has missed. Provided the Lifta Droppa has hit, roll a scatter dice. If a hit is rolled the vehicle is dropped on the spot and takes d6 automatic glancing hits. If an arrow is rolled then the Lifta Droppa may move the vehicle up to 24" in the direction indicated before dropping it. If the vehicle is dropped on another vehicle then both suffer d6 glancing hits and the dropped vehicle comes to rest facing in the direction indicated and to the side of the vehicle which it was dropped on. If the vehicle is dropped on a non-vehicle unit, the unit takes 2d6 wounds and the dropped vehicle suffers d6 glancing hits. Move the non-vehicle unit exactly as though it had been tank shocked. If the vehicle is dropped into impassable terrain it is destroyed. The vehicle may not be dropped off the table edge.



ORK-GENESTEALER HYBRIDS

102 POINTS

The Orks don't really know where the Ork-Genestealer hybrids come from. All they know is that one day an Ork comes back to the camp from a bit of fighting and doesn't quite seem himself. As the days pass the Painboyz usually kill him trying to make him better. Several weeks later and the first of the Ork-Genestealer hybrids start to appear in the camp. These creatures retain the Orky-ness of their roots (which keeps them from getting squished) but sport multiple limbs and razor sharp claws. Ork Warbosses keep these strange creatures together in a mob and unleash them on the enemy, but have learned not to rely on them as in the middle of the battle they have been known to suddenly stop and cock their heads as though listening to some distant call. To be honest though, most Warbosses tend to keep clear of Ork-Genestealer hybrids because... well... they just creep them out!

Ork-Genestealer Hybrid Mobs may be taken as Elites choices for Ork armies.

	WS	BS	S	T	W	I	A	Ld	Sv
Ork-Genestealer	5	1	4	4	1	5	3	10	5+

Unit Type: Infantry

Number/Squad: 6 Ork-Genestealer Hybrids.

Wargear: Lots of razor sharp rending claws (included in profile).

Options: Up to 6 Ork-Genestealer Hybrids may be added to the mob at +16 points per model.

SPECIAL RULES

Furious Charge (see Codex Orks)

Mob Size (see Codex Orks)

Waagh! (see Codex Orks)

Fleet

Rending: The Ork- Genestealer attacks in combat are rending.

Call of the Hive: Each turn, before moving the Ork-Genestealer Mob, the Ork player rolls a d6. On a roll of a 1 the unit may do nothing that turn (except fight if engaged in combat). At the end of the turn it resumes normal behaviour.

OGRYN MOBS

75 POINTS

Orks sometimes encounter communities of Ogryns that have not yet been found by the Imperium. Naturally a Warboss is only too keen to recruit them into his warband. For their part the Ogryns find the Ork's company amusing and delight in the same destruction and noise as the Orks. As such they begin to consider themselves part of the warband and become driven by the same primal urges that propel the Ork Waagh.

Ogryn Mobs may be taken as Elites choices for Ork armies.

	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	4	3	5	4	3	3	2	8	5+

Unit Type: Infantry

Number/Squad: 3 Ogryns.

Wargear: Dakka Gun and Stikk Bombz.

Options: Up to 9 Ogryns may be added to the mob at +25 points per model.

SPECIAL RULES

Furious Charge (see Codex Orks)

Mob Size (see Codex Orks)

Waagh! (see Codex Orks)

TINBOYZ MOB

150 POINTS

An Ork Big Mek really relishes the chance to get his hands on a captured Imperial robot. This is because Imperial robots are crammed with all kinds of complex gubbins which the Big Mek can use for any number of other projects. In fact it is of constant amazement to Mekboyz that humans waste so many interesting bits on just one robot. Once properly modified, or even built from scratch, an Ork robot is known as a Tinboy. It is traditional to make the Tinboy look like an exaggerated and awkward looking version of Space Marines, Eldar, Tau or some other enemy.

Each Big Mek in an Ork army may take a Tinboyz mob as a Heavy Support choice.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Tinboy	50	3	2	5	5	3	1	2	5	3+

Number/Squad: 3 Tinboyz.

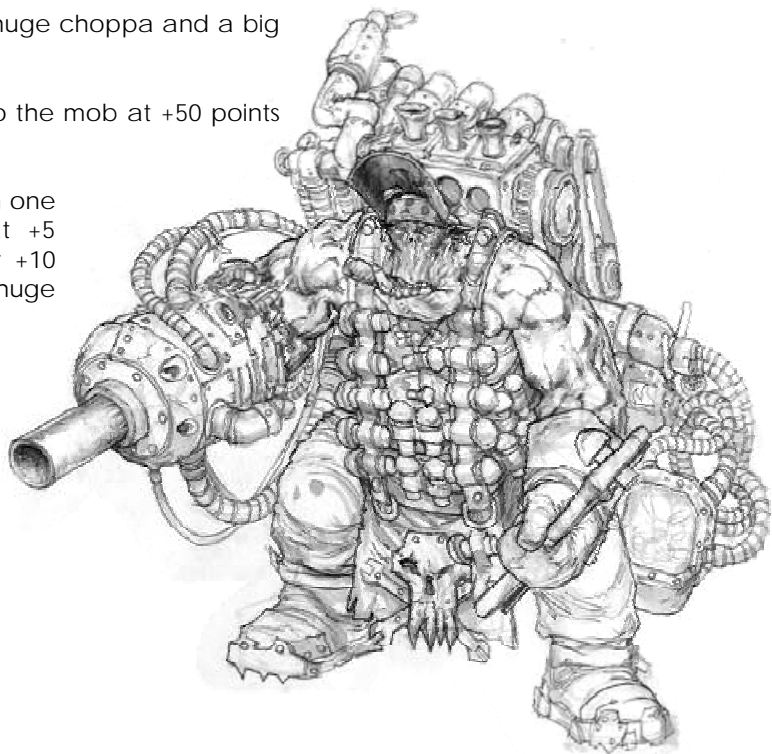
Equipment: The Tinboyz are armed with a huge choppa and a big shoota.

Options: Up to 7 Tinboyz may be added to the mob at +50 points per model.

Any Tinboy may replace its big shoota with one of the following weapons: a skorch at +5 points or a deffgun or rokkit launcha for +10 points. Any Tinboy may replace its huge choppa with a power klaw at +15 points.

SPECIAL RULES

Fearless



THE TAU EMPIRE

"The alien is not intrinsically evil. Do not hate him. Pity him his ignorance. Seek to understand his differences and acquaint him with his inadequacies. Only then will he accept his place in the Greater Good."

This Sio't meditation supposedly composed by hero **O'Mau'tel** embodies the view of the rapidly expanding Tau Empire. The Tau Empire is situated inside of the Ultima Segmentum, near the Eastern Fringe. It borders the Imperium, and lies within in the reach of the Astronomican. It has suffered many raids from the Orks.

The Tau Empire is grown through a series of Expansion Phases and by the time of the Damocles Gulf Crusade the Tau Empire had gone through 2 phases of expansion already. These phases are a period of several Tau military campaigns during which nearby worlds are colonized, conquered, or sometimes peacefully persuaded to join the Greater Good (i.e. the Tau Empire).

Therefore, apart from the star systems of the Tau, which are called septs, the empire also includes the worlds and star systems belonging to the Kroot, Vespide, and the Nicassar. They appear to have extensive ties to the alien traders known as the Demiurg. The empire is composed by over twenty fully developed septs and around one hundred settled worlds.

The lists on the following pages present the allowed lists for the Tau Empire involved in the campaign. In all cases the most recent edition of the Codex will be used. These are the only armies permitted in this Faction during the weekend 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.

The Codices used in this campaign for the Tau Empire are: Codex Tau Empire and Codex Imperial Guard. 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.

Taskforce Name	Permitted Armies
Brightsword	Tau Empire; Kroot Cadre & Gue'vesa Cadre
Puretide	Tau Empire; Kroot Cadre & Gue'vesa Cadre
Farsight	Tau Empire; Kroot Cadre & Gue'vesa Cadre
Shadowsun	Tau Empire; Kroot Cadre & Gue'vesa Cadre
Broadside	Tau Empire; Kroot Cadre & Gue'vesa Cadre
Shieldstrike	Tau Empire; Kroot Cadre & Gue'vesa Cadre

TAU EMPIRE

Tau are organised in tems of warriors originating from the same Sept, often bound by the Ta'lissera. These teams are grouped into an all-arms combat force known as Hunter Cadre under the leadership of a Commander. In many cases, an Ethereal will accompany the force, and the balance of teams will be selected for the particular hunt to be undertaking.

The two methods of warfare employed by Hunter Cadres are the Mont'ka and Kauyon. Each method is taught by the great Fire Caste academies on each Fire Caste world and have their own adherents amongst the Shas'o and Shas'el masters. They are both based on two approaches to hunting; the first involves bringing the prey to the hunter, the second involves the hunter running the prey to ground; the former is Kauyon, the latter Mont'ka.

USING THE TAU EMPIRE IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent edition of Codex Tau Empire with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.

GUE'VESA CADRE



Gue'vesa ("Human Helper") is the name the Tau give to the humans who have joined their empire. In the build up to the Crusade, many of the Imperial Guard and Planetary Defence forces stationed near the Damocles Gulf have long felt abandoned by the Imperium. The Tau Commander O'Shovah exploited this and gave these humans the option of joining the Tau Empire, an offer that most accepted.

USING THE GUE'VESA IN THE DAMOCLES GULF CRUSADE

Armies must be selected using the most recent 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 cannot use doctrines but gain Carapace Armour for all Imperial Guard Infantry (as defined in Codex: Imperial Guard) for no additional cost. They count as having taken a doctrine, however and as such do not have access to any units which would require a doctrine to be taken (such as Priests, Special Weapon Teams etc)
- Gue'vesa Cadres may NOT take Commissars.
- You MUST take an Ethereal. His abilities affect Gue'vesa units as well as Tau units.
- You may replace Eathshaker cannons with Rail Guns at no additional cost.
- You may replace Baneblade battlecannons with two Rail Guns (not twin-linked) at no additional cost
- You may replace plasma guns with Tau plasma rifles at no additional cost
- You may replace Multi-lasers with Twin-linked Burst Cannons at no additional cost.
- You may replace Battle cannons or demolisher cannons with Ion Canons at no additional cost.
- You may replace Heavy Bolters with Burst Cannons at no additional cost.
- You may take squads of Fire Warriors as Elites choices. The Fire Warriors have the options available to them in Codex Tau Empire including a Devilfish.
- Gue'vesa Cadre units that are not Tau may not make use of Markerlight hits.
- Gue'vesa Cadre vehicles receive their upgrades from the Tau Empire vehicle upgrades and may NOT take upgrades from Codex: Imperial Guard except for Extra Armour which is available at +15 points per vehicle. Extra armour may NOT be given to any Tau vehicles in a Gue'vesa Cadre army.
- Gue'vesa Cadre Sentinels may be given Jet Packs at +15 points per model. Sentinels upgraded in this way may move as Jet infantry. They may deep strike.
- Gue'vesa Cadre units that include a Veteran Sergeant may be bonded as per the rules in Codex Tau Empire at +10 points per squad.
- All Tau technology MUST be modelled appropriately on the units. No 'counts as' is permitted.

KROOT CADRE

The Kroot digestive system is extremely efficient, capable of breaking down almost any organic material into an energy form that can be stored in specialised organs scattered throughout their bodies called nymnes. Should anything inorganic and indigestible be consumed, the Kroot must regurgitate it, with considerable discomfort. However the strangest quirk of Kroot digestion is their ability to extract potentially useful strands of their food's DNA. Adeptus Mechanicus Genetors have long been aware that much of the double helix structure of DNA is in fact blank and used to separate those areas that do contain genetic information. The Kroot have somehow inherited the ability to incorporate useful DNA codes into their own genetic make up. Larger Kroot, called Shapers, who have an instinctive understanding of this process, can direct their kindred to consume certain prey in order that in successive generations, they may take on elements of those genes.

USING THE KROOT CADRE IN THE DAMOCLES GULF CRUSADE

- Armies must be selected using the most recent edition of Codex Tau Empire with the latest FAQ from Games Workshop's website. Please contact us at the Tempus Fugitives if you do not understand this point.
- Units detailed only in Forge World's Imperial Armour publications may be used. If the unit features in an Apocalypse Datafax then that should be used instead. Please contact the Tempus Fugitives if in doubt.
- Army Selection may ONLY be made from the following list:

HQ – 1 Master Shaper; 0-1 Shaper Council; 0-1 Kroot Shaman

ELITES – Viper Kindred; Stalker Kindred; Kroot-Genestealer Hybrids

TROOPS – 1+ Kroot Carnivore Kindred (see Codex: Tau Empire)

FAST ATTACK – Feral Kroot; Vulture Kindred; Tracker Kindred; Kroot Knarloc Riders (see Imperial Armour Volume3)

HEAVY SUPPORT – Kroot Bird; Hunter Kindred; Great Knarloc (see Imperial Armour Volume3)

המשימה נכונה תמיד עם התאמתה כ פנ התאמתה קנה רדודתהפ חביתם רבצת

THE TAU EMPIRE SPECIFIC UNITS

There are several units which may be taken by the Tau and their allies during the Damocles Gulf Crusade. They are detailed on the following pages and are considered fully usable for this campaign weekend. **However, they are not to be considered official in any way outside of the Damocles Gulf Crusade.** Where a unit is restricted to one army, it is clearly indicated in the unit entry.

Air Caste Glider Team	Pg 40
Embedded Reporters	Pg 40
Feral Kindred	Pg 40
Gue'vesa Squad	Pg 41
Hunter Kindred	Pg 41
Kroot-Genestealer Hybrids	Pg 42
Kroot Bird	Pg 43

Kroot Shaman	Pg 43
Master Shaper	Pg 44
Shaper Council	Pg 44
Stalker Kindred	Pg 45
Tracker Kindred	Pg 45
Viper Kindred	Pg 46
Vulture Kindred	Pg 46

LEGENDARY UNITS & APOCALYPTIC FORMATIONS

There are several *legendary units and formations* which may only be taken in Heavy Assault Forces during the Damocles Gulf Crusade campaign weekend. They are restricted to a specific race where noted but are usually available to all forces in the Tau Empire Faction.

Tau Rapid Redeployment Force	Pg 47
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AIR CAST GLIDER TEAM

60 POINTS

Equipped with networked markerlights, the use of skilful Air-Cast glider teams was crucial during the Damocles Gulf war to ensure that heavy support systems were given sufficient guidance. In later years the Air Caste gliders were phased out by more advanced drone platforms such as the Remora Drone Stealth Fighter.

Air Cast Glider Teams may be taken as Fast Attack choices for the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Kor'la	2	3	3	3	1	2	1	7	5+

Unit Type: Jump Infantry

Number/Squad: 3 Kor'la Gliders are deployed as a single Fast Attack choice but may be placed and act independently.

Wargear: Yeldi glider wings, stealth field generator, pulse pistol and a Network Markerlights.

SPECIAL RULES

Stable Firing Platforms: Yeldi Glider rigs are designed to move and fire the markerlight network mounted on them. They always count as stationary for shooting purposes.

EMBEDDED REPORTERS

60 POINTS

Bringing the heroic struggle of the humble Fire Warrior to the people of the Tau Empire, embedded Water Caste Reporters serve a crucial role in the battle for the Greater Good.

An Embedded Reporter may be added to any Fire Warrior team.

	WS	BS	S	T	W	I	A	Ld	Sv
Por'la	2	3	3	3	1	2	1	7	5+

Unit Type: Infantry

Number/Squad: 1 Reporter and a camera drone. They become part of the squad they are attached to and may not leave it.

SPECIAL RULES

Star Performers: So inspirational is the idea that their deeds are being sent across the Empire, all Fire Warriors in the team to which the Reporter is attached may re-roll their shooting to hit. Furthermore the unit is fearless.

Snuff Film: Any unit which contains an Embedded Reporter and is wiped out is worth double victory points (including the value of the reporter).

FERAL KINDRED

75 POINTS

Kroot Hounds and Krootox are not the only 'dead-end' evolutionary paths utilized by the Kroot. Feral-like Kroot are far stronger - more bestial and primitive than normal Kroot.

A Feral Kindred is a Fast Attack choice for the Kroot Cadre or the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Feral Kroot	5	2	5	4	2	3	2	7	-

Unit Type: Infantry

Number/Squad: 5 Feral Kroot

Wargear: Teeth and claws (additional attack included in profile).

Options: Up to 5 Feral Kroot may be added to the kindred at +15 points per model.

SPECIAL RULES

Fieldcraft (see Codex Tau Empire)

Infiltrate

Ignore Injury

GUE'VESA'LA SQUAD

50 POINTS

The descendants of the humans that joined the Tau Empire now maintain colonies on the edges of Tau space, and are often recruited as auxiliaries in the Tau army. The Gue'vesa are capable of producing copies of the Imperial lasgun to defend themselves, and in times of war may be armed with more advanced Tau weaponry such as pulse rifles, pulse carbines, and markerlights. These small units of humans are reviled and viewed as traitors by most members of the Imperium.

Gue'vesa'la Squads may be taken as non-compulsory Troop choices for the Tau Empire and Gue'vesa Cadre.

	WS	BS	S	T	W	I	A	Ld	Sv
Gue'vesa'la	3	3	3	3	1	3	1	7	4+
Gue'vesa'ui	3	3	3	3	1	3	2	8	4+

Unit Type: Infantry

Number/Squad: 6 Gue'vesa'la.

Wargear: Carapace armour, lasguns, EMP grenades.

Options: Up to 6 Gue'vesa'la may be added to the squad at +8 points per model.

Any Gue'vesa'la in the squad may replace their Lasgun with Pulse Rifles or Pulse Carbines at +5 points per model.

Up to two Gue'vesa'la may replace their lasguns with burst cannons at +5 points or fusion guns at +10 points each.

Character: One Gue'vesa'la may be upgraded to a Gue'vesa'ui for +15 points, replacing his lasgun with a pulse carbine with markerlight.

SPECIAL RULES

Traitors (In combat Imperial models always hit Gue'vesa on 3+)

המקור המרכזי של המידע הוא אתר האינטרנט של הליגה.

HUNTER KINDRED

80 POINTS

Some bands of Kroot have access to hunting rifles, a variant of the standard Kroot rifle designed to fire at a longer range and with greater accuracy. These weapons are often fielded by kindred operating in smaller groups so as to provide covering fire for the other warriors in the Cadre.

A Hunter Kindred is a Heavy Support choice for the Kroot Cadre or the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Hunter Kroot	4	3	4	3	1	3	1	7	5+
Shaper	4	3	4	3	3	3	3	8	5+

Unit Type: Infantry

Number/Squad: 4 Hunter Kroot and a Shaper

Wargear: Sniper rifle, frag and krak grenades.

Options: Up to 5 Hunter Kroot may be added to the kindred at +13 points per model.

The Shaper may replace his Sniper rifle with a Pulse rifle at no additional points cost, a Melta gun at +5 points or an Evicerator at +20 points.

SPECIAL RULES

Fieldcraft (see Codex Tau Empire)

Infiltrate

Acute Senses

KROOT-GENESTEALER HYBRIDS

86 POINTS

The Kroot Shaper led his kindred through the dense undergrowth, his tongue flicking in and out of his beaked mouth as he tasted the air. His heightened senses picked up the presence of the Genestealers before he actually saw them skulking through the undergrowth up ahead. At his unspoken command the Kroot warriors sunk into the jungle foliage, their keen eyes regarding their foe with intense curiosity.

A series of clicks and whistles in the Kroot tongue indicated the warriors' desire to get to grips with this new enemy, to feast of its flesh and add its strengths to their own.

Regarding the vicious claws and agile limbs, the Shaper felt the urge to attack, to consume, to please the ancestors and take as his own those predatory traits he watched stalking towards him beneath the dark jungle canopy.

As the Genestealers drew nearer, his whipping tongue savoured the pheromone messages permeating the humid jungle air: the lust to survive, the drive to consume and integrate. Something in the scent made the Shaper pause. The warriors behind him were becoming impatient and the enemy were getting closer. High pitched whistles from behind told him his kindred was almost beyond the point where he could control their carnivorous appetites and with an angry series of warbling clicks he silenced the impatient warriors. He needed more time to consider the meanings in the enemy's musky scent.

In a moment of instinctive insight, the Shaper sensed what was wrong with the enemy's scent; they too were predators who survived by consuming their foes, by taking within themselves the traits of those they defeated so that successive generations could survive and prosper in an ultimately hostile world. Something in this was wrong, something about this foe made it imperative that their spirits must not be allowed to mingle with those of the Kroot.

Lacking the time to fully explain his terrible realisation, the Shaper saw the aliens were too close, and had no option but to order the attack. He just hoped he could exert enough control over his kin to suppress their carnivorous instincts...

Kroot-Genestealer Hybrid Kindred may be taken as Elites choices for the Kroot Cadre or the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot-Genestealer Hybrids	5	1	4	4	1	6	3	10	5+

Unit Type: Infantry

Number/Squad: 5 Kroot-Genestealer Hybrids.

Wargear: Lots of razor sharp rending claws (included in profile).

Options: Up to 5 Kroot-Genestealer Hybrids may be added to the kindred at +16 points per model.

SPECIAL RULES

Fleet

Fieldcraft
(see Codex Tau Empire)

Rending: The Kroot-Genestealer attacks in combat are rending.

Call of the Hive: Each turn, before moving the Kroot-Genestealer Kindred, the Tau player rolls a d6. On a roll of a 1 the unit may do nothing that turn (except fight if engaged in combat). At the end of the turn it resumes normal behaviour.



1 KROOT BIRD

50 POINTS

The presence on the battlefield of a Kroot Bird often inspires the Kroot Cadre into acts of bravery as well as unsettling the enemy forces. It is believed that the Kroot Bird feeds on souls or some other unworldly food source. A halo of shadowy energy emits from the creature and causes waves of confusion and despair in its enemies. Even those who have forsworn themselves to corpse gods feel powerless in its gaze.

Only one Kroot Bird can be taken as a Heavy Support choice for the Kroot Cadre.

	<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>Kroot Bird</i>	3	0	2	2	2	5	3	10	-

Unit Type: Infantry

Number/Squad: 1 Kroot Bird

Wargear: None.

Options: None.

SPECIAL RULES

Independent Character

Fieldcraft (see Codex Tau Empire)

Infiltrate

Hypnotic Gaze: The Kroot Bird's presence is unsettling for the enemy. The Kroot player can force his opponent to re-roll the dice for determining who gets first turn. Furthermore, the Kroot Bird may choose to stare at a single infantry unit at the start of the battle. That unit begins the game entangled.

KROOT SHAMAN

100 POINTS

Certain Shapers can ingest the brains of psykers to put them in touch with the ancient warrior ancestors that are said to protect the kindred of Pech.

The Kroot Shaman can be taken as an HQ choice for the Kroot Cadre.

	<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>Kroot Shaman</i>	4	3	4	4	4	5	3	10	5+

Unit Type: Infantry

Number/Squad: 1 Kroot Shaman

Wargear: Force staff, frag and krak grenades.

Options: The Kroot Shaman may be given wings (and become Jump Infantry) but may no longer Infiltrate.

SPECIAL RULES

Independent Character

Mark of the Favoured Child (4+ Inv save)

Fieldcraft (see Codex Tau Empire)

Infiltrate

Shaman Rituals: The Kroot Shaman can invoke the ancestor spirits and with the Master Shaper they agree on a course of action:

The Master Shaper orders that the battle is fought at later that night. The battle is played using the rules for Night Fight, and the Shaman uses the warrior spirits to empower all warriors with Fieldcraft to gain the Acute Senses ability.

OR

The Master Shaper orders that the battle is fought at immediately. The Shaman uses the spirit of the land to protect all warriors with Fieldcraft to gain a 5+ cover save at all times.

STALKER KINDRED

130 POINTS

The Stalker kindred have sought out the stealthiest of predators living within the depths of the galaxy's jungles and forests. By matching their skills against these deadly creatures and eating their kills, they have become amongst the most deadly of ambush specialists to be found in any warzone.

Stalker Kindred is an Elite's choice for the Kroot Cadre or the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Stalker Kroot	4	3	4	3	1	3	1	7	5+
Shaper	4	3	4	3	3	3	3	8	5+

Unit Type: Infantry

Number/Squad: 6 Stalker Kroot and a Shaper

Wargear: Kroot rifle, frag and krak grenades.

Options: Up to 10 Stalker Kroot may be added to the kindred at +17 points per model.

The Shaper may replace his Kroot rifle with a Pulse rifle at +5 points, a Melta gun at +10 points or an Evicerator at +25 points.

SPECIAL RULES

Fieldcraft (see Codex Tau Empire)

Secret Deployment: Stalker Kindred deploy using the Deep Strike rule, regardless of mission, to represent them leaping out from concealment. They must always Deep Strike into a piece of area terrain. If this terrain is classed as Impassable, the Stalker Kindred will not be destroyed but instead placed as normal. If the Deep Strike roll would take the Stalker Kindred out of the boundaries of the chosen area terrain, the Stalker Kindred must be placed as close to the point indicated as possible without any part of any model's base leaving that terrain piece. A Stalker Kindred may not move but may assault on the turn it enters play.

המסדרים המסתתרים של הקרוט והטאו הם בין המסדרים המסתתרים ביותר במלחמה.

TRACKER KINDRED

80 POINTS

Trackers are most frequently used as mounted scouts, but also play a light cavalry role on the battlefield where they can harass the enemy with their ranged weaponry or charge an exposed flank should the opportunity present itself.

A Tracker Kindred is a Fast Attack choice for the Kroot Cadre or the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Tracker Kroot	4	3	4	4(3)	1	3	1	7	5+
Shaper	4	3	4	4(3)	3	3	3	8	5+

Unit Type: Cavalry

Number/Squad: 3 Tracker Kroot and a Shaper

Wargear: Knarloc, Sniper rifle, frag and krak grenades.

Options: Up to 5 Hunter Kroot may be added to the kindred at +17 points per model.

The Shaper may replace his Sniper rifle with a Pulse rifle at no additional points cost, a Melta gun at +5 points or an Evicerator at +20 points.

SPECIAL RULES

Fieldcraft (see Codex Tau Empire)

Infiltrate
Scout

VIPER KINDRED

160 POINTS

These Kroot are the result of their predecessors feeding upon the most poisonous creatures they could hunt. They are capable of inflicting hideous injury through poisons secreted from their skin, claws and quills. Viper Kroot are known to coat their ammunition in such venoms.

A Viper Kindred is an Elites choice for the Kroot Cadre or the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Viper Kroot	4	3	4	3	1	3	1	7	5+
Shaper	4	3	4	3	3	3	3	8	5+

Unit Type: Infantry

Number/Squad: 10 Viper Kroot and a Shaper

Wargear: Kroot rifle, frag and krak grenades.

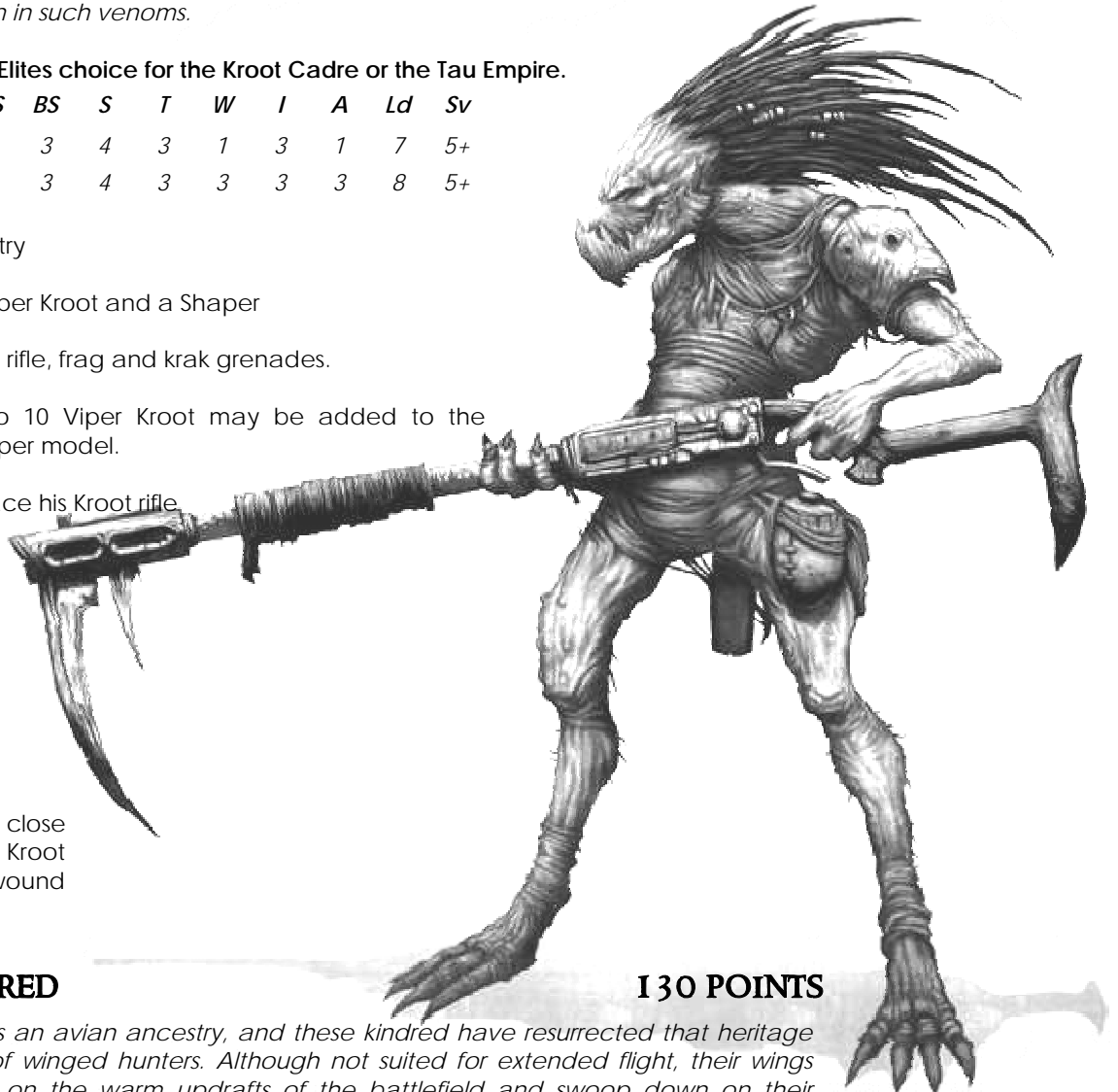
Options: Up to 10 Viper Kroot may be added to the kindred at +14 points per model.

The Shaper may replace his Kroot rifle with a Pulse rifle at +5 points, a Melta gun at +10 points or an Evicerator at +25 points.

SPECIAL RULES

Fieldcraft
Infiltrate

Poisonous: All close combat attacks and Kroot rifle ranged attacks wound on a 4+ or better.



VULTURE KINDRED

130 POINTS

The Kroot species has an avian ancestry, and these kindred have resurrected that heritage by eating the flesh of winged hunters. Although not suited for extended flight, their wings allow them to spiral on the warm updrafts of the battlefield and swoop down on their enemies.

A Vulture Kindred is a Fast Attack choice for the Kroot Cadre or the Tau Empire.

	WS	BS	S	T	W	I	A	Ld	Sv
Vulture Kroot	4	3	4	3	1	3	1	7	5+
Shaper	4	3	4	3	3	3	3	8	5+

Unit Type: Jump Infantry

Number/Squad: 6 Vulture Kroot and a Shaper

Wargear: Kroot rifle, frag and krak grenades.

Options: Up to 10 Vulture Kroot may be added to the kindred at +17 points per model.

The Shaper may replace his Kroot rifle with a Pulse rifle at +5 points, a Melta gun at +10 points or an Evicerator at +25 points.

SPECIAL RULES

Fieldcraft (see Codex Tau Empire)
Infiltrate

TAU RAPID REDEPLOYMENT FORCE POINTS: 100 + MODELS

The Rapid Redeployment Force, or to give it's full Tau military title, the 'Objective Oriented Rapid Redeployment Detachment', was first used by the Tau during the Dal'yth Counter Attack. Under pressure from the ground forces of the Imperium's Damocles Gulf Crusade, the Tau, led by the celebrated Commander Puretide, were forced to pull back a large number of ground troops. As the Fire Warriors at the frontline lacked their own transports, Puretide ordered a number of other cadres to send in their Devilfish. These swept in upon the stranded Fire Warriors' positions and picked them up, before conducting a wide sweep of the battlefield that brought them within a hundred metres of the Imperium army's frontline command centre. Disembarking, the Fire Warriors laid down a withering hail of pulse rifle fire, forcing the Imperial Guard staff officers

manning the post to fall back in disarray. Not only were the beleaguered Fire Warriors rescued, but their timely redeployment turned the tide at that sector of the battlefield.

Apocalypse Formation

This formation may only be taken in Heavy Assault Forces during the Damocles Gulf Crusade campaign weekend. It is available to Tau Empire; Gue'vesa Cadre and Kroot Cadre armies. This formation may also be freely used in your games of Apocalypse and is perfectly usable outside of this campaign setting.



FORMATION:

3+ Devilfish

One Devilfish must be designated as the command tank.

SPECIAL RULES

Rapid Redeployment: To make a rapid redeployment, proceed as follows. The entire formation makes a Strategic Redeployment as per the strategic asset of the same name, carrying any Fire Warrior and Pathfinder teams that were already embarked. The restrictions regarding not moving within 12" of an enemy and not being able to fire apply only to the Devilfish. Transported teams may disembark, bringing them within 12" of the enemy, and may fire their weapons (counting as having moved).

Strike Force: All Devilfish in the Rapid Redeployment Force must be deployed within 12" of the command Devilfish, or, if coming on from reserve, they must enter the table within 12" of the point entered by the command Devilfish.

THE TEMPUS FUGITIVES 2008

CAMPAIGN WEEKENDS

WARHAMMER

MARCH 1ST & 2ND

BATTLE FOR ALBION

2000 POINTS; ALL RACES PERMITTED

WARHAMMER
40,000

MAY 17TH & 18TH

DAMOCLES GULF CRUSADE

FOR THE GREATER GOOD

WARHAMMER
40,000

SEPTEMBER 6TH & 7TH

I 3TH BLACK CRUSADE

LET THE GALAXY BURN!