

THE TEMPUS FUGITIVES

SOUL FORGE



Written by S Mackaness

Revision 2.1

WARHAMMER
40,000

INTRODUCTION

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The Tempus Fugitives have designed this army list to be (we hope) as enjoyable and fun to use as possible. It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.

The fantastic front cover is by the extremely talented artist Ian Field-Richards. You can see more of his work at <http://www.zilla774.com/>

This document is an evolution of the development of the Cult Mechanicus armies used at Tempus Fugitive events and any similarity to other works is more likely due to a common point of inspiration rather than any deliberate duplication on my part. That said, one or two ideas may have in fact originated in the community rather than from the original source material and I apologise in advance if anything appears here that has not been properly credited.

Special thanks to the members of the Tempus Fugitives, particularly Anateus. Without your feedback and support this document would not be here today.



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THE SOUL FORGE

In the Formless wastes of the Realm of Chaos there is a place that is perpetually cloaked in a pall of black, oily fumes, rank with the acrid stench of forbidden metallurgy, dominated by a cacophony of strident grinding and the wailing of uncountable tortured spirits. This accursed place is known as the Forge of Souls, where the blind, ever-mutating Daemon craftsmen of Chaos eternally hammer at their creations in cyclopean smitheries.

The black fires of these cavernous laboratories are fuelled by the souls of the damned and kept roaring by colossal screaming bellows, manned by legions of semi-sentient nightmare creatures. From the dark bowels of the Forge of Souls come all manner of hideous and unholy weapons. By means of the perverse technologies of the artisans of the Dark Mechanicum, daemonic energies are fused with arcane metals to create great jagged blades, weeping swords, barbed steel whips and other potent weapons and talismans, to be used by the Daemons in their eternal warfare. But much more than these are the great Daemon engines and other possessed vehicles, like the mighty Battle Titans of the Legio Mortis, or the rampaging Defilers created for the Traitor Legions.

In the ash plains outside the Forge of Souls battle never stops, as many amongst the higher ranks of Daemonhood vie with each other and duel for the chance of being the one to fuse with the mechanical constructs. This is because, unlike a possessed mortal body, these steel and ceramite shells can sustain a Daemon in the mortal world for decades, even centuries. This fusion of the daemonic with the technological is the dark art at the heart of the Soul Forge and all part of the Great Paradigm of the Dark Mechanicum.



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SPECIAL RULES

Daemon: All Daemons have the Eternal Warrior, Fearless and Daemonic Assault special rules.

Daemonic Assault: Daemons do not go to war in the same way as mortals, rather, guided by the capricious will of their Dark Gods, they appear out of thin air; reality screaming as it is torn apart by the baleful energies of the Warp. No model with the Daemon rule is ever placed on the battlefield during deployment. Instead, all of the units with this ability always start the game in reserve, even in missions that do not normally allow this rule to be used.

At the beginning of your first turn, divide the affected units into two groups that must include, as much as possible the same number of units. Then you must face the unfathomable judgement of the Gods of Chaos, and nominate which of the two groups you wish to make a 'Daemonic Assault' at the beginning of the battle. Pick one of the two groups and pray to the Dark Gods by rolling a D6. On a 3-6 the Powers of Chaos agree with your choice, but on a 1-2 they choose the other group.

The units in the group that has been chosen to make the Daemonic Assault arrive on your first turn, using the Deep Strike rules. The remaining units are held in reserve and their arrival is rolled for as normal. When a unit becomes available, it enters play by Deep Strike.

Iron Pact: As an Adept of the Dark Mechanicum, it is within an architect's power to repair damaged vehicles and compel them to fight once more. If a friendly vehicle has suffered an Immobilised or Weapon Destroyed result then there is a chance the adept can rebind the angered daemon and use a portion of its essence to renew the damaged machine. To do this a model with the 'Iron Pact' special rule must be in base contact with the damaged vehicle in the Shooting Phase of the Soul Forge turn. Instead of firing with the model, roll a D6 and if the result is a 5 or more then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. On a roll of a 1 (before modifiers) the daemon lashes out on the architect and the model takes an unsaveable wound. Once a weapon is repaired it can be fired in the following Shooting Phase. The adept may not repair if gone to ground or falling back.

Power Scourge: A Power Scourge is a vicious array of barbs and whips that literally rakes the flesh from a target's body. They count as a Lightning Claw and so only a pair will grant the bearer +1 attack for an additional close combat weapon.

Servo Claw: A Servo Claw grants the model an additional close combat attack at Strength 8 Initiative 1 ignoring armour saves.

Ravager Harness: The Ravager-harness is an upgrade for a servo claw and incorporates the following features: a second servo-claw (giving a model equipped with one two servo-claw attacks), a plasma cutter (which counts as a twin-linked plasma pistol) and a flamer. A model with a Ravager-harness may re-roll the dice when attempting to repair a damaged vehicle (See Iron Pact special rule).

DARK MECHANICUS

The part of the Adeptus Mechanicus that split off during the Horus Heresy is called the Dark Mechanicus. These Magi do not appear to worship Chaos but rather some other ancient entity. They seek to combine the power of the Warp with that of the Machine to enact their plan known as the Great Paradigm. Their alliance with the forces of Chaos means that they are responsible for constructing and maintaining the majority of the war-machines for the legions of Chaos. Such creations include the Stalk Tanks of the Blood Pact, the Hell talon fighter-bombers and the gargantuan Harbinger bomber. It is also believed that some dark magi research the techno-virus which has in turn created creatures such as the Obliterators and the Flayer-kin.

All models with the designation Dark Mechanicus benefit from the following special rules:

Dark Craftsmen: The heretical craftsmanship in the weapons of the Dark Mechanicus surpasses even that found amongst the Traitor Legions. As a result all rolls to hit of a 1 for shooting attacks may be re-rolled (although the wound caused by overheating weapons still applies as below). Blast weapons may re-roll a miss on the scatter dice.

The 11th Commandment: The Tech Priests of the Dark Mechanicus have not lived for centuries amongst the plasma fires of the Soul Forge without learning that such technology can be fatal in unskilled hands. Any weapon that overheats while being fired by a member of the Dark Mechanicus may cause a wound on another member of their own unit rather than on the weapon operator. The 11th Commandment may also be used to transfer a wound caused by rolling a 1 with the Iron Pact special rule.

HQ

ARCHITECTS OF MORAVEC

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Architect of Moravec	4	5	4	4	3	4	3	10	2+
Dread Magi	4	3	3	4	1	4	2	9	3+

Special Rules

- Dark Mechanicum
- Iron Pact
- Servo Claws
- Independent Character (Architect of Moravec)
- Invulnerable 4+ Save (Architect of Moravec and Dread Magi)
- Fearless

Unit Type

- Infantry

Wargear

- Bolter
- Power Scourge
- Draconic Armour (2+ Save)
- Phase Shifter (4+ Inv)

Coven:

The Architect of Moravec may be joined by up to five Dread Magi for +40 points each. They are equipped with a bolt pistol, power scourge and servo-claw. Senior priests in the Dark Mechanicum, each Dread Magi in the Architect's retinue add +1 to the dice when rolling to repair damage (see Iron Pact special rule).

The Architects of Moravec are at the heart of the Great Paradigm and are the overseers in the Soul Forge. They are privy to the secrets of the Vaults of Moravec and have looked upon the face of their true master The creation of Soul Grinders and Banelords are but stepping stones in their work. They plot tirelessly to achieve mastery of the daemonic and the machine – a mastery that has, so far, been denied them...

Coven Composition

- 1 Architect of Moravec
- 0 - 5 Dread Magi

Options:

- The Architect of Moravec may replace his Servo Claw with a Ravager Harness for +25 points.

Transport: The Coven may be deployed in a Huntsman for +65 points (see dedicated transport section).

"I have not come this far to turn back, Regulus," stated Kelbor-Hal.

"Moravec was branded a witch," said Regulus. "Did you know that?"

"A witch? No I did not, but what difference does it make? After all, any sufficiently advanced technology is likely to be mistaken for magic by the ignorant."

- Mechanicum, Graham McNeill

PRINCE OF OBLITERATION

215 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Prince of Obliteration	5	5	5	5	4	5	4	10	2+

Special Rules

- Invulnerable 5+ Save
- Daemon
- Slow and Purposeful

Wargear

- Daemonic Aura (5+ Inv)
- A single Power Fist
- Obliterator weapons (two per turn form lascannon, multi-melta, plasma cannon, twin-linked plasma gun, twin-linked melta gun, twin-linked flamer).

The Needs of the One: A Prince of Obliteration in base contact with an Obliterator at the start of the turn may drain wounds from the Obliterator to regain lost wounds itself. This process destroys the Obliterator, regardless of the number of wounds taken from it. The Prince of Obliteration may not increase its wounds above its starting level of four.

Once Master Techmarines of the Astartes, Prince's of Obliteration are obsessed with the overlap of the material and immaterial, the organic and the inert. They use arcane knowledge they have gleaned from the powers of Chaos, and the sinister adepts of the Dark Mechanicum, to blur the boundaries between biological, technological and daemonic. Infused with this energy they are hulking warriors that can fashion weapons out of their own bodies, grow armoured plates and repair injuries that would fell lesser creatures.

Unit Composition

1 Prince of Obliteration

Unit Type

- Monstrous Creature

Ambassador of Destruction: A Prince of Obliteration allows one Obliterator Cult to be taken as a Troops choice. Such is the Prince of Obliteration's majesty that all Obliterator Cults in the army must be taken at this maximum unit size.

THE WARPSMITH

185 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
The Warpsmith	4	3	6	3	4	13	13	11

The Warpsmith is a Soul Grinder chosen to be the harbinger of the Dark Mechanicum by the malign presence at the heart of the Soul Forge. It is gifted with psychosonic devices, similar to warhorns of its daemonic brethren. The cacophonous blare allows the Warpsmith to focus the warp around it as it makes the transition into reality and so emerges from the warp with incredible speed and deadly accuracy.

Vehicle Type

- Walker

Unit Composition

- 1 Warpsmith

Crew: Daemon

Unique: There can only be one Warpsmith in your army.

Special Rules

- Daemonic Assault
- Fleet
- Instrument of the Forge

Wargear

- Two Dreadnought Close Combat Weapons (extra attack already included).
- Mawcannon
- Harvester Gun built into one of the close combat weapons
- Infernal Spirit
- Searchlight
- Smoke Launchers

Mawcannon

Range: Template Strength: 6 AP: 4: Type: Assault 1

Harvester Gun

Range: 24" Strength: 4 AP: 5: Type: Assault 6

Instrument of the Forge: When the Warpsmith arrives you may place it 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 Warpsmith emerges from the warp 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. Provided it does not fire any weapons in the Shooting Phase, the Warpsmith may Assault on the same turn that it enters play. Any units entering play via Daemonic Assault while the Warpsmith is on the board may re-roll their scatter dice for Deep Striking.

Herald of Doom: The Warpsmith is the harbinger of a large force from the Soul Forge. It may not be taken in an army smaller than 1500 points.



Vehicle Upgrades

Dirge Caster: The device emits terrifying screams and wails to demoralise the enemy. When the vehicle Tank Shocks the enemy suffers -1 modifier to their Ld.

Havoc Launcher: The havoc launcher fires a cluster of high explosive missiles. The launcher has the following profile – Range 48", Strength 5, AP5, Heavy 1 Blast Twin Linked.

Hover Lifters: Extensive retrofitting is done on some vehicles to remove their normal tracked drive system and mount anti-grav plates and thrusters. The vehicle now counts as a *Skimmer*. Immobilised results cause the vehicle to be destroyed regardless of how fast it has travelled.

Infernal Spirit: The vehicle is a prison for an enraged daemon bound to the machine and forced to channel its might through pistons and weapons. The vehicle ignores Crew Shaken and Crew Stunned results on the Vehicle Damage chart. Soul Grinders are considered to have Infernal Spirits and may enter play via Daemonic Assault.

Rough Terrain Modification: Equipped with dozer blades or other adaptations, the vehicle can re-roll a failed Difficult Terrain test as long as it is not going to be moving more than 6" that turn.

Searchlight: Searchlights are used when the Night Fighting rule is in effect. If the vehicle has a searchlight it must still use the Night Fighting rules to pick a target but, having hit that unit, will illuminate it with the searchlight. For the rest of the shooting phase, any other unit that fires at the illuminated unit does not use the Night Fighting special rules. However, a vehicle that uses a searchlight can be targeted during the following enemy turn as if the Night Fighting rules were not in effect as the enemy can see the searchlight.

Smoke Launchers: Once per game after completing its move, a vehicle can trigger its smoke launchers (it doesn't matter how far it has moved). The vehicle or any passengers may not fire in the same turn that the vehicle uses its smoke launchers. The vehicle counts as obscured in the next enemy Shooting phase, receiving a 4+ cover save. After the enemy's Shooting phase the smoke dissipates with no further effect. Note that the vehicle may still use its smoke launchers if its crew are Stunned or Shaken.

TROOPS

MINIONS

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Minion	3	3	3	3	1	3	1+1	7	4+
Dread Magi	4	3	3	4	1	4	2	9	3+

Myriad Composition

- 1 Dread Magi and 10 Minions.

Unit Type

- Infantry

Special Rules

- Dark Mechanicum
- Furious Charge
- Fleshcraft

Wargear

- Hell pistol
- Close Combat Weapon (usually a cattle prod or whip)
- Frag Grenades

Options

- One Minion can be armed with a weapon from the following list in place of their Hellpistol: Autocannon, Plasma Gun or Missile Launcher at +15 points; Heavy Bolter, or Melta gun at +10 points; Grenade Launcher or Flamer at +5 pts.
- One Minion can be armed with a weapon from the following list in place of their close combat weapon: Power Scourge at +15 points; Power Fist at +20 points; a Power weapon at +10 points.

The Dread Magi are responsible for the millions of cloned fighting slaves who goad and restrain the various daemonic creatures in the laboratories beneath the Soul Forge. Surgically grafted with various tools and armour, these crude upgrades double the life expectancy of these Minions to a whole day.

Dread Magi

Equipped with a bolt pistol, power scourge and servo-claw.

Fleshcraft: Such is the Dread Magi's proficiency with the staplegun that debilitating wounds can sometimes be ignored and severed limbs can be reattached temporarily to be used as a crutch. While the Dread Magi is alive, the Minions have a 6+ invulnerable save.

Transport: The myriad may be deployed in a Huntsman for +65 points (see dedicated transport section).

PIT FODDER

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Pit Fodder	2	2	3	3	1	3	1	5	6+
Dread Magi	4	3	3	4	1	4	2	9	3+

Myriad Composition

- 1 Dread Magi
- 20 Pit Fodder.

Unit Type

- Infantry

Special Rules

- Furious Charge
- Fearless
- Fleshcraft

Wargear

- Close combat weapon

Options

- The Myriad may include up to an additional twenty Pit Fodder for +4 points each.

Dread Magi

Equipped with a bolt pistol, power scourge and servo-claw.

Fleshcraft: Such is the Dread Magi's proficiency with the staplegun that debilitating wounds can sometimes be ignored and severed limbs can be reattached temporarily to be used as a crutch. While the Dread Magi is alive, the Pit Fodder have a 6+ invulnerable save.

Grist to the Mill

So low are the Pit Fodder in the eyes of the Dark Mechanicum that they may never be taken as compulsory Troop choices.

The vast majority of those who toil in the Soul Forge do so in near total ignorance of the greater work carried out by the Dark Mechanicum. They are the Pit Fodder, cloned humans or near human slaves who carry out the myriad of lowly tasks that it is not worth the time binding a daemon to carry out. The Soul Forge is blisteringly hot and its lower levels, known as the Pit, are in near total gloom from the exhaust and smoke. Creatures such as the Pit Fodder welcome the chance to serve their masters on the battlefield rather than die in ignominy in the bowels of the Forge.

The Loyal Slave Learns to Love the Lash

Should the Dread Magi in the unit be killed, the Pit Fodder will see this as their opportunity to escape and must immediately take a leadership test. Should they pass, the unit continues to act as normal. However, if the unit fails its leadership test then the number failed by equals the number of Pit Fodder that immediately flee the battlefield and are removed as casualties. On each subsequent turn the unit must continue to take a leadership test at the beginning of the movement phase. Each time it fails, the amount failed by equals the further Pit Fodder that are removed.

MALEFIC SWARMS

60 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Malefic Swarm	2	0	2	3	3	3	3	10	-

When the Dark Mechanicum first came to the Soul Forge, they found it inhabited by small, mischievous creatures. These Malefics seemed to take delight in smashing delicate objects and ruining the various experiments the adepts attempted. On the battlefield, hordes of Malefics are goaded into the enemy lines to cause their own unique brand of confusion and destruction.

Swarm Composition

- 3 Malefic Swarm bases

Unit Type

- Swarm

Special Rules

- Daemons

Wargear

- Gremlins

Options

- The Swarm may include up to an additional seven Malefic Swarm bases for +20 points each.

Gremlins: Any hits inflicted on a vehicle by a Malefic Swarm cause an automatic glancing hit on a D6 roll of a 6 regardless of the vehicle's armour value.

Transport: Malefic Swarms are unpredictable creatures and so may never be transported.

DEDICATED TRANSPORT VEHICLE

The following vehicle is available to several of the units in a Soul Forge army. Although they do not use up any force organisation chart selections, they otherwise function as separate units. See the Transport Vehicles section of the 5th Edition Warhammer 40,000 rulebook.

HUNTSMAN

60 POINTS

	BS	FRONT	SIDE	REAR
Huntsman	3	11	10	10

Huntsmen are used to carry infantry from the Soul Forge into battle. Arcane daemoniac shadows hang from the multi-legged creature causing enemy sentries to miss its approach until too late.

Vehicle Type

- Walker, Open Topped

Unit Composition

- 1 Huntsman

Crew: Dark Magi

Special Rules

Long Limbed
Daemon-Shroud
Scout

Transport Capacity

May carry up to 12 models.

Wargear

- Harvester Gun
- Infernal Spirit
- Searchlight
- Smoke Launchers

Options

- May take the following: Hover Lifters at +15 points.
- May take the following on a Pintle Mount: Havoc launcher +15 points.

Long Limbed: The Huntsman may treat difficult terrain as open terrain for movement.

Daemon-Shroud: The Huntsman generates a stealth field making it difficult to detect and hard to hit. Any enemy unit wishing to shoot at the Huntsman must test as though the Night Fight rules were in use. Enemy units with Searchlights may use them against a Huntsman. The Daemon-Shroud counts as a psychic power that is automatically cast at the beginning of every player turn.

ELITES

DARK PRAETORIANS

90 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Dark Praetorian	4	4	3	3	1	3	1	7	4+
Dread Magi	4	3	3	4	1	4	2	9	3+

The elite enforcers of the Dark Mechanicum, these detachments are highly prized on the battlefield and are able to undertake most missions assigned to them by the Dark Architect. Biologically and mechanically enhanced warriors, they are utterly loyal and fearless guardians of the Soul Forge. Not as mindlessly implacable as Technospawn or as expendable as the Minions, they are a potent tool if used correctly moving ahead of the main army and eliminating threats to the Great Paradigm.

Myriad Composition

- 1 Dread Magi and 5 Dark Praetorians.

Unit Type

- Infantry

Special Rules

- Dark Mechanicum
- Fearless
- Scout

Wargear

- Bolter
- Bolt Pistol
- Frag Grenades
- Krak Grenades
- Carapace Armour

Options

- The myriad may include up to an additional seven Praetorians for +11 points each.

- Two Dark Praetorians can be armed with weapons from the following list in place of their Bolter: Plasma Gun at +15 points; Melta gun at +10 points; Grenade Launcher or Flamer at +5 pts.

Dread Magi

Equipped with a bolt pistol, power scourge and servo-claw.

Fleshcraft: Such is the Dread Magi's proficiency with the staple gun that debilitating wounds can sometimes be ignored and severed limbs can be reattached temporarily to be used as a crutch. While the Dread Magi is alive, the Dark Praetorians have a 6+ invulnerable save.

Transport: The myriad may be deployed in a Huntsman for +65 points (see dedicated transport section). Alternatively a single myriad may be mounted on a cybernetic riding beast at +10 points per Dark Praetorian. This changes the unit type to Beasts and gives them the universal special rule: Furious charge. Dark Praetorians mounted in this way may replace their bolt pistol with power lances for no additional points cost (count as power weapons on the charge).

FLAYER-KIN

135 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Flayer-Kin	4	2	4	4	2	4	2	10	4+

Clearly infected with the same technovirus that warps the Obliterators the Flayer-Kin dwell in the caves surrounding the Soul Forge. Their origins – whether half-daemons or some kind of cloning experiment gone wrong (or right), is shrouded in mystery. As convoys of materials and emissaries from the Chaos Legions approach the Forge, the Flayer-Kin leap on them, tearing open power armour and feasting on the marrow inside. When needed, the Dark Mechanicum can make blood-pacts with the Flayer-Kin promising to aid them in luring the traitor legions to these ambushes in exchange for their continued fealty.

Unit Composition

- 3 Flayer-Kin

Unit Type

- Infantry

Special Rules

- Infiltrate
- Feel No Pain
- Fearless
- Fleet

Options

- The unit may include up to an additional six Flayer-Kin for +45 points each.

Wargear

- Unearthly Aura (5+ Inv)
- Flayer-Kin weapons (unit must create the same one per turn from: power fist, power scourge or pair of power weapons).

OBLITERATOR CULT

75 POINTS

SEE CODEX CHAOS SPACE MARINES FOR OPTIONS

Inhuman, grotesque arcano-cyborgs whose blood can become white hot plasma, whose internal organs generates electricity, whose bones are fused with titanium and whose brains are as much machine as they are flesh. They are the Obliterators.

DATA-DAEMONS

165 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Data-Daemon	4	3	5	5	2	1	2	5	3+

The Legio Cybernetica is one of the oldest parts of the Mechanicum. Its records stretch back to the times before the Imperium. The Legio has a long history, and its members found amongst the armies of the Soul Forge regard themselves as an elite battle force priding themselves that they were first amongst the Mechanicum to declare for Horus during the Great Heresy. Binding Data-Daemons to the frames of their robots, these cybernetic constructs are powerful shock troops able to wade into the fiercest of opposition without flinching.

Cohort Composition

- 3 Data-Daemons.

Unit Type

- Infantry – Data-Daemons count as two models for transport purposes.

Special Rules

- Fearless
- Relentless
- Scrapcode
- Abominable Intelligence

Wargear

- Power Scourge
- Servo Claw

Options

- The Cohort may include up to an additional two Data-Daemons for +55 points each.
- Any Data-Daemon may replace its Servo Claw with one of the following weapons: a heavy flamer at no additional points cost, an autocannon, missile launcher or multi-melta at +10 points, a lascannon at +15 points or plasma cannon at +20 points.
- Any Data-Daemon may purchase an additional power scourge at +10 points.
- Any Data-Daemon may replace either power scourge with a power fist at +10 points or a thunder hammer at +15 points each.

Abominable Intelligence: Possessed as they are by malign spirits, the Data-Daemons are unrelenting in their pursuit of their prey. Data Daemons may re-roll failed to hit rolls in the first turn of an assault where they charged.

Scrapcode: Data Daemons in combat with a vehicle may exchange their normal close combat attacks for a single attack using the corrupting tech-language known as scrapcode. Instead of making its normal attacks, the Data Daemon may make a single roll against the targeted vehicle on the table below:

- 1 - 3 No effect**
4 - 5 A single Glancing Hit
6 A single penetrating hit

0-1 SLAUGHTERFIEND

185 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Slaughterfiend	5	3	6	4	6	12	12	10

The most reckless of Khorne's Berzerker Space Marines will attempt to enter the Soul Forge and capture a Defiler. Should they prove strong enough a Berzerker Champion will climb atop the turret and wrap rune etched links around its throat, binding it to his will. From that moment the Defiler merges with the Khorne Champion and is transformed into a Slaughterfiend.

Vehicle Type

- Walker

Unit Composition

- 1 Slaughterfiend

Crew: Daemon

Wargear

- Four Dreadnought Close Combat Weapons (bonus already included in profile)
- Battlecannon
- Infernal Spirit
- Searchlight
- Smoke Launchers

Slaughterthirst

Such is their bloodthirst that Slaughterfiends have little interest in killing their foe from a distance. Run moves made by Slaughterfiends are 2D6. A Slaughterfiend may never use their Ballistic Skill to modify the scatter distance for their Battle cannon.

Special Rules

- Fleet
- Rage
- Furious Charge
- Slaughterthirst
- Daemonic Assault

FAST ATTACK

BLOAT NURSE SQUADRON

50 POINTS

	BS	FRONT	SIDE	REAR
Bloat Nurse	3	10	10	10

Vehicle Type

- Tank, Skimmer

Unit Composition

- 1 Bloat Nurse

Crew: Daemon

Special Rules

Daemonic Assault

Wargear

- Harvester Gun
- Infernal Spirit
- Searchlight
- Smoke Launchers

Options

- Up to two additional Bloat Nurses may be added to the Squadron at +50 points each.
- May take the following: Dirge Caster at +5 points.

Bloat Nurses are daemonically possessed machines that carry their awkward and bloated body a few metres off the ground. They buzz along the battlefield, occasionally releasing Malefics from the cysts that cover its body. The pestilent aura surrounding the Bloat Nurse is toxic, as are the streams of razor-sharp flies that also burst from its Harvester gun and spatter bone and flesh until it resembles thick cream and sloughs from its enemies into pools.

Malefic Hatchery: The Bloat Nurse is studded with cyst containing dozens of Malefics. These mischievous imp-like creatures are eager to burst free and disrupt the enemy's technology. Each turn, at the beginning of the Movement phase, a Bloat Nurse that is not in close combat can force some of the Malefics to hatch from its bloated body. Roll a D3 for the number of bases of Malefics generated. On a roll of a 1, no Malefics are generated and the Bloat Nurse takes an automatic glancing hit as the Malefics damage it as they are birthed. Once generated, the two or three Malefic bases form their own unit and are free to act as normal. They may not make a daemonic assault move.

0-1 BLOOD SLAUGHTERER CYBERNETICA

185 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Blood Slaughterer	5	3	5	5	2	4	3	5	3+
Dread Magi Biker	4	3	3	5	1	4	2	8	3+

Cohort Composition

- 1 Dread Magi on Bike
- 2 Blood Slaughterers

Unit Type

- Bike Infantry

Special Rules

- Rage
- Relentless
- Furious Charge
- Fearless

Wargear

- Power Scourge
- Twin-Linked Bolters
- Bolt Pistol (Magi)
- Servo Claw (Magi)
- Bike with twin-linked Bolters (Magi)

Options

- The Cohort may include up to an additional two Blood Slaughterers for +65 points each.
- Any Blood Slaughterer may purchase an additional power scourge at +10 points.

Transport: Blood Slaughterers are unpredictable creatures and so may never be transported.

The Blood Slaughterer is a deadly opponent as it hurtles across the battlefield on its iron bound wheels, spraying bloody death from the bolters mounted in its chest, or tearing its enemies apart with its power scourge in hand-to-hand combat. The Blood Slaughterer will charge anything that gets in its way, attacking ferociously until it is destroyed.

By Your Command: The unit is normally Fearless. Should the Dread Magi be killed, the Blood Slaughterer Cybernetica cohort must pass a leadership test at the start of each turn or become pinned until the start of their following turn. Cybernetica in combat do not need to take this test.

Khorne Daemons: Possessed as they are by the spirits of Khornate Daemons, the Blood Slaughterers are unrelenting in their pursuit of their prey. Blood Slaughterer units that do not contain a Dread Magi have the Rage universal rule.

STALK TANK OF THE DARK MECHANICUM

85 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Stalk Tank	3	3	5	3	2	11	11	10

Stalk-tanks are powered by six arachniform piston limbs, and are armed with double multi-lasers in mini-turrets

Unit Composition

- 1 – 3 Stalk Tanks

Unit Type

- Vehicle (Walker)

Crew: Daemon

Special Rules

Fleet
Daemonic Assault

Wargear

Twin-linked multi-laser in the turret
Infernal Spirit
Smoke Launchers
Searchlight

Options

- An additional two Stalk Tanks may be added to the Squadron for +90 points each.

- May replace its twin linked Multi-laser with a single Lascannon or twin-linked Autocannon or twin linked Heavy Flamers or twin-linked missile launchers for no additional cost.

- May take one of the following on a Pintle Mount: Havoc launcher +15 points or a Heavy Stubber or a twin-linked bolter +10 points.



A jet of blue flame washed over the gunline, men burned in their dug outs. The bladed limbs of the Stalk tank were in the trench before the troopers could respond, towering over the chunks of screaming, burning flesh and tainted smoke.

Las fire pattered off its armoured shell - there was a moment's pause as the creature seemed to examine the insects trying to hurt it. Then the blue flame washed out again and the las fire and screaming stopped. Satisfied with the death wrought on the defences, the Stalk Tank strode away, hunting fresh prey.

TECHNOSPAWN

40 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Spawn	3	0	5	5	3	3	D6	10	-

Technospawn are insane, mewling creatures with no sense of self-awareness. They were once Obliterators or some other creation that has lost forever the balance between machine and daemon.

Special Rules

- Slow and Purposeful
- Fearless
- Rage

Unit Type

- Beasts

Wargear

Tentacles, chainsaws, claws, mouths, suckers and other misshapen weapons.

Unit Composition

- 1 Technospawn

Options

- The unit may include up to an additional five Spawn for +40 points each.

WARP WYRM

100 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Warp Wyrms	2	0	5	6	3	4	2	10	-

Unit Composition

- 1 Warp Wyrms

Vehicle Type

- Monstrous Creature

Special Rules

- Daemon
- Immobile
- Warp Gate
- Vorpal
- 4+ Invulnerable save

Wargear

- Big Teeth (counts as a single close combat weapon)

Vorpal: Such is the insubstantial nature of the Wyrms, its attacks ignore Invulnerable and armour saves. As the only way the Warp Wyrms can attack is if it is assaulted, it is a very brave or very foolish warrior who does so.

Immobile: The Warp Wyrms is rooted beyond the material realm and once deployed it may not be moved or forced to move for any reason during the game.

Warp Gate: After arriving via Daemonic Assault, you may place the Warp Wyrms 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 Wyrms emerges from the warp 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. One Pit Fodder or Minion unit held in reserve may, when available on the reserve roll, be deployed from the Warp Wyrms each turn as though disembarking from an open topped vehicle. Should the Wyrms be slain before all such units have entered play, they may enter, when available, as reserves as outlined in the mission rules. If the mission does not allow reserves to be deployed then any further units are lost and count as destroyed.

Warp Wyrms, known by the natives of Tallarn as the Shay-Halood, are normally docile creatures that live in the space between reality and the warp. When they feed it is once every millennium. This is the only time that they use their unique ability to breach reality and erupt into the material world, devouring anything in its path. Returning to the warp, their appetite sated, the Wyrms slowly digests its food over a thousand years. The Dark Mechanicus have twisted this purpose with technological grafts to provide a terrifying battlefield tool. By inserting a series of devices into the creature's vast labyrinthine stomach the Dread Magi make the Wyrms regurgitate its food. Ravenously hungry the Wyrms then swallows whole the unlucky Minions and Pit Fodder who have been chosen and prepared for the task. Directed by daemonic rituals, the Wyrms then swims the warp until it re-emerges onto the intended target, the Dark Mechanicus devices forcing it to regurgitate the swallowed units where they can enter the fray. Ravenously hungry, the Wyrms remains lodged in reality, unable to satisfy its starvation and usually die once the last unit has been freed.



HEAVY SUPPORT

DEFILER

150 POINTS

SEE CODEx CHAOS SPACE MARINES FOR OPTIONS

Using complex arcane rites, the adepts of the Dark Mechanicum work with Chaos Space Marine Sorcerers to draw forth the essence of a Daemon from the warp and trap it within the rune-bound form of a Defiler. Its full immortal anger unleashed the Daemon drives the Defiler forward, guns blazing and claws ripping apart all in its path.

FLESHFACTORY

215 POINTS

	BS	FRONT	SIDE	REAR
Fleshfactory	3	14	14	11

Fleshfactories are massive constructs, one of the largest creations from the Soul Forge outside of the Daemon Titans. Striding on multiple, sturdy legs or on massive tracks, these living factories churn out troops and support the armies of the Soul Forge with barrages of warping technovirus.

Vehicle Type

- Walker (regardless of locomotive means, the Fleshfactory always counts as a Walker).

Unit Composition

- 1 Fleshfactory

Crew: Dark Magi

Special Rules

Fleshcrafter
We Have the Technology

Wargear

- Twin-linked Harvester Gun turret
- 2 Harvester Gun side sponsons
- Spawn Cannon
- Infernal Spirit
- Searchlight
- Smoke Launchers

Spawn Cannon

Mounted on the hull of the Fleshfactory is the terrifying Spawn Cannon. Often seen when the Dark Mechanicum besiege cities, these hurl shells of living flesh and explosive high in the air that crash indiscriminately onto the foes below. But the living soon envies the dead as the survivors of these bombardments warp into mindless technospawn devouring their friends.

Range: 72" Strength: 5 AP: 4 Type: Heavy Large Blast

Once casualties are resolved, add up the total number of unsaved wounds caused. Place a technospawn model with wounds equal to the number of unsaved wounds caused 1" away from the wounded unit. The Technospawn may act as normal (for a technospawn) in the assault phase and so must assault the enemy unit it was created from. The Fleshfactory may not fire any other weapons if it fires its Spawn Cannon. Technospawn units created this way are each worth a Kill Point if destroyed. If the Technospawn is created from a friendly unit (caused by the shot scattering) then once deployed it must move towards the nearest enemy unit as per the rules for Rage.

We Have the Technology: Any Minion or Pit Fodder unit with a model within 6" gains the Feel No Pain universal rule, representing the Fleshfactory rebuilding the fallen.

Fleshcrafter: The gigantic clone tanks and assembly yards on the Fleshfactory's back make for the creation of new troops a simple task. Many Dread Magi have Pit Fodder and Minions hacked apart specifically so that the Fleshfactory has enough parts to build its army in the field. If a unit of Minions or Pit Fodder is eligible to enter play from reserves then they may emerge within 2" of a Fleshfactory's hull, just as though they had disembarked from an enclosed vehicle. Only one unit may enter play each turn from the Fleshfactory.

Options: May take the following: Hover Lifters at +15 points.

SCIONS OF PERTURABO

70 POINTS PER SUPPORT WEAPON

	WS	BS	S	T	W	I	A	LD	Sv
Minion	3	3	3	3	1	3	1	7	4+
Dread Magi	4	3	3	4	1	4	2	9	3+

The Dark Magi of what was once part of the Ordo Reductor of the Adeptus Mechanicus rebelled against what they saw as a corruption of the Ordo's teachings by Rogal Dorn. Instead the Magi titled themselves the Scions of Perturabo and sought out the siege-master on the daemonworld of Medregard. After many years a few of these Dark Magi have returned, wielding terrible weapons on the servants of the False Emperor.

Battery Composition

- 1-3 Support Weapons each manned by a Dread Magi and two Minions.

Unit Type

- Artillery

Special Rules

- Dark Mechanicum
- Iron Pact

Wargear

- Hellpistol
- Frag Grenades
- Bolt Pistol (Magi)
- Power Scourge (Magi)
- Servo Claw (Magi)
- Close Combat weapon (Minions)

Options

- Up to two additional Support Weapons of the same type may be added to the Battery at +80 points each.

Doomfire Cannon:

A large, tracked artillery piece. The Doomfire Cannon is favoured by the Scions for the sheer devastation it can cause.

Range: G 12-36" **Strength:** 4 **AP:** 4 **Type:** Heavy 2 Large Blast
Always indirectly fired.

Reiver Laser Destroyer:

A large laser based weapon, the Reiver is ideal at punching through bunkers and other heavily fortified opponents.

Range: 60" **Strength:** 10 **AP:** 2 **Type:** Ordnance 2

Skullshredder Cannon:

A large, multi barrelled artillery piece, the Skullshredder Cannon lays down a fusillade of high explosive skulls that seek out their prey all the while shrieking out their names.

Range: 36" **Strength:** 4 **AP:** 4 **Type:** Heavy 5 Twin-linked,
Ignores Cover Saves

Warpfire Thrower:

Massive fuel tanks hang from this large, tracked artillery piece. The Warpfire Thrower hurls gout of green flame out some distance, incinerating well dug in enemies.

Range: 24" **Strength:** 6 **AP:** 4 **Type:** Heavy 1 Template

When firing the Warpfire thrower, designate a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Dread Magi BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a 4+.

Iron Pact: If a Support Weapon is destroyed then there is a chance the Dread Magi can rekindle its angered war spirit. To do this a Dread Magi must be in base contact with the damaged vehicle in the Shooting Phase of the Soul Forge turn. Instead of firing with the model, roll a D6 and if the result is a 5 or more then a Support Weapon will be repaired. On a roll of a 1 (before modifiers) the daemon lashes out on the Dread Magi and the model takes an unsaveable wound. Once a weapon is repaired it can be fired in the following Shooting Phase. The adept may not repair if gone to ground or falling back.

Venting Frustration: The Support weapons used by the Scions contain barely controlled daemons of significant power. These creatures lash out whenever possible, the more bloodshed caused. The weapons all have the 'Gets Hot' rule. As per the 11th Commandment, the Dread Magi ensures there are plenty of Minions around to take the hit for him.

SOUL GRINDER

135 POINTS

SEE CODEX CHAOS DAEMONS FOR OPTIONS

The Dark Mechanicum in their Forge of Souls create these fusions of the most powerful daemonic entities with the machines of war originating from beyond the Immaterium. Demanding the Iron Pact from these creations they reap a high price in flesh and souls.

Soul Grinders are considered to have Infernal Spirits and may enter play via Daemonic Assault.