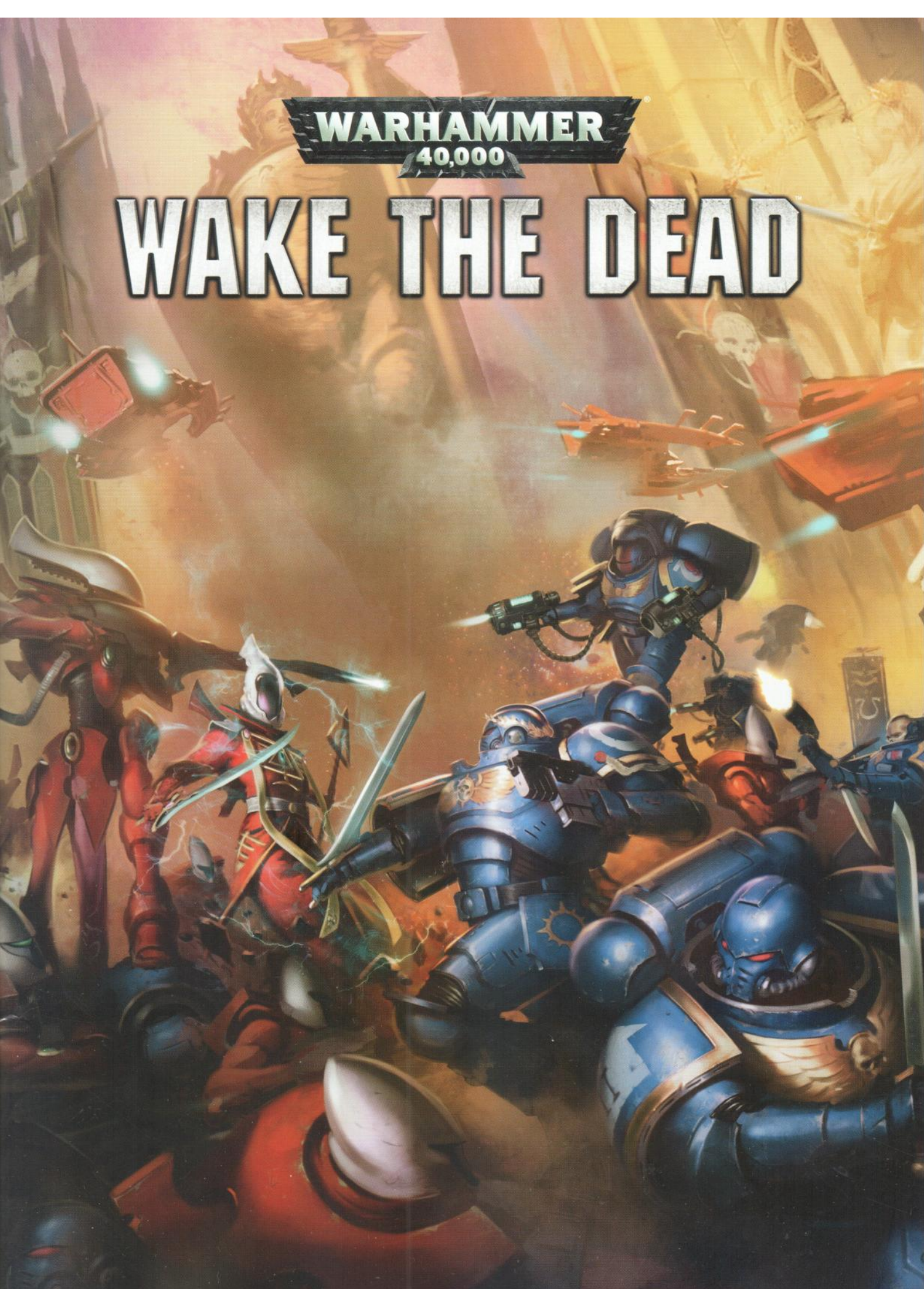


WARHAMMER
40,000

WAKE THE DEAD





INTRODUCTION

In *Wake the Dead*, you will recreate a critical battle between two elite forces upon the war-torn Imperial world of Vigilus. Aeldari of Craftworld Saim-Hann descend upon the planet in search of vengeance for their fallen kin, while a strike team of steadfast Ultramarines is tasked with hurling back the xenos assault.

Vigilus is a world beset by war. Orks rampage across its vast wastelands, Genestealer Cultists and Chaos insurgents launch bloody uprisings against their Imperial foes, and the raiding parties of the sadistic Drukhari spread despair and torment wherever they strike. In their masses, refugees from across the system huddle together in overpopulated, continent-sized cities that are assailed from both without and within. Despite these manifold horrors, however, Vigilus remains unbowed. More and more battered Imperial fleets are drawn to it with every passing day as the planet becomes a bastion against the darkness. Amidst shattered industrial districts and the burnt-out skeletons of fallen spires, the planet's defenders keep the flames of defiance alive.

The proud Aeldari of Saim-Hann once sought to aid Humanity in this desperate defence, but an act of xenophobic slaughter carried out by soldiers of the Imperium has turned ally to foe, and the chance to find common cause has been tragically lost. The warriors of the Wild Host have sworn a blood oath to revenge themselves upon those who ordered the deaths of their kin, and no one can prevent them from fulfilling

it – no one except, perhaps, the Ultramarines. These superhuman, gene-forged warriors are Humanity's greatest champions, peerless masters of strategy who have defended the Imperium for millennia. With bolt and blade they defend the sovereignty of Vigilus.

Wake the Dead includes two collections of Citadel Miniatures that represent these opposing forces, as well as rules for using them on the battlefield and showcases containing painted examples of the models. You will also find the story of their confrontation on Vigilus, along with four missions that recreate it from the first, bloody skirmish to its spectacular conclusion. By the time you have played all four, you will have a good understanding of how each faction functions, and perhaps an idea of what to add to your collection next.

To discover more about the Warhammer 40,000 hobby, visit warhammer40000.com. The website contains a wealth of resources, including the free core rules, painting guides, faction introductions, gaming tutorials, and much, much more.





Spiritseer Qelanism and his warriors strike at the heart of Vigilus, seeking revenge against the bureaucrats who gave the order to slaughter their blood-bonded kin. Amidst the colonnaded plazas of the Aquilarian Palace, the Wild Host clashes with a force of Ultramarines under the command of the resolute Lieutenant Eothrus.



SPACE MARINES

Space Marines are the greatest warriors of the Imperium of Mankind. Clad in power armour and wielding weapons of awesome destructive power, they hunt the Emperor's enemies wherever they are found.

For thousands of years the Space Marines of the Adeptus Astartes have guarded the worlds of Humanity's stellar empire, standing fearless and proud before seemingly unassailable odds. Despite the vast number of alien war fleets and heretical overlords arrayed against them, they have held the line in the Emperor's name, hurling back invasion after invasion with bolter, flamer and roaring chainsword. There are roughly one thousand Space Marine Chapters spread across the galaxy. Each is a fearsome army in its own right, with access to formidable armoured vehicles, battlefleets and planet-shattering weapons.

No Chapter embodies the ideal of the Space Marines more completely than the Ultramarines. Disciplined warriors and peerless strategists, these exemplars of the Codex Astartes know they are not simply a symbol of strength to beleaguered Imperial worlds across the galaxy, but also one of hope. They accept this burden resolutely and with great nobility. The warrior sons of Primarch Roboute Guilliman have redoubled their efforts across multiple war zones, and the sight of royal blue Space Marines marching into battle to relieve stricken allies with bolters blazing has rallied many worlds to victory against heretical and xenos invaders.

The organisation of the Space Marine Chapters remained much the same for thousands of years, until the advent of the Primaris Space Marines. Before his mortal wounding at the hands of the traitor Primarch Fulgrim, Guilliman had enacted a plan to ensure Mankind's supremacy amidst the stars. He charged Archmagos Belisarius Cawl with the creation of a new breed of Space Marine, stronger and more resistant to the insidious wiles of Chaos. This new generation would be equipped with specialised weapons and uniquely devastating war machines, also designed

and fabricated by Cawl.

The Ultramarines have embraced these reinforcements, embedding them seamlessly into their battle plans. Squads of Intercessors provide a brutally efficient firing line, advancing towards the enemy with bolt rifles blazing, shrugging off fearsome firepower as they methodically cut down the foe. The terror troops known as Reivers – outfitted in lighter-weight ceramite armour and equipped with grav-chutes and grapples – launch sudden, ferocious strikes into the enemy's flank, blasting and slashing their opponents apart with superhuman swiftness. Inceptor Squads drop from low orbit into the furnace of battle, slamming to the ground with shattering force before opening up with rapid-firing assault bolters and plasma exterminators.

These perfectly specialised troops are typically led into battle by a Lieutenant – an experienced front-line officer and accomplished warrior, whose combination of inspirational leadership and tactical expertise acts as an invaluable force multiplier.

'As swiftly as we bring death to the enemy, we bring hope to the faithful – the promise that in a darkening galaxy, the glorious dream of the Imperium still blazes bright.'

*- Lieutenant Eothrus,
Ultramarines
2nd Company*



CRAFTWORLDS

Roaming the galaxy upon vast ships known as craftworlds, the Asuryani belong to a race that once ruled the stars. Now, with the Aeldari on the precipice of extinction, they fight fiercely to preserve their culture and punish their foes.

Attacking in lightning-swift warhosts, the Aeldari of the craftworlds carve a bloody path through their enemies, their martial mastery and unnatural grace impossible to resist. With their quarry left bloodied and reeling, the Asuryani depart as quickly as they arrived, leaving nothing but confused panic in their wake.

The Asuryani are a long-lived and psychically gifted people whose technology far outstrips that of the galaxy's more primitive inhabitants. Their armies are filled with warriors who have dedicated themselves to the mastery of one aspect of warfare over centuries of study, achieving a level of perfection that ephemeral races such as humans could never attain. Yet, for all their skill and knowledge, the Asuryani are few in number. They belong a dying race, and every one of their people that falls in battle is an irreplaceable loss. Despite this, the armies of the craftworlds continue to battle against the servants of the Dark Gods and the naive and warlike lesser races. They are determined that if the light of the Aeldari is to be extinguished, it will blaze brightly before the end.

Saim-Hann is a craftworld known for its hot-blooded, daredevil warriors and proudly individualistic nature. Other Asuryani often look down upon the so-called Wild Host, believing them to be little more than barbarians, but they cannot deny their bravery or skill in combat. The Saim-Hann are unique amongst the major craftworlds in that they are organised into Wild Rider clans; each of these is led by a chieftain, and is free to choose whether or not to fight for a particular cause. Familial ties are extremely important to the Asuryani of Saim-Hann, and only those who serve as Aspect Warriors are expected to put aside their blood-bonds in order to dedicate themselves to their shrine.

As with the majority of craftworlds, the armies of Saim-Hann are mostly made up of highly trained and well-equipped civilians known as Guardians. Though these are not professional troops, such is the technology and skill of the Aeldari that each is easily the equal of a warrior of another race who has dedicated their entire life to battle. Guardian Defenders wield fearsome shuriken catapults – weapons that fire monomolecular discs of metal capable of slicing through even the thickest armour – and are often carried to the front lines in Wave Serpent hover tanks. These combat transports are protected by generators that project a field of energy to disrupt enemy fire. Arrayed with a variety of heavy weaponry, Wave Serpents provide a formidable presence upon the battlefield even when their complement of warriors have disembarked.

So few are the Asuryani, and indeed the Aeldari race entire, that even the dead must answer the call to battle. Wraithguard constructs are fashioned from the psychically reactive substance known as wraithbone, and each is imbued with the spirit of a deceased warrior of the craftworlds. When armed with wraithcannons, they spit beams of warping energy at the foe as they stride fearlessly into battle. These solemn ghost warriors are often accompanied by a Spiritseer, a powerful psyker that can focus the troubled consciousnesses of the Wraithguard.

'The stars are aligned and the crimson moon rises. The hour of blood and clashing blades has come. Ride now, Wild Host. Ride forth to glory and to vengeance!'

*- Qelanaris,
Spiritseer of
Saim-Hann*





BLOOD VENDETTA

The Asuryani of Craftworld Saim-Hann have fixed their eyes upon Vigilus, for their seers have sensed the seams of fate unravelling around this war-torn world. Should the planet fall to Chaos or marauding aliens, a vast stretch of space would be lost to the tides of the warp.

In the wake of the Great Rift's opening, the seers of Craftworld Saim-Hann were overcome with visions and portents of disaster. They saw a spiderweb of fractured futures that spread out to encompass the entire galaxy, and worked tirelessly to guide the Wild Rider clans towards key focal points in this ever-changing tapestry. To this end, Saim-Hann jetbike formations harried Chaos invasion forces across the western frontier of the Imperium Nihilus, launching sudden and targeted strikes.

In the midst of these frantic and desperate actions, a greater threat emerged in the minds of Saim-Hann's Seer Council. The skeins of fate were beginning to converge upon the world of Vigilus. The planet, a heavily defended production centre for the Imperium of Mankind, had previously meant little to the Asuryani. In the age of the Great Rift, however, it had become a vital island amidst the tormented ocean of the galactic north. Positioned before the channel of realspace known as the Nachmund Gauntlet, Vigilus had so far stood defiant against its aggressors. For all their stubborn resistance, however, the planet's defenders could not hope to hold out alone – and another, hidden menace threatened to unmask itself

at any moment. Chaos cults were preparing for war across the planet, aiming to subvert planetary defences and allow their fellow followers of the Dark Gods to spill from the skies and swarm unchallenged across the planet's surface. This hidden insurrection was masterminded by the demagogue Vannadan the Firebrand, whose dark charisma had swayed thousands of Imperial loyalists to the worship of Chaos. Vigilus' beleaguered defenders were entirely unprepared for this mass uprising. Should the Firebrand's followers succeed in their plans, the world would surely be devoured from within and without.

Saim-Hann's seers united as one voice to convince the chieftains of the craftworld's Wild Rider clans that an intervention force must be deployed to Vigilus, to hunt Vannadan down and avert disaster. With the clans embroiled in life-or-death struggles across vast distances of space, Saim-Hann could not raise a mighty warhost to scour the Firebrand's followers from the surface of Vigilus. Instead, they would have to channel the Cosmic Serpent – striking with lethal precision to cut the head from the beast. Vannadan and his lieutenants had to die. This vital task was given to Autarch Rhyloor of Clan Moirec. His war party, a blood-bonded

fellowship of his closest kin, were distinguished experts in the art of crippling the capabilities of enemy armies, striking with dizzying speed to eliminate command squads and battlefield leaders. Spiritseer Qelanmaris, a close relative and companion of the Autarch, would represent the Seer Council in this venture.

The Saim-Hann host slipped from the webway and through Vigilus' formidable defence matrix, taking advantage of the disruption caused by raining Ork scrap-vessels. They made landfall in Hyperia Hivespawl, within the boundaries of the temple-hive of Martyr's Pyre. Here – in the very heartland of the Adeptus Ministorum – Vannadan the Firebrand preached his deranged rhetoric, swaying the desperate and deviant to his cause. Sensing the bitter reek of Chaos all around him, Autarch Rhyloor began the purge of Vannadan's followers. The warriors of the Wild Host swept the city streets, shouting their battle cries as they hunted and slew the Firebrand's insurrectionists.

The Aeldari finally encircled Vannadan and his faithful at the Square of Honoured Martyrs. After a brief yet furious battle, Autarch Rhyloor himself slew the zealot, contemptuously cutting him

SPIRITSEERS

Spiritseers are those Aeldari who embark upon the Witch Path and feel a calling to commune with the dead. It is they who are tasked with shepherding their craftworld's ghost warriors to battle. They guide the spectral essences that pilot wraith constructs, focusing both the physical and spiritual worlds in their mind's eye and granting that same clarity to their charges. When paired with a Spiritseer, a Wraithguard's martial skill and responsiveness is greatly increased. Their shots are more accurate and their killing strokes uncannily precise. Each Spiritseer is also a powerful battle psyker, capable of setting enemies aflame with a gesture or shielding their comrades with an aegis of psychic energy.

down with his star glaive as the deranged preacher cowered amidst his dead protectors. Yet before the Saim-Hann warhost could finish their mission and slaughter the Firebrand's disciples entirely, the sound of roaring engines split the air. Imperial vehicles rolled into the square, and flak-armoured warriors rappelled from circling dropships to land upon the city streets.

In all their prideful certainty, the Asuryani had failed to announce their mission to Vigilus' paranoid human defenders. Having suffered greatly under the rapacious assaults of Drukhari pirates, the world's populace considered the entire Aeldari race to be little more than sadistic killers. When word came to the Aquilarian Council of an unannounced xenos raiding party hunting humans within Martyr's Pyre, their response was 'uncompromising. The Tempestus Scions of the 47th Antrell Lions were dispatched to deal with the unwelcome intruders. Led by Tempestor Prime Maxim Volgonne, the Lions formed up around the Square of Honoured Martyrs, aiming their guns at the Saim-Hann host as Vannadan the Firebrand's surviving followers fled back to their hidden lairs. Rhyloor's instinct was to blast a path through the surrounding humans to freedom, but Spiritseer Qelanaris – unwilling to open unnecessary hostilities with the Imperium – stayed the hot-blooded Autarch's hand. The seer hailed Volgonne, calling for a parley and insisting the Saim-Hann had no quarrel with the defenders of Vigilus. Volgonne, a veteran of many battles against the treacherous Drukhari, was not interested in negotiation, nor common goals. He named Qelanaris and his warhost deceitful xenos invaders, and gave the order for the Lions' gun batteries to open fire.

A rain of high-explosive shells tore through the Saim-Hann force, filling the air with deadly shrapnel. Only the sacrifice of Autarch Rhyloor



saved the Spiritseer's life, as he threw his body in front of his kinsman. Qelanaris watched helplessly as the Tempestus Scions' unrelenting fire slaughtered his people, and each death was a fresh dagger driven into his heart. With the Square of Honoured Martyrs little more than a shattered ruin of smoke and debris, Volgonne and his forces withdrew.

The Spiritseer and the few remaining Saim-Hann survivors crawled from beneath their slaughtered kin, overcome with rage and grief. One by one, Qelanaris recovered the spirit stones of the fallen, swearing that his blood-bonded clanspeople would rise again to wreak dreadful vengeance upon the ignorant fools that had orchestrated this tragedy.



DUTY AND HONOUR

The fate of Vigilus hung in the balance. Its defending armies, though reinforced by warriors of the Adeptus Astartes, were terribly outnumbered. The planet's rulers bickered and plotted against one another while their world burned around them. Yet hope was not lost, for on the far side of the galaxy, an echo of this unfolding tragedy reached the mind of a powerful ally.

Chief Librarian Varro Tigurius was meditating in his private chambers within the Fortress of Hera on Macragge when a vision struck him with the force of a bolt shell. He saw a loyal Imperial world isolated

within the raging ocean of the Imperium Nihilus, standing alone against hordes of invading xenos. Great shields of energy held the enemy at bay, but even as Tigurius watched, they began to flicker and

fade. The sky turned crimson as millions of bloodthirsty aliens and deranged heretics rushed forth to overwhelm the world's defenders. As Tigurius watched in horror, the light of the Astronomicon was drowned out by a gathering coil of darkness and malice. The laughter of primordial gods boomed out across the stars, a triumphant, mocking sound. The galaxy-spanning stain of corruption slowly spread, devouring world after world, system after system, until finally it reached the gates of Holy Terra itself.

Tigurius awoke sprawled on the floor of his chambers, with a single word echoing through his mind: Vigilus. Ignoring the agonising pain that throbbed in his skull, the Chief Librarian summoned the other battle-brothers of the Librarius and immediately sent word to Marneus Calgar, Chapter Master of the Ultramarines.

Calgar had long ago learned to trust the visions of Tigurius, which had averted countless disasters over the long years of his service. Without the Chief Librarian's guidance, Macragge would surely have fallen to the predations of the Tyranid hive fleets, or the ever-present threat of rampaging Chaos invaders. Though the Ultramarines were engaged across multiple fronts against the encroaching servants of the Dark Gods, the Chapter Master immediately organised a relief force gathered from the battle companies of the Ultramarines and several of their successor Chapters. Calgar himself would lead this armada to Vigilus, guided through the raging warp from afar by the psychic might of Tigurius



and his finest disciples in the Ultramarines Librarius.

Gathering in the Library of Ptolemy on Macragge, Tigurius and his fellow Librarians joined in psychic communion, projecting their astral forms across the vast distance of space. They sought out the shining beacon of the Astronomican, beset on all sides by the roiling emanations of the warp, and relayed its guiding light to the navigators of Calgar's fleet.

The cost of this task was hideous. Several Epistolaries died screaming, burned from the inside out by the immense empyric energies required for the ritual. Others were executed with a single bolt round to the back of the head by watchful Chaplains as the telltale signs of daemonic corruption began to manifest upon their bodies. Tigurius himself, one of the most powerful psykers in the Imperium, felt his flesh wither and crackle, and knew that he was expending his very life force in this task. Yet the Chief Librarian did not falter for a moment. In later years, he would wonder if he had not channelled the blazing spirit of the Emperor of Mankind himself in those last, agonising moments before Marneus Calgar's fleet transitioned into realspace in orbit around Vigilus.

This harrowing odyssey had not been completed without cost. Several priceless battle barges and Space Marine strike cruisers had been lost to the horrors of the warp, losses that Humanity could ill afford. Yet Calgar still had enough firepower at his disposal to punch through the blockade of Ork scrap-ships that loomed above the hivespawls of Vigilus. After swift coordination with the Adeptus Astartes forces already planetside, Calgar organised mass Drop Pod assaults to the areas where the fighting was thickest.

Across the surface of Vigilus, Ultramarines battle-brothers formed

ad hoc fighting formations with whatever local forces they could gather, rallying and resupplying the world's defenders and restoring hope wherever they appeared. Meanwhile, Calgar's flagship and its escort entered low orbit above the world's capital hive, Saint's Haven, securing the planet's centre of government in a series of deployments. Within a matter of hours after their arrival, Calgar's forces had already commenced the fortification of the palatial district that housed Vigilus' ruling body, the Aquilarian Council.

This second wave of Imperial reinforcements had brought Vigilus back from the brink of disaster, but Calgar knew there was still much work to be done if the planet was to survive another wave of xenos assaults. The immense force field arrays that surrounded the major hivespawls were no longer reliable, and long-range communications had been badly destabilised by the raging warp storms that swirled around the planet. The formerly static defence of Vigilus had broken down into a series of desperate and disorganised battles, with no established lines of engagement.

The Chapter Master quickly realised that the fractured and ineffective Aquilarian Council was unfit for purpose. Ancient grudges and personal agendas undermined any attempt at unity, and the actions of several individual members during the ongoing crisis amounted to nothing less than treachery. The Ultramarines moved swiftly to enact martial law. The Aquilarian Council was dissolved, and several former members were purged for their sins, either executed for the heresy of incompetence or taken away by the Chapter's Chaplains for excruciation and interrogation due to suspicions of xenos taint.

In place of the old order, Calgar ordered the formation of a new Vigilus Senate. He and four other Space Marine Chapter Masters would take prominent

positions within this governing body, alongside hand-picked representatives from every major faction upon the world. No longer would decision-making be slowed by endless arguments and bitter recriminations. At last, the defence of this vital beachhead would be prosecuted in an effective manner.

In order to shield the Vigilus Senate, Marneus Calgar formed an elite band of Ultramarines chosen from across several battle companies. Known as the Extremis Guard, this force would be assigned to the palatial districts of Saint's Haven, taking charge of security and protection for every ranking member of the senate.

Leadership of the Extremis Guard was granted to Lieutenant Eothrus of the 2nd Company. A shrewd and efficient warrior, Eothrus had fought at Calgar's side during the defence of Ultramar against Mortarion's Death Guard, and the Chapter Master had marked both Eothrus' skill in combat and his talent for command and diplomacy. Calgar saw a flicker of the statesmanlike grace of Guilliman in the young soldier. Moreover, he was one of the finest tactical minds in the 2nd Company, a bold leader who inspired great trust amongst those under his command.

Lieutenant Eothrus set to work with typical efficiency, creating a series of high-security zones around the Aquilarian Palace, from the spires of Caestus North to the burnt-out gardens of the Sanctum Arboretia. Reiver Squads in elevated positions laid eyes upon every entranceway, and Intercessors and Hellblasters patrolled the colonnaded halls and gilded plazas in a constant cycle, ready to engage at the slightest sign of enemy activity. There was an uneasy tension in the air, a foreboding silence broken only by the distant rumble of artillery. Lieutenant Eothrus knew it would not be long before the Extremis Guard were called to action.





HOUR OF VENGEANCE

Spiritseer Qelanism returned to Vigilus with only one thing on his mind – vengeance against the foolish humans who had murdered his kin. Yet his revenge would not be directed at the soldiers who had pulled the triggers, but the incompetent rulers who had given the command to open fire.

The remnants of the Saim-Hann warhost returned to Saint's Haven reinforced by eerily silent war constructs that marched beside the Spiritseer with sombre grace. Each of these Wraithguard bore a spirit stone recovered from a slain Asuryani warrior following the massacre in the Square of Honoured Martyrs. With painstaking care, Spiritseer Qelanism had entombed the souls of his fallen kin into the wraithbone giants, so that in death they might see justice done upon those who had wronged them.

Though his anger burned white-hot, Spiritseer Qelanism did not abandon caution in his quest for vengeance. He had marked well the arrival of the Ultramarines, and the subsequent establishing of security cordons and defensive kill-zones in the grounds of the Aquilarian Palace.

To draw out the Space Marine defenders, Qelanism ordered his Windrider formations to feign an attack on the eastern gate of the palace, a heavily fortified entranceway lined with automated sentry turrets and murder-holes, and patrolled by soldiers of the Militarum Tempestus. Their ear-splitting war cries audible even over the scream of jetbike engines, the warriors of the Wild Host lanced from the skies like the spear of Khaine, scything through the ranks of the 47th Antrell Lions assigned to the defence of the palace.

Storms of shattered glass and fragments of marble filled the air as streams of shuriken fire rippled through colonnaded plazas and gilded halls. Flak-armoured figures were sent spinning to the floor, torn apart by the relentless

onslaught. The Extremis Guard responded in force to this incursion, and squads of Intercessors and Hellblasters charged into the hail of death, opening fire at the circling Saim-Hann. Jetbikes were caught by streaks of searing plasma, sent tumbling from the skies to erupt in blossoming fireballs. Wild Riders were blasted from their seats by detonating bolt rounds that ripped through armour and flesh. Smoke rose above the gleaming spires of the palace as more Ultramarines reinforcements rushed to intercept the unexpected assault.



Even as the fighting at the eastern gate escalated, Qelanism and his guard were already on the move. They overwhelmed the defenders of the western gatehouse in short order. Wraithguard strode forwards out of the early morning haze and opened fire with their wraithcannons, the horrific weapons unleashing miniaturised, split-

second warp breaches wherever they struck a target. This resulted in hideous wounds as the roiling energies of the immaterium hungrily devoured physical matter, sometimes dragging the victims entirely into the warp.

Lieutenant Eothrus swiftly realised that the attack upon the eastern wing had been a diversion. He had battled the Aeldari before, and knew well their devious tactics. There were only two possible explanations for the assault upon the Vigilus Senate: either the enemy was seeking high-value prisoners, or they wished to wipe out the Imperium's planetary command entirely.

Eothrus sent the greater portion of the Extremis Guard to secure the inner chambers of the palace, where Calgar and the rest of the senate were still in session. Along with his most trusted warriors, the Lieutenant headed towards the west wing of the palace, where vox transmissions from the perimeter watch-teams had abruptly ceased.

It was in the Chamber of Reverence, beneath the great statue of Saint Prouss XI, that Lieutenant Eothrus came face to face with the xenos leader. The masked Asuryani was leading a small group of Saim-Hann warriors, including a formation of long-limbed giants, faceless constructs wielding fearsome and unnatural weaponry. The twisted and torn remnants of Imperial soldiers and Ministorum lay priests were scattered across the floor of the chamber, amidst the wreckage of statuary and shattered glass. Outraged at the desecration of this sacred place, Eothrus' battle-brothers raised their bolt rifles, but the Lieutenant bade them stand





down. He had heard from his comrade, Haldor Icepelt of the Space Wolves, that these same red-armoured Aeldari had appeared as if from nowhere to relieve embattled Blackmane forces during the Stygius Campaign. These were no sadistic raiders or blood-hungry savages, but fellow warriors bound by common codes of honour and duty. Surely this had all been a terrible mistake.

Lowering his power sword, the Lieutenant stepped forwards to hail the intruders. This violence was misguided, he told the alien leader. The Aeldari must stand down immediately, for even now the true enemy was eating away at the heart of Vigilus.

Qelanaris' response was as cold and pitiless as the vacuum of space. Let this world burn, he said, and all wretched mon-keigh along with it. He had sworn a blood oath of vengeance upon those who had murdered his kin without cause, and he would gladly die to see it fulfilled. With that, the Spiritseer's retinue opened fire, and the Chamber of Reverence echoed to the shriek of wraithcannon blasts and the booming retort of bolt rifles. Outnumbered and outgunned, Eothrus called for his warriors to fall back to the council chambers. Even as he staged a fighting retreat, the Lieutenant was bellowing orders over the priority vox channel, summoning reinforcements and restructuring his defensive cordon.

SPACE MARINE LIEUTENANTS

Lieutenants were introduced by Roboute Guilliman upon his return as part of a number of alterations to the Codex Astartes, the set of precepts by which the Space Marine Chapters wage war. The officers act as the right hands of their Captain, supporting his command by directing battle-brothers in combat, organising the disposition of front-line troops and freeing their superior to concentrate upon the grander strategy. Space Marine Battle Companies are often divided into two Demi-companies in order to better control the battlefield, each with a Lieutenant in overall command.

The wealth of experience and tactical mastery these leaders bring to bear against the enemy is such that they are granted a high degree of autonomy. Though they are most often found directing troops in thick of the fight, the flexibility of the role and the varied skill set of those who fill it means that Lieutenants are sometimes assigned to leadership positions within ad hoc tactical formations, both on and off the battlefield. These may include bodyguard retinues, specialised strike forces and extermination details.



Designer's Note: The datasheets included in this section have been adapted from those found in Codex: Space Marines or Codex: Craftworlds to best represent the forces of the Ultramarines Chapter and Craftworld Saim-Hann described in the narrative of this book. These datasheets do not replace any found within their respective codexes – they are simply reprinted here with the narrative-appropriate Faction keywords for your convenience when playing through the narrative missions within this book.

Of course, there's nothing to stop you from deciding that the miniatures included in Wake the Dead will belong to a different Chapter or craftworld. Codex: Space Marines and Codex: Craftworlds include colour schemes, background and rules content for a number of alternatives, which may even inspire you to create your own.

DATASHEETS

The warriors, monsters and war machines that fight for control of the galaxy are incredibly diverse, each with their own style of waging war. Each unit has a datasheet that lists the characteristics, wargear and abilities of the models in that unit – here we explain what some of it means, while the core rules included in the box explain how it's all used in the game. You will also find all of the datasheets that you will need to fight battles with the Space Marines and Craftworlds miniatures included in *Wake the Dead*.

1. Battlefield Role

This is typically used when making a Battle-forged army.

2. Power Rating

The higher this is, the more powerful the unit! You can determine the Power Level of your entire army by adding up the Power Ratings of all the units in your army.

3. Unit Name

Models move and fight in units, which can have one or more models. Here you'll find the name of the unit.

4. Profiles

These contain the following characteristics that tell you how mighty the models in the unit are:

Move (M): This is the speed at which a model moves across the battlefield.

Weapon Skill (WS): This tells you a model's skill at hand-to-hand fighting. If a model has a Weapon Skill of ' $\cdot$ ' it is unable to fight in melee and cannot make close combat attacks at all.

Ballistic Skill (BS): This shows how accurate a model is when shooting with ranged weapons. If a model has a Ballistic Skill of ' $\cdot$ ' it has no proficiency with ranged weapons and cannot make shooting attacks at all.

Strength (S): This indicates how strong a model is and how likely it is to inflict damage in hand-to-hand combat.

Toughness (T): This reflects the model's resilience against physical harm.

Wounds (W): Wounds show how much damage a model can sustain before it succumbs to its injuries.

MODIFYING CHARACTERISTICS

Some large models' characteristics can change as the model suffers damage – look at such a model's remaining wounds and consult the appropriate row of the chart on their datasheet to determine its current characteristics.

You may also encounter abilities and rules that modify a characteristic. All modifiers are cumulative, though you should apply any multiplication or division to the characteristic (rounding fractions up) before applying any addition or subtraction.

You may encounter a characteristic that is a random value instead of a number. For example, a Move characteristic might be 2D6", or an Attacks value might be D6. When a unit with a random Move characteristic is selected to move, determine the entire unit's move distance by rolling the indicated number of dice. For all other characteristics, roll to determine the value on an individual – per-model – basis each time the unit makes attacks, inflicts damage, and so on. Note that, regardless of the source, characteristics of ' $\cdot$ ' can never be modified, and the Strength, Toughness and Leadership characteristics of a model can never be modified below 1.

Attacks (A): This tells you how many times a model can strike blows in hand-to-hand combat.

Leadership (Ld): This reveals how courageous, determined or self-controlled a model is.

Save (Sv): This indicates the protection a model's armour gives.

5. Unit Composition & Wargear

This tells you what models are in the unit and covers the basic weapons and equipment the models are armed with.

6. Weapons

The weapons that a unit comes equipped with are described using a set of characteristics as follows:

Range: How far the weapon can shoot. Weapons with a range of 'Melee' can only be used in hand-to-hand combat. All other weapons are referred to as ranged weapons.

Type: These are all explained under the Shooting and Fight phases of the core rules.

Strength (S): How likely the weapon is to inflict damage. If a weapon's Strength lists 'User', it is equal to the wielder's current Strength. If a weapon lists a modifier such as '+1' or 'x2', you should modify the user's current Strength characteristic as shown to determine the weapon's Strength. For example, if a weapon's Strength was 'x2', and the user had a Strength characteristic of 6, that weapon has Strength 12.

Armour Penetration (AP): How good it is at getting through armour.

Damage (D): The amount of damage inflicted by a successful hit.



7. Wargear Options

Some units have a number of choices as to which gear they take into battle – this section describes these options. Weapons which

a unit may take as an optional choice are typically described in the appendix.

8. Abilities

Many units have exciting special abilities that are not covered by the core rules; these will be described here.

9. Keywords

All datasheets have a list of keywords, sometimes separated into Faction keywords and other keywords. The former can be used as a guide to help decide which models to include in your army, but otherwise both sets of keywords are functionally the same. Sometimes a rule will say that it applies to models that have a specific keyword. For example, a rule might say that it applies to 'friendly SPACE WOLVES units'. This means it would only apply to models that have the Space Wolves keyword on their datasheet.

1

2

6

PRIMARIS LIEUTENANT

3

4 NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Lieutenant	6"	2+	3+	4	4	5	4	8	3+

5 A Primaris Lieutenant is a single model armed with a power sword, bolt pistol, frag grenades and krak grenades.

6 WEAPON	RANGE	TYPE	S	AP	D	7 ABILITIES
Bolt pistol	12"	Pistol 1	4	0	1	-
Master-crafted auto bolt rifle	24"	Assault 2	4	0	2	-
Master-crafted stalker bolt rifle	36"	Heavy 1	4	-2	2	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

8 **WARGEAR OPTIONS** • This model may replace its power sword with a master-crafted auto bolt rifle or a master-crafted stalker bolt rifle.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Tactical Precision: You can re-roll wound rolls of 1 for friendly ULTRAMARINES units that are within 6" of this model.

9 FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS CHARACTER, INFANTRY, PRIMARIS, LIEUTENANT



PRIMARIS LIEUTENANT



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Lieutenant	6"	2+	3+	4	4	5	4	8	3+
A Primaris Lieutenant is a single model armed with a power sword, bolt pistol, frag grenades and krak grenades.									
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES	
Bolt pistol	12"	Pistol 1			4	0	1	-	
Master-crafted auto bolt rifle	24"	Assault 2			4	0	2	-	
Master-crafted stalker bolt rifle	36"	Heavy 1			4	-2	2	-	
Power sword	Melee	Melee			User	-3	1	-	
Frag grenade	6"	Grenade D6			3	0	1	-	
Krak grenade	6"	Grenade 1			6	-1	D3	-	
WARGEAR OPTIONS	• This model may replace its power sword with a master-crafted auto bolt rifle or a master-crafted stalker bolt rifle.								
ABILITIES	And They Shall Know No Fear: You can re-roll failed Morale tests for this unit. Tactical Precision: You can re-roll wound rolls of 1 for friendly ULTRAMARINES units that are within 6" of this model.								
FACTION KEYWORDS	IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES								
KEYWORDS	CHARACTER, INFANTRY, PRIMARIS, LIEUTENANT								





INTERCESSOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Intercessor	6"	3+	3+	4	4	2	2	7	3+
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Intercessor Sergeant and 4 Intercessors. It can include up to 5 additional Intercessors (**Power Rating +5**). Each model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Auto bolt rifle	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt rifle	30"	Rapid Fire 1	4	-1	1	-
Stalker bolt rifle	36"	Heavy 1	4	-2	1	-
Power sword	Melee	Melee	User	-3	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- All models in the unit may replace their bolt rifle with an auto bolt rifle or stalker bolt rifle.
- For every five models in the unit, one may take an auxiliary grenade launcher.
- The Intercessor Sergeant may either take a power sword or replace his bolt rifle with a power sword.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Auxiliary Grenade Launcher: If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".

Combat Squads: Before any models are deployed at the start of the game, an Intercessor Squad containing 10 models may be split into two units, each containing 5 models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS

INFANTRY, PRIMARIS, INTERCESSOR SQUAD





REIVER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Reiver	6"	3+	3+	4	4	2	2	7	3+
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Reiver Sergeant and 4 Reivers. It can include up to 5 additional Reivers (**Power Rating +5**). Each model is armed with a bolt carbine, a heavy bolt pistol, frag grenades, krak grenades and shock grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt carbine	24"	Assault 2	4	0	1	-
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY unit is hit by any shock grenades, it is stunned until the end of the turn – it cannot fire Overwatch and your opponent must subtract 1 from any hit rolls made for the unit.

WARGEAR OPTIONS

- All Reivers in the unit may replace their bolt carbine with a combat knife.
- The Reiver Sergeant may replace either his bolt carbine or heavy bolt pistol with a combat knife.
- All models in the unit may take grav-chutes.
- All models in the unit may take a grapnel launcher.

ABILITIES

And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.

Grapnel Launchers: When models with grapnel launchers move, do not count any vertical distance they move against the total they can move that turn (i.e. moving vertically is free for these models). In addition, during deployment, you can set up this unit, if it is equipped with grapnel launchers, behind enemy lines instead of placing it on the battlefield. At the end of any of your Movement phases this unit can join the battle – set it up within 6" of a battlefield edge of your choice and more than 9" away from any enemy models.

Combat Squads: Before any models are deployed at the start of the game, a Reiver Squad containing 10 models may be split into two units, each containing 5 models.

Terror Troops: Enemy units must subtract 1 from their Leadership if they are within 3" of any Reiver Squads.

Grav-chutes: During deployment, you can set up this unit, if it is equipped with grav-chutes, in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can descend – set it up anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS

INFANTRY, PRIMARIS, REIVER SQUAD





INCEPTOR SQUAD

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inceptor	10"	3+	3+	4	5	2	2	7	3+
Inceptor Sergeant	10"	3+	3+	4	5	2	3	8	3+

This unit contains 2 Inceptors and 1 Inceptor Sergeant. It can include up to 3 additional Inceptors (**Power Rating +10**). Each model is equipped with two assault bolters.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault bolter	18"	Assault 3	5	-1	1	-
Plasma exterminator	When attacking with this weapon, choose one of the profiles below.					
- Standard	18"	Assault D3	7	-3	1	-
- Supercharge	18"	Assault D3	8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.

WARGEAR OPTIONS • All models in the unit may replace their two assault bolters with two plasma exterminators.

ABILITIES	And They Shall Know No Fear: You can re-roll failed Morale tests for this unit.	Crushing Charge: Roll a D6 each time a model from this unit finishes a charge move within 1" of an enemy unit; on a 6, the enemy unit suffers a mortal wound.
	Meteoric Descent: During deployment, you can set up this unit in high orbit instead of placing it on the battlefield. At the end of any of your Movement phases this unit can use a meteoric descent – set it up anywhere on the battlefield that is more than 9" away from any enemy models.	Combat Squads: Before any models are deployed at the start of the game, an Inceptor Squad containing 6 models may be split into two units, each containing 3 models.

FACTION KEYWORDS IMPERIUM, ADEPTUS ASTARTES, ULTRAMARINES

KEYWORDS INFANTRY, JUMP PACK, Mk X GRAVIS, PRIMARIS, FLY, INCEPTOR SQUAD



'EAVY METAL



Primaris Lieutenant with power sword and bolt pistol



Intercessor Sergeant with auto bolt rifle and bolt pistol



Intercessor with auto bolt rifle



Reiver with grapnel launcher and combat knife



Reiver Sergeant with heavy bolt pistol and combat knife



Reiver with heavy bolt pistol and combat knife



Inceptor Sergeant with plasma exterminators



Assault bolter



The red stripe on this Inceptor's helm denotes him as a Sergeant.



Inceptor with plasma exterminators



Lieutenant Eothrus rallies his battle-brothers against the ambushing Saim-Hann force, directing the Intercessors to unleash a salvo of bolt-fire against the enemy's war constructs as reinforcements move to protect the Ultramarines' flanks.



Ultramarines Reivers launch themselves into the enemy, carving several Asuryani Guardians apart with their combat knives and dispatching others with point-blank shots from their heavy bolt pistols.



SPIRITSEER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Spiritseer	7"	2+	2+	3	3	4	2	8	6+

A Spiritseer is a single model armed with a shuriken pistol and a witch staff.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Witch staff	Melee	Melee	User	0	2	This weapon always wounds on a roll of 2+.

ABILITIES	
Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.	Rune Armour: This model has a 4+ invulnerable save.
	Spirit Mark: You can re-roll hit rolls of 1 for friendly SAIM-HANN SPIRIT HOST units' attacks against enemy units that are within 6" of this model.

Battle Focus: If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.

PSYKER	This model can attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the <i>Smite</i> power and one psychic power from the <i>Runes of Battle</i> discipline (see opposite).
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FACTION KEYWORDS	AELDARI, ASURYANI, SPIRIT HOST, SAIM-HANN
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KEYWORDS	CHARACTER, INFANTRY, PSYKER, SPIRITSEER
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RUNES OF BATTLE

Before the battle, generate the psychic powers for PSYKERS that can use powers from the Runes of Battle discipline using the table below. You can either roll a D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

Note that the Runes of Battle psychic powers have two names, and two effects. Each effect counts as a different psychic power, so in matched play games a Warlock Conclave that manifests Conceal could also attempt to manifest Reveal.

1. CONCEAL/REVEAL

The psyker takes command of the darkness around them, using it to conceal their kin or reveal any opponents who skulk in the shadows.

Conceal/Reveal has a warp charge value of 6. If manifested, choose one of the following:

Conceal: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – your opponent must subtract 1 from all hit rolls for ranged weapons that target that unit until your next Psychic phase.

Reveal: Choose an enemy unit within 18" of the psyker – it does not gain any bonus to its saving throws for being in cover until your next Psychic phase.

2. EMBOLDEN/HORRIFY

The psyker reaches into the minds of the battlefields combatants, instilling his allies with valour or sapping courage from his enemies.

Embolden/Horrify has a warp charge value of 6. If manifested, choose one of the following:

Embolden: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – add 2 to the Leadership characteristics of that unit until your next Psychic phase.

Horrify: Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from the Leadership of that unit until your next Psychic phase.

3. ENHANCE/DRAIN

Calling upon Khaine's immortal favour, the psyker enhances the combat skills of his allies or weakens those of his foes.

Enhance/Drain has a warp charge value of 7. If manifested, choose one of the following:

Enhance: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – add 1 to hit rolls in the Fight phase made for that unit until your next Psychic phase.

Drain: Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all hit rolls made for that unit in the Fight phase until your next Psychic phase.

4. PROTECT/JINX

Chained by runes of power, fate itself is bound to the will of the psyker. Such power is the difference between life and death.

Protect/Jinx has a warp charge value of 7. If manifested, choose one of the following:

Protect: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – add 1 to the saving throws made for that unit until your next Psychic phase.

Jinx: Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all saving throws made for that unit until your next Psychic phase.

5. QUICKEN/RESTRAIN

The psyker twists time, their outline blurring as they and their fellows move like phantoms across the field. Those cursed by such temporal manipulations find themselves moving as if through deep water.

Quicken/Restrain has a warp charge value of 7. If manifested, choose one of the following:

Quicken: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – that unit can immediately move as if it were the Movement phase. You cannot use Quicken on a single unit more than once per Psychic phase.

Restrain: Choose an enemy unit within 18" of the psyker – your opponent must halve the Move characteristic of all models in that unit until your next Psychic phase.

6. EMPOWER/ENERVATE

The psyker helps their comrades to strike at their full potential, imbuing them with the strength of the Aeldari heroes of old whilst diminishing the powers of his foes.

Empower/Enervate has a warp charge value of 6. If manifested, choose one of the following:

Empower: Choose a friendly ASURYANI INFANTRY or ASURYANI BIKER unit within 18" of the psyker – add 1 to wound rolls in the Fight phase for that unit until your next Psychic phase.

Enervate: Choose an enemy unit within 18" of the psyker – your opponent must subtract 1 from all wound rolls made for that unit in the Fight phase until your next Psychic phase.



GUARDIAN DEFENDERS



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Guardian	7"	3+	3+	3	3	1	1	7	5+
Heavy Weapon Platform	7"	6+	3+	3	3	2	1	7	3+

This unit contains 10 Guardians. It can include up to 10 additional Guardians (**Power Rating +4**). For every 10 Guardians in the unit, you may include one Heavy Weapon Platform.

- Each Guardian is armed with a shuriken catapult and plasma grenades.
- Each Heavy Weapon Platform is armed with a shuriken cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Sunburst missile	48"	Heavy D6	4	-1	1	-
- Starshot missile	48"	Heavy 1	8	-2	D6	-
Bright lance	36"	Heavy 1	8	-4	D6	-
Scatter laser	36"	Heavy 4	6	0	1	-
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Shuriken catapult	12"	Assault 2	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Starcannon	36"	Heavy 2	6	-3	D3	-
Plasma grenade	6"	Grenade D6	4	-1	1	-

WARGEAR OPTIONS	• Any Heavy Weapon Platform may replace its shuriken cannon with one of the following: - Aeldari missile launcher - Bright lance - Scatter laser - Starcannon
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ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units. Battle Focus: If this unit moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the unit had remained stationary.	Crewed Weapon: A Heavy Weapon Platform can only fire its ranged weapon if a Guardian from its unit is within 3" and 'fires' it instead of shooting any of their own weapons. A single Guardian cannot operate multiple Heavy Weapon Platforms in this way in a single turn.
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FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, SAIM-HANN
KEYWORDS (GUARDIAN)	INFANTRY, GUARDIAN, GUARDIAN DEFENDERS
KEYWORDS (HEAVY WEAPON PLATFORM)	INFANTRY, ARTILLERY, GUARDIAN, HEAVY WEAPON PLATFORM



WRAITHGUARD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wraithguard	5"	3+	3+	5	6	3	1	9	3+

This unit contains 5 Wraithguard. It can include up to 5 additional Wraithguard (**Power Rating +10**). Each model is armed with a wraithcannon and Wraithguard fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
D-scythe	8"	Assault D3	10	-4	1	This weapon automatically hits its target.
Wraithcannon	12"	Assault 1	10	-4	D6	-
Wraithguard fists	Melee	Melee	User	-1	D3	-

WARGEAR OPTIONS • The entire unit may replace their wraithcannons with D-scythes.

ABILITIES	Ancient Doom: You can re-roll failed hit rolls in the Fight phase for this unit in a turn in which it charges or is charged by a SLAANESH unit. However, you must add 1 to Morale tests for this unit if it is within 3" of any SLAANESH units.	Implacable: This unit can Fall Back and still shoot in a turn that it does so.
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FACTION KEYWORDS AELDARI, ASURYANI, SPIRIT HOST, SAIM-HANN

KEYWORDS INFANTRY, WRAITH CONSTRUCT, WRAITHGUARD





WAVE SERPENT

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Wave Serpent	*	6+	*	6	7	13	*	8	3+

A Wave Serpent is a single model equipped with a twin shuriken cannon and a twin shuriken catapult.

REMAINING W	M	BS	A
7-13+	16"	3+	3
4-6	12"	4+	D3
1-3	8"	5+	1

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken cannon	24"	Assault 3	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin Aeldari missile launcher	When attacking with this weapon, choose one of the profiles below.					
- Sunburst missile	48"	Heavy 2D6	4	-1	1	-
- Starshot missile	48"	Heavy 2	8	-2	D6	-
Twin bright lance	36"	Heavy 2	8	-4	D6	-
Twin scatter laser	36"	Heavy 8	6	0	1	-
Twin shuriken cannon	24"	Assault 6	6	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin shuriken catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -3 instead of 0.
Twin starcannon	36"	Heavy 4	6	-3	D3	-

WARGEAR OPTIONS	- This model may replace its twin shuriken cannon with a twin bright lance, a twin scatter laser, a twin starcannon or a twin Aeldari missile launcher. - This model may replace its twin shuriken catapult with a shuriken cannon. - This model may take any of the following: - Crystal targeting matrix - Spirit stones - Star engines - Vectored engines
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ABILITIES	Serpent Shield: Any damage suffered by a Wave Serpent from a ranged weapon is reduced by 1, to a minimum of 1. In addition, once per battle, a Wave Serpent can discharge its serpent shield in its Shooting phase by rolling a D6. On a 2+ the nearest visible enemy unit within 24" suffers D3 mortal wounds. The Wave Serpent then gains no benefit from this ability for the remainder of the battle. Hover Tank: Distance and ranges are always measured to and from this model's hull, even though it has a base. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. Vectored Engines: If a model with vectored engines Advances, your opponent must subtract 1 from all hit rolls for ranged weapons that target it until your next Movement phase. Crystal Targeting Matrix: A model with a crystal targeting matrix does not suffer the penalty for firing a Heavy weapon after moving when targeting the closest enemy unit. Spirit Stones: Roll a D6 each time a model with spirit stones suffers a wound or mortal wound: on a 6 the wound is ignored. Star Engines: When a model with star engines Advances, add 2D6" to that model's Move characteristic for that Movement phase instead of D6".
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TRANSPORT	This model can transport 12 PHOENIX LORD or SAIM-HANN INFANTRY models. Each WRAITHGUARD or WRAITHBLADE model takes the space of two other models. It cannot transport JUMP PACK models.
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FACTION KEYWORDS	AELDARI, ASURYANI, WARHOST, SAIM-HANN
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KEYWORDS	VEHICLE, TRANSPORT, FLY, WAVE SERPENT
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'EAVY METAL



Spiritseer with witch staff



Wraithguard with wraithcannons



Guardian with shuriken catapult



Heavy Weapon Platform with
starcannon



Wave Serpent with twin bright lance
and shuriken cannon





While scouting the exterior of the Aquilarian Palace, an Ultramarines Reiver Squad is assailed by a formation of Wraithguard. The constructs' terrifying wraithcannons tear open miniaturised warp breaches that devour flesh and armour with sickening ease.



The Wave Serpent is both a swift troop transport and a fearsome weapons platform. Even as Asuryani warriors disembark into the thick of battle, the grav-tank's twin bright lance sends beams of blistering energy spearing through the foe.



GAME RULES & MISSIONS

This section includes four Warhammer 40,000 Echoes of War missions inspired by Qelanaris' quest for vengeance against those that slew his kin, and Eothrus' heroic efforts to defend the Vigilus Senate and repel the attacking Asuryani.

There are two main ways in which you can use the missions in this booklet – the most straightforward is to simply choose the mission you want to play. Alternatively, you can fight a campaign by playing them in order. If you choose the latter, we recommend using the additional campaign rules opposite.

There's nothing to stop you from playing the missions using different armies from those in the story. With a little imagination and some changes to certain mission rules and Stratagems, you can easily fight similar battles with any combination of miniatures and terrain you have in your collection.

THE ARMIES

Each mission informs you which datasheets should be used if you want to fight the battle according to the story. If players are using different armies, then it is up to them to choose sides.

UNIQUE CHARACTERS

The missions will often reference one or more characters from the narrative.

- Lieutenant Eothrus is represented by the Primaris Lieutenant datasheet. He should be armed with a bolt pistol and power sword.
- Spiritseer Qelanaris is represented by the Spiritseer datasheet.



'In my foolishness I believed we could find common ground with these humans. No longer. They are cruel and spiteful creatures, and violence is the only language they speak. So be it. We shall answer in kind.'

- Spiritseer Qelanaris



CAMPAIGN GAMES

If you are playing a campaign, the players should use the same sides for each mission. At the end of the campaign, the player that won the last mission claims overall victory! The winner of each of the first three missions will gain an advantage in subsequent missions, as shown below. In the case of a draw, neither player gets an advantage.

Mission 1 – Strike and Fade

Saim-Hann Win

The Saim-Hann assault is precise and deadly.

In Vengeance, the Ultramarines Intercessor Squad contains 3 models rather than 5. In The Defiant and the Dead, the Our Duty Not Yet Fulfilled Stratagem (see below) costs 2 CPs instead of 1.

Ultramarines Win

The Ultramarines rally with astonishing speed.

In Vengeance, the Saim-Hann Guardian Defenders unit contains 6 **GUARDIAN DEFENDER** models rather than 10. In The Defiant and the Dead, the Vengeance for the Dead Stratagem (see below) costs 2 CPs instead of 1.

Mission 2 – Vengeance

Saim-Hann Win

The Aeldari spring their ambush perfectly.

In The Defiant and the Dead, the Leadership of **SAIM-HANN** models is increased by 1 and the Reiver Squad's Terror Troops ability is not used.

Ultramarines Win

The sons of Guilliman turn the tables on their attackers.

In The Defiant and the Dead, the range of the Reiver Squad's Terror Troops ability is increased to 12" and 2 is subtracted from affected units' Leadership instead of 1.

Mission 3 – Aerial Assault

Saim-Hann Win

The momentum of the Saim-Hann force is unstoppable.

In The Defiant and the Dead, the Saim-Hann player begins the battle with 3 bonus CPs. In addition, Spiritseer Qelanism knows one additional psychic power from the Runes of Battle discipline and can attempt to manifest an additional psychic power in each friendly psychic phase.

Ultramarines Win

The Ultramarines' reinforcements turn the tide.

In The Defiant and the Dead, the Wave Serpent begins the battle with 8 wounds remaining. In addition, Lieutenant Eothrus can attempt to deny one psychic power in each enemy psychic phase as if he were a **PSYKER**.

STRATAGEMS

If you are playing a mission from this book, players can spend Command Points to use the two Stratagems below:

1CP

OUR DUTY NOT YET FULFILLED

*Wake the Dead Stratagem
(Ultramarines only)*

Duty drives the Ultramarines to endure.

Use this Stratagem when a model from your army is slain. Roll a D6; on a 4+ set that model up again at the end of the phase, as close as possible to its previous position and more than 1" from any enemies, with one wound remaining.

1CP

VENGEANCE FOR THE DEAD

*Wake the Dead Stratagem
(Saim-Hann only)*

Saim-Hann's vengeance will not be denied.

Use this Stratagem before a unit from your army makes its attacks in the Shooting or Fight phase. Until the end of the phase, hit rolls of 6+ made for that unit's attacks score 2 hits instead of 1.



ECHOES OF WAR

STRIKE AND FADE

A detachment of Saim-Hann Guardians have been tasked with launching a diversionary assault upon a squad of Ultramarines Intercessors on patrol duty. Their objective is to lure the defenders into pursuit, drawing them away from the Asuryani's true objective.

SAIM-HANN

Yau-voc led his warriors through the wide chambers of the Aquilarian Palace's eastern wing, treading as silently and swiftly as prowling cats. In the distance he could hear the scream of jetbike engines and the dull thunder of the humans' bolt weaponry. There was another sound, audible even over this cacophony: ululating howls of fierce joy. He smiled. The Windriders were on the hunt.

'The mon-keigh have no idea what is happening,' said Rhaoi with a bitter laugh. 'They scurry about like frightened vermin.'

'Quiet,' Yau-voc hissed. 'The enemy is close.' He could hear heavy footsteps clattering across the marble floors in the hall ahead. Here, the ceiling arched away overhead. It was covered with a crude yet imposing fresco showing a crusading force of humans standing amidst the corpses of slain aliens.

Yau-voc signalled his warriors to form up, and they swept into the chamber like crimson wraiths, backing up against the columns that were dotted around the edge of the hall. Yau-voc saw the royal blue of the enemy, immense figures clad in ceramite power armour. Space Marines, the elite of the Imperium's armies. They were no doubt rushing to the site of one of the many diversionary attacks that the Saim-Hann force had initiated.

'We strike like the Great Serpent,' said Yau-voc. 'Then we retreat, drawing the humans with us, as the Spiritseer planned. Upon my signal.'

Yau-voc gestured to Iodrach, who was in position behind the Guardians' anti-grav weapon platform. With a thrum from its repulsor engines, the platform swung out from behind cover, Iodrach moving behind it to operate the firing mechanism. The platform's shuriken cannon released a storm of armour-shredding discs that tore across the chamber and carved into the leading Space Marine, slicing his armour open in a dozen places. Blood spurted from the breaches, and the warrior collapsed to his knees.

Yau-voc and the others leaned out from behind cover and added their own volley of shuriken fire to the barrage.

ULTRAMARINES

'Contact!' Sergeant Torenus bellowed through the priority vox channel. 'Xenos forces have breached Perimeter Delta-Veridian. We have engaged.'

Brother Erastes was the first to fall, slumping forwards with seeping gouges torn across his chestplate. Snapping off shots from his bolt rifle with one hand, Sergeant Torenus reached down and hooked a gauntlet under the pauldron of the fallen Ultramarines warrior, dragging him out of the enemy's firing arc. The rest of Squad Torenus was laying down a hail of fire at the Aeldari, creating clouds of dust and shattered marble as their high-explosive rounds chewed apart the aliens' cover. One of the crimson-clad ambushers was struck in the chest, and came apart in a shower of gore.

The enemy attack was precise and vicious, and there was no cover available to the Imperials. Squad Torenus simply dropped to their knees, trusting in their armour to protect them. The hall echoed to the clatter and screech of alien metal on ceramite, and the teeth-shaking thud of detonating bolt rounds.

'Received, Torenus,' came the crackling voice of Lieutenant Eothrus over the vox. Torenus could hear the static crack of bolter fire over the transmission, and knew that the Lieutenant had also engaged the enemy.

'Reinforcements have been dispatched to your location,' said Eothrus. 'Drive the enemy back, sergeant. They cannot be allowed to enter the palace's inner chambers.'

'We shall clear their filth from these halls,' said Torenus. 'Squad Torenus, advance with me. Let us show these arrogant creatures what the sons of Guilliman are capable of. Courage and honour, brothers!'

The Intercessors rose from their kneeling positions as one, forming a gun-line and marching down the throat of the enemy. Torenus primed a frag grenade and tossed it, and a blossoming explosion sent several Aeldari tumbling across the floor.

Out of the corner of his eye he saw Brother Cladis fall, his throat opened by a volley of lacerating shards, but their attackers were beginning to fall back. They were no doubt hoping to slip away into the shadows. Looking upon his fallen battle-brothers, Torenus vowed to put paid to that attempt.

THE ARMIES

The Ultramarines army consists of an Intercessor Squad (5 models).

The Saim-Hann army consists of a unit of Guardian Defenders (10 **GUARDIAN DEFENDER** models and one Heavy Weapon Platform).

Note that in this mission, every model is treated as a single unit, and only one model in each army can use a Grenade weapon each turn. In addition, a Heavy Weapon Platform can fire its ranged weapon if a **GUARDIAN DEFENDER** model is within 3" and 'fires' it instead of shooting any of their own weapons.

THE BATTLEFIELD

Use the deployment map below to create the battlefield. If possible, place several buildings and ruins to represent the war-torn grounds of the Aquilarian Palace.

DEPLOYMENT

First, the Ultramarines player deploys their models wholly within their deployment zone as shown on the map below. The Saim-Hann player then deploys their models wholly within their deployment zone.

FIRST TURN

The Saim-Hann player has the first turn.

BATTLE LENGTH

The battle lasts until there are none of the Saim-Hann player's models left on the battlefield.

VICTORY CONDITIONS

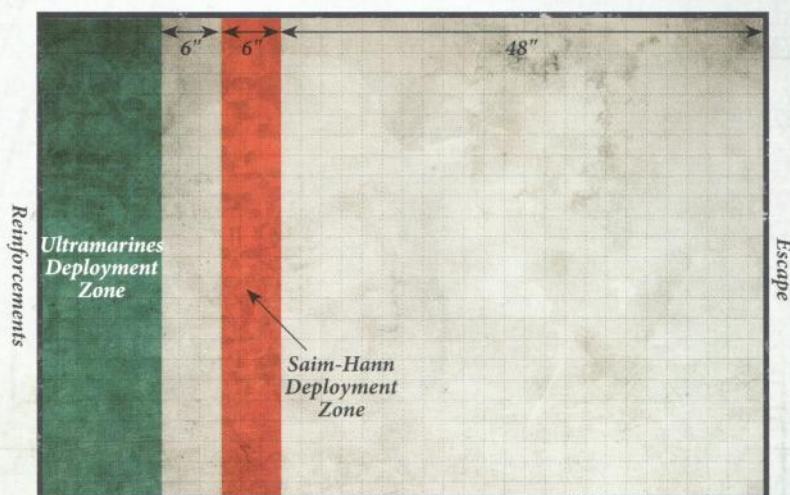
If, at the end of the battle, at least 4 **GUARDIAN** models have exited the battlefield, the Saim-Hann player wins. If, at the end of the battle, between 1 and 3 **GUARDIAN** models have exited the battlefield, the battle is a draw. Any other result is a win for the Ultramarines player.

ESCAPE

If a **GUARDIAN** model ends its Movement phase within 3" of the battlefield edge marked 'Escape', it exits the battlefield.

PINNING FIRE

In this mission, **GUARDIAN DEFENDER** models can, except when firing Overwatch, attempt to pin enemy models. Declare that a model will attempt to do so after declaring a target for its shuriken catapult, but before making hit rolls for that attack. If any hits are scored then the attack sequence ends, and the target is pinned by the pinning model. Whilst pinned, a model cannot move for any reason and its Ballistic Skill characteristic is 6+. The model remains pinned until the start of the Saim-Hann player's next Shooting phase, or until the model pinning it is slain, declares a charge, or is successfully charged.



STRATAGEMS

Both players have 4 Command Points to use in this battle. They can make use of the Stratagems on pg 31 and the two Stratagems below.

1CP

HEAVY CASUALTIES, SEND REINFORCEMENTS

Wake the Dead Stratagem (Ultramarines only)

The Ultramarines respond to the sudden appearance of Asuryani forces by summoning fresh reinforcements to the fray.

Use this Stratagem at the end of your Movement phase. Set up a slain model from your army wholly within 6" of the battlefield edge marked 'Reinforcements' and more than 9" from any enemy models. That model counts as having Advanced this turn.

2CP

FIGHTING WITHDRAWAL

Wake the Dead Stratagem (Saim-Hann only)

While laying down punishing streams of shuriken fire, Qelanaris' Guardians break from the fighting and slip into the shadows.

Use this Stratagem at the start of your Charge phase if every **ULTRAMARINES** model is pinned (see 'Pinning Fire', left). All **GUARDIAN** models not pinning an enemy model can make a D6" move in any direction as if it were the Movement phase. Any model that makes this move cannot declare a charge. You can only use this Stratagem once per turn.

ECHOES OF WAR VENGEANCE

The Ultramarines find themselves lured by the perfidious Aeldari into a lethal trap. Faceless statues stir to life and unleash a furious volley from their cannons, filling the air with screaming energy. Flanked and under heavy fire, the Ultramarines must break the ambush and regroup.

SAIM-HANN

The Guardians gave way in the face of the Ultramarines' counter-assault. As they ran, the overwhelming fire of the advancing enemy transformed the hall around them into rubble, blasting great holes in the walls and shattering the immense stained-glass panes that lined them. Ahead, the passageway ended in a colonnaded courtyard open to the skies. The Saim-Hann warriors raced across open ground, bolt rounds detonating at their feet.

Blue shapes crashed to the floor all around the Asuryani, cutting off their escape. The air was filled with deafening, static-laced growls that rattled skulls and tore at nerves.

Yau-voc staggered backwards, heart hammering as he looked upon leering skull-faced masks. Blades flashed in the early evening light, and more gunshots echoed across the plaza.

Blood splattered across Yau-voc's vision as Guardian Thoraish was struck in the centre of his skull, his head detonating in a bloody mist.

'We are surrounded,' gasped Iodrach as the skull-faced figures advanced. Behind them, the Asuryani could hear the thunder of power-armoured boots.

'Then it is time to wake the dead,' said Yau-voc, his voice barely audible amidst the disorientating roar of the enemy assault.

In the darkness of the colonnade, shadows stirred. Faceless, long-limbed giants strode into the light, raising their wraithcannons towards

the Ultramarines. Beams of unlight blasted across the courtyard, slamming into the ranks of the Imperials. Where they struck, flesh and armour twisted and deformed, causing hideous wounds. One of the power-armoured warriors screamed as his body collapsed in on itself, bones splintering and ceramite cracking. Within moments the unfortunate victim disappeared entirely, devoured by a voracious singularity.

The Saim-Hann Guardians released triumphant, ululating war cries as the Wraithguard advanced. The momentum of the battle changed in an instant, and suddenly it was the Ultramarines who found themselves outflanked.

ULTRAMARINES

'Ambush!' bellowed Reiver Sergeant Varion as the xenos constructs emerged from the shadows like statues come to life. 'Take cover!'

Varion hurled the corpse of the Aeldari spitted upon his combat blade aside, and slammed into cover behind the curving angle of the nearest column. His warriors reacted with lightning speed, going to ground as beams of unnatural energy hissed past them on all sides.

Varion had to give the xenos their due. The ambush had been expertly planned. Far from encircling and destroying the remaining Aeldari, his Reivers were now trapped in a circle of weapons fire, with no apparent escape route. He leaned out, placed one of the enemy's war constructs in the sights of

his bolt pistol and unleashed a volley of shots that impacted across its carapace. Shards of bone splintered free, but the fleshless warrior seemed unaffected. It turned with haunting elegance before unleashing a beam of energy from its cannon that roared past Varion's face as he ducked back behind the column. He ejected his empty magazine and slammed another home.

'We've no answer to these abominations,' shouted Brother Actis over the scream-whine of enemy fire.

An Aeldari warrior tried to flank around the side of their cover, firing its shuriken weapon from the hip. Varion put a bolt round through his would-be killer's chest, sending him sprawling to the ground.

'Keep them at bay,' he voxed to his battle-brothers. 'We need only delay them until reinforcements arrive.'

As if the Emperor himself had heard Varion's words, the vox crackled to life. 'Reiver Squad Varion, this is Sergeant Torenus. Do you read me, brother?'

'Affirmative,' Varion responded, leaning out of cover briefly. Across the courtyard he could see the bulky, armoured forms of Torenus' Intercessors forming up around the doorway of the opposite entranceway. 'The xenos have us pinned down, sergeant.'

'We shall bring fire and fury to the enemy's constructs,' Torenus responded. 'Be ready to move, Sergeant Varion.'

THE ARMIES

The Ultramarines army consists of an Intercessor Squad (5 models) and a Reiver Squad (5 models).

The Saim-Hann army consists of a unit of Guardian Defenders (10 **GUARDIAN DEFENDER** models and 1 Heavy Weapon Platform) and a unit of Wraithguard (5 models).

Note that in this mission, every model is treated as a single unit and only one model in each force can use a Grenade each turn. In addition, a Heavy Weapon Platform can fire its ranged weapon if a **GUARDIAN DEFENDER** model is within 3" and 'fires' it instead of shooting any of their own weapons.

THE BATTLEFIELD

Use the deployment map below to create the battlefield. If possible, place several buildings and ruins to represent the war-torn grounds of the Aquilarian Palace.

DEPLOYMENT

First, the Saim-Hann player deploys their **GUARDIAN** models wholly within their deployment zone. The Wraithguard do not start the game on the battlefield (see Lying in Wait, opposite).

The Ultramarines player then deploys their **INTERCESSOR SQUAD** models wholly within the area marked 'Intercessor Deployment

Zone', and their **REIVER SQUAD** models anywhere wholly within the area marked 'Reiver Deployment Zone'.

FIRST TURN

The Saim-Hann player has the first turn.

BATTLE LENGTH

The battle lasts until there are no **REIVER SQUAD** models left on the battlefield, or until the Saim-Hann army has been destroyed.

VICTORY CONDITIONS

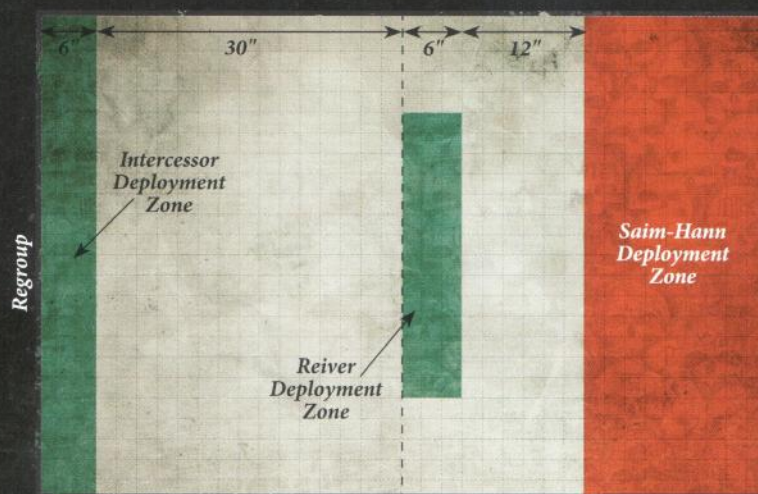
If, at the end of the battle, the Saim-Hann army has been destroyed, or at least 2 **REIVER SQUAD** models have exited the battlefield edge marked 'Regroup', the Ultramarines player wins. If only 1 **REIVER SQUAD** model has exited the battlefield edge marked 'Regroup', the battle is a draw. Any other result is a win for the Saim-Hann player.

REGROUP

If a **REIVER SQUAD** model ends its Movement phase within 3" of the battlefield edge marked 'Regroup', it exits the battlefield.

LYING IN WAIT

At the end of each of their Movement phases, the Saim-Hann player can set up 1 **WRAITHGUARD** model anywhere on the battlefield that is more than 9" from any enemy models.



STRATAGEMS

Both players have 6 Command Points to use in this battle. They can make use of the Stratagems on pg 31 and the two Stratagems below.

1CP

AMBUSH! GO TO GROUND

Wake the Dead Stratagem (Ultramarines only)

It is hard to catch a battle-brother of the Ultramarines unaware, and harder still to penetrate their ceramite power armour.

Use this Stratagem when an **ULTRAMARINES** model is targeted by an attack in the Shooting phase. Until the end of the phase, that model's Save characteristic is changed to 2+ and your opponent must subtract 1 from hit rolls for attacks made against that model. However, the model's Move characteristic is reduced to 0" during its next Movement phase.

3CP

WAKE THE DEAD

Wake the Dead Stratagem (Saim-Hann only)

Wraithbone constructs stir to life, the spirits that reside within their towering forms filled with a cold desire for vengeance.

Use this Stratagem at the end of your Movement phase. You can set up 2 **WRAITHGUARD** models this turn instead of only 1. You can only use this Stratagem once per turn.

ECHOES OF WAR

AERIAL ASSAULT

Reinforcements arrive for Lieutenant Eothrus and his beleaguered Ultramarines in the form of Inceptor drop troops. They slam to earth with fearsome force, marble shattering beneath their ceramite boots, bringing their guns to bear against Spiritseer Qelanaris and his Wave Serpent grav-tank.

SAIM-HANN

The Wave Serpent's shuriken cannon filled the air with monomolecular blades, driving the Ultramarines to the ground and carving great gouges across the gilded stonework. One of the enemy warriors was bisected by a stream of shots, sending up a cloud of red mist as his torso fell away.

'Do not cease,' cried Spiritseer Qelanaris. 'Not until every last one of these murdering wretches has been slain. Think of your fallen kin, slaughtered without reason or mercy. Let us repay that transgression in kind!'

The warriors of the Wild Host yelled their war cries in answer, redoubling their fire. Yet the enemy was stubborn. Although heavily outnumbered they refused to flee, snapping off precise shots from behind cover and hurling grenades that filled the grand hall with smoke and fire. Qelanaris knew that even now the Space Marines would be calling in reinforcements, increasing security and sending priority evacuation orders to the Vigilus Senate. Qelanaris raised his eyes to the great stained glass ceiling above, and saw trails of purple ink spilling across the rosy afternoon sky.

The hour grew late, and the Spiritseer would not be denied his revenge. The Wild Host could be delayed here no longer. He raised his witch staff high, brandishing it towards the cowering warriors of the enemy.

'Forwards!' he ordered. 'Forwards to vengeance and glory!'

The grav-tank swivelled its guns and advanced, repulsor field thrumming as it drifted above the carpet of shattered glass and masonry. The Spiritseer and his personal guard moved alongside it, using the craft's sleek form as cover while they continued to pour fire upon the pinned Ultramarines. These Asuryani warriors were the remaining survivors of the massacre at the Square of Honoured Martyrs, and they had sworn a blood oath just as Qelanaris had. They knew they would likely die on this miserable world, but such a fate was a price worth paying to see their fallen comrades avenged.

Qelanaris could see the officer who had addressed him demanding a ceasefire. The very thought filled him with fury. Such human stupidity, to murder those who would aid them and then sue for peace. Qelanaris would enjoy ending that one's worthless existence.

ULTRAMARINES

'We hold them here,' shouted Eothrus over the thunder of bolt rifle fire. 'Not one step backwards, sons of Macragge.'

The Aeldari were approaching their position, laying down a ferocious volley of shurikens all the while. At the xenos' fore was a sleek grav-tank, moving heedless of the bolt rounds that slammed into its armour to leave scorch marks and scars across its gleaming surface.

A maximum-priority distress call had already been issued to all Imperial forces in the vicinity of the

Aquilarian Palace, but Eothrus knew that the local defences were already stretched untenably thin. The Aeldari had timed their assault well. He was receiving confirmations of enemy contact throughout the palace as his precisely deployed security cordons were breached one after another. Yet the defenders still held. Even now his warriors were identifying and prioritising key battlegrounds, reacting with calm precision befitting the gene-scions of Primarch Roboute Guilliman.

The Lieutenant's vox channel blared into life.

'This is Inceptor Squad Atrochus hailing Extremis Command,' came a crackling voice. 'Drop coordinates locked in. Look to the skies, brother, for the Emperor's judgement is here.'

Eothrus felt a surge of relief. A few moments later and his forces would surely have been overwhelmed.

'Reinforcements incoming,' he roared to his battle-brothers.

Comets clad in royal blue punched through the canopy of coloured glass, filling the air with a thousand refracting splinters. The Inceptors did not slow as they approached the ground, but instead slammed home with bone-shattering force, sending a spiderweb of cracks rippling across the marble floor. Even as they landed, the warriors' servo-equipped boots absorbed the momentum from their long fall. In an instant, the Inceptors stood and unleashed a hail of flesh-melting energy from their plasma exterminators directly into the closest of their foes.

THE ARMIES

The Ultramarines army consists of Lieutenant Eothrus, an Intercessor Squad (5 models) and an Inceptor Squad (3 models). Note that in this mission, each Inceptor Squad model is treated as a single unit.

The Saim-Hann army consists of Spiritseer Qelanism, a Wave Serpent and two units of Guardian Defenders (one with 5 **GUARDIAN DEFENDER** models and the other with 5 **GUARDIAN DEFENDER** models and a Heavy Weapon Platform).

THE BATTLEFIELD

Use the deployment map shown below to create the battlefield. If possible, place several buildings and ruins to represent the war-torn grounds of the Aquilarian Palace.

DEPLOYMENT

First, the Ultramarines player deploys Lieutenant Eothrus and their Intercessor Squad anywhere wholly within 6" of the centre of the battlefield. The Inceptor Squad models start the battle in high orbit (see Look to the Skies, opposite).

The Saim-Hann player then deploys their Wave Serpent wholly within their deployment zone. Spiritseer Qelanism and the Guardian Defenders units start the battle embarked within the Wave Serpent.

FIRST TURN

The Saim-Hann player has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until either the Wave Serpent, Lieutenant Eothrus or Spiritseer Qelanism are slain.

VICTORY CONDITIONS

If, at the end of the battle, Lieutenant Eothrus has been slain, the Saim-Hann player wins. If, at the end of the battle, Spiritseer Qelanism and/or the Wave Serpent have been slain, the Ultramarines player wins. Any other result is a draw.

DEFENSIVE POSITIONS

Each Ultramarines unit starts the battle in a defensive position. Until they make a move they gain the benefit of cover, but add 2 to their saving throws instead of 1.

LOOK TO THE SKIES

At the end of each of the Ultramarines player's Movement phases, one model from the Inceptor Squad will arrive as reinforcements using their Meteoric Descent ability.

STRATAGEMS

Both players have 4 Command Points to use in this battle. They can make use of the Stratagems listed on pg 31 and the two Stratagems below.

1CP

TARGET THE ENGINES

Wake the Dead Stratagem (Ultramarines only)

Eothrus directs his troops' fire towards the Asuryani grav-tank, knowing it must be destroyed if the Ultramarines are to prevail.

Use this Stratagem at the start of your Shooting phase. Until the end of the phase, you can re-roll failed wound rolls for attacks made against **VEHICLE** units by units from your army that are within 6" of Lieutenant Eothrus.

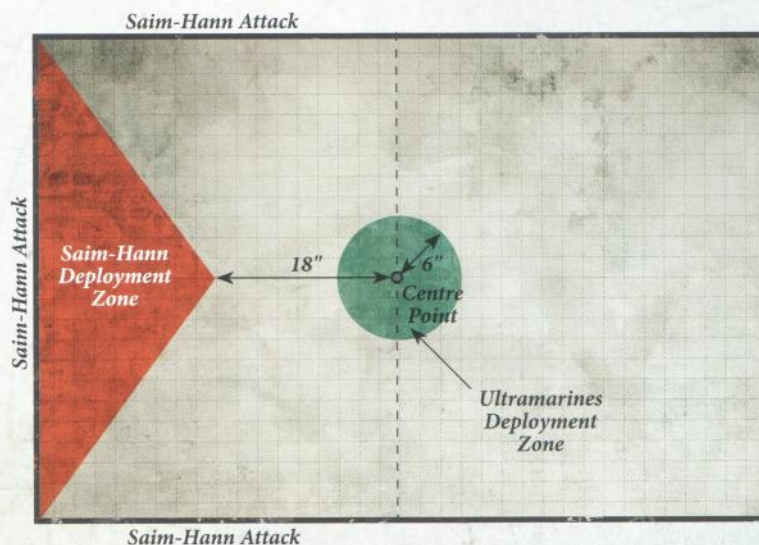
1CP

PRESS THE ATTACK

Wake the Dead Stratagem (Saim-Hann only)

Knowing that vengeance is near at hand, Spiritseer Qelanism unleashes the full might of his host.

Use this Stratagem at the end of any of your Movement phases. Set up a single Wraithguard model, or a destroyed Guardian Defenders unit from your army, wholly within 6" of one of the battlefield half-edges marked 'Saim-Hann Attack' or the short battlefield edge marked 'Saim-Hann Attack'. You can only use this Stratagem once per turn.



ECHOES OF WAR

THE DEFIANT AND THE DEAD

Spiritseer Qelanaris directs his entire force towards the chambers of the Vigilus Senate. As they cross the central plaza of the Aquilarian Palace, they are met by Lieutenant Eothrus and his remaining Extremis Guard. The battle that follows will change the fate of Vigilus.

SAIM-HANN

Vengeance was in sight. The Asuryani had pushed their foe back as far as the grand plaza of the Aquilarian Palace. Statues of stern-faced patriarchs gazed down on all sides, and the Imperial aquila fluttered from flags set across the enormous parade ground.

The Wraithguard took their positions around Qelanaris in sombre silence. The seer closed his eyes and reached out to the spirit plane, feeling the haunting presence of his ghost warriors. Their grief and pain was almost too much to bear, but Qelanaris gritted his teeth and let his consciousness brush across their dreaming minds, soothing their troubled souls as best he could.

'I cannot grant you peace,' he whispered to his fallen kin. 'Revenge must serve in its place. I pray to Ynnead that it gives you a measure of salvation.'

Ahead, Qelanaris could see the dome of the senate hall, gleaming in the fading evening light. Within it huddled the ignorant fools who had ordered the execution of his kin. Soon he would look into their eyes as they drew their last breaths, and they would know that it was their own sins that had wrought their doom. The enemy had formed up ahead of a pair of immense golden doors that led into the heart of the senate chambers. The surface of each door was embossed with bas-relief dioramas of angelic hosts sweeping across the firmament. Qelanaris found the gaudy ostentatiousness of the work entirely repulsive, yet he could

see that despite their ornamental appearance, these doors were heavily reinforced.

'We must bring down these doors,' he called to his warriors. 'Beyond them cower those whose ignorance and spite cost the lives of our people. Our blades will pierce their black hearts!'

Lifting his witch staff high, Qelanaris opened his mind to the energies of the warp, allowing them to surge through his body and ignite a fire beneath his skin. The power swirled and coalesced around the tip of his staff, and he sent a bolt of phantasmal lightning screaming across the plaza to slam into the great doors. It struck home with fearsome force, punching a crater in the dense metal and turning gold to trails of molten slurry.

'The hour of our vengeance is at hand,' Qelanaris shouted over the ululating battle cries of his warriors. 'Let our blood oaths be fulfilled, and the spirits of our clanspeople be avenged. Forwards, Wild Host!'

ULTRAMARINES

'It ends here,' said Lieutenant Eothrus. 'With these doors at our back. No more xenos tricks. No more diversions or feints. We hold the line.'

The enemy was advancing across the plaza, moving with fleet-footed grace. Even the loping war constructs were more animated now they were so close to their quarry. The xenos witch summoned another ball of blue fire, which roared closely over Eothrus' head

and blasted another great chunk out of the senate chamber doors.

'Suppressing fire,' Eothrus ordered, signalling towards the closest band of charging Aeldari. 'Keep them at bay, brothers. Time is our ally here, not theirs.'

Bolt shells stitched across the flagstones of the plaza. The volley carved through swathes of the enemy, sending up bursts of scarlet gore as the bodies of Aeldari warriors were ruptured by mass-reactive rounds.

The xenos advance faltered amidst the barrage, but swiftly recovered its momentum. The red-armoured warriors were close now, and the faceless walkers' terrible cannons had come within firing range. A beam lashed past Eothrus and struck an Ultramarines Intercessor in the chest, causing his body to collapse in on itself with a horrific crunch of shattered bone and ceramite. More beams splashed across the doors, the gilded surface crumpling and deforming wherever they impacted. Razor-edged discs zipped and shrieked through the ranks of the Ultramarines, their monomolecular edges slicing open bloody wounds.

Eothrus fired his bolt pistol, aiming for the enemy leader, but the Aeldari was surrounded by a flickering shield of psychic energy that absorbed and dispersed each thudding blast. The Lieutenant lowered the weapon and raised his power sword high, sure in the knowledge that this battle would only end when the alien witch lay dead at his feet.

THE ARMIES

The Ultramarines army consists of Lieutenant Eothrus, an Intercessor Squad (5 models), a Reiver Squad (5 models) and an Inceptor Squad (3 models).

The Saim-Hann army consists of Spiritseer Qelanaris, a unit of Guardian Defenders (10 **GUARDIAN DEFENDER** models and a Heavy Weapon platform), a unit of Wraithguard (5 models) and a Wave Serpent.

THE BATTLEFIELD

Use the deployment map shown below to create the battlefield. If possible, place several buildings and ruins to represent the war-torn grounds of the Aquilarian Palace.

DEPLOYMENT

First, the Ultramarines player deploys their units wholly within their own deployment zone. The Saim-Hann player then deploys their units wholly within their own deployment zone. Units that can be deployed in a locale other than the battlefield (e.g. Inceptors in high-orbit due to their Meteoric Descent ability) can do so if the controlling player wishes.

FIRST TURN

The players roll off, and the Saim-Hann player adds 1 to their result. The winner has the first turn.

BATTLE LENGTH

The battle lasts for five battle rounds, or until Spiritseer Qelanaris is slain or has exited the battlefield (see Slay the Senate, below).

VICTORY CONDITIONS

If, at the end of the battle, Spiritseer Qelanaris has exited the battlefield, the Saim-Hann player wins. Otherwise, the Ultramarines player wins.

THE SENATE DOORS

The objective marker on the edge of the Ultramarines deployment zone represents the doors leading to the senate chambers. The Senate Doors have a Toughness characteristic of 8 and a Wounds characteristic of 6. They can be targeted by Saim-Hann attacks and psychic powers as if they were an enemy model. They are automatically hit in close combat – no hit rolls are made – but being within 1" of the objective marker does not count as being within 1" of an enemy unit for any other reason.

SLAY THE SENATE

Once the Senate Doors have been destroyed, Qelanaris can exit the battlefield by ending his Movement phase within 3" of the objective marker, and can do so even if he is embarked inside the Wave Serpent.

STRATAGEMS

Both players have 4 Command Points to use in this battle. They can make use of the Stratagems listed on pg 31 and the two Stratagems below.

SLOW THEIR ADVANCE

Wake the Dead Stratagem (Ultramarines only)

Lieutenant Eothrus and his battle-brothers unleash volleys of suppressing fire, attempting to stall the enemy's momentum.

Use this Stratagem when a unit from your army is selected to attack in the Shooting phase. That unit can only target a single enemy unit this phase. If it scores any hits against that enemy unit, subtract 1 from wound rolls for those attacks, but until the next turn, halve the Move characteristic of that enemy unit and the result of any Advance or charge rolls made for it.

TEAR THEM DOWN

Wake the Dead Stratagem (Saim-Hann only)

The vengeance Spiritseer Qelanaris seeks is only several inches of reinforced plasteel away...

Use this Stratagem before a unit from your army makes its attacks in the Shooting or Fight phase. Until the end of the phase, add 1 to wound rolls for that unit's attacks against the Senate Doors.



POINTS VALUES

If you are playing a matched play game, or a game that uses a points limit, you can use the following lists to determine the total points cost of your army. Simply add together the points costs of all your models and the wargear they are equipped with to determine your army's total points value.

SPACE MARINES

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)
Inceptor Squad	3-6	25
Intercessor Squad	5-10	18
Primaris Lieutenant	1	70
Reiver Squad	5-10	18

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Assault bolter	10
Auto bolt rifle	1
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Frag grenades	0
Heavy bolt pistol	0
Krak grenades	0
Master-crafted auto bolt rifle	4
Master-crafted stalker bolt rifle	5
Plasma exterminator	17
Shock grenade	0
Stalker bolt rifle	2

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Combat knife	0
Power sword	4

OTHER WARGEAR	
WEAPON	POINTS PER WEAPON
Auxiliary grenade launcher	1
Grapnel launcher	2
Grav-chute	2

CRAFTWORLDS

UNITS		
UNIT	MODELS PER UNIT	POINTS PER MODEL (Does not include weapons)
Guardian Defenders	10-20	8
- Heavy Weapon Platform	0-2	5
Spiritseer	1	45
Wraithguard	5-10	23
Wave Serpent	1	107

RANGED WEAPONS	
WEAPON	POINTS PER WEAPON
Aeldari missile launcher	25
Bright lance	20
D-scythe	22
Plasma grenade	0
Scatter laser	10
Shuriken cannon	8
Shuriken catapult	0
Shuriken pistol	0
Starcannon	15
Twin Aeldari missile launcher	50
Twin bright lance	40
Twin scatter laser	17
Twin shuriken cannon	17
Twin shuriken catapult	5
Twin starcannon	28
Wraithcannon	17

MELEE WEAPONS	
WEAPON	POINTS PER WEAPON
Witch staff	0
Wraithguard fists	0

VEHICLE EQUIPMENT	
WARGEAR	POINTS PER ITEM
Crystal targeting matrix	5
Spirit stones	10
Star engines	10
Vectored engines	10

