

WARHAMMER
40,000
GODEX



LEGION
OF THE DAMNED

THE LEGION OF THE DAMNED



‘Of all the legends of the Imperium, one of the strangest is that of the Legion of the Damned. For those who know where to look, there are many corroborated accounts of these otherworldly warriors, their unexpected appearance upon a desperate battlefield, and their sudden and inexplicable disappearance at the battle’s end.’

- Inquisitor D. Meloriac, Ordo Chronos

There is a legend, whispered in secret by a suspicious few, that the Emperor has the loyalty of a force from beyond reality. An army of vengeance and of flame, a brotherhood of warriors who appear at first glance to be Space Marines but quickly prove to be more lethal than even those most formidable of warriors. This force appears unbidden when all hope seems lost, striding from their hidden netherworld to bring retribution to the Imperium’s foes. Once their bloody work is complete they vanish into myth once more. These warriors are variously said to dwell in the spaces between this world and the realm of the Warp, in the hopes and dreams of desperate men, and in a pocket of reality eternally lit by the fires of hatred. Rare is the man that has witnessed the sudden violence of their attack, rarer still those with the strength of will to keep their sanity intact afterwards.

This force is known only as the Legion, or more specifically, the Legion of the Damned.



SAVIOURS FROM BEYOND



Little is truly known about the Legion, though a few truths have come to light as reports of their manifestations have been collated and compared. They invariably attack to save some part of the Imperium from disaster, a fact that implies they have powers of prediction that even the most gifted of seers and prophets cannot rival. Whenever the Legion of the Damned appears on the field of battle, they do so without warning. Bursting out of a sulphurous cloud of flame, they stride from nothingness, adorned with icons of the grave. With a terrible efficiency, they cut down the foe, not a wasted motion nor a spoken word giving pause to their dark work.

The Legion is always clad in ceramite of deepest black. Despite their surroundings, whether they appear in the brightly lit haven of a planetary governor or under the glare of a sun at its zenith, their armour seems to consume natural light. Even direct torchlight does not illuminate them. Instead, the pale bones and death's heads emblazoned on their armour are lit by a lambent fire, their armour flickering as if each Legionnaire has been set alight with some combustible chemical. It is more likely these pyrotechnics are psychic in nature, for they blaze bright whenever the Legion's blades sink into the flesh of their victims. There have been several accounts of Legionnaires becoming little more than pillars of flame at the height of an engagement; on such occasions, the individual will fight with terrible ferocity before succumbing to the flame and disappearing from reality.

To witness the Legion of the Damned fight at close quarters is to observe true martial prowess, for they combine the brutal power of the Space Marine's gene-enhanced physique with the expertise and insight of a veteran weapons master. Knives plunge deep through exposed joints and into thundering hearts, bone-clad fingers stab through throats and eye sockets before returning, red and wet, to the triggers of their guns. Here and there, a hurled combat knife claims the life of an enemy trying to escape; never aiming to wound, always to kill. The Legionnaires attack with an economy of motion that leaves even the warriors of the Adeptus Astartes wide-eyed with surprise.

Though their ornate suits of ceramite are as efficacious as that worn by any other Space Marine, the Legionnaires are able to shrug off wounds that would cut apart even a warrior clad in Tactical Dreadnought armour. Energised blades slice them without resistance, melta beams and plasma volleys pass right through them without causing the slightest harm. Sometimes such deadly weapons find their mark, inflicting horrific damage and yet not slowing the Legionnaires in the slightest. Those who witness such ethereal sights at first conclude that their deliverers are some manner of ghost or spirit, though the

destruction the apparitions mete out soon puts the lie to the idea they exist only beyond the veil.

The impression of burning vengeance is always uppermost in the minds of those that witness the Legion of the Damned on the attack. Not only do their bolter shots ignite the air in stabbing lances of energy as the Legionnaires march towards the foe, but they bring to war a great many flamers, heavy flamers and multi-meltas, incinerating with pitiless efficiency those foes that cower from their sudden assault. Those enemies that simply stand agog at their sudden change of fortunes are blasted apart with expertly placed mass-reactive bolts.

However, after-action pict analysis has put a mysterious twist on even these most fundamental of Adeptus Astartes kill-tactics. Imperial scholars have concluded that the Legionnaires are able to fire far more bolts from their weapons than the ammunition capacity of their clips would suggest – indeed, no footage has ever been recorded of any kind of weapon reload, even in the most protracted of engagements.

Once the tide of battle has been turned, and those in need of rescue have been freed from the threat that had closed around them, the Legionnaires vanish from sight. Some witnesses say they looked away for a second only to look back and find nothing there, others that the Legion shimmers before disappearing like a fading holograph. The strange static that accompanies these disappearances prevents any proper record of their exit from the field. Those monitoring devices that are able to steal evidence of a Legion manifestation invariably have machine spirits that are badly traumatised, and have to be coaxed back into life by a talented Magos or Techmarine before they will yield any secrets at all.

A peculiar property of any mass apparition is that it will quickly fade from memory. If an investigator wishes to obtain any kind of first-hand account, he must visit those who witnessed the incident within days, preferably hours, for the presence of these strange Space Marines erases itself from the mind much as a dream or nightmare. Nonetheless, the scent of burnt flesh lingers in the nostrils and on the tongue for weeks, years, or even the rest of the witness's life, resulting in disturbing thoughts that can never quite be traced back to their source.





I tell you, if it hadn't have been for my quick thinking we would all be dead. I even saved the child, if you think about it. Those horrible Eldar were everywhere, all shiny black skinsuits and silver blades. Slashing, killing... I haven't slept since, but I've still soldiered on for the sake of my people. They'd killed most of my staff, even the ones I knew by name.

Needless to say I didn't fight them, no indeed. Only a fool would have stuck his head above the guardrails with all that screaming going on. Just look at what happened to the Gubernatorial Guard, I don't think a single one made it out alive! Well, anyway, if I hadn't have prayed then everyone in the palace would have died, or been, you know – taken. But I did; I had the wit to do it, even though the rest of them were busy shouting and fussing with weapons and suchlike.

And do you know what happened? The Emperor answered me, of course.

Well, he didn't speak to me as such, but he did hear my prayer, oh yes. That's why those... Space Marines rescued us, the ones decorated with bones and surrounded by flames. Flames of vengeance, I tell you! Oh, they were a mighty lot. Every bolt, every thrust of the blade, and another grinning xenos died on the marble flagstones. Take that, you heathens! I dismissed the battle-brothers after their work was done, of course, and off they went with commendable speed. Seemed to vanish in their haste to obey. What the Imperium needs is more staff like that, you can take that to your masters for free!

As for the child, well, they're already calling her Saint Melyssia. Quite ridiculous. I remember her when she was still in swaddling clothes. She didn't look like a saint to me back then, all red-faced and bawling, stained with her own vomit in an industrial scoop they'd made into a cot. Good luck to her, I say. Even if she is a hell-tainted witch that deserves to be burnt on an autopyre...

- Marquis Emilicis van Outrelech, Planetary Governor of Sevenhels



DEFINING THE ETHEREAL



There are those in the complex strata of the Imperium that make it their business to study the Legion of the Damned. They hope to learn not only of the mystery that lies behind them, but to capture whatever peculiar abilities they wield and use them for the betterment of the Imperium. On many occasions, the area of a Legion sighting is extensively analysed, but the auspex returns never yield evidence of a teleport signature, nor the presence of an undesignated vessel that could have transported them to the field. If the rumours are true, the Legion are able to translocate directly via the Warp, not by using a Navigator and the unsteady pulse of the Astronomican – not even by the dangerous science of teleportation – but by some kind of innate mastery.

One facet of the Legion of the Damned's legend lends weight to this supposition. Vid-thief evidence, from servo-skull captures to multispectral analysis, places them in various locations and times that were entirely cut off from the Imperium by Warp storms, and therefore unreachable by conventional means. The collated reports then show what appear to be the same individuals across the other side of the galaxy shortly afterwards – or, in the case of the Astigmatan Anomaly, simultaneously. Even blaming the fickle tides of the Empyrean does not adequately explain such occurrences. Some have taken these incidences as proof that the Legion are masters of the Warp, much like the embodiments of the Dark Gods. It is a disturbing thought, even for those who have witnessed the Legion fighting hard to save Imperial lives.

One of the few facts known about the Legion of the Damned is that its agents appear at a critical time, never too late or too early, and always in the most advantageous place to bring death to the enemy. The idea of negotiating the Empyrean reliably and accurately has long been a dream of the leaders of Mankind, its potential captivating in the extreme. If harnessed properly, it would form a grand prize that could change the fate of Humanity on a galactic level, allowing the armies of the Imperium to multiply their military presence by an unimaginable factor. So it is that no small portion of the Ordo Chronos, the part of the Inquisition that deals with temporal anomalies, is given over to the quest for the Legion's secrets. There are members of that secretive brotherhood who have spent their entire adult lives in pursuit of a first-hand sighting, who would give their lives gladly for a single exchange of information with a Legionnaire. Yet every time the operatives of the Ordo Chronos get close to their quarries, events conspire to keep them apart – landslides, telekinetic bursts, sudden mass aneurysms, or even vehicular explosions force the curious and the mysterious apart until the Legion has vanished from the time stream

once more. It is as if the Legion will not allow themselves to be interrogated and have power enough to ensure that such an encounter does not come to pass.



'They warrant further investigation, that much is certain. Their modus operandi bears similarities to that of... certain individuals we consider of extreme importance. It is not unheard of for those... lost to history to appear in a state that bears little relation to their original appearance.

Given post-mortem auspex readings it is clear they have advanced telekinetic capacity, presumably psychic in origin. Upon stasis capture, I recommend extensive questioning within a quarantined null zone, performed by gifted Interrogator-Chaplains still attired in full battle plate.'

- Brother Amadeos of the Deathwing



THE HUNT FOR THE TRUTH



Speculation as to the Legion's nature runs rampant amongst the cognoscenti of the Imperium. A few scholars of Adeptus Astartes history have intimated that the Legion of the Damned is a psychic backlash made real. Events such as the Istvan massacres or the death of a Primarch were so traumatic they left a permanent scar on the psyches of all of the First Founding Legions, so these theories run, a scar so deep it has permeated not only the Chapters that came after them but hundreds of successor Chapters since that tumultuous time. The Space Marines that have remained loyal to the Emperor since then have a deep-seated belief that those who betrayed them should be made to pay for their transgressions with fire and fury. It is quite possible that the Librarians of the Adeptus Astartes tap into this belief and make it real, whether by accident or design, resurrecting the ghosts of their fallen brothers and giving them a chance to wreak their terrible revenge. These scholars believe it is a Chapter's burning conviction that the guilty must be punished that gives the phantoms of the Legion a physical form.

There are radicals amongst the Librarius who have a similar theory, though they believe the Legion of the Damned is a kind of consensual hallucination, and occasionally even manifestation, conjured by Mankind as a whole. They believe that the subconscious power of hope is so strong, that when combined with the nascent psychic abilities that lurk within Humanity's minds and a stimulus of imminent death, it can potentially be made reality. Central to this theory is the idea that though a single man may have but the tiniest shred of spiritual or mystical ability, the uncounted trillions of humans that populate the Imperium all contribute to a kind of psychic reservoir that can be tapped into in extremis, even by those who do not realise they are doing so. The Adeptus Astartes have come to embody both hope and terror to a beleaguered Imperium, and the form of deliverance and vengeance alike is the broad silhouette of the Space Marine.

This theory is reinforced by observing that the aspects of fire and death that are associated with the Adeptus Astartes are made manifest upon the armour of these conjured warriors. If the theory is correct, their weapons are no more real than the apparitions themselves. Yet the psychic flames that shoot from half-imagined bolters are real enough to burn the enemies of Mankind, or even to blast them bodily apart in the manner of true mass-reactive ammunition. Such is the latent psychic power of the common man.



‘They are creatures born of the Warp; that much even a child could divine. That they wear the shape of Mankind’s vaunted defenders is a matter as immaterial as the warriors themselves. They are Daemons, and they must be brought low, just as with all their malefic kind.’

- Autarch Eluinne Starshaper



A darker premise, held by Inquisitor Quixos before he was slain by Gregor Eisenhorn, is that Humanity’s omnipresent faith in the Emperor has bestowed upon the Master of Mankind a caste of supernatural agents. Just as the Dark Gods of Chaos have daemonic servants made of the same soul-stuff that sustains them, Quixos theorised that the Legion of the Damned were shards of the Emperor’s will given form. Furthermore, the Inquisitor’s writings posit the idea that these ‘Engels Mortis’ could take a number of forms, just as the Daemons of the Ruinous Powers range from the diminutive to the colossal, and that their greater forms have yet to be recorded. It is said that when the deserving and the devout find themselves on the brink of death these spectral warriors will emerge, blazing with the fires of the Emperor’s immortal will. However, Quixos maintained, there is plenty of evidence that almost every Legion appearance has happened in an area where the metaphysical barrier between realspace and the Warp is thin, suggesting a kernel of truth behind his claims that the Legion are creatures of the Immaterium. Quixos’ premise was widely decried as heresy at the time, and after his death, purged from the Ordo Malleus’ records. Yet it somehow lingers on.

Another belief whispered amongst the hidden orders of the Adeptus Astartes is that the Legion of the Damned were once a Chapter of Space Marines, a force that has been claimed by the fires of the Warp and reborn into a more sinister form. After all, across the Imperium’s long history, several contingents of Space Marines have made translation into the Empyrean and emerged changed as a result, or not emerged at all. Prominent amongst these are the Fire Hawks, a Chapter whose history was blighted by disaster. In the year 963.M41, the Fire Hawks were ordered into the Crows World Sub-sector to engage a flotilla of Eldar raiders and bring the anarchy that was spreading there to an abrupt end. The scale of the xenos incursion was such that the entire Chapter fleet, including the grand flagship they used as their fortress monastery, was dispatched to intercept it. Though the Fire Hawks fleet made a successful Warp jump from the Piraeus System some 120 light years from their target coordinates, expecting to reach their quarry within half a day, they never translated back into realspace. The Crows World Sub-sector was left to the mercies of its Eldar persecutors. Twenty years after the event, the Chapter was officially declared perditas. The great Bell of Lost Souls tolled a thousand times, and a

black candle was lit in the Adeptus Chapel of Fallen Heroes upon Terra itself.

Yet there are those who believe the Fire Hawks underwent some strange metamorphosis after their disappearance, maintaining that they became irrevocably changed by the strange tides of the Warp, both dying and somehow remaining alive. Knowing they could never openly serve the Imperium in their tainted state, they became the Legion of the Damned, fighting on in the Emperor's name from the hell that had become their home.

The simplest theory as to the Legion's nature, and therefore perhaps the most credible, is that its warriors are simply ghosts. They are the spiritual echoes of once-great Adeptus Astartes whose hatred for the enemies of the Imperium was so powerful that it transcended mortal limits and became something eternal. If this is true, then the Legionnaires may come from a great many Chapters, their insignia and heraldry subsumed by their supernatural rebirth and replaced by icons of doom so that they are linked together by their own damnation. The few reports of those who have seen the Legion of the Damned unhelmed speak of ghostly pallor, sunken skin, and hollow eye-sockets. Every supernatural occurrence, every glitch in reality that is attributed to these mysterious warriors adds credence to this theory. Perhaps those who know of their existence prefer to imagine the spectral Space Marines as revenants, for what mortal mind could possibly stand a life bound to the hell dimension of the Warp and still remain sane?



MARTYRS BEYOND DEATH



Quadrimesta's Thesis of Perpetual Martyrdom, an exhaustive report commissioned by the High Lords of Terra themselves, paints a compelling picture of what might have become of the Legion. Its conclusion states that the Legionnaires are still *compos mentis*, but that they are deliberately quarantining themselves from the rest of the Imperium's servants. Quadrimesta believes that the Legion is a lost strike force of Space Marines who have somehow blended with the stuff of the Warp, contracting a kind of metaphysical contagion. They fear this malady could spread to innocent souls should they remain in proximity for too long, and will do anything to prevent this. Knowing that their affliction will claim them body and soul, the Legionnaires seek to punish the enemies of Mankind as best they can whilst they still have the chance.

Though the Warp contagion is said to bestow all manner of strange supernatural abilities upon those that bear its curse, it is ultimately fatal. Worse still, being spiritual in nature, the contagion's effects do not end with death. A soul that dies with such taint in his soul is damned indeed, for though they are claimed by the fickle tides of the Warp, they can be reborn after a certain period of time, much as a banished Daemon can return to the service of its masters after its purgatory is complete.

The unusual but startling incidences of Legionnaires entering a flame-wreathed berserker state are perhaps best explained by the Warp contagion theory. Quadrimesta calls this state 'pyromortis'. He believes a Legionnaire enters a pyromortic state as the curse enters its final stages, burning his essence in one grand inferno before the damned individual is snuffed out altogether. Intense experience or exertion can accelerate the contagion's effects, bringing incidences of pyromortis into being prematurely. This Quadrimesta links to his martyrdom theory, for only those with true steel in their souls would risk such a horrendous fate in order to save the lives of faithful men and women of the Imperium. The arch-cardinals of the Ecclesiarchy have been known to compare these dramatic acts to the self-immolation of Saint Delemetris, whose final act was to kill the Black Deacon Numas in a fiery embrace. Circumspect as ever, the Adeptus Ministorum draws no concrete ties between itself and the Legion, in case the rogue element's more destructive actions are laid at their door.

The Warp contagion concept would also explain the phenomenon whereby the Legion's intervention often proves critical to the fate of the wider Imperium. In his later work, 'The Tarot Symbiosis', Quadrimesta concludes that the Warp contagion bestows a great deal of psychic ability on the sufferer, blending their bodies and minds alike with the raw stuff of

Chaos. Because of this, the Legion is able to read the Emperor's Tarot with an uncanny degree of accuracy, tapping into the immense psychic prescience of the Master of Mankind and using his abilities to read the future in the swirling tides of the Warp. In this way, it always knows exactly when and where to attack to best effect. Quadrimesta cites as evidence the Calamitine Incursion, where the intervention of the Legion of the Damned ensured that Techpriest Vidrillian escaped from the Purge's drop zone attack upon the Tharlan Swamp Tigers. Vidrillian later discovered the STC for a resp-mod that saved trillions of lives from the biovitriol virus deployed into the Calamitan Sub-sector by the traitor geneticist Fabius Bile. The Legion's uncanny ability to influence future events was also documented within the twisting region of space known as the Higorian Helix. During a boarding action by the Ork freebooters known as the Bone Dogz, a dozen Legionnaires saved the life of Commissar Fletchlack – a man who later averted a mass daemonic incursion by the pinpoint execution of the powerful psyker Exegias.



'I personally believe them to be Warp-tainted, and therefore in need of the purging flame. But whilst they fight as allies of the Imperium, whilst they bring destruction to the foes of Mankind, well; their destruction remains a low priority – for me at least.'

- Brother Kargos, Knight of the Flame



The Legion has even appeared in the astral docks of Luna, freeing a Salamanders kill team from the vacuum traps of the renegade Draco Clan. This act allowed the Space Marines to intercept a transfer shuttle that had been wired to detonate upon landing within the Great Terran Autoarchive. If the Autoarchive had been lost, the Adeptus Administratum would have suffered a blow that would have compromised their logic engines across the galaxy, and possibly even prevented the Imperium from coordinating its military actions for the best part of a century. Repercussions such as these ripple out from each and every fiery intervention, a sure sign that the Legion's work is not in fact random, but indispensable to the fate of Mankind.

Though it has been debunked as often as it has been embraced amongst the higher orders of the Adeptus Terra, Quadrimesta's theory bears one thing in common with all the others that have sprung up in the wake of these violent visitations. It concludes that, although their minds and bodies have suffered greatly, the honour of the Legionnaires is still intact, and their intent is noble. By striking hard at the most pivotal points of fate, the Legion can inflict the maximum damage on those xenos races and heretical factions that would harm the Imperium. In this way, the Legionnaires are locked into a cycle of perpetual martyrdom, fighting an endless war against the enemies of Mankind, all the

while being unable to clear their own names from suspicion or indeed take any succour in the gratitude of those they have saved. Anonymous, unbidden, and unyielding, the Legion fights on throughout the span of time, with none truly sure whether they are angels or devils – perhaps not even the Legionnaires themselves.

Despite the speculation that has accumulated around the Legion of the Damned, the only point of certainty remains their uncanny skill on the field of battle. Wherever the Legionnaires appear, the tide of battle turns at a critical moment, tipping the scales of fate in the favour of the Imperium. They may be plagued by madness and morbidity, they may be touched by the fell powers of Chaos, they may even be amongst the ranks of the fabled undead, but they remain loyal servants of the Imperium, and perhaps that is enough.

A LEGION LOST

Despite the strange occurrences that all too often prevent the Legionnaires from being monitored, there exist those events in Imperial records that undeniably show their presence as recurrent phenomena. Every one of these appearances has been picked apart in minute detail by the Ordo Chronos, though in truth, their examinations have raised as many questions as they have answered.



006.M40 - The Pyrocataclysm of Vilidad Prime

After broadcasting a terror message condemning the lack of beauty in the populace, the renegades of the Flawless Host invade the adamantium mines of Vilidad Prime. The 122nd Imeldan Destriers, a veteran Imperial Guard regiment assigned to monitor the

tithe, make a valiant attempt to hold back the renegades. Modified nova charges are set by the Flawless Host throughout the adamantium mines and the population centres above them. Though the surviving Destriers fight the Chaos Space Marines every step of the way, the vast majority are slain in battle, their persecutors claiming the kills are ‘for the sin of mediocrity in the face of true beauty’.

Though the Destriers are reduced to their mortis threshold within the first three days of fighting, reports of strange Space Marines appearing in the mining districts crop up again and again, each time engaging the Flawless Host and driving them back. At first, the strikes are so sudden and brutally effective that the Destriers think they have a real chance of outlasting the renegades. When the Chaos Lord that calls himself the Visionary joins the fight, a hundred daemoniac handmaidens at his side, the tide swings back again, for many of the Legion’s number are banished by the vorpal claws of the Slaaneshi daemons. Those Legionnaires that remain become searing columns of fire, fighting with a fury that makes them every bit as frightening as the renegade invaders. During what comes to be known as the Pyrocataclysm, the fire of the Legionnaires proves able to burn even Daemon flesh, and the Slaaneshi entities are sent screaming back to their master’s realm.

Though they commit a number of spiteful acts during their retreat, the Flawless Host flee back to their ships rather than risk disfigurement and defeat. During the fighting, a dozen new seams of adamantium are revealed by weapon blasts that scar the surface of Vilidad Prime. The nearby forge world of Lipitou Anville triples its production of war materiel, ensuring the majority of its labours benefit the Chapters of the Adeptus Astartes.

343.M41 - The Swords Reforged

When Hive Fleet Moloch invades the weapons testing planet of Ghodba, the Tyranids find that the planet has a vicious bite of its own. Everything from unclassified super-heavy war engines to gatling macro cannons is employed by the Tech-Priest Engineeers that supervise the planet’s defences, with entire phalanxes of Baneblades and Shadowswords leading each charge against Moloch’s many leader-beasts. Yet though Ghodba’s surface is soon thick with Tyranid corpses, reinforcements cannot reach the planet for months at best. The war of attrition starts to tip in favour of the xenos invaders. The last Steel Fury squadron, the Swords of Ghodba, is crippled by sustained bio-cannon fire and swiftly overrun by numberless gaunts. Its crew commend their souls to the Emperor, taking up their laspistols and autoguns and preparing for a last stand. Upon throwing open the hatches of their mobile fortresses, the crew of the Swords are stunned to see squad after squad of black-clad Space Marines forming a cordon around their tanks, the relentless pounding of their bolters and the billowing flames of their heavy weapons blasting back the Hormagaunts scuttling around them.

The crew bail out, their saviours maintaining the cordon around them as they fight across

three miles of corpse-strewn battleground to reach a squadron of Doomhammers, whose crew had been slain by Lictor attacks. With the chameleonic assassin-beasts blasted apart by pinpoint volleys from their Legionnaire escort, the crew of the Swords quickly familiarise themselves with the weapon suites of the Doomhammers and rejoin the fight. The introduction of three more super-heavy tanks and almost a hundred Legionnaires tips fate in favour of the Imperium. The invading swarm is shattered, dispersed, and hunted to extinction, forcing the rest of Hive Fleet Moloch to seek its prey elsewhere.

852.M41 - The Doom of Idharæ

The Legion of the Damned come to the aid of the Invaders Chapter as they wage a devastating attack upon Craftworld Idharæ. When their flaming bolts do little harm to the raging Avatar at the heart of the battle, the Legion instead blows out the great dome under which they fight. They vanish once more as the Eldar defenders and the single surviving member of the Invaders force left fighting there are blasted out into the void. Idharæ is left as a ruined and desolate hulk.

922.M41 - The Great Bastion of Andraxas

Chief Librarian Tigurius leads an Ultramarines strike force to rescue a delegation of Tech-Priests from the Ork invasion of Andraxas. Within the towering mega-fortress known as the Great Bastion, the Adeptus Mechanicus Tech-Priests have unearthed a force staff that bears the electroo recognition codes of none other than Malcador the Sigillite. The Ultramarines strike with pinpoint accuracy and great fury, only to find that the Ork forces upon Andraxas have such a high degree of aerial supremacy that they can scramble a dizzying amount of reinforcements to the Great Bastion. Given that the Bastion is the only part of the planet that has not already been subjugated, the Orks flock to the fight in impossible numbers. Tigurius and his men are outnumbered fifty-to-one, and are about to commend their souls to the Emperor when the air shimmers and the Legion of the Damned burst into realspace. The slaughter that follows is nothing short of inspirational. Flaming volleys of bolter shells blast Orks to bloody scraps on every wall and gulley. Tigurius renews his attack, only to find the morale of the xenos invaders has been devastated by the sudden and inexplicable strike. The Great Bastion is secured and used as a base for the subsequent evacuation. The force staff is recovered and examined by the Mechanicus and then by Tigurius himself, yielding secrets about the Golden Throne's construction and a greater understanding of the sacrifice its master made in the name of the Imperium. It is still in the Chief Librarian's hands to this day.

967.M41 - A Prize Denied

Dark Eldar from the Kabal of the Black Heart burst from the webway to launch a

realspace slave raid on the hapless population of Thersuis. The raid is powerful and well-funded, featuring the cream of Commorragh's fighting elite, including the illustrious queen of slaughter, Lelith Hesperax. The planet's defenders stand little chance, and many thousands of humans are captured within hours of the raid beginning. Yet the Dark Eldar have a greater quarry in mind.

A large Black Templar fleet is rearming in close proximity to the Thersius system, and swiftly responds to the planet's cries for aid. Led by none other than High Marshal Helbrecht, the Black Templars soon engage the xenos forces with all of their renowned fury, but in doing so, fall into a cunningly-contrived trap. Seeking a worthy challenger to pit against his gladiatorial champions in the arenas of Commorragh, Asdrubael Vect had engineered the entire raid from behind the scenes to draw forth the Black Templars and capture Helbrecht. As the High Marshal dutifully gives battle, Lelith Hesperax leads the strike force tasked with abducting him. Despite bloodily repulsing the Dark Eldar slavers, Helbrecht is finally laid low by the mercurial skills of Commorragh's gladiator queen. Yet even as Helbrecht's superhuman constitution succumbs to the fiendishly envenomed blades of his would-be captor, his last vision before he slips into unconsciousness is of death and fire, and the last sounds he hears are roaring flames and alien screams.

Upon his recovery, Helbrecht is informed by his ashamed Sword Brethren of his redemption at the hands of a ghostly brotherhood, who arrived as if from nowhere to drive the Dark Eldar from the field. Even the blades of Lelith Hesperax could find no purchase on the spectral forms of Helbrecht's saviours, and she was forced to retreat without her prize or share the fate of her kin that were being slaughtered by the Legion of the Damned.

996.M41 - The Cholercaust

The Cholercaust Blood Crusade is discovered to be en route to Ancient Terra, following the erratic path of the Keeler Comet. The 5th Company of the Excoriators Space Marine Chapter intercept the Cholercaust at the cemetery world of Certus Minor, and the Legion of the Damned are sighted coming to the aid of the Excoriators in an effort to save the local population. The Cholercaust is not only halted, but destroyed. The Legion of the Damned disappear from the battlezone as mysteriously as they appeared. Of the Excoriators, all bar their renowned winner of the Feast of Blades, Corpus-Captain Zachariach Kersh, are lost in battle. The whole affair remains under investigation by the Ordo Obsoletus.

999.M41 - Battle for the *Phalanx*

The *Phalanx*, the brutish supervessel the Imperial Fists use in lieu of a fortress monastery, is in orbit around Terra when the Warsmith Shon'tu and his daemoniac allies

emerge from a Warp rift in the ship's heart. Battle erupts as the newly forged 3rd Company fight to repel boarders, bolter fire booming through the corridors but ultimately failing to halt the onslaught of the Daemon Prince Be'lakor. Shon'tu heads for the gun decks, intending to use the mighty vessel's continent-wrecking firepower to assail the Emperor's Palace upon Terra's surface. Without men enough to stop him, the Imperial Fists make an emergency translation into the Warp, and battle is joined once more as the *Phalanx* plunges through the screaming tides of the Empyrean. Just as it looks like the infested vessel may be lost, the lower decks are suddenly awash with spectral fire that burns back the Daemons capering in its corridors. When the fire fades, an unprecedented number of the Legion of the Damned stamp through the star fortress' iron corridors, pitilessly exterminating those Daemons that survived their initial attack. The Imperial Fists, prepared to fight to the last man if necessary, take heart and launch a spirited counter-attack on Shon'tu's forces. The battle rages still...



'In Dedicato Imperatum Ultra Articulo Mortis'

- Inscription on Legionnaire banner, loosely translatable as 'For the
Emperor Beyond the Point of Death'



THE LEGION OF THE DAMNED



Most accounts of the Legion of the Damned tell of them interceding at a battle's critical point, tipping the outcome (sometimes wildly) in favour of the Imperium once more. Yet there are also numerous accounts from non-combatants such as Imperial citizens, miners and Manufactorum workers whose lives have been saved by the intervention of entire hosts of Damned Legionnaires.

LEGION OF THE DAMNED DATACHMENTS

You can use the rules for Legion of the Damned detachments presented here in order to include the Legion of the Damned when using the rules for Choosing Your Army in the *Warhammer 40,000* rulebook. Doing so allows you to recreate battles where the Legion of the Damned have appeared in such numbers that they may even outnumber their allies on the battlefield as they strive to defend vital targets – or worlds – against aggressors.

INCLUDING THE LEGION OF THE DAMNED IN YOUR ARMY

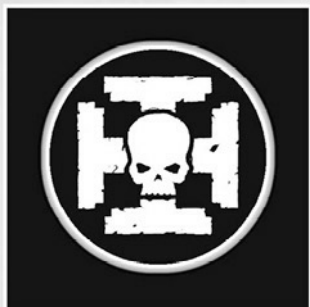
When you choose an army, the Legion of the Damned may be taken as a primary detachment or as a special form of allied detachment known as a Legion of the Damned detachment.

If you take the Legion of the Damned as a primary detachment, use the Legion of the Damned Force Organisation chart instead of the primary detachment Force Organisation chart. Alternatively, an army may include a Legion of the Damned detachment in addition to any other detachments. Other detachments, such as allied detachments, additional primary detachments and fortifications can be taken normally. So, for example, you could field an army with a Blood Angels primary detachment, an allied detachment of Imperial Guard, and a Legion of the Damned detachment. You can include two Legion of the Damned detachments in your army if you wish, but one of these must be the army's primary detachment.

Each black box in the Legion of the Damned Force Organisation chart is a choice that you must take in order to include this detachment as part of your army, whilst a grey box is a choice you can include as part of your army. Each of these boxes represents a single Legion of the Damned squad, which means that you must include at least one, but can include up to four, Legion of the Damned squads for each Legion of the Damned detachment in your army. All Legion of the Damned squads have the Elites battlefield

role.

If you take a Legion of the Damned detachment as your primary detachment, then all Legion of the Damned squads in your primary detachment are scoring units.



(Required)
1 Elites



(Optional)
3 Elites

+++Post-mortem Incident Report+++Supplied by Acolyte Dalagad Mecryst, Ordo Chronos+++ Analysis/Promotion/Execution Recommended+++

In the absence of Inquisitor Mearghus himself, I would like to submit my own personal observations upon the phenomenon codified as the Legion of the Damned. Like a great many of his fellow members in the Ordo, in the course of my master's research, he investigated a cabal of Eldar psykers who he believed to have extensive prescient abilities. Despite being slaves to their own selfish desires, and those of their people, Iyanden,

these psykers stood opposed to the forces of the Ruinous Powers, and had in the course of their crusades encountered members of the Emperor's Holy Inquisition. Having dealt on previous occasions with a clique from the Ordo Malleus, the xenos psykers were of the belief that we too sought to neutralise or destroy the machinations of Chaos. We were ill inclined to disabuse them of that notion. In allowing us onto the ovoid bridge of their ship, they thought us at their mercy, but, in fact, they gave us that most precious gift of all: information.

Whilst we watched and waited at the rear of the Eldar starship's bridge, the matter of the Ocularis Terribus was raised. Though they spoke in allegory and metaphor, a man well versed in myth can piece together the tropes necessary to decipher such veiled language – for the most part. They intimated that the Eye was not only the refuge of the traitor and the heretic, but also the birth-scar of one of the Ruinous Powers – and that the scar would split, opening wide to allow the raw stuff of Chaos to spill out. This was

something they sought to prevent at all costs.

At this point, one of the Eldar psykers pulled out a series of runic talismans from a pouch at his flank that looked to be made from the leather of human skin. Concealing my revulsion, I watched as the Eldar witch translocated the runes and allowed them to orbit around him in the manner of planets orbiting a celestial body. It was a subtle and impressive display of psychic dexterity, yet the Eldar's command over his telekinesis must have been incomplete, for one of the runic shapes began to smoulder and turn black. The witch ceased his divinations and, after placing his runes back in his foul pouch, removed his helm. Pale and drawn, he informed his fellows that the forge world of Olvastis – the xenos spat the word as if it was poisonous – must be edged into full meltdown, lest it inadvertently be used to supply the armadas of the Chaos legions. In doing so, they would cripple an entire system, yet it was a cost that had to be borne.

At this point, the air around the bridge grew hot. A moment later a squad of heavily armed Space Marines manifested via teleport, which was theoretically impossible, for Inquisitor Mearghus had already ascertained the presence of a translocation scrambler field. The Adeptus Astartes were clad in black power armour, adorned with images of skulls, ribcages, phalanges, and sundry other bones. As soon as they appeared they opened fire upon the Eldar with an impressive array of flamer weaponry. I noted that the distinctive smell of petrochemicals – indeed of any combustible fuel – was entirely absent.

The flames were nonetheless effective, and many of the xenos command staff were reduced to ash. Perhaps two dozen of their Eldar leapt into action with an impressive degree of dexterity, their high-crested leader dancing above the flames by stepping across the pauldrons and helmets of the Space Marines that had appeared in their midst. I myself opened fire with my digital weapon – a gift from a Jokaero Weaponsmith of my acquaintance that the Eldar, in their arrogance, had overlooked. With my attention locked on the Eldar warriors that were attempting to end my life, I confess I saw no more of the Legion's actions, though the smell of burning xenos flesh and the scattering of corpses left in their wake attested to a high kill count.

Once I had slain my assailants, I assessed my surroundings to find my master lying headless at the base of the command throne. Every one of the Eldar command staff lay dead, amongst them the dismembered remains of no few Legionnaires. Then, even as I watched, the black-armoured warriors shimmered and vanished from sight – as did the cadavers of their fallen. My servo-skull chimed a teleport lock from our ship, for whether by accident or design, the Legionnaires had blasted the very xenos console that generated the translocation scrambler field. The remains of our team teleported away just as the iris-like doors to the command bridge slid open to reveal more Eldar warriors.

In attacking as suddenly and efficiently as they did, the Legion of the Damned not only saved our lives, but also those of every soul in the Olvastis system. I contend their

summonation was triggered not by our presence, but by the very delving into the timestream that the xenos witch had hoped would guide his people to safety. I believe the Legion to be echoes from an alternative future, presumably sent back to ensure that the course of fate is steered in the favour of Mankind. I have to believe this, to seek succour in the concept, for the alternative is too terrible to contemplate.'

+++Incident Report End+++



THE LEGION OF THE DAMNED

ALLIES



The Legion of the Damned Allies Matrix below lists the relationship between the Legion of the Damned and the forces they may fight alongside. The Legion of the Damned have often lent their aid to the Space Marines of the Adeptus Astartes, the Ecclesiarchy's Adepta Sororitas and the tanks and infantry formations of the Imperial Guard, but at times in their storied history they have fought with certain xenos forces in the course of achieving their mysterious goals.

Note that the Legion of the Damned may have a different relationship to the models from an army's primary detachment, and the models that make up that army's 'regular' allied detachment (assuming there are any). For example, if the Legion of the Damned was part of an army where the primary detachment were Imperial Guard and the allied detachment were from an Eldar Craftworld, then the Legion of the Damned would treat the Guardsmen as Battle Brothers, and the Eldar as Allies of Convenience.

This is an additional row for the Allies chart in the *Warhammer 40,000* rulebook. Find the column for the codex of your potential allies at the top of the matrix. You'll see the level of alliance at the intersection of the row and the column.



Battle
Brothers



Allies of
Convenience



Desperate
Allies



Come the
Apocalypse

LEGION OF THE DAMNED WARLORD TRAITS

If you are fielding an army where the primary detachment is a Legion of the Damned detachment, one Legionnaire Sergeant must be nominated as your army's Warlord. When generating his Warlord Traits, a Legion of the Damned Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook or roll on the table below.

D6 - RESULT

1 - Inferno of Vengeance: *So palpable is the vengeful fury that drives these Damned Legionnaires that the air about them ignites at their touch.*

The Warlord, and his unit, have the Soul Blaze special rule.

2 - Aura of Fear: *Facing a host of the Adeptus Astartes is intimidating enough, but when such a force personifies the very image of fire and death, terror becomes absolute.*

When taking Fear tests, enemy units in base contact with the Warlord's unit suffer a cumulative -1 penalty to their Leadership value for each friendly Legion of the Damned squad on the battlefield beyond the first.

3 - Ethereal Bolts: *The ammunition fired by these Damned Legionnaires can pass through even the densest armour plating to wreak havoc on the vehicle's fragile mechanisms within.*

The Warlord, and his unit, have the Armourbane special rule when firing any of the following weapons: bolt pistol, boltgun, storm bolter, heavy bolter, or any combi-weapon firing as a boltgun.

4 - Spectral Bulwark: *These Legionnaires are utterly implacable, their phantasmal forms lending them a resilience beyond the ken of mortal men.*

The Warlord, and his unit, have the Feel No Pain (5+) special rule.

5 - Never Too Late, Never Too Early: *The Legion of the Damned are famed above all else for their uncanny ability to appear at the right place and at the right time to change the course of a battle.*

Instead of making a Reserve Roll for the Warlord and his unit at the start of Turn Two, the controlling player can choose whether or not he wishes them to arrive that turn. If he decides to keep them in Reserve, he can also choose whether or not he wishes them to arrive at the start of Turn Three. However, if

they have not done so already, the Warlord and his unit automatically arrives at the start of Turn Four.

6 - Retribution Made Manifest: *None can stand against these Damned Legionnaires, for they are the embodiment of the Emperor's vengeance.*

The Warlord, and his unit, have the Preferred Enemy special rule.



WEAPONS OF THE DAMNED



RANGED WEAPONS



Rules for the following ranged weapons are taken from the *Warhammer 40,000* rulebook.

Bolt pistol, boltgun, combi-weapons, flamer, heavy bolter, heavy flamer, lascannon, meltagun, missile Launcher, multi-melta, plasma cannon, plasma gun, plasma pistol, storm bolter



Grav-weaponry

The secrets of grav-weapon construction are known only to a precious few; their design is based upon the graviton weaponry many Legions employed during the Heresy, but those secrets are still locked away in the deepest vaults on Mars. Only Techmarines who show the greatest promise are entrusted with the sacred binary psalms detailing the assembly and maintenance of such weapons. In battle, grav-weaponry affects the local gravity field, using its victim's own mass against them, an ordeal that will stun those it does not kill outright. Heavily armoured targets find themselves crushed as if by the mighty fist of the Emperor himself, while vehicles are left as crumpled, smoke belching wrecks.

	Range	S	AP	Type
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton
	Range	S	AP	Type
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton

Graviton: The roll needed To Wound when firing a grav- weapon is always equal to the armour save of the target, to a minimum of 6+. For example, when resolving a hit against

a Space Marine in power armour, you would need a 3+ To Wound. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armour penetration as normal. On a 1-5 nothing happens, but on a 6, the target suffers an Immobilised result and loses a single Hull Point. Grav-weapons have no effect on buildings.

Combi-grav

This relatively rare combi-weapon variant incorporates a single-shot grav-gun, allowing the wielder a potent graviton arrack when the fighting is fiercest without sacrificing the bolter's formidable wrath.

A combi-grav is combi-weapon (see the *Warhammer 40,000* rulebook for details) that incorporates a grav-gun (see above) as the secondary weapon.

MELEE WEAPONS



Rules for the following melee weapons are taken from the *Warhammer 40,000* rulebook.

Chainsword, power fist, power weapons

SPECIAL ISSUE WARGEAR



Rules for the following wargear are taken from the *Warhammer 40,000* rulebook.

Frag grenades, krak grenades

ARMOUR



Power armour

Made from thick ceramite plates and electronically motivated fibre bundles, power armour is amongst the best protective armour available to the servants of the Imperium.

Power armour confers a 3+ Armour Save.

RELIC OF THE DAMNED



The Animus Malorum

Accounts vary as to the exact description of the sinister relic known as the Animus Malorum – some claim it to be a baleful skull borne into battle, holding true to the legend of Attica Centurius; others insist that it formed part of a ghostly warrior's spectral armour, as if the Animus Malorum and the damned Legionnaire were somehow one. Despite their divergent theories as to its exact nature, these reports are unanimous in describing the horrific effects of the Animus Malorum – the skull's victim visibly withers beneath its sightless stare as unwholesome energies draw forth the target's soul. Each time this macabre event takes place, the phantasmal haze that surrounds the warriors in the skull's presence condenses, rendering them all but immune to physical harm. Within this aetheric miasma, rent armour reforms, intangible flesh knits together, and fallen Legionnaires rise to do battle once more.

The bearer and all Legionnaire models in his unit have the Feel No Pain special rule. Furthermore, whenever an enemy unit fails a Fear, Pinning or Morale check within 12" of the bearer, one randomly determined model in that unit is immediately removed as a casualty with no saves of any kind allowed (though Look Out, Sir rolls can be taken as normal). For each model slain in this manner, the bearer's unit receives a +1 modifier to their Feel No Pain rolls (to a maximum of 2+) until the end of the player turn.

FORCES OF THE LEGION OF THE DAMNED



ELITES

LEGION OF THE DAMNED SQUAD - 125 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Legionnaire	4	4	4	4	1	4	2	10	3+
Legionnaire Sergeant	5	4	4	4	1	4	2	10	3+

UNIT TYPE: Legionnaire is **Infantry**. Legionnaire Sergeant is **Infantry (Character)**.

UNIT COMPOSITION: 4 Legionnaires and 1 Legionnaire Sergeant.

WARGEAR:

- Power armour
- Bolt pistol
- Boltgun
- Frag grenades
- Krak grenades

SPECIAL RULES:

- Aid Unlooked For
- Fear
- Fearless
- Flaming Projectiles
- Slow and Purposeful
- Unyielding Spectres

OPTIONS:

- May include up to five additional Legionnaires - *25 pts/model*
- One Legionnaire may replace his boltgun with one of the following:
 - Flamer - *5 pts*
 - Meltagun - *10 pts*
 - Plasma gun - *15 pts*
- A different Legionnaire may replace his boltgun with one of the following:
 - Heavy bolter - *10 pts*
 - Heavy flamer - *10 pts*
 - Multi-melta - *10 pts*
 - Missile launcher (with frag and krak missiles) - *15 pts*
 - May also take flakk missiles - *10 pts*
 - Plasma cannon - *15 pts*
 - Lascannon - *20 pts*
- The Legionnaire Sergeant may replace his boltgun with one of the following:
 - Chainsword - *free*
 - Power weapon - *15 pts*
 - Power fist - *25 pts*
- The Legionnaire Sergeant may replace his bolt pistol and/or Melee weapon with one of the following:
 - Storm bolter - *5 pts*
 - Combi-flamer, -grav, -melta or -plasma - *10 pts*
 - Grav-pistol - *15 pts*
 - Plasma pistol - *15 pts*
- One Legionnaire Sergeant may take the Animus Malorum - *35 pts*

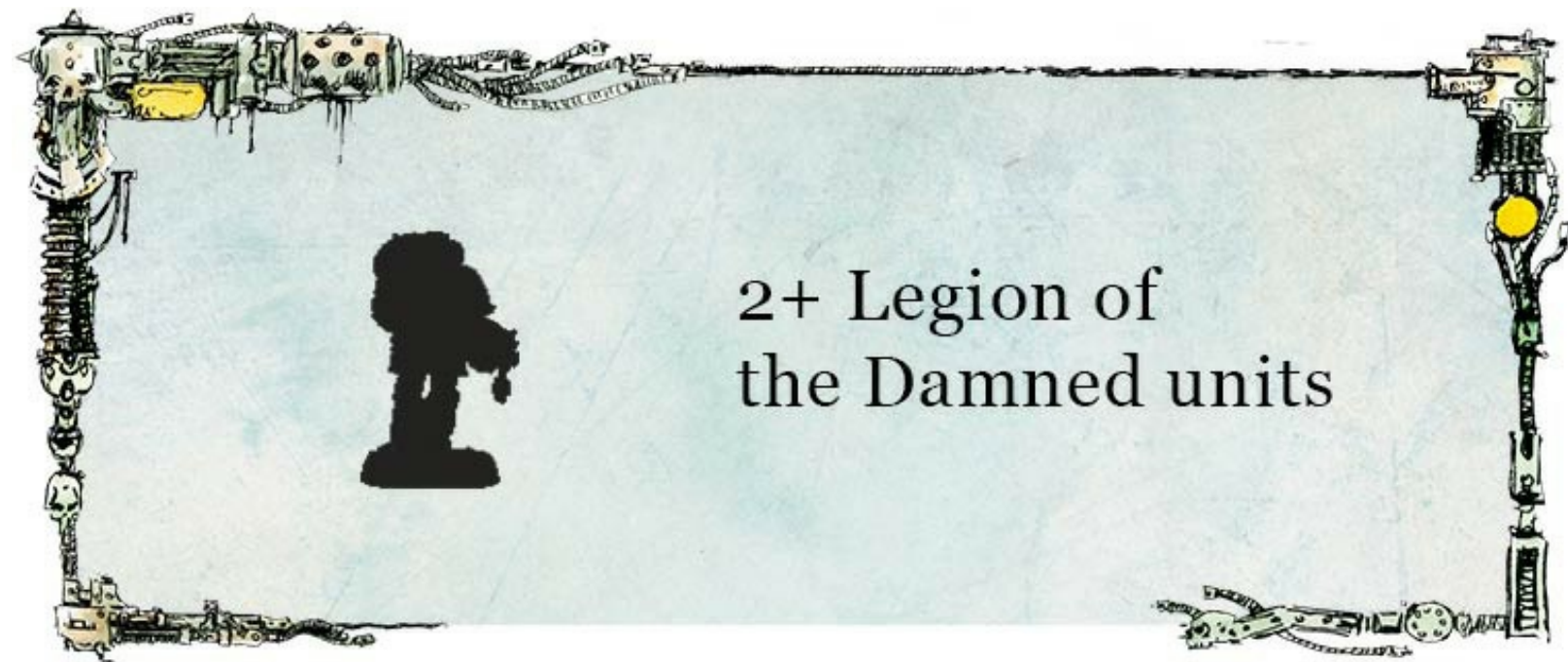
THE LEGION ASCENDANT



APOCALYPSE

This a datasheet for use in games of Apocalypse, allowing you to field the Legion of the Damned en masse.

Of all the legends of the Imperium, one of the strangest is that of the Legion of the Damned. The Inquisition has amassed dozens of reports describing the manifestation of these other-worldly warriors on battlefields where the defenders of Mankind faced impossible odds. Their aspect is terrifying in the extreme, ghostly apparitions from some bygone era or perhaps a time yet to come. Appearing amidst the enemy in a scouring blast of spectral flame, the Damned Legionnaires' very presence evokes unreasoning horror while their every shot is a fiery bolt of judgement, turning flesh to scattered ash. Only when victory is assured do they vanish without trace, their disappearance as sudden and inexplicable as their arrival.



SPECIAL RULES:

Deep Strike, Fires of Judgement, Fear, Spectral Horrors.

FORMATION RESTRICTIONS

All Legion of the Damned units must consist of 10 models.



‘Beyond the needs of mortal flesh lies the sustenance of the soul that only true conviction in the Will of the Emperor can supply.’



SHOWCASE





Legionnaire Sergeant with plasma pistol and power axe











Legionnaires



Legionnaire with flamer



Legionnaire with heavy flamer



Legionnaire with multi-melta

ECHOES OF WAR



Echoes of War missions are unique narrative scenarios inspired by specific battles fought by the armies of the 41st Millennium. The Armies section of each of these missions provide guidance on the forces present so that you can replay the pivotal events using the armies, characters and war machines described in this book. Many of the Echoes of War missions include a map that depicts the battlefield on which the conflicts were fought.

For those with a mind to historical accuracy, you'll notice certain restrictions and rules that we use to replicate the conditions of the battle in question. Whilst the Echoes of War missions have been inspired by specific events, with a little imagination they can easily be repurposed to recreate battles of your own invention. If you choose to go down this route, you can modify these missions so that they can be fought using any combination of forces and terrain in your collection.

The player that has included the Legion of Damned either as their primary detachment, or as an allied detachment, is known as 'the Legion of the Damned player'. In the rules and missions that follow, and their opponent is known as 'the enemy player'.



ECHOES OF WAR: DELIVERANCE ON ANDRAXAS



Chief Librarian Tigurius and a Battle Company of Ultramarines have arrived on Andraxas to counter a colossal Ork invasion. Despite their skill and determination, the brave scions of Macragge are soon hard-pressed against the overwhelming number of greenskins. Things look grimmer still for Tigurius and his surviving battle-brothers when, after suffering heavy losses, the Space Marines are driven from the vast edifice known as the Great Bastion, denying them an indomitable defensive position from which to make their final stand. As the Ultramarines regroup in a valiant, but ultimately doomed, attempt to drive the Orks back and defeat them once and for all, help arrives from an entirely unexpected quarter.



THE ARMIES

The Legion of the Damned player chooses an army from *Codex: Space Marines* using the Chapter Tactics (Ultramarines) special rule) and must include the Legion of Damned as an allied detachment. The Legion of the Damned player must include Chief Librarian Tigurius in his army to be his Warlord, but cannot include more than 36 other non-vehicle models in his Primary Detachment.

The enemy player commands an army chosen from *Codex: Orks*. The enemy player must include an Imperial Strongpoint (see *Warhammer 40,000: Stronghold Assault*) in his army to represent the Grand Bastion, though this fortification is free – it does not cost any points, nor does it use up a fortifications force organisation slot.

THE BATTLEFIELD

The enemy player first places the Imperial Strongpoint anywhere on the battlefield. Then set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map opposite.

DEPLOYMENT

Before any models are deployed, the enemy player should roll to determine his Warlord Trait. The enemy player then deploys his army, placing all of his units anywhere on the battlefield.

FIRST TURN

The Legion of the Damned player has the first turn.

GAME LENGTH

The mission uses Variable Game Length. At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the enemy player wins if he has completely destroyed all of the Ultramarines models. If there are any Ultramarines models remaining, including those in units that are falling back, the Legion of the Damned player wins instead. However, units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

MISSION SPECIAL RULES

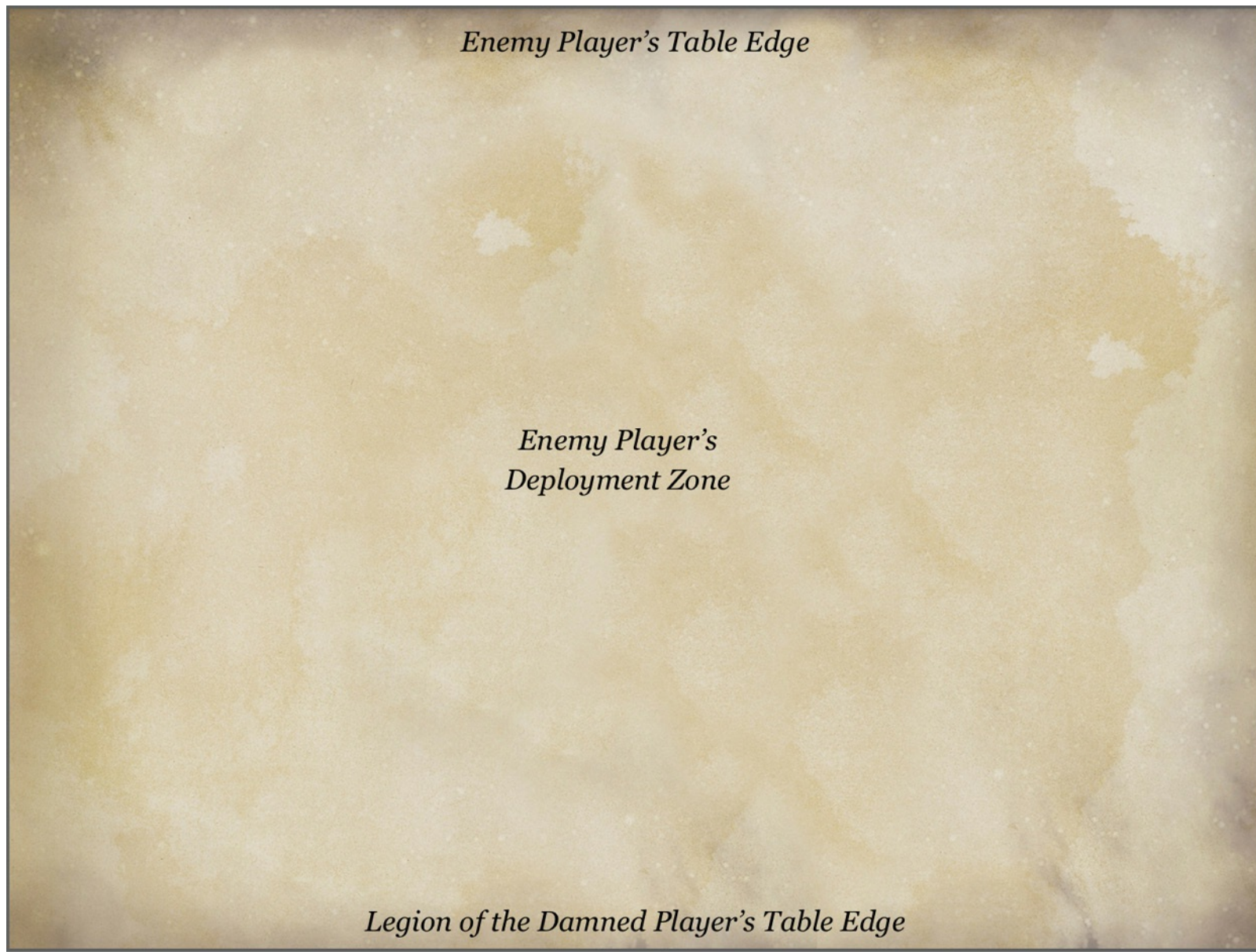
Aid Unlooked For: All units from the Legion of the Damned detachment arrive from Reserve at the start of the Legion of the Damned player's Turn 1. These units must enter play via Deep Strike as normal.

Death by Moonlight: The Night Fighting rules are in effect for the entire battle.

No Stomach for the Fight: Ork units cannot use their Mob Rules special rule in this mission.

Roused to War: All Ultramarines units arrive from Reserve at the start of the Legion of the Damned player's Turn 2. These units enter play from any point along the Legion of the Damned player's table edge, as depicted on the deployment map.

DEPLOYMENT MAP



ECHOES OF WAR: HUNTER OR HUNTED?



The Dark Eldar have enacted their master plan to capture the High Marshal of the Black Templars. Should they be successful, Helbrecht can expect little more than a short but violent future in the gladiatorial pits of Commorragh at the pleasure of that dread realm's immortal overseer. Yet despite the fiendish machinations of the Dark Eldar, otherworldly eyes observe their every movement from beyond the veil, waiting for the perfect moment to strike. They somehow know that Helbrecht yet has a vital role to play in the future of Mankind, and will do everything within their power to thwart the aliens and deny them their prize.



THE ARMIES

The Legion of the Damned player chooses an army from *Codex: Space Marines* using the Chapter Tactics (Black Templars) special rule and must include the Legion of the Damned as an allied detachment. The Legion of the Damned player must include High Marshal Helbrecht in his army to be his Warlord.

The enemy player commands an army chosen from *Codex: Dark Eldar*. The enemy player must include Lelith Hesperax in his army, though she does not have to be his Warlord.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map opposite.

DEPLOYMENT

Before any models are deployed, the enemy player should roll to determine his Warlord Trait. Up to half of the enemy player's total number units must start the game in Reserves – these units must include Lelith Hesperax, and are known collectively as Lelith's Slavers (see special rule below). The enemy player deploys first, placing all of his remaining units in the deployment zone depicted on the map. The Legion of the Damned player then places all of his units (with the exception of the Legion of the Damned units) anywhere in his deployment zone.

FIRST TURN

The enemy player has the first turn unless the Legion of the Damned player can Seize the Initiative. If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

The mission uses Variable Game Length. At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game

turn 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

SECONDARY OBJECTIVES

Slay the Warlord*, First Blood, Linebreaker.

* If High Marshal Helbrecht is slain, this Secondary Objective is instead worth 3 Victory Points to the enemy player. If High Marshal Helbrecht is slain in a challenge, this Secondary Objective is instead worth 5 Victory Points to the enemy player.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Baleful Poison: All of Lelith Hesperax's Melee attacks have the Poisoned 2+ special rule.

Drive them Back!: All units with the Chapter Tactics (Black Templars) special rule have the Counter-attack special rule.

Lelith's Slavers: All Lelith's Slavers units have the Outflank and Acute Senses special rules, and automatically arrive at the start of the enemy player's Turn 2.

DEPLOYMENT MAP

Enemy Player's Deployment Zone

12"

24"

Legion of the Damned Player's Deployment Zone

12"

ECHOES OF WAR: *PHALANX* IN PERIL



The flagship of the Imperial Fists, *Phalanx*, is under siege – not from without, for the moon-sized star fortress commands such murderous firepower that alone it can rival the largest battle fleet – but from within. Using his unearthly powers, the first of the Daemon Princes, Be'lakor, has spirited a host of Iron Warriors and his daemoniac allies aboard *Phalanx*, intent on turning the guns of the mighty battle station upon Holy Terra itself. The Imperial Fists' 3rd Company, aptly named the Sentinels of Terra, have mustered within *Phalanx*'s vast launch bays, intent on preventing Be'lakor from reaching the primaris fire controls systems and achieving his diabolical plan, or dying in the attempt.



THE ARMIES

The Legion of the Damned player chooses an army either from *Sentinels of Terra – a Codex: Space Marines* supplement or *Codex: Space Marines* using the Chapter Tactics (Imperial Fists) special rule and must include the Legion of the Damned as an allied detachment.

The enemy player commands an army chosen from *Codex: Chaos Space Marines*, but can include an Allied Detachment chosen from *Codex: Chaos Daemons*. The enemy player must include Be'lakor in his army to be his Warlord.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map opposite.



Designer's Note: *As this battle takes place aboard Phalanx, created by Rogal Dorn to be a fortress as well as a vessel, it would be appropriate to use fortifications and defence lines to represent the battlefield.*



Place Primary Objectives

After setting up the terrain, the Legion of the Damned player places 3 Objective Markers anywhere within his deployment zone. No objective can be placed within 6" of any battlefield edge or 12" of another objective.

DEPLOYMENT

Before any models are deployed, the Legion of the Damned player should roll to determine his Warlord Trait. The Legion of the Damned player deploys first, placing all of his units (with the exception of the Legion of Damned units) in the deployment zone depicted on the map. The enemy player then places all of his units anywhere in his deployment zone.

FIRST TURN

The enemy player has the first turn unless the Legion of the Damned player can Seize the Initiative. If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

The mission uses Variable Game Length. At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Reserves.

Phalanx Control Systems: Instead of rolling for Mysterious Objectives, after deployment the Legion of the Damned player must choose what type of objective each of the Objective Markers will be from the following list: Skyfire Nexus, Targeting Relay, Scatterfield or Grav Wave Generator (see the *Warhammer 40,000* rulebook).

DEPLOYMENT MAP

Enemy Player's Deployment Zone

12"

24"

Legion of the Damned Player's Deployment Zone

12"

GLOSSARY



Acute Senses

If a unit contains at least one model with this special rule, and that unit arrives on a random table edge (due to Outflank, or other special rules), then you can re-roll to see which table edge they arrive from.

Aid From Beyond

All units from the Legion of the Damned detachment arrive from Reserve at the start of the Legion of the Damned player's Turn 1. These units must enter play via Deep Strike as normal.

Aid Unlooked For

The Legion of the Damned do not benefit from Chapter Tactics and their units cannot be joined by Independent Characters. They always start the game in reserve and always arrive by Deep Strike. When they arrive by Deep Strike, you may re-roll the Scatter dice if you wish.

Animus Malorum

The bearer and all Legionnaire models in his unit have the Feel No Pain special rule. Furthermore, whenever an enemy unit fails a Fear, Pinning or Morale check within 12" of the bearer, one randomly determined model in that unit is immediately removed as a casualty with no saves of any kind allowed (though Look Out, Sir rolls can be taken as normal). For each model slain in this manner, the bearer's unit receives a +1 modifier to their Feel No Pain rolls (to a maximum of 2+) until the end of the player turn.

Armourbane

If a model has this special rule, or is attacking with a Melee weapon that has this special

rule, it rolls 2D6 for armour penetration in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Aura of Fear

When taking Fear tests, enemy units in base contact with the Warlord's unit suffer a cumulative -1 penalty to their Leadership value for each friendly Legion of the Damned squad on the battlefield beyond the first.

Baleful Poison

All of Lelith Hesperax's Melee attacks have the Poisoned 2+ special rule.

Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range

and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table’s edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit’s shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Bolt pistol

Range	S	AP	Type
12"	4	5	Pistol

Boltgun

Range	S	AP	Type
24"	4	5	Rapid Fire

Chainsword

Range	S	AP	Type
-	User	-	Melee

Character

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found on pages 63-65 of the *Warhammer 40,000* rulebook.

Combi-grav

A model armed with a combi-grav can choose to fire either the primary boltgun, or the secondary grav-gun. The boltgun can be fired every turn, but the grav-gun can only be fired once per battle. You cannot fire both weapons in the same turn.

Primary Weapon

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

Secondary Weapons

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton

Combi-weapons

A model armed with a combi-weapon can choose to fire either the primary boltgun, or the secondary weapon. The boltgun can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, Rapid Fire). You cannot fire both weapons in the same turn. Each combi-weapon has only one secondary weapon.

Primary Weapon				
	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

Secondary Weapons				
	Range	S	AP	Type
Flamer	Template	4	5	Assault 1
Grav-gun	18"	*	2	Salvo 2/3, Concussive, Graviton
	Range	S	AP	Type
Meltagun	12"	8	1	Assault 1, Melta
Plasma gun	24"	7	2	Gets Hot, Rapid Fire

Concussive

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Counter-attack

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Death by Moonlight

The Night Fighting rules are in effect for the entire battle.

Deep Strike

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of the Warhammer 40,000 rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

D6 - Effect

1 - Terrible accident! Teleporting units are lost in the Warp, deep striking Jump units are shot down, or some other suitably dramatic event occurs. The entire unit is destroyed!

2-3 - Misplaced. Were the coordinates slightly inaccurate, or has the enemy jammed your instruments? Your opponent may deploy the unit anywhere on the table (excluding impassable and lethal terrain, but including difficult terrain, which of course counts as dangerous for deep striking units), in a valid Deep Strike formation, but without rolling for scatter.

4-6 - Delayed. Because of mechanical failure or enemy action, the reinforcements are delayed. The unit is placed in Ongoing Reserves. If the unit is unlucky enough to roll this result in turn 5 or later and then the game ends while it is still in reserve, it sadly counts as destroyed.

Drive them Back

All units with the Black Templars Chapter Tactics special rule have the Counter-attack special rule.

Ethereal Bolts

The Warlord, and his unit, have the Armourbane special rule when firing any of the following weapons: bolt pistol, boltgun, storm bolter, heavy bolter, or any combi-weapon firing as a boltgun.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows

are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Fires of Judgement

Immediately after the Legion Ascendant arrives by Deep Strike, all enemy units within 6" suffer 2D6 Strength 4 AP5 hits with the Soul Blaze special rule. In addition, on the turn that they deploy, all of the Legion Ascendant's shooting attacks have the Fleshbane and Ignores Cover special rules.

First Blood

The first unit, of any kind, to be removed as a casualty during the game is worth 1 Victory Point to the opposing player at the end of the game.

If the mission being played is Purge the Alien, then this unit will therefore be worth 2 Victory Points in total. If the mission being played is Big Guns Never Tire, and the destroyed unit was a Heavy Support unit, it will, therefore, be worth 2 Victory Points in total. If the mission being played is The Scouring, and the destroyed unit was a Fast Attack unit, it will, therefore, be worth 2 Victory Points in total. If two or more units from opposing forces are removed simultaneously (for example, at the same Initiative step in an Assault phase) then both players get 1 Victory Point (in addition to any Victory Points from the mission).

Flakk missiles

Range	S	AP	Type
48"	7	4	Heavy 1, Skyfire

Flamer

Range	S	AP	Type
Template	4	5	Assault 1

Flaming Projectiles

Ranged attacks made by the Legion of the Damned have the Ignores Cover special rule.

Fleshbane

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

Frag grenades

Frag grenades are assault grenades as described on page 61 in the *Warhammer 40,000* rulebook.

When used in the Shooting phase, they have the following profile:

Range	S	AP	Type
8"	3	-	Assault 1, Blast

Gets Hot

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Grav-pistol

Range	S	AP	Type
12"	*	2	Pistol, Concussive, Graviton

Graviton

The roll needed To Wound when firing a grav- weapon is always equal to the armour save of the target, to a minimum of 6+. For example, when resolving a hit against a Space Marine in power armour, you would need a 3+ To Wound. When resolving a hit against a vehicle, roll a D6 for each hit instead of rolling for armour penetration as normal. On a 1-5 nothing happens, but on a 6, the target suffers an Immobilised result and loses a single Hull Point. Grav-weapons have no effect on buildings.

Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Heavy bolter

Range	S	AP	Type
36"	5	4	Heavy 3

Heavy flamer

Range	S	AP	Type
Template	5	4	Assault 1

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Infantry

As the bulk of the rules are concerned with Infantry, they have no additional rules to present here.

Inferno of Vengeance

The Warlord, and his unit, have the Soul Blaze special rule.

Krak grenades

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	6	4	Assault 1

Assault

Unless used against vehicles or Monstrous Creatures, krak grenades have no effect. When used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

Range	S	AP	Type
-	6	4	-

Lascannon

Range	S	AP	Type
48"	9	2	Heavy 1

Lelith's Slavers

All Lelith's Slavers units have the Outflank and Acute Senses special rules, and automatically arrive at the start of the enemy player's Turn 2.

Linebreaker

If, at the end of the game, you have at least one model from one or more scoring or denial units wholly in the enemy’s deployment zone, you score 1 Victory Point. Units that are falling back or that have gone to ground do not count.

Melee

Weapons with the Melee type can only be used in close combat.

Melta

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle’s Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of the *Warhammer 40,000* rulebook) for more details on armour penetration.

Meltagun

	Range	S	AP	Type
	12"	8	1	Assault 1, Melta

Missile launcher

All missile launchers come with frag and krak missiles as standard, and some have the option to upgrade to include flakk missiles. Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

	Range	S	AP	Type
Frag missile	48"	4	6	Heavy 1, Blast
Krak missile	48"	8	3	Heavy 1
Flakk missile	48"	7	4	Heavy 1, Skyfire

Multi-melta

Range	S	AP	Type
24"	8	1	Heavy 1, Melta

Never Too Late, Never Too Early

Instead of making a Reserve Roll for the Warlord and his unit at the start of Turn Two, the controlling player can choose whether or not he wishes them to arrive that turn. If he decides to keep them in Reserve, he can also choose whether or not he wishes them to arrive at the start of Turn Three. However, if they have not done so already, the Warlord and his unit automatically arrives at the start of Turn Four.

Night Fighting

In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5. On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting

While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

No Stomach for the Fight

Ork units cannot use their Mob Rule special rule in this mission.

Outflank

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Phalanx Control Systems

Instead of rolling for Mysterious Objectives, after deployment the Legion of the Damned player must choose what type of objective each of the Objective Markers will be from the following list: Skyfire Nexus, Targeting Relay, Scatterfield or Grav Wave Generator (see the *Warhammer 40,000* rulebook).

Pistol

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (pg 24 and 51 of *Warhammer 40,000* rulebook).

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

Plasma cannon

Range	S	AP	Type
36"	7	2	Heavy 1, Blast, Gets Hot

Plasma gun

Range	S	AP	Type
24"	7	2	Gets Hot, Rapid Fire

Plasma pistol

Range	S	AP	Type
12"	7	2	Pistol, Gets Hot

Poisoned

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

Power armour

Power armour confers a 3+ Armour Save.

Power fist

	Range	S	AP	Type
	-	x2	2	Melee, Specialist Weapon, Unwieldy

Power weapons

A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease.

Types of Power Weapons

Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of power weapons: power axes, power mauls, power swords and power lances.

If a model’s wargear says it has a power weapon which has no further special rules, look at the model to tell which type of power weapon it has: if it’s a sword or dagger, it’s a power sword; if it’s an axe or halberd, it’s a power axe; if it’s a blunt weapon like a mace or staff, it’s a power maul; if it’s a spear or lance, it’s a power lance.

	Range	S	AP	Type
Power sword	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
	Range	S	AP	Type
Power maul	-	+2	4	Melee, Concussive
Power lance	-	+1/User*	3/4*	Melee

* Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Rapid Fire

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Reserves

Preparing Reserves

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

Arriving from Reserve

At the start of your Turn Two, you must roll a D6 for each unit being held in reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, roll a single dice for both the Independent Character and its unit.

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, it must move fully onto the table from the controlling player's own table edge (maps and diagrams illustrate table edges for the different deployment methods). Models that are arriving by Deep Strike or Outflank deploy using their special rules.

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

Retribution Made Manifest

The Warlord, and his unit, have the Preferred Enemy special rule.

Roused to War

All Ultramarines units arrive from Reserve at the start of the Legion of the Damned player's Turn 2. These units enter play from any point along the Legion of the Damned player's table edge, as depicted on the deployment map.

Salvo

Salvo weapons have two numbers on their profile (listed after their type) separated by a '/'. A model armed with a Salvo weapon can move and fire at a target up to half its maximum range away. In this case, the number of shots is equal to the first number. If the model has not moved, it can instead fire a greater number of shots at a target up to the weapon's maximum range. In this case, the number of shots is equal to the second number.

Models that shoot with Salvo weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Seize the Initiative

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

Shrouded

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Skyfire

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

Slay the Warlord

If, at the end of the game, the enemy's Warlord has been slain, you score 1 Victory Point. If the mission being played is Purge the Alien, then the enemy Warlord will, therefore, be worth 2 Victory Points in total.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Soul Blaze

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

Specialist Weapon

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

Spectral Bulwark

The Warlord, and his unit, have the Feel No Pain (5+) special rule.

Spectral Horrors

All enemy units within 12" of a model from this formation suffer a -3 penalty to their Leadership.

Stealth

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Storm bolter

Range	S	AP	Type
24"	4	5	Assault 2

Template

Template weapons are indicated by having the word ‘Template’ for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models

in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the Warhammer 40,000 rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Unwieldy

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker. If it does so, it will also Pile In at Initiative step 1.

Unyielding Spectres

The Legion of the Damned have a 3+ invulnerable save.

Variable Game Length

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

SUMMARY



Unit Types

Infantry = In, Character = (ch)

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
Legionnaire	4	4	4	4	1	4	2	10	3+	In
Legionnaire Sergeant	5	4	4	4	1	4	2	10	3+	In (ch)

WEAPONS

Weapon	Range	S	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Chainsword	-	User	-	Melee



Combi-weapons

Weapon	Range	S	AP	Type
Boltgun (Primary Weapon)	24"	4	5	Rapid Fire
Flamer (Secondary Weapon)	Template	4	5	Assault 1
Grav-gun (Secondary Weapon)	24"	*	2	Salvo 2/3, Concussive, Graviton
<i>Meltagun</i> (Secondary Weapon)	12"	8	1	Assault 1, Melta
Plasma gun (Secondary Weapon)	24"	7	2	Rapid Fire, Gets Hot



Weapon	Range	S	AP	Type
Grav-pistol	12"	*	2	Pistol, Concussive, Graviton
Flamer	Template	4	5	Assault 1
Frag grenades	8"	3	-	Assault 1, Blast

Weapon	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Krak grenades	8"	6	4	Assault 1
Krak grenades (close combat)	-	6	4	-

Weapon	Range	S	AP	Type
Lascannon	48"	9	2	Heavy 1
Meltagun	12"	8	1	Assault 1, Melta
Missile Launcher (frag missile)	48"	4	6	Heavy 1, Blast
Missile Launcher (flakk missile)	48"	7	4	Heavy 1, Skyfire

Weapon	Range	S	AP	Type
Missile Launcher (krak missile)	48"	8	3	Heavy 1
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Blast, Gets Hot
Plasma gun	24"	7	2	Rapid Fire, Gets Hot

Weapon	Range	S	AP	Type
Plasma pistol	12"	7	2	Pistol, Gets Hot
Power axe	-	+1	2	Melee, Unwieldy
Power fist	-	x2	2	Melee, Specialist Weapon, Unwieldy

Weapon	Range	S	AP	Type
Power lance	-	+1/U	3/4	Melee
Power maul	-	+2	4	Melee, Concussive
Power sword	-	User	3	Melee
Storm bolter	24"	4	5	Assault 2

Aid Unlooked For: The Legion of the Damned do not benefit from Chapter Tactics and their units cannot be joined by Independent Characters. They always start the game in Reserve and always arrive by Deep Strike. When they arrive by Deep Strike, you may re-roll the Scatter dice if you wish.

Flaming Projectiles: Ranged attacks made by the Legion of the Damned have the Ignores Cover special rule.

Unyielding Spectres: The Legion of the Damned have a 3+ invulnerable save.



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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-526-3

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Games Workshop Ltd - 01.03.2014