

IMPERIAL ARMOUR

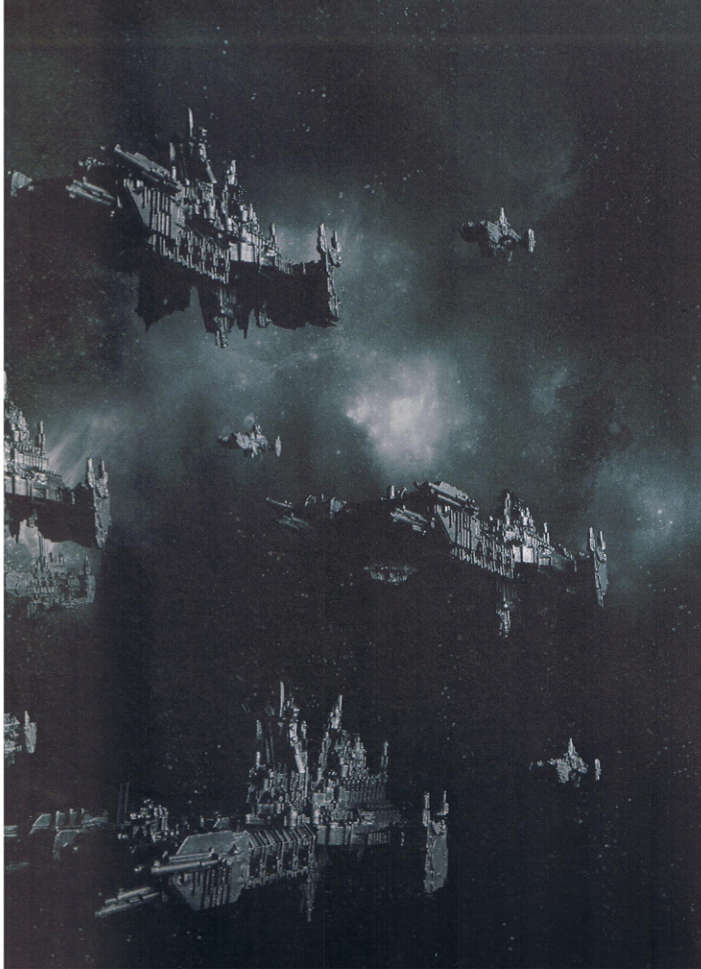
VOLUME NINE
THE BADAB WAR - PART ONE



WARHAMMER
40,000

EXPANSION







IMPERIAL ARMOUR

VOLUME NINE THE BADAB WAR – PART ONE

BY ALAN BLIGH



**GAMES
WORKSHOP**

Forge World



Credits

Written by.....	Alan Bligh
Graphic Design by	Paul Rudge, Ian Strickland, Sam Lamont & Kenton Mills
Vignette and Poster Artwork by	Karl Kopinski, Paul Bonner & Sam Lamont
Colour Profiles & Technical Line Drawings by	Paul Rudge, Ian Strickland, Sam Lamont, Kenton Mills & Chris Bristow
Digital Photographic Artwork by	Sam Lamont, Warwick Kinrade & Tony Cottrell
Photography by	Sam Lamont, Ian Strickland & Kenton Mills

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Forge World Models Designed by	Daren Parrwood, Will Hayes, Mark Bedford, Simon Egan, Phil Stutinskas, Daniel Cockerell, Stuart Williamson & Tony Cottrell
Models Painted by	Phil Stutinskas, Mark Bedford, Stuart Williamson, Owen Branham, Stuart Witter, Paul Rudge, Kenton Mills, Daren Parrwood, Warwick Kinrade, Will Hayes, Alan Bligh, John French, Paul Scott, Stephen Green & the 'Eavy Metal team
Proof Reading	Talima Fox with Will Hayes, Stephen Morris, Paul Mooney, Ead Brown & Kenton Mills
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Campaign Play-testers	Alan Bligh, Andrew Kenrick, Stephen Morris, Paul Scott, Ed Morris, Stephen Green, Ead Brown and John French

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INTRODUCTION

DARK STARS, ANCIENT HISTORY AND SPACE MARINE CIVIL WAR

Hello one and all and welcome to *Imperial Armour Volume 9, the Badab War Part One*

This book is about Humanity's greatest warriors; the Space Marines, and what happens when the unthinkable occurs and the Imperium's most powerful defenders turn against each other in bloodshed and war. It is a story of honour and treachery, conflict and greed and it sees whole worlds put to the sword and Space Marine Chapters with honoured histories stretching back millennia snuffed out in a whirlwind of blood. It is a story about the nature of the Imperium itself and the price it pays to maintain order and hold back the darkness. It is also the tale of the ambition, hubris and eventually the madness of one man: Lugft Huron, the self-styled Tyrant of Badab.

Quite apart from the story it contains, this book (and its sequel) is unashamedly all about Space Marines on a number of levels, and hopefully it should serve as a fantastic hobby resource for gamers, collectors and painters alike. As such it contains a plethora of inspirational colour profiles and background details illustrating a number of Space Marine Chapters, quite a few of which are not the ones you will find in most sources on the Imperium's greatest warriors, and as such shows the sheer variety and scope of background and style within the Adeptus Astartes.

Coming hot on the heels of our last Imperial Armour book, the Badab War project gave us a chance to create an exciting way to support and expand our existing range of Space Marine models. It was also a great opportunity to do something we hadn't really done before and delve deep into the rich back-story of the Warhammer 40,000 universe, shine a light into dark places, and really explore events previously only hinted at and mentioned in shadowed references.

For me personally this has also been a fantastic project to work on as Space Marines in their myriad forms have always been the foundation of my connection to Warhammer 40,000, and it's been great to explore them in even greater detail than ever before. I'm also old enough to remember with some fondness White Dwarf 101 during the early days of Rogue Trader (when I was a lad). It was here that Rick Priestley wrote a scant few hundred words of nevertheless highly evocative text appended to a double page spread of what was then a host of brand new Space Marine Chapters, – and so the Badab War was first born. Slip forward a fair few years and the Tyrant's rebellion resurfaced again for me and I ended up helping to write and run the Dark Stars Badab War Campaign weekend at Warhammer World (and if you were there you may remember me standing on a stage and shouting at the

Loyalists between games!) This being the case, it seemed strangely fitting that I would also end up tackling the Badab War for Imperial Armour years later, and a great pleasure and a privilege it's been.

The Badab War has been a story that grew in the telling, and with so much we wanted to include in order to do justice to this dark tale of Space Marine strife, it was also almost inevitable that what started off as a single book became ever larger, and sensibly we have decided to split the project into two separate volumes. This first volume contains the story of the Badab War's origins, outbreak and rapid escalation, and goes right up until the siege of the Badab Sector itself, revealing much of the hidden causes and conflicts behind the war along the way. I was very keen that gamers could also 'play' the Badab War, and so you'll also find later in the book a specially designed campaign system enabling you to play out the war to its bitter end in your own gripping battles. To add to the flavour of things, there's a range of special characters, missions and a whole army list for the Tyrant's Legion as well, not to mention special rules to play brutal boarding action games in deep space. But if you don't find your favourite Space Marine Chapter from the Badab War within these covers, fear not as they will be featured in Part Two, along with a host of other content and the bloody conclusion to the saga of the Maelstrom Zone's disastrous civil war.

Lastly a few quick thank yous; first and foremost to the Forge World team for their unflinching excellence (and for putting up with me writing too much), Mat Ward, Adam Troke and others for their assistance with the devils in the detail, Rick for starting the ball rolling, and my invaluable campaign play-testers for fighting some 120,000 points-worth of Warhammer 40,000 in order to make sure things worked!

But enough of such things; red war and dark deeds await you within. I hope you enjoy it.



Alan Bligh

July 2010

This book is not a stand-alone supplement. Reference is made to other Warhammer 40,000 publications and you may find it helpful to have read these before reading this book. To use the material in this book in games of Warhammer 40,000, you will need the Warhammer 40,000 rulebook, the Space Marine Codex (and the Blood Angels Codex for the Lamenters), also, the Imperial Guard Codex, Warhammer 40,000 Apocalypse, Planet Strike, Cities of

Death supplements will be useful in getting the most out of this book. From Forge Worlds' range Imperial Armour Apocalypse I and II, and Apocalypse Reloaded will be useful. Having these books will assist in playing the scenarios and enriching the background to the campaign.

For updates on this book and other Imperial Armour books, visit our website at www.forgeworld.co.uk.

THE BADAB WAR

PART ONE



DECABALLUS
[V: Frontier World]

GARGATHEA
[III: Final World]

KHYMARA
[X: DEATH WOUND/
MINING COLONY]

KHYMARAN DRIFT

[[III: Civilised World]]
[[III/III: Cemetery Moon]]
[[IV/Listening Station]]

BADAB
[+Sex Data+]

HATTUSA
[III]-WASTE WORKPIREAUS
Industrial World]
[; Lunar Colony]ARCHAEA
- AGE! WORLD!

DIS

[IV: Civilised World]

BADAB SECTOR

THE
PALE
STARS

CROWS WORLD
ICLIVISED WORLD

OPTERA

LARSA
Thinking World

KYRG

the FRIDAY CONTACT

ASTEROID EXTRACTION
Ternary Star System

PHARGOS
[Classif

DEI STELLARDI

THE MAELSTROM ZONE
1/17/97 SEGMENTUM VLT
INTERREGNUM IMPERIALIS DOMINI

Galactic South
[Trail Inc.]

Utilitaum Inquis - Prioris Maxima

Warning: Clearance: Umbra/Amaranth/Omega

+++Transmitted: Conclave of Khorazin
+++Received: <<static blackout>>
+++Destination: <<static blackout>>
+++Temporal Reference/Send: [5 077-sidereal] 5137933.M41
+++Telepathic Duct: Locus Tempestus/Khorazin Terminus
+++Sidereal/Ref/Ordinator: 77-0/y56-234/Astropath Vexil
+++Transcripitor: Autosavant Penitent -55D//Syrus - [liquidated after use]

Thought for the Day: "Death Shall Hold Dominion and Silence Fall; Consider."

War. If there is a single defining truth of the dark and terrible age in which we live, it is war, red and bloody.

The ceaseless battle between Mankind and the alien, between the divine truth of the God Emperor and the falsehoods of Chaos, between brother and brother, between light and dark, life and death - war is all. This treatise concerns but one war among many, but a war whose nature and secrets render it quite exceptional. It was a conflict that rose up to plunge a score of star systems into savage strife. A war which turned entire armies of the Imperium's most powerful warriors against each other and in doing so swept millions to their deaths in its turbulence. I write of course of one of the most insidious and dangerous internecine conflicts to wrack our beloved Imperium in many centuries; the Badab War.

Such was the treachery of Luft Huron, the infamous Tyrant of Badab, and such was the carnage wrought among the stars of the Maelstrom Zone that it rocked the faith and order of untold worlds never touched directly by its violence, and caused loyal subjects to look upon their protectors and fear. Such were the dire sins and hidden truths that lay behind the war, that a pall of secrecy and lies descended about the conflict even as it was fought, and rightly so. For the Badab War, its true nature and the questions it raises about the very psyche of the Imperium's greatest weapons of war; the Space Marine Chapters of the Adeptus Astartes, are both shocking and fundamentally dangerous.

The deeper facts of the war I therefore consider to be a moral threat to all servants and citizens of the Imperium except at the most high and measured levels, and it is my wholehearted recommendation that the distribution of this treatise be restricted to

only the most esteemed among our sacred Ordos. Better for humanity the simple tale of heroes and monsters, treachery and courage that is left to the official record, such as it is.

Better the lie,

The treatise compiled here then endeavours to be as accurate a general précis and briefing of the real events of the Badab War as possible. It is culled from the archives of the Holy Ordos and from such sources as extant documentation, mimetic-cerebral recovery and eyewitness accounts that have so far survived the twenty standard years since the fall of the Tyrant. It is also (based in some cases) on evidence that has been purposely hidden from the Edict of Obliteration enacted on the official war record. It will detail also the great schism that led up to the war, and the important worlds, locations and battles that made up the course of the conflict. Of greatest import, in its appendix, it will also detail those Space Marine Chapters involved in the Badab War, their unique character and those warriors within them whose role became prominent in the war, be they hero or monster.

This then is the true and secret history of the Badab War.

Compiled under my seal

Talon Encarnidus

Inquisitor-Ordinate

Ordo Hereticus



CHAPTER ONE

MAELSTROM

The world-shattering conflict of the Badab War would not spring into being over night, but would have its roots sunk deep into the past. Its origins were to be found both in the hearts and histories of those who kindled its flame, and in no small part in the nature of the place where it occurred; the Maelstrom Zone. The seeds of the war were sown as far back as a thousand years before the outbreak of armed conflict between the Space Marine Chapters, when an age-old threat to the stability and order of the Imperium once more raised its head.

The Predations of the Maelstrom

Circa 720.M40-580.M41

Throughout the later fortieth and early forty-first millenniums, the Imperium suffered an upsurge in attacks by malignant forces originating from within the Maelstrom, a massive and ancient stellar/Warp vortex near the galactic core. These assaults ravaged and marred hundreds of planets and star systems in the vicinity, slaughtered hundreds of thousands and preyed heavily upon the Imperial shipping transporting vital resources drawn from the dense star-clusters nearby.

The corrosive effects of these attacks grew increasingly severe and included the loss of the border worlds of the Hybraxis Nebula to an Ork Waaagh! in the late 700s of M40, and the overrunning of the vital mining colonies of Larsa and Kyro by Chaos-worshipping mutant hordes during the opening years of M41. In particular, Imperial control over the far-flung but economically important frontier region known as the Maelstrom Zone began to slip dangerously. This in and of itself threatened to massively undermine the military production capacity of nearby, more settled Imperial sectors and threatened to ultimately collapse the Imperium's porous borders in the region, and thereby bring relatively secure worlds under direct threat of assault.

The "Maelstrom Adjacent Autonomous Imperial Resource Extraction Zone Grid 004-357" to give it its full and somewhat ponderous Administratum designation (simply and more commonly known as the Maelstrom Zone), was and remains a vast sweep of wilderness space located galactic west/south-west/south of the Maelstrom itself using the standard form. This vast span of void space dwarfs many Imperial sectors in size, containing over a



MANTIS WARRIORS FORCES,
PICT-CAPTURE UNKNOWN, SUS.
DEFENCE OF CYGNAX: 557.M41



thousand observed star systems and in truth was never more than a cartographical and administrative division, and not by any means a truly coherent realm. While the Maelstrom Zone contained several major Imperial worlds and colonies, no central or even ephemeral control by the Imperium was maintained over the zone entirely, nor could it be, so sparsely explored, dangerous and far flung was the area. The Maelstrom Zone was in effect outside the borders of the Imperium proper and had been since first spanned during the Great Crusade. Set between the dense stellar masses of the trailing Galactic arm and the deadly turbulence of the Maelstrom itself, much of the zone is dark void; starless gulfs amid which clusters of celestial bodies are unevenly and sparsely scattered. The whole region is plagued by deadly and unpredictable phenomena such as ionic reefs, null zones and nomadic singularities, while the baleful influence of the Maelstrom as it quixotically waxes and wanes lends equal hazard and unpredictability to any attempts to traverse the Warp in the region; a factor that is perhaps more than any other responsible for the fact that the Maelstrom Zone has remained resolutely untamed over the millennia. Given the local conditions it is perhaps unsurprising that there are relatively few inhabitable worlds within the area, with the percentage of star systems with viable biospheres far less than in more settled regions.

Historically this has meant that such life-sustaining worlds, where they are found, have always been important and possession of them has often been bitterly contested because they allow ready access to the wealth of the Maelstrom Zone, – and wealth there is in abundance. The worlds of the zone, often originally rogues and exiles from the Galactic Core expelled in ages past by effects both natural and unnatural, are a fountainhead of many rare minerals, isotopes and crystalline deposits all but unknown further from the Galactic Centre, and seldom so accessible. It is this wealth that has drawn Mankind to the Zone time and again despite its manifold hazards and difficulties, and indeed there is ready evidence of humanity's presence in the region as far back as the Dark Age of Technology. The Maelstrom Zone has also drawn humanity's enemies as well in their countless number and diverse loathsome forms.

Slowly, during the thirty-eighth and thirty-ninth millennia, several important Imperial outposts within the Maelstrom Zone rose to prominence as flickering beacons of influence and strength within the region. This handful of vital worlds formed the links in a distant chain that allowed the resources of the Maelstrom Zone to flow from its hazardous depths into the coffers of more established sectors beyond the stellar arm. The three most important links in this chain were the star systems of Cygnax, Sagan and Badab, each an island of Imperial civilisation in this anarchic sea. It was this path of commerce that came increasingly under threat as the situation in the Maelstrom became ever more volatile.

OLORHOLIS



MAGOG CLUSTER

THE NULL BASTION

THE MAELSTROM

SECOND ONLY TO THE GREAT STORM OF THE EYE OF TERROR, THE MAELSTROM IS A VAST WARP STORM/SPATIAL VORTEX THAT SCARS BOTH THE PHYSICAL UNIVERSE AND THE FABRIC OF THE ÆTER BEYOND. IT IS A DARK, TWISTING LIGHT IN THE WARP, AND A FELL BEACON FOR THOSE THAT WOULD FIND SOLACE IN HELL, A PLACE WHERE OUR UNIVERSE AND THE BEYOND INTERPENETRATE EACH OTHER AND IT IS FRIGHTENINGLY EASY TO SLIP FROM REALITY TO UNREALITY AND BACK AGAIN. IT IS SALVATION FOR THE DAMNED AND A SHIFTING SEA OF STORMS TO TROUBLE THE RIGHTEOUS. LOCATED NEAR THE DENSE STELLAR MASSES OF THE GALACTIC CORE IN A NEAR LINEAR PATH BETWEEN THE CORE AND HOLY TERRA, THE MAELSTROM COVERS AN AREA MANY HUNDREDS OF LIGHT YEARS ACROSS, AND ITS PRESENCE IN SPACE IS MARKED BY A VAST, SLOWLY TURNING GYRE COMPOSED OF NEBULAE, DUST AND STELLAR MATERIAL IN WHICH COUNTLESS STARS AND WORLDS HAVE LONG BEEN LOST. ALTHOUGH TURBULENT AND UNPREDICTABLE ENOUGH TO MAKE ANY TRUE CHART WORTHLESS AND ANY HOPES OF CONQUERING OR EVEN PATROLLING



//CORE ARCHIVE ACCESS GRANTED

- ++ACCESSING FILE SL-22: MAELSTROM
- ++DATA COMPLETION
- ++ENCODING ALTERNATE DATA SPINS
- ++COMPLETION
- ++RECOVERING SCANS
- ++EXECUTING PICT DATA

HELIX BETA

THE GREAT LESION

HELLSIRIS



ADEPTUS ASTARTES
MAELSTROM WARDERS

IT AN INSURMOUNTABLE TASK, IT REMAINS CONSIDERABLY MORE STABLE THAN MOST OTHER WARP STORMS ON RECORD, AND EVIDENCE INDICATES THAT IT HAS BEEN IN EXISTENCE SINCE BEFORE THE EVOLUTION OF MAN. BECAUSE OF ITS RELATIVE STABILITY THE MAELSTROM HAS LONG SERVED AS A HAVEN FOR ALL MANNER OF CONSAIRS AND REBEGADES, OUTCASTS, EXILES AND FORGOTTEN HORRORS, FROM THE TRAITOR LEGIONS TO THE ELGAR'S DEBASTED KIN. AT ANY ONE TIME IT IS ESTIMATED BY THE DEATHWATCH THAT AT LEAST TWENTY MAJOR ORK INFESTATIONS OR PETTY PIRATE KINGDOMS MAKE THEIR HOME IN THE MAELSTROM, WARRING AGAINST EACH OTHER AND VENTURING FORTH TO RAID AND PILLAGE. WORSE THINGS STILL STALK ITS RADIANT DARKNESS. AS A MAJOR'S GRADE WARP ANOMALY, IT IS A POINT OF CONSTANT INTERFACE BETWEEN THE REAL AND THE VUNREAL, REALSPACE AND THE WARP OVERLAPPING EACH OTHER THERE LIKE A BLURRED IMAGE. DAEMONIC INCURSIONS AND THE PREDATIONS OF SPECTRAL ENTITIES SUCH AS PSYCHENEVELIN AND HULL GHOSTS ARE COMMON AT THE POINTS WITHIN THE MAELSTROM WHERE THESE REALITIES OVERLAP,

WHILE THE FLOTSAM OF UNKNOWN AEONS IS CAST UP WITHIN ITS SHADOWED VORTEX. MANY WORLDS FOUND WHIRLING WITHIN THE MAELSTROM'S DEPTHS HAVE BEEN TAINTED BY CHAOS IN SOME WAY, WHILE OTHERS HAVE BEEN TOUCHED BY THE LAPPING OF STRANGER TIDES YET.

ALTHOUGH CONSIDERED 'STABLE'—FOR A WARP STORM AT LEAST, THE MAELSTROM IS NOT STATIC, AND IT IS KNOWN THAT IT PERIODICALLY WAXES AND WANES IN SIZE AND TURBULENCE OVER TIME. NOR CAN ANY LOCATION WITHIN IT BE ENTIRELY RELIED UPON TO REMAIN WHERE IT WAS LAST ENCOUNTERED. OVER THE CENTURIES A NUMBER OF SAVANTS AND EXPLORATORS HAVE SOUGHT TO DEFINE SOME PATTERN, REASON OR RHYME TO THE CHAOTIC FLUCTUATIONS OF THE MAELSTROM, DRAWN TO ITS DARK MYSTERIES. MOST HAVE GONE MAD OR BECOME LOST THEMSELVES; ALTHOUGH THOSE THAT LEFT DECIPHERABLE RECORDS HAVE OFTEN COMPARED ITS PATTERNS TO THE BREATH OF GODS FITFULLY SLUMBERING OR THE ENCEPHALOGRAPHIC PATTERNS OF A NIGHTMARE-RIVEN MIND.



The Death of Cygnax

4 667 577.M41

The heavily militarised Hive world of Cygnax in the star system that bore its name was, by mid-M41, the most populated sphere in the northern Maelstrom Zone. Cygnax was a key world, having long been a lynchpin of Imperial control of the region, forming a bulwark against aggressors and a safe port for Imperial vessels. In the year 557.M41, with the suddenness of an onrushing storm, it succumbed to corruption from within and attack from without. Backed by the intervention of the dread Chaos Space Marine warband known as the Reborn, the planet rapidly fell into bloody civil war between its Imperial garrison and death cult nihilists who had swelled up from the deep hive sinks in their tens of thousands, indiscriminately killing and raising entire city districts heedless of the consequences. Despite the intervention of the Mantis Warriors Space Marine Chapter, which itself had made a home in the nearby Endymion Cluster, the death toll rose swiftly into the millions. Unchecked the death cultists gained access to part of the planet's defence missile silo network, and in a suicidal rage unleashed a rain of atomic and plasma warheads which shattered its hive cities and succeeded in disrupting the planet's orbit for several years. The resulting permanent winter, radioactive fallout and tectonic upheavals annihilated all life on Cygnax.

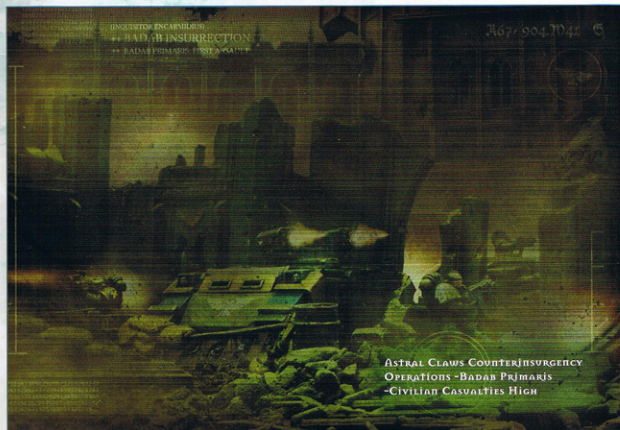
The shockwaves of this event were tremendous, and just as the removal of a single vital keystone can collapse a mighty house, as Cygnax fell Imperial control of the northern Maelstrom Zone swiftly crumbled. Trade routes were severed and contact with dozens of outlying outposts and mining stations was swiftly lost. Cygnax itself became a fallout-shrouded and storm-swept wasteland, the wreckage of fallen hives providing a rich lure for scavengers and renegades both human and xenos in origin. Distant worlds were cut off from the Imperium and were either forced to retrench in order to survive or slipped into dark silence. In a single year's span an expanse of space equal to a month and a half's journey under warp was shorn from the Imperium's grasp.

Taken with other losses over the previous few centuries, a crucial tipping point was reached and vital military supply chains stretching as far as Bakka and Holy Terra itself were threatened, forcing the Adeptus Terra to act.

The Warders of the Maelstrom

0 338 587.M41

In response to these dire predations from the Maelstrom an Edict Imperialis was pronounced by the High Lords of Terra and the order was given to permanently base several Space Marine Chapters in the Maelstrom Zone in order to protect the Imperium's interests and pacify the region. The Astral Claws Chapter, in recognition of their past glorious service to the Imperium was given



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NECRO-COGNITION CORTICAL TRANSCRIPT

SAMPLE NUMBER: 391.384.814.598/1584
TRANSCRIPT BEGINS [1e1/24/S.102] 933.M41

NGCT
GSEX 4567
OH:78:082
13/856

Captain Anaes Rychter grasped the edge of the console and dragged his armoured bulk slowly up off the deck. Silently cursing the ice-cold agonies that blossomed in his bones he fought to control the brittle, numbing fire in his flesh and by will alone he made his body obey him and move one hand-grasp and one footfall at a time.

Around him the vaulted bridge chamber rocked again as the ship was struck and somewhere nearby he heard the death-cries of a brother Lamentor succumbing to his end.

"Fire... Keep firing!" He managed somehow to rasp, and when there was no sign of a response to his order he began to drag himself bodily across the ornate sculpted pulpits of the strike cruiser's control stations.

Somehow his legs wouldn't work properly and he knew dimly that his second heart had arrested and several of his other organs had failed, but his will to complete the mission was all. Every fibre of his being screamed out in defiance of failure, and he would not allow himself to give in to the death gnawing at his bones and the despair which threatened to engulf his mind.

Struggling higher onto the gunnery dais, he dragged a dead servitor contemptuously out of his way and caught sight of his reflection in the glossy black surface of a shattered display viewer. His grim, even-featured face was corpse-white in the black glass and stricken with great black runnels pouring from his eyes and mouth; Blood, the blood of Sanguinius wept for the dead.

The great booming of an alarm bell rang anew in the cloister chamber above the bridge and Rychter's head snapped up to the battle-holosphere. Despite his resolve the sight which greeted him stabbed deep into his soul. The great twisted horror was hanging there like a manifested nightmare against the blackness of space, shedding purple-crimson plumes of warp-stuff from the lesions of a dozen bleeding wounds in its hull but still howling its spite through the void. It was the space hulk *Unhallowed Heart*; abode of daemons, murderer of worlds.

The wave of coherent hate slammed into the strike cruiser like a hurricane against a tiny ship at sea, the psychic malice permeating everything as the bridge chamber around him burned with white darkness and Rychter screamed as fresh daggers stabbed into his body and soul.

Phantasmal horrors assailed the Lamentors Captain, and the cries of countless damned souls claimed by the night moaned their endless agony and outraged betrayal at him. The face of every man, woman and child he'd ever tried to save and lost came to him with crushing clarity, every life he'd taken, every comrade he'd lost. "I am of the scions of Sanguinius," he whispered, defying the horrors invading his mind, "Mine is the glory of sacrifice eternal, mine is the duty that never ends."

Dimly as the visions left him he saw the hook-fingered, half-shadow skeletal things crawling lustfully across the decks and walls of the bridge chamber, feasting on the dying. He heard their razor-sharp talons skittering at the plates of his armour half-real and half-unreal. Abruptly the ghost-light faded and the bridge was plunged again into darkness as the wave of psychic nightmare radiating from the hulk passed over. Behind him somewhere a data-loom exploded like a shrapnel bomb and new alarm sirens howled as the holo-sphere stuttered back into life.

Rychter reached his goal at last and collapsed on top of the bombardier's console like a puppet with his strings cut, coughing out a mess of stagnant blood and teeth across the activation panel. With his last ebbing strength he pushed aside the body of Brother Falco, his master gunner, the eye-lenses of the dead Space Marine's helm burned out to blacked holes. Beneath him status auguries blinked ruddily and firing litanies spooled by at crazed speed as the machine spirit sought constantly to hold a weapons lock on a target that wasn't entirely within mortal reality.

"Emperor bless you Falco, and take you to your rest," he whispered.

Rychter slammed down his weight on the master arming lever, and seconds later was rewarded as the strike cruiser bucked and rumbled beneath him with familiar thunder. The flickering image on the holo-sphere was blasted and riven as the comet-like flares of macro shells hurtled forth into the belly of the beast, shearing off great clots of debris into the void and cracking the twisted arcs of its hull which bled thick boiling light.

In the dark recesses of Rychter's soul he felt his inhuman enemy scream in frustration and pain.

"We also can hate..." Rychter smiled through torn flesh.

TRANSCRIPT ENDS [1e1/48/S.102] 933.M41

NECRO-COGNITION SAVANT Peleg 202

AUTO-TRANSCRIPTOR SAVANT dehan 202

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NON-AUTHORISED
PERSONNEL
ON PAIN OF
EXTINCTION

The Orphan of the Warp

Elsewhere, in 680.M41, far distant from the Maelstrom Zone, a sequence of events was set in motion that would later prove to have dreadful ramifications for the Astral Claws Chapter. The *Bakasurra*, a strike cruiser belonging to the Tiger Claws, reappeared on the edge of the Segmentum Pacificus, containing over a hundred battle-brothers of a Chapter declared destroyed over fourteen centuries before. The ship appeared to have been subject to severe time distortion in the Warp, and for those on board no more than a few months had elapsed. After making contact with a Storm Wings Space Marine strike force and aiding them in battle against Eldar slavers, the Tiger Claws were resupplied and made their way back to the location of their fortress-monastery on Krodh. There they found that in their long absence their ancient sun had expanded and rendered their world a lifeless, irradiated husk, and that their Chapter was nothing more than an all but forgotten legend.

Captain Vetala of the Tiger Claws, now the de facto master of what was effectively a dead Chapter, travelled to Holy Terra to petition for the release of the Chapter's gene-seed stores and the right and title to rebuild the Tiger Claws. Captain Vetala disappeared without trace while awaiting his petition's hearing and as a result his suit was summarily dismissed. Rumours in Inquisitorial circles darkly hinted that the lost Chapter was considered tainted by some, and was a part of the so-called 'Cursed Founding' better left dead. The *Bakasurra*, last seen conducting operations in the region of their Chapter's dead home world could not be located by ships sent to the area to track them down.

the high honour of the senior role in commanding the newly formed Maelstrom Warders. This force was also to include the fleet-based Lamenters and Charnel Guard Chapters who were specifically charged to patrol the Maelstrom's outer regions, and was also to incorporate the Mantis Warriors who were already based in the nearby Endymion Cluster within its command. Once in place the Astral Claws Chapter took over an orbital battle station in the strategically vital Badab system on arrival to become their fortress monastery and base of operations. Once established the Warlord Chapters, supported by the permanent detachment of a Imperial Naval squadron to the region to conduct search and destroy and convoy protection duties, quickly stabilized the surrounding area and purged the inner zone of heretical and xenos elements that had plagued them, bringing a dozen planets back under Imperial control. The wealth of the Maelstrom Zone once again began to flow into the coffers of the Imperium.

The greatest operation of these times was the Scourge campaign of 640.M41-651.M41 in which the Astral Claws and their allies conducted a series of major combat operations, striking deep into the heart of the Maelstrom itself and taking the battle to the foe, the first Imperial force in centuries to do so. Using intelligence gathered over more than fifty years of constant warfare and the ancient charts and secrets garnered from the cryptic histories held in the archives of the Mantis Warriors Chapter, the Warders' strike forces managed to pinpoint and destroy dozens of enemy strongholds and root out the hiding places of many infamous renegades during the campaign. In a battle at Taskar's Wound, the Mantis Warriors were revenged upon the Reborn for their losses on Cygnax. Despite the Space Marines' successes, their efforts were finally suddenly curtailed when the Charnel Guard Chapter was abruptly withdrawn from the Maelstrom Zone entirely. By direct intervention of the Adeptus Terra, the Chapter's ties to the Warders were severed and they were dispatched to the Thanatos Crusade into the Veiled Region. This sudden loss, which

cut the Warlord's forces by a quarter, effectively ended the campaign. The Astral Claws subsequently petitioned for a replacement Chapter to be assigned to the Warders in due course to repair their strength, but were denied.

Less than twenty years later the Warders were to suffer another severe blow. In 681.M41 a previously unknown space hulk, designated *Unhallowed Heart* appeared at the edge of the Maelstrom. The hulk, a twisted conglomeration of mangled cityscapes and lost ships proved to be the abode of daemons, and all who came into contact with it were riven by suicidal despair and madness. Several squadron ships and an Astral Claws strike cruiser were lost with all hands in a valiant attempt to intercept the *Unhallowed Heart* as it laid waste to several outposts before slipping through the Warp and reappearing in orbit around the colony world of Eshunna. Fully a quarter of the planet's population died in a single long night of carnage, falling victim to a wave of mass suicides, murderous rampages and wanton hysteria. Only the Space Marines of the Lamenters Chapter seemed able to draw close to the hulk without perishing beneath its baleful spell, but even they begin to succumb and the ghostly spectres of the damned assailed them mercilessly. Unflinching despite the unholy terror they faced, the Lamenters used a combination of close range bombardment and desperate boarding actions against the Warp-haunted hulk, which succeeded in forcing the monstrous thing away from the planet. Pressing their assault, the dark star at its heart faded from existence and the hulk finally broke up under their sustained onslaught. The Lamenters' losses were high with over three hundred battle-brothers and four strike vessels lost in the engagement.

Subsequent Ordo Malleus investigation was critical of the Chapter for not destroying the hulk as soon as possible at the planet's expense. The judgement was greeted with some fury by the Lamenters Chapter, who cast out the Ordo Malleus deputation for their insult. This marked a nadir in relations between the wider Imperium and the

Maelstrom Warders during this period, and came as the Warders were increasingly hard pressed by an upsurge in daemonic incursions and corsair attacks which pushed the Warders into an increasingly defensive posture as all operations near the Maelstrom itself were suspended.

The Tyrant of Badab

5 901 715.M41

After a series of heavy Ork raids originating within the Maelstrom struck deep into the Badab Sector, the Chapter Master of the Astral Claws, Rovik Blake, went against his own doctrine, pursuing the Orks back into the Maelstrom itself with the Chapter's battle barge *Seraph of Judgement* at the head of a large strike force. The Astral Claws exited the Warp soon after the Ork Terror ships arrived at their 'Rok' bases in the vast shattered planetary debris fields orbiting the colossal star of Hellsirir and battle was joined. Chapter Master Rovik Blake, who had led the Astral Claws for the last two centuries, fell in single combat with the Ork Warboss Vorg Manburna and although the Space Marines would slay thousands of greenskins in the battle and destroy much of the Ork's base, the *Seraph of Judgement* was badly damaged and the Astral Claws were forced to retreat.

On the survivors' return to the Badab system, Lugft Huron, Captain of the Astral Claws 3rd Company was appointed Chapter Master by the popular acclaim of his peers in 5 901 715.M41. In doing so he became by far the youngest warrior in the Chapter's history to attain this rank. Already having established himself in battle as a charismatic leader and a skilled tactician, Lugft Huron quickly made his mark by re-organising the Astral Claws' strategic deployments and establishing a policy of expanding his Chapter's fleet which had become badly depleted, including within

its ranks corsair prizes captured in aggressive raids. In concert with his fellow masters of the Warper Chapters, he went on to establish a scorched-planet policy against their enemies and increased the Astral Claws' stockpile of Exterminatus-class weapons for this purpose, rendering several fringe worlds that in the past had provided renegade ships with temporary harbour into lifeless husks.

In 4 512 718.M41 a failed palace coup on Badab Primaris led to an abortive civil war on the hive world, and the Astral Claws stepped in and brutally crushed the conflict. In the aftermath, elements behind the coup were revealed under interrogation to have connections to raiders and off-world smuggling rings, which they had used as a source of arms and tainted drugs to fuel the failed uprising. The matter was then brought before Lugft Huron for judgement as riots and petty revolts begin to flare up once more across the planet. Lugft Huron outraged that such a betrayal could fester insidiously behind his back, and mindful of the lesson of Cygnax, resolved to take matters in hand personally. The Space Marines of the Astral Claws swiftly re-imposed order once more on Badab Primaris, this time employing shattering force and executing much of the planet's ruling class as well as purging its hives of anyone they perceived as morally recidivist. Lugft Huron took on the mantle of planetary ruler as well. Styling himself the 'Tyrant of Badab', he claimed the Badab Sector (the cluster of inhabited worlds in proximity to the relatively hospitable region of void around the Badab system) as his Chapter fiefdom. *"To better protect these worlds and those souls that dwell upon them in the glory of the Emperor,"* echoing in his pronouncement the example and precedents of the sovereign realm of Ultramar and the Warders' charter. The wholesale purging of the ruling elites of the nearby systems soon followed and in the decades afterward, a number

The Imperial Tithe and the Fragile Threads of Human Survival

The fabric of the Imperium is cemented together by the Great Tithe, also known as 'Terra's Due' or the 'Grand Harvest'. The tithe is universal and paid in the single true coin of the Imperium; human life, both as a harvest of a world's youth given up to service and the darker crop of psykers and witches surrendered to the dreaded Black Ships. The tithe, whose sacred ministrations, oversight and recovery is the duty of the countless ranks of the Administratum, is (at least in theory) applied to every world within the Imperium to its own measure and ability to pay. Few worlds within the bounds of the Imperium are excepted in some way, most notable of these being worlds beholden to another branch of the Adepta, such as Astartes Chapter worlds or Inquisitorial strongholds, while the great forge worlds of the Adeptus Mechanicus have their own levy structures hidden within the shadow-empire of the Machine Cult.

Secondary to the great tithe is a vast, shifting and unfathomably tangled web of resource distribution networks, duties, feudal levies and ancient commercia contracts through which the Imperium's means of production, unending wars and the necessities of human survival are maintained. For the great industrial hive worlds such as Necromunda or Hermetica this sustaining output is vast, occupying many gigatons of manufactured goods, while their hunger for raw materials is both colossal and insatiable. The collection of the tithe and the transfer of materials is unceasing, but war, error, greed, failure, disaster and the vagaries of Warp travel can make a mockery of this process, and the monolithic gears of Administratum bureaucracy grind far too blindly and slowly to take note of the changing fates of fringe worlds with any real accuracy. This can lead to situations where a tithe might go uncollected for centuries, billions starve unnoticed, or a ravaged planet becomes subject to demands that they tragically have no ability whatsoever to meet. For outlying human worlds and frontier stations either too far outside the Imperium proper in the wilderness of space, or that have gone unnoticed owing to their size, the tithe does not strictly apply, but in practice sponsored colonies must still pay a price, and perhaps suffer the attention of Rogue Traders, which can be both a curse and a blessing.



Huron's Sin

During the mid 700s M41, the regular Astral Claws gene-seed submission to the Magos Invigila of the Adeptus Mechanicus became infrequent and incomplete. Although a cause for concern, such matters are not uncommon when involving Space Marine Chapters, particularly those deployed to border areas or on crusade, simply because the Chapter itself might have a temporary need to retain the gene-seed itself to sustain battlefield losses. But the longer such an omission persists, the greater the risk some other, darker motive is at work. Later evidence would indicate that this was certainly to prove true with the Astral Claws, and this, along with pride, would prove to be the first great sin against the traditions of the Astartes that would arguably result in the Chapter's fall into heresy.

of Astral Claws 'watch bastions' were established, while Huron's chosen servants and political allies were placed in positions of power, effectively turning the Badab Sector into a pocket empire at the command of the Astral Claws. Huron's power was further cemented by the creation of what became known as 'The Tyrant's Legion' in a massive re-organisation of the uneven and often isolationist native planetary defence forces in the region. These forces now followed a standard dictated by Huron as well as a unified command structure. Astral Claws detachments were assigned to further their training to purge them of weak elements. By 790. M41 the defence of the Badab Sector was stronger than at any point in its history, the Tyrant's Legion's worth proved in the repulsion of separate corsair raids on Decabalus and Mynestra Station. The Chapter itself, freed from its defensive stance, conducted a series of lighting raids into outlying areas to harass and destroy targets of opportunity on Bloody Bones and other heretic or xenos controlled spheres. The fame of the Astral Claws 'Tyrant' grew, his reputation spreading beyond the Maelstrom Zone as his tally of victories increased, pirate activity was curtailed and the Maelstrom Zone reached levels of production never before achieved.

Spurred on by their success, Lugft Huron sent his servants to undertake a pilgrimage to deliver a formal and lengthy petition to Terra. This document made a detailed case for completely subduing the Maelstrom and the surrounding area, along with the great benefits this would gain the Imperium. In order to achieve this, the document set out the case for a massively augmented deployment of Space Marine Chapters to the Maelstrom Warders' ranks, suggesting that a new Founding might even be merited to meet the plan's needs. Huron's petition was dismissed without full hearing on the grounds that the Imperium's requirements were better met elsewhere.

The Badab Schism

748.M41

After further requests to redistribute resources from the Maelstrom Zone were denied, Huron withheld Badab Primaris' planetary title to the Administratum and further blocked the passage of trade through his realms in protest over the Adepta's failure to provide him and his allies sufficient resources to police the Maelstrom. This had a double effect as much of Badab's output was actually made up through the refinement of ores and crystals garnered from the scattered mining outposts of the Pale Stars region of the Maelstrom Zone. Additionally, as the main viable Warp routes in the area passed through Badab Primaris, the bulk of the supply of minerals from this vital region had been cut off as well.

The Tyrant of Badab couched this refusal in the terms of the Astral Claws' role as defenders of the Maelstrom Zone, diverting the industrial resource and manpower his commandeered to directly supplement the Badab Sector's defences as well as augment the Maelstrom Fleet detachment and fortify key worlds under his purview. In the Badab system this was manifested as a massive increase in space-based defences, encircling the outer and inner spheres in a 'Ring of Steel.' While on Badab Primaris, Lugft Huron ordered demolished the ancient citadel of the ruling dominans and instead erected what was to become the legendary, hugely fortified 'Palace of Thorns' to his own specifications and design.

The ongoing political situation was cause for heated controversy and bitter argument within the Adeptus Terra and the Segmentum Courts Temporal over broken charters and contracts. At its crux was a fault line that had long slept beneath the rigid structure of Imperial Law; the clashing entitlement of the Administratum to the Imperial title and the ancient rights of Astartes commanders to defend the Imperium by any means necessary. This furore became swiftly known to observers as the Badab Schism and would last for more than a century and a half, during which the military operations of the Astral Claws and the Maelstrom Warders were to carry on as usual against a backdrop of worsening tensions with the Administratum and Segmentum authorities.

Nowhere was this sudden loss of the lifeblood of industry and commerce more keenly felt than in the Karthargo Sector. For more than eleven centuries the Karthan Lords and planetary governors had held the charter to distribute the industrial output of the Maelstrom Zone and guard its passage from the Administratum-controlled supply fortress on Sagan, and thence to the western Segmentum Ultima and beyond. Isolated by vast distances of turbulent and warring space from the authorities at Kar Duniash, the Karthans had long grown fat and decadent, protected from the predations of the beast and the alien by the blood and toil of more strife-torn realms. The only masters they feared were the Segmentum Procurators General who demanded their due, regardless of whether the wells that had so long supplied them had suddenly run dry.



The Lycanthos Drift Campaign and the Crusade of Wrath

Despite the fury and spilled ink their actions had engendered hundreds of light years distant, the Astral Claws, now at full fighting strength and freed from the inglorious weight of garrison duty, moved to intervene in the aftermath of the long simmering and justly infamous Fourth Quadrant Rebellion, which had for many decades troubled the Imperium. Answering a general call to arms among the Astartes of the region, the Astral Claws despatched a powerful force under the direct personal command of Lugft Huron against one of the last major stronghold systems of the revolt beyond the southern borders of the Maelstrom Zone. At the gathering of the Imperial forces Lugft Huron was elected battle leader by common consent of a mixed taskforce comprising companies from the Astral Claws, Fire Hawks, White Scars and Celestian Guard Chapters, backed by Krieg and Kol-Sec Imperial Guard regiments and the Titans of the Legio Venator. Under Lugft Huron's inspired command, the taskforce ruthlessly eradicated the heavily fortified Lycanthos system of Traitor and Chaos forces in under a year. However, Stibor Lazaerek, the Chapter Master of the Fire Hawks, wrath that he was not given command of the campaign over Huron, is known to have born a grudge against the Astral Claws since this time. A grudge that would soon bear bitter fruit.

Returning to the Maelstrom Zone in glorious victory, the Astral Claws quickly sought to capitalise on the their achievements, and in 869.M41 at the instigation of

Lugft Huron, the Black Templars declared a Crusade of Wrath into the Maelstrom, assaulting it from its eastward marches. Meanwhile the Astral Claws, Lamenters and Mantis Warriors launched their own assaults into the pathways of the great storm from its southern and north-eastern approaches. Thanks in no small part to the Tyrant's strategic planning as well as the mettle of the Space Marine Chapters involved, no fewer than twenty-three alien or heretic stronghold worlds were purged, including several on the Maelstrom's fringes that had fallen into the hands of the Word Bearers and their apostate followers. At the height of the campaign, having made inroads deeper yet than any recorded Imperial fleet had attempted, the Astral Claws and Mantis Warriors directed their massed assault to smash the subhuman flesh-haunters of the Howling Gyre. At the culmination of the battle against the flesh-haunters, the Astral Claws 1st Company led by Lugft Huron fought their way deep within the foul creatures' carcass vaults before unleashing the life-eater virus upon the abominations. By this single act they ended a threat that had plagued the Imperium since before the Age of Apostasy, affording a great and lauded victory. Once more wider events again intervened to put a premature end to the Astral Claws plans, as the Black Templars were suddenly called away to aid the beleaguered realm of Ultramar in the wake of the Tyrannic War. Already having suffered substantial losses in the campaign, wary of being cut off, and with readings from the Emperor's Tarot portending oncoming doom, the Warlord Chapters were forced to withdraw from the Maelstrom and could not complete their objectives much to Huron's fury.





Matters once again worsened, not only within the Maelstrom Zone but for the wider Imperium as well. The threat of Hive Fleet Behemoth had left the defence of the Segmentum Ultima in disarray, and slumbering threats as far flung as the Eye of Terror and the Ghoul Stars lurched once more into life and everywhere there were wars and rumours of wars, revolts and strange phenomena. In the Maelstrom Zone trouble again flared up and enemies flooded from the dark places; a marauding Ork force of a size unseen since the Battle of Hellsiris rampaged through the Endymion Cluster, and the ancient world of Phargos Hex on the edge of the Maelstrom Zone simply disappeared, never to be seen again. Convoys were attacked in ever greater numbers and ghost-ships and Ætheric storms were visited on once-safe Warp routes as the great storm of the Maelstrom itself waxed gibbous and reached out. In the Warp storm's baleful light, cult-led revolts wracked the scattered mining outposts of the Pale Stars and also struck closer to home as cult activity was uncovered festering in the shadows of the Badab Sector, spurring on a series of merciless pogroms by the Tyrant's followers.

As crisis followed crisis in the dying years of the 800s M41, Lugft Huron saw the Maelstrom Zone slipping from his grasp and all the victories the Warders had gained beginning to crumble, and so moved to tighten his grip, unaware that elsewhere events were moving against him.

The Tyrant at Bay

Court records from this period picture Lugft Huron as uncharacteristically taciturn and withdrawn on his return from the Maelstrom, either locking himself away in the Chapter's archives for days on end and refusing to see anyone, or keeping long silent vigils alone in the Fortress-Monastery's Panopticon-Solar, gazing unblinking for hours at holospheres depicting the breadth of the Maelstrom Zone and the baleful vortex that dominated its stars. Some observers have gone on to say that it was during this time that Lugft Huron fell from grace; that denied again the goals he had spent his life fighting for; to see his ultimate glory snatched from his hands at the last by those he should call master and ally unhinged him, or that he gave in to hubris and false pride. Some have gone so far as to suggest that during the Crusade of Wrath, deep within the nightmarish vortex of the Maelstrom some strange taint, alien or warp-whispered, wormed its way into his heart. But this perhaps is too simple and unlikely an answer, and it is just as likely that the darkness in Lugft Huron's soul was no more or less than the same empyrean fire that called him to greatness and made him such an effective and innovative warrior, as so many of his once-brother Space Marines were to soon find out to their cost.

EXCAVATION
HIGH RESOLVE
WARP ANALYSIS



SACRISTAN
[FRONTIER WORLD]

KHIRAB
[V: DEAD WORLD]
[FORMERLY Fortress World]

TRANQUILITY
[II: FEUDAL WORLD]
[III: DEATH WORLD]

PIETY
[Lost]

[BLIS
[II: FEUDAL WORLD]

ENDYMION
[X: FRONTIER WORLD]

SIGARD
[VOID COLONIES]

ENDYMION CLUSTER

ENDYMION CLUSTER
1177W/032 SEGMENTUM ULTIMA
INTERREGNUM IMPERIALIS DOMINATUS



GALACTIC SOUTH
[ORBITAL]

GALACTIC WEST
[REWARD]



CHAPTER TWO SHADOWS OF WAR

With the scene set and the players in place, it would not be long until the brooding malcontent of the Tyrant of Badab would spark into violence, and the Imperium would shed the blood of its own. Matters would come swiftly to a head as the Karthans and their allies in the Administratum, who, regardless of their cause, were to demonstrate a shocking arrogance in their own power and ignorance of the true face of the Imperium beyond the relative safety of the Karthago Sector. As to other the Warders of the Maelstrom, they had grown increasingly isolated and insular over the preceding centuries, losing sight of where their true duty lay, they had sown the seeds of their own calamity.

The Destruction of Tithe Fleet VX542/11 6 899 901.M41

With preliminary judgements into the Badab Schism in the Segmentum Courts Temporal weighing in the Administratum's favour, the Karthans and their allies within the Administratum seized their chance to act. In 901.M41, an Imperial investigation fleet commanded by an Administratum Assayer General and carrying representatives of the Adeptus Mechanicus Biologis Invigila, the Lords of the Karthago Sector and at least one

independently operating Inquisitor was assembled. The force was despatched to Badab to demand the immediate delivery of the Badab tithe, commandeered resources and Astral Claws Chapter's gene-seed requirement. The fleet was made up of several huge mass-conveyers with expectation of a harvest of wealth, and spearheaded by a trinity of cruisers, a Cult Mechanicus locus-caravel and a score of lesser escort craft. The force, no doubt calculated to display the power and authority of the mission and carry a not so veiled threat into the heart of the Tyrant's domains could be seen in retrospect as a misjudged plan, but few could have foreseen what was to happen next.

In circumstances that still cannot be fully confirmed or explained, the investigation fleet was fired on and destroyed in its entirety as it attempted to force its way through the Badab system's 'Ring of Steel' in order to press its demands. No ship survived and more than twenty thousand servants of the Imperium were lost.

Claim and counter-claim ensued in the aftermath as to how this tragic destruction had occurred, and Lugft Huron, delivering his own dominion's report on the Badab matter

COMMUNICATIONS FRAGMENT RECOVERED BY ÆTHERIC AUSPEX SWEEP
01/0345/928.M41 - LISTENING STATION ANGSTROM/Σ235

FRAGMENT BEGINS

[BADAB DEFENCE CONTROL] "TITHE FLEET VX542/11 THIS IS YOUR FINAL WARNING, DECREASE THRUSTER BURN AND HEAVE TO THE DESIGNATED APPROACH, - YOU WILL BE FIRED UPON."

[IDENT: ADMINISTRATUM BARQUE QUALSE-LAMDA] "THIS INVESTIGATION DEPUTATION CARRIES THE SEALS OF THE ADEPTUS TERRA; IT IS YOU WHO WILL COMPLY! MAKE OBEDIENCE AND STAND DOWN YOUR WEAPONS IMMEDIATELY IN THE NAME OF HIM ON TERRA!"

[BADAB DEFENCE CONTROL] "DAMN YOU, OBEY! I DON'T CARE IF YOU'RE CARRYING SAINT LEOR'S BONES; NO VESSEL ENTERS THE RING OF STEEL WITHOUT FIRST SUBMITTING TO INQUIRY AND PILOTING. THIS IS THE MAELSTROM ZONE, NOT SOME SAFE-HAVEN QUILL-PUSHER'S ENCLAVE!"

***STATIC INTERRUPTS, VOX DISTORTION CONSISTENT WITH HIGH ENERGY WEAPONS FIRE**

[UNCONFIRMED SOURCE/LIKELY A BADAB SYSTEM DEFENCE FRIGATE] "HEAVY DAMAGE SUSTAINED TO PORT ENGINES, DECKS SEVEN THROUGH ELEVEN OPEN TO VOID, CASUALTIES HIGH. ASSAILANTS UNIDENTIFIED, EIGHTEEN-PLUS VESSELS NOW BURNING. PRIMARY QUADRANT AUTONOMOUS BATTLE SYSTEMS REGISTERING FULL ACTIVATION, OMEGA LOCKS DISENGAGED, FOUR-THOUSAND ASSASSIN MINES AWAKENING, GARGOYLE PLATFORMS ANIMA AND EPSILON REACHING TERMINAL POWER. BY THE TYRANT SHALL WE ATTEMPT ABORT? CONFIRM? CONFIRM? CON..."

***FRAGMENT ENDS**

to the Segmentum authorities, was adamant that the fleet was fired upon for refusing to give way to the just authority of the system's masters, paying for their transgressions with their lives as mandated by Imperial law. Meanwhile outrage at the incident in the Karthargo Sector quickly became widespread, and general uproar was evidenced throughout the sector's ruling elites at the 'Barbarians' of the Maelstrom Zone, and soon such trade links that remained between the two areas were abruptly severed or subject to the harshest scrutiny wherever possible. Karthan Sector Governor Tanit Koenig moved to heavily censure the Astral Claws Chapter, along with calls for the arrest and trial of Huron for treachery against the Imperium, while the local agents of the Magos Invigila petitioned their own distant masters for the Astral Claws' punishment. With customary inertia, the Adeptus Terra did not yet deliberately intervene; as ever there were wars and conflicts aplenty abroad in the Imperium, and this local discord between neighbouring regions – no more to them than a tangle of claim and counter claim between legitimate authorities, paled before the weight of the suffering and bloodshed elsewhere. In addition, fundamentally, Lugft Huron was the lawful master of a realm permanently on a war footing; a bulwark against the alien and the claws of Chaos, and on the most basic level he had the right to defend those domains, and without hard evidence, charges of wilful and premeditated homicide against the Imperium's servants in this case would be almost impossible to prove.

The Karthan Imperial commanders, under pressure from the Segmentum authorities and frustrated by the destruction of the Tithe fleet, took it on themselves to send two further punitive expeditions into the Maelstrom Zone under the assumed auspices of Imperial authority over the next three years. Both fleets were lost in unconfirmed circumstances, purportedly never even reaching the Badab system, and intervention by the Astral Claws and their allies was gravely suspected. Imperial shipping began to suffer increasing attacks and disappearances traversing the Maelstrom Zone, (even beyond those areas such as the Badab Sector under the Astral Claws' direct sway). Reports by the Maelstrom patrol squadron laid the blame at an increase in raider traffic and Warp squalls in the area, but for every loss the whispers blaming Lugft Huron and his followers grew louder, both on the Administratum-controlled tithe fortress world of Sagan on the edge of the Maelstrom Zone, and across the border in the Karthan sector.

Unable to enact their will on the situation decisively, the increasingly desperate Karthan lords, near bankrupted by this stage by their liabilities, first sought to circumvent Badab itself with the aid of the Administratum forces on Sagan. In a combined operation, the two attempted to access the lost tithes directly, their ships taking the far longer and more perilous routes to the Pale Stars via Khymara, while the Karthans increased quota demands from any other Maelstrom Zone world, such as Vyaniams, their grasp could reach in an attempt to make up the

shortfall. By 903.M41 the agents of the Karthan Imperial commanders began to systematically spread propaganda in both the Segmentum Assizes and the Senatorium Imperialis elucidating on the '*Moral corruption, treachery and vainglorious pride of the Tyrant of Badab*' to any that would listen. Meanwhile the local Administratum authorities further pressed the High Lords of Terra themselves to intervene directly to punish Huron and his wayward Chapter for their affronts. The Maelstrom Warders for their part continued to arm themselves for war and conducted sweeps of the Maelstrom Zone in force, while within the Badab Sector itself, massive and feverish building programs were under way further augmenting their defences in preparation for war.

The Maelstrom Secession

5 995 903.M41

Huron's answer to the continuing threats to the control of his domain was to produce his infamous '*Articles of Just Secession*'. These documents, which were also signed and ratified by the masters of the Lamenters and Mantis Warriors Chapters (who had been convinced by Huron of the justness of his cause and the injustice of the outsider's demands), were designed to formally sever the Maelstrom Zone's direct tithes to its neighbouring sectors.

Copies of the articles were delivered to the Segmentum authorities and the Courts Temporal in response to the '*Many and grievous insults, presumptions and denials of the Emperor-given rights and titles of the Adeptus Astartes by the false and wayward servants of the Administratum, the Karthan Lords and their allies.*' These documents further stated the signatories' refusal to hand over the tithes to local Segmentum authorities, aid or defend any attempt to do so, or recognise the demands of the Karthan Lords. They did however affirm the Maelstrom Warders' vow to pursue the defence of the Imperium as their sole cause. Stating that the Maelstrom Warders must be given a free hand to protect Mankind as they had sworn to the Emperor, and without the corrupt interference of those who '*claim to serve him*', but '*seek instead their own glory and greed*'. In support of their cause, the document cited both the edict that founded the Maelstrom Warders and the ancient rights and titles of the Adeptus Astartes prerogative in their defence, precedents that both weighed heavily in their favour. The document went on to call for a full investigation into the rulership of the Karthan Sector, asserted the historic and lawful sovereignty of the Space Marine Chapters involved from outside interference by the lower Adepta and stated again their willingness to defend the Maelstrom Zone from any who would threaten it.

Around this time Imperial shipping passing through the Maelstrom Zone's outer regions began to be attacked and lost in great numbers to unknown forces. Soon contact with several worlds still beholden to the Karthans and the Administratum Officio on Sagan within the inner zone ended with garbled communications warning of attack and siege by Space Marine forces. The Karthans, outraged, threatened all out war in response, but simply lacked

the means to do so alone. Instead they petitioned aid to mount an attack from both the Departamento Munitorum and the Segmentum Naval sub-command at Ryza, but were flatly refused and informed that the matter was an 'internal dispute' in which they would not interfere. It is also noteworthy that although they plead their case before these powers and the Procurators of the Administratum, that they avoided, where possible, any Inquisitorial involvement in the matter, no doubt fearing the consequences of doing so. The local Inquisition representatives for their part, more than well enough occupied by other concerns, were content to keep a close eye on the situation, mindful that such squabbles, however bloody, were far from uncommon among Imperial commanders, particularly in border regions, and no damning or conclusive evidence of heresy or taint had yet been brought forward against either party.

Met with denials from the powers-that-be, the Karthago Sector itself began to mobilise for war, drafting increasingly large numbers of troops into its planetary defence regiments, and establishing direct military ties and formal alliance with the Administratum Quaestor of Sagan who had also suffered from the secession's consequences, and feared the Tyrant's growing power. Further to their goals, and by the personal decision of the Satrap Tanit Koenig, they sent direct and open appeals to several Space Marine Chapters with whom they'd had past dealings to aid them in recovering the lost title and safeguard their ships.

Koenig's motivations in this were later determined under Inquisitional questioning to have been based on the realisation that only Space Marines could truly hope to contest other Space Marines in open battle. Indeed she may have simply hoped to achieve a short term 'neutralisation' of

the Astral Claws in the region, using conflict against a third party to distract them so that the Karthans once again could ensure free access to the Maelstrom Zone. This monumental arrogance and folly would soon prove disastrous.

The Fire Hawks Chapter was the first to respond to the Karthan cause.

The Storm Breaks

5350 904.M41

At the direct request of the Karthan Satrap, Tanit Koenig, the Fire Hawks Chapter of the Adeptus Astartes agreed to investigate the disappearance of Karthan shipping in the areas to the Galactic south of the Golgothan Wastes (which bordered the northern reaches of the Maelstrom Zone). On a number of occasions in the past, the fleet based Fire Hawks Chapter had used the vast orbital dockyards of the Karthan capital world Sidon Ultra for resupply. They had also been invited by the Karthan's to enact judgement on wayward planets and minor alien threats within the sector, and it was on this relationship the Karthans relied upon for a favourable hearing. The volatile and bellicose nature of the Fire Hawks Chapter was also widely known, and it is likely that this also figured in Koenig's reasoning in making her request to them directly.

The Fire Hawks were at that time conducting search and destroy operations in the Golgothan Wastes, and the Fire Hawks Chapter Master, Stibor Lazaerek, as likely for reasons of his own as other motivations, acquiesced to despatching several ships into the northern Maelstrom Zone. One such vessel, the *Red Harbinger*, entered the Endymion Cluster in 350 904.M41. The cluster is an expanse of ancient stars, several of which contain human



Warships of the Space Marines

All Space Marine Chapters maintain a fleet of some sort, which by the dictates of the Codex Astartes and the limitations placed upon them in the aftermath of the Horus Heresy is closely focused on intra-system transport and planetary assault, with, by tradition, only their smaller vessels purposely designed as gunships optimised for Naval combat. There are some Chapters who have always railed against this however, and particularly those who spend their time permanently on crusade or have no home but their fleet have often done much to circumvent if not outright ignore these limitations, often coming into conflict with the Imperial Navy for doing so.

Rather than particular classes and models of warships, most Chapters instead define their star vessels by use and broad type, with some exceptions being themselves ancient relics of the Great Crusade or unique warships captured as prizes and converted to the Chapter's use. The battle barge is the largest and most powerful Space Marine warship encountered, and few Chapters are in possession of more than two or three such mighty craft at most. Battleship-sized vessels, battle barges are designed first and foremost for survivability under the heaviest fire – an invaluable trait in a spearhead vessel for planetary invasion. Their designs back up this durability with massive if often short ranged firepower to aid in assault operations, along with substantial

launch bays and drop-pod capacities. Owing to their massive durability and power, few vessels, save a full-scale battleship, can stand up to a battle barge in a close-action space combat, and thanks to the Space Marines on board, they are truly terrifying opponents in a boarding assault. Strike cruisers are the most common Space Marine heavy warship; high-speed, rapid response units, geared toward planetary assault and pacification operations. Strike cruisers are able to carry a strike force up to a Company-strong in size into battle and deploy them with surprising swiftness. The last common type of Space Marine warships are rapid strike vessels; these are relatively small, warp-capable attack craft, frigates and destroyers which serve as both line-of-battle escorts and patrol ships and can also be used to deploy very small forces on infiltration raids.

Aside from these main types of vessels, fleet-based Chapters in particular often employ a number of support vessels such as scout-surveyors, forage ships and mighty Chapter barques (often converted mass-conveyors) which serve almost as mobile fortress monasteries so that fleet-based Chapters do not risk their precious gene-seed stores and other irreplaceable assets on the front line and vanguard cruisers which are refitted strike cruisers intended for long range independent operations, often serving as the eyes of the Chapter fleet itself or as heavy escort vessels, although they are left less capable in a planetary assault role by this re-tasking.

colonies inhabited for many millennia, and which at this time had long fallen under the stewardship of the Mantis Warriors Chapter. Intercepted and surrounded in the Galen system, the *Red Harbinger* refused to stand down and be boarded by Mantis Warriors strike craft. The Mantis Warriors, ever fierce and proud, and goaded by the Fire Hawks' refusals and threats opened fire and crippled the lone cruiser. Thus the full-scale conflict between Space Marine Chapters that was to follow ignited with this single act. Boarding and capturing the *Red Harbinger* proved no easy affair, as the Fire Hawks were more than willing to die to defend their honour and losses were heavy on both sides. Less than twenty Fire Hawks were captured alive, and none surrendered, but their struggles brought time for an Astropathic message to be dispatched to their Chapter warning of their fate and who they fought.

Upon learning of the taking of the *Red Harbinger*, Master Stibor Lazaerek and the entire Fire Hawks Chapter became utterly incensed, and withdrawing from operations already under way, the entire Chapter fleet of the Fire Hawks was ordered to make best speed under Warp for the Maelstrom Zone. Matters swiftly escalated and the arrival of a Fire Hawks battle group was met at Galen by a taskforce of both Mantis Warriors and Astral Claws warships. After a tense standoff during which the captives were returned and both sides traded threats, the Fire Hawks withdrew to await the arrival of their full forces

which had been dispersed across the Wastes, and in particular their massive flagship, the *Raptor Rex*, a pre-Imperial mobile star-fortress of incredible power. Rendezvousing at Sagan, and aided by the Karthan fleet, the Fire Hawks launched a series of probing attacks and reconnaissance missions towards the Badab Sector and the Endymion Cluster, but in doing so, did little more than stir up a hornets nest. The Tyrant and his allies had been preparing for war for years, their forces were battle-hardened, they were entirely familiar with the territory over which they fought and their plans were well laid. The Mantis Warriors proved all but impossible to pin down, their ships appearing and disappearing in the asteroid shoals and nebulae fields of the Endymion Cluster seemingly at will, while any force directed towards Badab found an impenetrable array of defences set against them.

Using the Karthans to distract the forces of the Badab sector and screen them from possible counter attack, the weight of the Fire Hawks struck at the feudal agri-world of Iblis at the edge of the Endymion Cluster, attacking civilian targets and burning great swathes of crops and veldtland in order to bring the Mantis Warriors to battle. Unfortunately for the Fire Hawks, this attack (if not its precise location), had been both anticipated and planned for by the Secessionists and their own strategy fell into place. As the Mantis Warriors' hit and run attacks pinned the Fire Hawks in place on Iblis, and more importantly



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NECRO-COGNITION CORTICAL TRANSCRIPT

SAMPLE NUMBER 778.199.754.637/1357.....
TRANSCRIPT BEGINS [In/1357/S.102] 933.M41

NCCT
G58X 456T
OH:78.08Z
PA: 072/1856

Outside thunder fit to sunder the heavens clashed in the turbulent silver and lead skies of Aquilon, lightning flashing a savage purple-white between the roar. The High Chaplain's iron-shod boots hammered rhythmically on the granite floor, his bone-secum long coat clattering in the wind that streamed down through vaulted windows as high as scout titans. He barely heard the thunder and cared nothing for the storm; Thulsa Kane, High Morteurge and Lord Speaker of the Dead had other, darker, thoughts to occupy his mind.

Kane found Chapter Master Arkash Hakkon waiting for him in the wide, open circle of the duelling vault. The commander of the Executioners Chapter stood alone waiting for him in the flickering torchlight, his armour battered and scored by a myriad of battles dimly reflecting the firelight. The High Chaplain gazed on his master approvingly; it was their way, to leave the marks of those they fought upon them; each one a foe bested, each one a war remembered. The scars his master the Lord Executioner bore were many, both on his armour and on his grim visage. All mementos of battles won in the God-Emperor's service, of monsters slain and heads taken, and yet here was Kane, trusted servant, come to deliver him to an enemy no force or skill alone could defeat.

Without preamble Kane dashed a bundle of blue silk angrily to the flagstones between them, spilling its contents out for them both to see. The shattered remnants of a fine power-sword clattered to the ground, it had been finely wrought with chases of platinum and gold, its pommel a snarling leonine head and its hilt a deep, lustrous sapphire.

"It is done then, the rumours were true; the Tyrant has set himself against them all?" Hakkon asked.

"Aye, and taken the other Warders with him." Kane replied with a snarl. "The Warp-runner put into dock at the Darkenvault eight standard hours ago, and the simpering lapdog he set aboard delivered me this. Your decision?"

"To side with one is to break faith with the other, but an oath is an oath, Throne or saviour, blood calls out for blood. We honour our debts regardless," Hakkon stated gravely.

"Though it is perhaps our doom?"

"We are the headsman of Him on Terra, Sons of Dorn, born of battle and death, - his Executioners. What care we of doom or fate? We must send aid to the Tyrant immediately, blood will have blood and the Maelstrom will be awash with it ere long."

"Vanir Hex makes ready even now with his brethren and the Night Hag is eager to slip her dock and find prey, he awaits only your command," Kane said.

Hakkon chuckled darkly, it was not a pleasant sound. "You knew my answer already old monster."

"I taught you well." Kane replied.

"Well enough to know that I must bear this sin myself. I shall make the journey into the outer dark to offer the Emperor the coin of my life to pay for our coming transgression. Let it all be done in my name. Gather our axes and take the Chapter to Badab, Thulsa Kane, my High Morteurge, and let there be no new Lord Executioner till our blood-oath is discharged, no master to be marked with its sin but me."

Kane knelt before his master and received into his hands the massive black-bladed power axe, Lifetaker, that was the sign and mark of the Chapter Master's office.

"If it is to be an ending, make it such an ending that the screams of our enemies echo as far as the Throne itself." Hakkon whispered, and walked out into the storm.

Thulsa Kane's half-dead face twisted into something resembling a smile.

TRANSCRIPT ENDS [In/138/S.102] 933.M41.....

NECRO-COGNITION SAVANT Rebekah 2076
AUTO-TRANSCRIPTOR SAVANT Doeg 1322

Cigadated
13

DATE:.....
SIGNATURE:.....



CLUSTER

MAGOG
CLUSTER

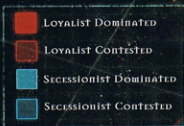
KHYMARAN
DRIFT

BADAB
SECTOR

GALACTIC ARM
[DENE STELLAR DRIFT]

THE
PALE
STARS

STRATEGIC DISPOSITION
BADAB WAR
CIRCA 905.M41



drew their fleet away from Sagan, as the combined force of the Astral Claws and Lamenters Chapters descended upon the Sagan system. The Administratum-controlled system of Sagan with its attendant orbital fleet anchorage and Astrophathic relay, were rightly regarded as the gateway to the Maelstrom Zone. Caught utterly unprepared for such a direct and sudden assault, Sagan fell in a matter of days as its defences, although extensive, were soon circumented. Sagan's protectors were overwhelmed amid a great slaughter of its planetary defence forces and Karthen troops caught on the ground. With Sagan in the Tyrant's hands the strategic situation had rapidly changed, and now the second most important world in the region after Badab was under the Secessionist's direct control, along with the lithe-fortress' vast stockpile of arms, munitions and supplies. The Fire Hawks and the Karthan forces stranded on operations within the Maelstrom Zone found themselves cut off from supply and behind enemy lines. Badly mauled, the Fire Hawks withdrew from the Iblis system, the savage firepower of the *Raptorus Rex* raking the planet's surface as a parting gift and successfully punching the Fire Hawks a way out of an attempt to blockade them inside the system. The star-fortress claimed the life of the Maelstrom squadron's only Mars Class battle cruiser *Sacred Tetrarch* in the process, proving that even the mighty warship's nova cannon could not prevail against the vast relic-vessel.

After these tumultuous events, a relative lull followed in the fighting as the Secessionists consolidated their gains and the Karthans retreated in disarray, and soon the Fire Hawks, heavily outnumbered were forced into a series of running battles and defensive actions in the Maelstrom Zone's fringes. This period of forced retreat lasted until 710 904.M41 when the Marines Errant Chapter answered the call of the Fire Hawks for reinforcement. In doing so the Marines Errant diverted a sizable force of six companies and a fleet of support vessels from their preparations to undertake an extra-galactic crusade in order to aid their brother Astartes, although their precise motivations in doing so remain obscure. Unfortunately their arrival coincided with a renewed offensive by the Secessionists, and the star-faring Chapter quickly became bogged down protecting Imperial shipping attempting the dangerous long routes to the Pale Stars region and the Maelstrom Zone's outlying colonies. For the next several standard months there were numerous repeated minor clashes between the two sides, with the Fire Hawks attempting to mass their remaining strength in the hopes of forcing a decisive engagement, while the Marines Errant, with a better grasp of the reality of the situation, splitting their highly mobile strike cruiser-based forces in order to guard convoys in transit from increasingly frequent raids and harassment attacks. In short order the Marines Errant found themselves caught between the desire of the Fire Hawks to attack and destroy Huron and his allies at any cost, and the immediate and growing need to protect Imperial shipping and outlying colonies in the Kathargo sector from attack by marauding Secessionist forces. This conflict of interest was further complicated by the ancient ties of loyalty and blood the Marines Errant had

with the Lamenters Chapter, beside which they had fought as recently as the Corinth Crusade, but now faced as enemies in battle. This led to incidents where the Marines Errant failed to try to do more than drive off the Lamenters' forces during raids, and in which both parties gave quarter to the other, raising the mutual ire of their allies.

Matters steadily worsened towards the year's end as ever greater numbers of star systems were drawn into the rapidly escalating war. Meanwhile the Fire Hawks and their Karthan allies continued to suffer heavy losses in battle. All but alone, the fiercely isolationist fortress world of Surngraad in the central Maelstrom Zone held out against the Secessionists – its defences simply too powerful and skillfully managed for them to take without a cost that would dangerously weaken their forces. But despite these few setbacks and the efforts of the Fire Hawks and Marines Errant, a dozen other worlds fell in short order to Secessionist control, either succumbing to direct assault or by submission, leaving only the periphery and the most forlorn and dangerous areas of the Maelstrom Zone outside the Secessionist grip.

Back-footed and embattled, worse developments for the Karthans and their allies would soon unfold, as in 915 904. M41 news reached the Marines Errant that in payment of an ancient blood oath given to the Astral Claws, the Executioners Chapter of the Space Marines had also announced their armed support for the Secessionists, sending the warship *Night Hag* containing a full augmented battle company of Space Marines to back up their words. The rest of this notoriously grim and independent Chapter's forces were known to be assembling on their distant twin-home worlds of Stygia-Aquilon in preparation for war. Increasingly desperate, and with their own tithes and supplications to the Procurator-Generals of the Adeptus Terra long overdue, Satrap Tanit Koenig was forced to take drastic action. With the fleet anchorage at Sagan now in the hands of the Secessionists, the Karthan Imperial commanders, near bankrupted by their sector's losses in the war, mounted a final attempt to harvest the resources they knew to be waiting in the tithe depots of Vyaniah and Khymara before the Secessionists could consolidate their control of the western Maelstrom Zone and claim these worlds as their own.

A hastily assembled armed convoy centred around the vast Chartist highliner *Cardinal Urdaneta* was convened in order to carry out this last ditch effort on behalf of the Karthans and their allies. Convoy Urdaneta comprised some twenty other armed freighters and mass conveyers and was protected by the Gothic class cruiser *Dreadchild* of Battlefleet Karthargo, Marines Errant Strike Group Mercurio and sixteen smaller escorts of various classes, representing a last gasp of the Karthan's force projection into the Maelstrom Zone. The Secessionists' intelligence network however had already ascertained every detail of this supposedly secret mission, and they waited until after the convoy had glutted itself on the wealth awaiting them at Vyaniah before they attacked the fleet mid transit

PLANETARY DATA: BELLEROPHON'S FALL
CLASS: TYPE-III INHABITABLE MOON, SATELLITE-MOON
OF GAS GIANT CRYSAOR (S-VIII), MASS .4 T,
(ROTATION 17.3 STANDARD HOURS), 0.97G.

DESIGNATION: GHOST WORLD, FORMERLY INDUSTRIAL
PROCESSING WORLD (SUB-COLONY OF CYGNAX HIVE
WORLD).

POPULATION: UNKNOWN/FORMER SLAVE HELOT WORKERS
HAVE SINCE LOSS OF IMPERIAL CONTROL DISPERSED
INTO RENEGADE ENCAMPMENTS AND SETTLEMENTS,
(THE MAJORITY ARE GRADED AS SUBHUMAN WORK
CLASS 'SUB-GRADE', OTHER SURVIVOR DESCENDANTS
ARE SUBJECT TO EXTENSIVE CHEM-TOXIN INDUCED
MUTATIONS), ESTIMATED POPULATION BETWEEN NINE
AND TWENTY MILLION. [FORMERLY ESTIMATE: 120
MILLION]

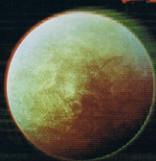
TIME GRADE: II/A, FORMALLY EXACTUS TERTIUS

CLIMATE/GEOGRAPHY/BIOSPHERE: ATMOSPHERE
-ARID/SUB-ARCTIC, MUCH OF SURFACE COVERED IN
FERRIC OXIDE DEPOSITS, PROCESS SLAG DEBRIS AND RUINED
INDUSTRIAL SYSTEMS, TOXICITY NOW EXTREME, LETHAL
EXPOSURE AVERAGE 1-3 STANDARD WEEKS. (SEE FILE
Q/345D MORE INFORMATION)

GOVERNMENTAL TYPE: NONE EXISTANT.

PLANETARY GOVERNOR: NONE (LAST IMPERIAL
SUB-COMMANDER, MARCO PINIUS, APPOINTED UNDER
DOMINION OF CYGNAX, KILLED BY ASSASSINATION.
576.M41)

ADEPT PRESENCE: MINOR, SMALL TERTIARY GRADE
ADEPTUS MECHANICUS RECLAIMATOR TASKFORCE,
IMPERIAL NAVY OVERWATCH FLEET ANCHORAGE, FOUR



SEMI-INDEPENDENT SCAVENGING STATIONS NOTIONALLY
UNDER THE AUSPICES OF THE KARTHAN LORDS.

MILITARY: NO STANDING ARMED FORCE. EXTERNAL
OUTPOSTS MAINTAIN SECURITY FORCES (GRADE MINIMA)

TRADE/ECONOMY: FORMERLY BELLEROPHON'S FALL
WAS AN ACTIVE INDUSTRIAL HUB CENTRED ON THE
PROCESSING OF METALLIC ORES FROM SURROUNDING
SYSTEMS, AND AS A TRADE TRANSHIPPING POINT. ITS
COLONY WAS ESTABLISHED AND CONTROLLED BY THE
CYGNAX HIVE WORLD. MATERIAL SUPPORT SEVERED
FOLLOWING DEATH OF CYGNAX (577.M41) AND SLAVE
UPRISING CAUSED BELLEROPHON'S FALL TO SUFFER
SERIOUS INFRASTRUCTURAL DAMAGE POISONING
ITS BIOSPHERE WITH RESULTANT FAMINE AND MASS
CASUALTY EVENTS. CURRENTLY, THE MOON IS THE SITE
OF ONGOING SCAVENGER OPERATIONS AND SMALL-SCALE
ATTEMPTS TO RESTART AN INDUSTRIAL BASE SPONSORED
SAGAN/KARTHAGO SECTOR, ORBITAL NAVY FLEET
ANCHORAGE AND NAVIGATIONAL RELAY RE-ESTABLISHED
843.M41.

into the Warp. Ambushed by a Secessionist attack group comprising the main elements from both the Astral Claws and Lamenters fleets and led by Lugt Huron himself, the convoy was first encircled and then taken one vessel at a time in a series of ferocious ship-to-ship boarding actions. These were bloody pitched battles, fought between Space Marine assault forces and hard-pressed Naval crews in the murderously tight confines of warship weapon decks and the vast airless vaults of the mass conveyers. Both the *Cardinal Urdaneta* and the *Dreadchild* as well as twenty-three other vessels were taken as captive prizes for almost no losses sustained by the attacking force's ships. The Marines Errant strike cruiser *Star Jackal* was the only capital ship of the convoy to escape the Tyrant's trap, fighting its way clear with heavy damage. The taking of Convoy Urdaneta was a crushing Secessionist victory that effectively ended the Karthans' active involvement in the war.

With the Secessionists in the ascendancy, all that now seemed to remain for them was to drive off those Space Marines who still contested them from the Maelstrom Zone and consolidate their gains. The Astral Claws focused

their attentions on the Fire Hawks and fought them back to the edge of the Golgothan Wastes inflicting further serious casualties on the Chapter, which could no longer be considered an effective fighting force, while seemingly sustaining no loss in strength themselves despite the Fire Hawks making them pay bloody for each victory. The greatest single reversal for the Secession's enemies came however when the Mantis Warriors successfully drew a sizable portion of the remaining Marines Errant Chapter into battle on the industrial moon of Bellerophon's Fall. 'The Fall' as it was known was a vital supply and navigation point and particularly bitterly contested. The two Chapters clashed fiercely, the Marines Errant matching their own dogged tenacity and tactical skill against the lightning strikes and flanking manoeuvres of their enemy, the Mantis Warriors. The final masterstroke came when the Mantis Warriors managed to isolate and entrap the Marines Errant 1st and 3rd Companies in the Rust Zones, and much of the Chapter's command structure was destroyed in a series of murderous surgical strikes. With their Chapter Master, 3rd Company captain and their command staff dead, the Marines Errant were decimated and forced to retreat in disarray.



In the aftermath the alliance between them and the Fire Hawks all but collapsed under bitter recrimination. The Secessionist forces continued to make major advances throughout the rest of the year almost unopposed, with further minor engagements fought amid the ruins of Cygnax, and on the outer worlds of the Sunngraad system. The Maelstrom Zone belonged to Lugft Huron.

The Eye of the High Lords

0 016 905.M41

With five different Chapters of the Space Marines now embroiled in open warfare, and a sixth en route, along with several naval detachments and the various sectarian factions now involved in what was rapidly accelerating to become the greatest conflict of its kind since the infamous Fourth Quadrant Rebellion, the Imperium's high authorities were forced finally to act. A triumvirate of Imperial Legates were despatched under the Seal of the High Lords to pronounce judgement over the ongoing strife in the Maelstrom Zone and were under orders to leave no stone unturned. The triumvirate was served by a sizable deputation of the Imperial Inquisition of the Ordo Hereticus, an Administratum Auditor taskforce and a powerful Naval escort battle group assigned from the Segmentum Solar reserve, and quickly divided their attentions between the different combatants and their backers. Inquisition investigation swiftly uncovered a damning chain of evidence concerning Lugft Huron's activities and those of his Chapter. Charges were laid ranging from the paucity of their returned gene-seed to uncontrovertible evidence of their direct involvement in attacks on Imperial shipping. As for the Karthans, to the Inquisition, their

own role in contributing to and worsening the unfolding events of the Secession smacked at best of gross arrogance, but more likely wanton ambition and misrule.

The resolution of the Badab Secession crisis was quickly pronounced by the Terran Legates to be a matter of the Imperium's security rather than a civil conflict. As a result of this preliminary finding, they issued an immediate demand for the unconditional ceasefire of all parties and the surrender of the Secessionists. A demand which was immediately rejected by Lugft Huron, with the Tyrant stating that complying with the Legate's demands would 'Leave our brave worlds and Emperor-given charges naked before the enemy.' As a result orders were issued by the Terran Legates for the arrest pending trial of the Chapter Masters of all the Secessionist Chapters and the seizure pending judgement of their worlds, goods, records and chattels by whatever force was deemed necessary. This order was to be carried out by all loyal forces of the Imperium, wherever so and whoever so they may be. So denounced, the hand of the Imperium itself was now turned against Lugft Huron and all who stood with him.

No longer a bloody feud over commerce and influence between Imperial factions, nor even a deadly vendetta between Space Marine Chapters; the conflict was now between the Imperium and those that had turned away from the Emperor's rule, between Loyalist and Secessionist. The Badab War had truly begun.



THE PALE STARS



CROWS WORLD
[Civilised World]

OPTEA
[IV: FERAL WORLD]

WARNING: INCREASING POPULATION
— METACOLONIALS AT RISK —

LARSA
[II: Mining World]

KYRO
[IV: Mining World]
[VI: Penal Colony]

Apex - 56487
Anthemion - 45789
Rasa - 234098
Hadike - 45000
Hesperion - 8785

Information Classified
Access restricted
Security Level: Omega

PHARGOS HEX
[Classified]

THE ERIDAYN CATARACT
[ASTEROID EXTRACTION
Ternary Star System]

WARNING: WILDERNESS SPACE
HARKEN NOT THE VOID, FOLLOW ONLY
THE LIGHT OF THE ASTRONOMILEON.

THE PALE STARS
1171749/520 SEGMENTUM ULTIMA
INTERGALACTIC IMPERIALISM DOMINATES



Galactic South
[Thrilling]



IN CASE OF HULL BREACH:
EMERGENCY HYBRID 234-543 "LANTERN OF AGES"
WHILE OXYGEN ENDURES

CHAPTER THREE

THE TIDE OF DESTRUCTION

Once Space Marine had met Space Marine in battle, the conflict in the Maelstrom had swiftly escalated. Now with Imperial authorities attempting to enforce a cessation of hostilities under deadly sanction and effect the arrest and seizure of Lufti Huron, the Maelstrom Zone conflict erupted into full scale war, but even at this hour there were those who believed that the factions could be pulled back from the brink of destruction. They were proved wrong.

The Loyalists Gather for War

0 764 905.M41

With the pronouncement of the Terran Legates' judgement, a major deployment of Space Marines was brought into the war to enforce its ruling by any means necessary. Chosen from those Chapters available in the region and willing to take up the call to arms, the Red Scorpions Chapter formed the largest part of what was to become swiftly known as the 'Loyalist' Space Marine contingent. They would be joined by additional battle companies drawn from the Salamanders, Raptors and Fire Angels Chapters, with in the short term, the surviving Fire Hawks and Marines Errant ordered to stand down from independent operations and submit to the High Lords' authority for investigation.

The Marines Errant, in parlous condition from their recent losses, readily complied, but before they submitted to the Legate's will, the Fire Hawks had one last act of bloody vengeance to perform that has since entered into the history of the war as the infamous 'Firebombing of Sacristan'. In what is widely regarded as a strategically wasteful and vainglorious assault, Lazarek of the Fire Hawks used his surviving Chapter fleet, led by the Star Fortress *Raptor Rex* to conduct a retaliatory orbital assault on the frontier planet of Sacristan, a sovereign world on the edge of the Endymion Cluster. Sacristan was a hardscrabble colony world with a small population and no real significance other than as one of the worlds that the Mantis Warriors had long counted among those it was their responsibility to defend. After smashing through the planet's paltry space defences, and decapitating its rulers and few military assets in a series of savage raids by Fire Hawks assault forces, the *Raptor Rex* entered a perilously low orbit and proceeded with systematic plasma-bombing from the upper atmosphere of the planet. Over several days and nights Sacristan was laid waste before the Fire Hawks withdrew from the system leaving the planet aflame, wiping out more than 90% of its population.

Elsewhere, the Loyalist forces had gathered their strength on Josiah Quintus on the edge of the Karthago Sector and made their preparations and organised themselves for a long campaign of war. While Legate-Inquisitor Jamdyce Frain of the Ordo Hereticus had theoretical charge of the Loyalists, it was instead Verant Ortys, Lord High Commander of the Red Scorpions who was given overall tactical command of the unified Loyalist Space Marine forces as Magister Militum; a 'first among equals', by the commanders of the other Space Marine contingents. (Such an appointment being a common practice where diverse Chapters are present within a single force). Given the inherent dangers in dealing with conflicts between the Space Marine Chapters and their relative autonomy from direct Imperial control, Frain had little choice but to go along with this decision but would have most likely preferred a commander from a more 'tractable' Chapter if given his way, as the Red Scorpions have been in the past a famously independent-minded and occasionally fractious Chapter in their own right. Regardless, the massed Loyalist Space Marine forces, backed by detachments brought in from the Segmentum Solar fleet reserve quickly set about their tasks which were twofold. The first of these was to force the surrender and compliance of the Secessionist Chapters to the legate's authority. The second was that they were to re-establish and protect commercial links between the worlds of the Maelstrom Zone and the rest of the Imperium, an Imperium in dire need of those resources in order to maintain a score of pressing military needs.

Lord Commander Ortys's first command was to deploy his own Red Scorpions along with the bulk of the Battlefleet Solar ships and conduct a series of pushes and feints into the regions controlled by the Secession to gauge their resistance and deployments for himself. This was to result in what was the heaviest naval engagement of the war so far, the indecisive Battle of Silent Reach in 4 011 906.M41. In this engagement, cruiser squadrons of the Maelstrom and Lamenters fleets clashed with Segmentum Solar and the Red Scorpions warships in the barren void space between the star systems of Galen and Grief. The battle proved inconclusive with vessels from both sides suffering damage but few major ships from either side lost. This has been blamed in retrospect by analysts on an assumption that at this stage neither side were willing to sacrifice their main battle line to ensure victory. The only serious loss incurred was the Maelstrom Fleet's flagship for the engagement, the Overlord class battlecruiser *Gauntlet of*

Wrath. Its main bridge was wrecked after a fortunate lance strike from the light cruiser *Lady Sybaline* penetrated its void shields, causing the battlecruiser to run out of control and break away from its escorts. Seeing this unexpected error, several Red Scorpions strike cruisers pounced immediately and despite the valiant efforts of the *Gauntlet's* gun crews, they swiftly battered the venerable warship in a close range crossfire before finishing her off with raiding parties, leaving the ship a gutted and flaming hulk before her allies could rally to defend her. The Secessionist fleet broke off from the engagement into the Warp soon afterwards, leaving the Loyalists to claim a tentative victory.

This proved to be the largest of a dozen engagements that occurred in a very short space of time in this period, consisting of both void combats between star ships and pitched battles on frontier worlds. Overall the substantial Loyalist forces quickly succeed in checking and containing the Secessionist advance in the early part of 906.M41, especially after the Marines Errant and Fire Hawks were cleared of heretical or seditious intent and added their remaining forces to the Loyalist order of battle, but despite this unexpectedly heavy resistance prevented them from making any significant gains. Lord Commander Orty's, in pursuing a strategy of conducting attacks across a broad front had hoped to reveal a weakness in an enemy he knew had to be thinly stretched, but remarkably, no such weakness appeared. Thus, Loyalist strategy changed.

The Castigation of Sidon Ultra

Elsewhere, outside the borders of the Maelstrom Zone, the scrutiny of the High Lords of Terra also fell on the Karthago Sector. Legatine investigations carried out at Sidon Ultra, capital of the Karthago Sector quickly found Imperial Commander and Karthan Sector Governor, the Satrap Tanit Koenig culpable for provoking the war, and she and the heads of her noble house were executed by the Ordo Hereticus for "*Licentious ambition and wanton misuse unbecoming a servant of the Emperor.*"

The findings of the inquest into the actions of the Karthans were (in brief) that she and her ruling clique had overstepped their authority on numerous counts in the events leading up to the start of the Badab War. Now she and those that followed her were put to death, and the Karthans were to pay for their transgressions, with the entire fourteen billion strong population of Sidon Ultra committed to indentured servitude for six generations in payment of outstanding debt.

Full scale Administratum rectification audits and Adeptus Arbites Moral Enforcement pogroms soon began moving outwards across the Karthago Sector as tithe costs and reparations to the Adeptus Terra were extracted forcibly from the Karthan worlds. A process that is still ongoing to this day.

The Vyaniah Raids and Treachery on Surngraad

906.M41

With the Secessionist advance effectively contained, Lord Commander Orty's next plan of attack was to conduct a series of heavy raids on the Vyaniah system, having determined this to be the target against which the greatest pressure could be placed on the enemy. Vyaniah itself was an important world and served as the gatehouse along one of the secondary Warp routes around the Maelstrom's rim, while auspex analysis and intelligence sources had labelled its defences and garrison weaker than the heavily reinforced Sagan system. Further weight was lent to Vyaniah as a target by intelligence reports indicating that there remained significant ongoing unrest on the conquered world against the Secessionists, which might be stirred up to open revolt by a Loyalist attack.

While the Fire Hawks and newly arrived Raptors contingent conducted patrol and escort operations, strike forces drawn from the Red Scorpions, Marines Errant and Novamarines conducted a three-pronged attack on the Vyaniah system, the first of several such raids carried out in rapid succession. The principal target of these raids was the damaging of Vyaniah's production capacity and orbital transshipping platforms, with the secondary objective of weakening the Secessionists' grip on the system. In the series of battles that followed, the Loyalist Space Marines confronted the reformed and reorganized Badab Sector planetary defence forces of the Tyrant's Legion in open warfare for the first time. The resistance of these forces had been greatly underestimated and as a result the Loyalist strike groups were largely prevented from achieving many of their goals in this first raid, with only one of the four orbital platforms taken out of action. In addition while Vyaniah's manufactory complexes suffered some damage, production was not significantly affected. Data intercepted from the Vyaniah command vox-network however revealed that the price of resistance was high for the Tyrant's Legion, with the Loyalists inflicting a greater than 178:1 estimated kill ratio on the human Auxilia defending the system. The last of the Vyaniah raids of 906.M41 proved particularly bloody for the Tyrant's Legion, as Red Scorpion forces conducted attacks directly into the Caellan industrial hive with the specific goal of inflicting mass casualties on the human defenders and picking off their Astral Claws Space Marine masters where found within their ranks.

The Secessionist control of Vyaniah held however despite the attacks, and shortly afterwards in 115 906.M41 further ill news came to the Loyalists, first that several military convoys in their rear supply lines from the Karthago Sector had been attacked and scattered by an unknown warship that later proved to be the *Night Hag* of the Executioners Chapter, and secondly regarding the fate of Surngraad. The fortress world of Surngraad, deep within the Maelstrom Zone, had remained independent; its warlords refusing to bend their knee to the Tyrant, and their defences had held out against the Secessionist



PLANETARY DATA: VYANIAN

TIME REF: 902.M41

CLASS: TYPE TERRAN STANDARD, (ROTATION 25.6 STANDARD HOURS, 1.01G, 0.85 TM)

DESIGNATION: INDUSTRIAL COLONY/EARLY STAGE NIVE WORLD

**POPULATION: HUMAN IMPERIAL, 2.5 BILLION ESTIMATED
TITHE GRADE EXACTAS TERTIUS (PENDING REASSESSMENT)**

CLIMATE/GEOGRAPHY/BIOSPHERE: ATMOSPHERE -TEMPERATE/COLD, PLANETARY BIOSPHERE UNDEVELOPED, EXITING GEOLOGICAL ICE AGE, ALL MAJOR FLAVAS AND FAUNA SPECIALISED IMPORTED FROM OFF WORLD, LARGE SALINE LIFE-SUPPORTING SEAS, SINGLE PRIMARY EQUATORIAL CONTINENTAL MASS, SLOWLY RECEDING ICECAPS, SEVERAL HEAVILY INDUSTRIALISED URBAN SETTLEMENTS, THE LARGEST OF WHICH, CAELIAN, IS DEVELOPING INTO A SOLAR-TYPE DISPERSED NIVE STRUCTURE.

GOVERNMENTAL TYPE: IMPERIAL COMMANDER AS HEREDITARY RULER, SUPPORTED BY A QUORUM OF MAGNATES (DRAWN FROM LEADING INDUSTRIAL CLAN FAMILIES), INDEPENDENT UNDER THE IMPERIAL SEGMENTUM SEAL.

PLANETARY GOVERNOR: PROTECTOR, IERIK SARENKO, IMPERIAL COMMANDER, THIRTEENTH OF HIS LINE. ADEPT PRESENCE: MINOR; ADMINISTRATUM TITHE ASSAY OFFICIO, AUXILIARY-CLASS ASTROPHYSICAL RELAY TOWER, SMALL ADEPTUS ARBITES AND MINISTORUM MISSIONARY PRESENCE.

MILITARY: ARMY OF CAELIANIC PROTECTORATE, (STANDING PLANETARY DEFENCE/CIVIL ENFORCEMENT FORCE, SECOND TIER IMPERIAL GUARD EQUIVALENT),



HOUSEHOLD TROOPS OF VARIOUS RYLLING CLANS, [MILITIA].

TRADE/ECONOMY/NOTES: VYANIAN IS A SLOWLY BURGEONING INDUSTRIALISED COLONY DEVELOPING INTO A MINOR NIVE WORLD. COLONIAL SETTLEMENTS FIRST ESTABLISHED LATE M38, INCREASING WITH A LARGE INFUX OF REFUGEES FOLLOWING THE MASSACRES ON ISIN IN THE BADAB SECTOR. IN EARLY M40, VYANIAN WAS OFFICIALLY RECOGNISED AS AN UNAFFILIATED IMPERIAL WORLD BY THE SEGMENTUM AUTHORITIES IN 2- 334-107.M41. THE PLANET HAS BECOME INDUSTRIALLY SELF-SUFFICIENT, EXPLOITING ITS OWN MINERAL AND CHEMICAL RESOURCES TO SUSTAIN ITS CIVILISATION AND TITING TO THE ADMINISTRATUM IN RETURN FOR NAVAL PROTECTION AND IMPORT OF GOODS AND SERVICES OTHERWISE UNAVAILABLE. SECONDARY INDUSTRY BASED AROUND MACRO-SCALE HARVESTING AND PROCESSING OF PLENTIFUL LOWER-ORDER SEA-LIFE INTO FOODSTUFFS. HISTORICALLY THE SYSTEM HAS BEEN PROTECTED SOMEWHAT BY ITS RELATIVE DISTANCE FROM THE MAILSTREAM ITSELF, AND BENEFITTED FROM ITS POSITION AS THE MOST DEVELOPED WORLD ON THE OUTER, SOUTH-WESTERN RIM OF THE MAILSTREAM ZONE.

fleet, but Surngraad had partly succumbed thanks to treachery from within, and Huron's forces now controlled its northern citadels, while the southern citadels were barely holding out. Surngraad remained too deep within enemy territory to mount an effective relief operation, and the prospect of the ancient fortress world entirely within the Secessionists' control was a grim prospect for the Loyalists as a proposition for a future siege.

The Betrayal at Grief

3390.906.M41

With something of an impasse reached in the war, it was the Secessionists who unexpectedly broke the standoff with a remarkable proposal. Lugit Huron personally sent emissaries to the Loyalists, offering a temporary ceasefire and honourable parlay with the Loyalist commander Verant Ortys in order to avoid further bloodshed between those who should be "...loyal brothers" as his mouthpiece put it. Despite Legate Inquisitor Frain's strong objections, Ortys agreed to the meeting, trusting to Huron's word as a fellow Chapter Master to keep the truce, but Ortys

was equally avowed in his intention to remain iron in his resolve to carry out the judgement of the High Lords.

Arrangements were made for face-to-face contact between the Tyrant and the Magister Militum on an abandoned way-station in orbit around the gas giant Shedin in the outer reaches of the uninhabited Grief system. What was to happen next remains a point of contention and stubborn enigma to this day, and much of the following account's details is reconstructed from damaged and recovered records. The station itself, once a naval supply depot built into an asteroid mass, and abandoned due to solar flare activity some centuries before, maintained a remnant atmosphere but was otherwise dead. As arranged each party approached the way-station in a single unescorted strike cruiser, each leader and their honour guard was deposited on the asteroid by Thunderhawk, their respective strike cruisers pulling away outside of weapons range, as the two parties met in a great cargo vault at the heart of the disused station. From what records were later recovered, it was plain that matters immediately

ORDO HERETICUS

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NECRO-COGNITION CORTICAL TRANSCRIPT

SAMPLE NUMBER: 968.851.248.248/215
TRANSCRIPT BEGINS [Tel//12/S.102] 933.M41

NCCT
G38X 456T
OH:70:08Z
P415/856

Veteran Brother Dayn armoured his soul with the Litany of Contempt as nothingness took him. The crackling scream of the machine was abruptly cut away by obliterating silence as a brief moment of blackness consumed everything. The uncanny non-sensation was ended by a sudden crawling lightning beneath his skin which told him the teleporter field was fading and he had no more than a moment before the crushing force of gravity held him again. In an instant a hoarfrost-covering of ice sheeted his ancient suit of Terminator armour as he translated back into Realspace, shadows suddenly clawing at his hulking frame.

He began to move even before he had fully registered his surroundings, his right arm swooping up, chainfist howling as more than a century of combat experience was channelled into smooth and lethal action. The whirling teeth met scant resistance and the thing he had killed fell away, bisected into two steaming chunks by the armoured gauntlet's shredding blade.

Gunfire pulsed in the dark, and las-rounds or something very like them splattered off his shoulder guard as the data-displays on the inside of his visor finally rolled back into stability, feeding him information about the vaulted chamber into which he and his squad had teleported. The enemy were already falling all around him, the Red Scorpions of his squad marking their targets and killing them with brutal efficiency, storm bolters flashing in the darkness. A second later there was silence.

"Squad Darak, fan out, dispersion Lambda, we must move with speed to rendezvous with the revered Loth, let none live who stand against us."

Dayn paused for a moment, shining his arc lamp down on the remains of the dead. They had been human once; now crude void adaptations and vulcanized pressure suits were hammered and sutured into their flesh, crude augmetics fused into their eye-sockets. The dead things' shattered limbs were still twitching where their drug injectors were still attached. The filth of the Maelstrom.

The atmosphere within the derelict station was decades stale, razor thin and killing cold. The Space Marines' armour steamed as they advanced, Dayn's chainfist making short work of the rusted bulkheads. The squad fell in behind him as he carved and smashed as direct a route as possible through the ancient hull.

Scrolling tactical data showed their position inside the asteroid base, flashing with static bursts caused by the forces unleashed in the void outside where the battle still raged between their ship and those of the treacherous enemy. The blurred locator returns showed his squad and the others: Squad Royal was encountering heavy fire in the upper galleries where their assault ram had careened though the empty station fuel tanks, while down on the sub-levels Squad Junari had found its path impassively blocked by megatons of collapsed wreckage. Only Dayn's on squad were close enough to reach Loth's location in time as already the asteroid base was starting to break apart. They must not fail.

"Hostile Contact!" Brother Cardin shouted as the thin air erupted with streaks of flame from above.

Dayn brought his assault cannon around to face the new threat, the barrels spinning up to speed with a high pitched buzz. His auto-senses locked on to the targets advancing from an upper deck across the vaulted gantries; they were different to the last foes; heavy, regular shapes, advancing with measured discipline, their interlaced fire patterns precise and targeted. Space Marines.

Bolter fire exploded against his helmet's face plate, seeking near nonexistent chinks in his Tactical Dreadnought Armour. Base traitors, turncoat brothers, Huron's lapdogs. Dayn thought, Who else could it be? If the signal was true and Lord Commander Ortyx was dead by the Tyrant's betrayal, then there could not be enough dead Astral Claves to pay the blood price. Despite his battle-calm, Dayn felt himself sneer viciously as he unleashed the assault cannon and a two metre tongue of muzzle flash lit up the darkness of the broken iron chamber.

Above him the gantry disintegrated into metal splinters and leaping sparks, eaten away in seconds by the barrage of explosive shells. First one, then two then a third armoured figure fell with the gantry debris; severed limbs, shattered ceramite and smouldering bodies crashing down before him.

"Not enough, not nearly enough."

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ON PAIN OF
EXTINCTION

TRANSCRIPT ENDS [Tel//35/S.102] 933.M41

NECRO-COGNITION SAVANT Abda 2024
AUTO-TRANSCRIPTION SAVANT Johnnue 22/15

DATE: _____
SIGNATURE: _____

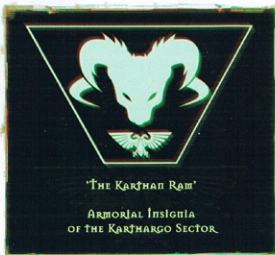


became volatile and acrimonious. Lugft Huron acted and spoke as if it was Orty's and those that stood with him, not Huron and the Secessionists who had contravened Imperial law. Present in Huron's party was also Chapter Master Sartaq of the Mantis Warriors, who swiftly accused the Fire Hawks Chapter of perpetrating wanton crimes of genocide against civilian populations loyal to the Imperium, demanding that their master Lazaerek be brought to trial by combat for his crimes. Lugft Huron himself in imperious mood, commenced a ranting diatribe against his enemies and their perceived enormities and insults, going so far as to suggest that Orty's himself should bow down before him and fight under the Tyrant's banner against those who would turn the Astartes into "...no more than lickspittle slaves to their own petty greed." Verant Orty's for his part stood firm, and re-iterated the Legatine writ of authority and the unassailable right of summons. As the talks became heated an adjournment was called for, and both parties withdrew to separate compartments on the station to confer with their fellows. It is at this point, matters of record regards this incident become confused, and contradictory reports exist as to what happened next as Loyalist communications to their strike cruiser were cut off.

What is certain is that three unknown vessels, two marked by auspex logs as likely to be Iconoclast pattern raiders (a renegade design) and a third light cruiser sized vessel of unknown provenance, attacked from concealed positions deep within the thick atmosphere of the gas giant Shedim. The attackers assaulted the asteroid base before either Loyalist or Secessionist vessels could respond, raking the derelict way-station with weapons fire before boarding with a raiding party comprised of heretics, mutants and other renegades. In the confused battle that followed, it is known that the Loyalist delegation, including the revered Red Scorpions Chapter Master, Lord Commander Verant Orty's was killed, and several members of Huron's party including Chapter Master Sartaq of the Mantis Warriors were also slain but exactly how this occurred remains unknown. During the resultant three-way space battle around the way-station, the Red Scorpions' Chief Librarian Sevrin Loth led a desperate counter-assault on the station via assault ram and teleporter attack. At the height of the battle, the larger unknown vessel, badly stricken by fire from the Astral Claws strike cruiser, crashed into the way station and exploded, causing the asteroid to slowly break up in a cascade of debris. Despite this roiling destruction Sevrin Loth succeeded in recovering his fallen master's remains, the Red Scorpions clashing with both the raiders and Huron's Astral Claws within the disintegrating asteroid base before both sides broke free from the place to avoid certain death. Sevrin Loth had saved the honour of his Chapter against all odds and in doing so wrote an enduring legend for himself despite the bitter blow the Red Scorpions had suffered. As for the Tyrant, he appears to have made his escape early on, and what hand he had in the deaths of Lord Commander Orty's or even Chapter Master Sartaq cannot be confirmed.

Claim and counter claim ensued in the aftermath of what soon became known among the Loyalists as "The Betrayal at Grief", with many blaming Huron's perfidy for the attack, claiming it as rank treachery, while the Secessionists themselves lay the blame squarely at the door of the Inquisition as a plot to assassinate the Tyrant by covert means. Communiqués sent by Legate Inquisitor Frain to his brethren within the Ordo Hereticus regarding the matter are even more open in conclusion, and do not rule out the possible intervention of third parties of malefic design, parties who could do nothing but gain should the war continue and the whole region descend into bloodshed and anarchy. Nor does Frain rule out the possibility of a plot by Lugft Huron whose primary target was not Lord Commander Verant Orty's, but rather his erstwhile ally Chapter Master Sartaq of the Mantis Warriors; Orty's death merely serving to seal the assassination in a shroud of doubt for friend and foe alike. This assertion, as strange as it seems may carry the ring of truth, as evidence from the time has been uncovered of growing disquiet among the Mantis Warriors in their support for the Secession. Committed as the Mantis Warriors were to protecting their fellow Maelstrom Wardens from outside aggression and defending with blood the sacred independence and rights of the Astartes, they still saw the direct judgement of the High Lords as something not to be disregarded, and rumours that had begun to circle concerning the rule of the Astral Claws within their own domains had been the cause of disquiet among the Chapter for some time. Sartaq's death then, perhaps would serve to sure up the Chapter's resolve, particularly if it could be laid at the feet of an enemy Chapter, and so much the better if that enemy would blame the Mantis Warriors for the death of their own.

With any possibility of rapprochement between the sides now effectively destroyed, the war would escalate ever further with no quarter given by Red Scorpions or Astral Claws, while soon secrets would be uncovered that would lend the Secession an even darker hue.



CLUSTER

REBELSTAR BORDER

MAGOG
CLUSTER

KHYMARAN
DRIFT

BADAB
SECTOR

THE
PALE
STARS

GALACTIC ARM
[DENE STELLAR DRIFT]

Strategic Disposition
Badab War
circa 907-908.m41

-
- Loyalist Dominated
 - Loyalist Contested
 - Secessionist Dominated
 - Secessionist Contested



WARY NAVIGATION

THE GREAT FAMILIES OF THE 'NAVIS NOBILITE', OR SIMPLY THE 'NAVIGATORS', ARE A STABLE AND SELECTIVELY CREATED BREED OF GENE-ENGINEERED HUMAN SUB-RACE, A MUTANT STRAIN WHICH ARE NOT ONLY TOLERATED BY THE IMPERIUM BUT ESSENTIAL TO ITS VERY EXISTENCE. ONLY A NAVIGATOR, THROUGH THEIR BAFFLING 'THIRD EYE' CAN PERCEIVE THE WARP ITSELF AND READ ITS CURRENTS AND SUDDEN TURBULENCE WITHOUT CONTINUOUS RISK OF INSANITY AND POSSESSION. THUS A NAVIGATOR'S ABILITY ALLOWS LONGER AND OFTEN SWIFTER COURSES THROUGH THE WARP TO BE CHARTED, AND SUDDEN AND UNEXPECTED THREATS PERCEIVED AND AVOIDED. BY THIS THE PRESENCE OF A NAVIGATOR ABOARD ALLOWS ANY SHIP TO REACH ITS DESTINATION FAR FASTER AND MORE SAFELY THAN IT COULD TRAVEL WITHOUT THEM. FEW IN NUMBER, THE GREAT NAVIGATOR FAMILIES ARE THEMSELVES OFTEN BOUND BY ANCIENT TIES OF PATRONAGE AND DEBT TO THE ARISTOCRACIES OF THE IMPERIAL NAVY, WHILE OTHER CLANS AND LINEAGES PROVIDE THEIR SERVICES TO THE ADEPTUS MECHANICUS, SECTOR TRADE GUILDS OR EVEN TO INDIVIDUAL CHARTIST CAPTAINS, ROGUE TRADERS AND SPACE MARINE CHAPTERS. AS SUCH NAVIGATORS ARE PRIZED OBJECTS OF PLUNDER BY PIRATES AND CORSAIRS IN THEIR OWN RIGHT, AND THE FATE THAT AWAITS THEM IS TRULY NIGHTMARISH SHOULD THEY BE CAPTURED ALIVE BY THE FOLLOWERS OF CHAOS. THIS IS NOT HOWEVER THE ONLY MEANS BY WHICH RENEGADE VESSELS NAVIGATE THE WARP, AS IT IS NOT ONLY WHISPERED THAT ENTIRE NAVIGATOR BLOODLINES HAVE DESCENDED INTO DEGENERATE

DECAY OR BEEN DELIBERATELY CORRUPTED BY CHAOS, WHILE SORCERY AND WITCHCRAFT CAN ALSO ALLOW FOR HERETICS, AN EFFECTIVE IF APPALLINGLY DANGEROUS METHOD OF NAVIGATING THE WARP AND EVEN STALKING THEIR TARGETS THROUGH THE IMMATERIUM. BEYOND THIS MANY XENOS RACES HAVE THEIR OWN METHODS FOR LONG RANGE NAVIGATION, WHILE THE VOID-BORN HAVE MANY DARK TALES OF APPARITIONS SUCH AS DAEMON-FROWED SHIPS WHOSE MUTILATED AND BOUND FIGUREHEADS GAZE INTO HELL MORE ABLY THAN ANY NAVIGATOR. LEGENDS SPEAK OF HULKS CREWED BY HELL-WRAITHS HUNGRY FOR LIFE AND BARBED, BLOOD-GLUTTED ALTARS BUILT INTO THE FABRIC OF VESSELS FORGED BY THE AGENTS OF CHAOS THAT REQUIRE MERELY A BUTCHER'S BILL OF SCREAMING CAPTIVES TO TRACK ANY COURSE THEIR MASTER'S DESIRE. ALL, OF COURSE, ARE TRUE.



POSTROMO NAVIGATOR HOUSE

IT IS THIS RELIANCE ON LAYOVERS, STABLE ROUTES AND ON SUPPOSEDLY TRIED AND TESTED COURSES THAT SEEM TO OFFER SOME MODICUM OF PREDICTABILITY AND SAFETY TO LONG DISTANCE WARP TRAVEL THAT ALSO LEAVES TRAVELLERS PRAY TO ANOTHER DANGER; THAT OF PIRACY. FOR JUST AS THE PREDATORS OF THE WILD ARE DRAWN TO WATERING HOLES AND PLACES OF PLENTY TO PREY UPON THE BEASTS THAT GATHER THERE, SO ARE THE WOLVES OF THE WARP DRAWN TO KNOWN NAVIGATIONAL MARKERS AND STABLE TRADE ROUTES IN SEARCH OF PLUNDER AND BLOOD. SUCH CORSAIR TRAFFIC IS A THREAT INTERMITTENTLY TO EVEN THE MOST WELL-PATROLLED STARS IN THE HEART OF THE IMPERIUM, WHILE IN WILDERNESS SPACE THEIR DANGER CAN BE FRIGHTENINGLY HIGH AND ANY VESSEL CAUGHT IN SUCH A WAY IS LIKELY TO BE FAR FROM ANY AID, AND DEATH OR ENSLAVEMENT AT BEST AWAITS THE RAIDER'S VICTIMS. GIVEN THE INHERENT DANGERS IN AREAS SUCH AS THE MAELSTROM ZONE, MOST IMPERIAL STARVESSELS FORCED TO TRAVERSE ITS DARK AND PERILOUS STARS ARE LARGE AND HEAVILY ARMED, AND RELY ON CONVOYS AND WARSHIP ESCORTS FOR SOME MEASURE OF TENUOUS PROTECTION, WHILE SOME SMALLER VESSELS RISK ALL IN LONE JOURNEYS IN THE HOPE THAT SPEED AND SECRET COURSES CHARTED WELL AWAY FROM THE ESTABLISHED TRADE-ROUTES WILL KEEP THEM SAFE. IN EITHER CASE PASSING THROUGH THE MAELSTROM ZONE IS A DEADLY RISK, EVEN FOR THE MIGHTIEST VESSEL OR WAR FLEET, AND THE WEALTH OF THE MAELSTROM ZONE'S ILL-STARRED WORLDS HAVE DRAWN COUNTLESS MEN TO THEIR DOOM.

GALACTIC NORTH
[SPIRITWARD]

АСТРА ПОСТАЕ DEAMONIUM INCARNIS REX

KHYMARAI DRIFT

WARNING: TOXICITY LEVELS HIGH
PROTECTIVE GEAR REQUIRED

GARGATHEA
[III]: FERAL WORLD

KHYMARA
[X]: DEATH WORLD/
Mining Colony

INTERDICTED CONTROLLED ZONE

VYANTIA
[II]: CIVILISED WORLD
[VI/II]: CEMETERY MOON
[VI]: LISTENING STATION

GALACTIC EAST
[COREWARD]

WARNING:
ASTHENSIC DISTURBANCE
LEVELS HIGH
MORAL THREAT CERTIFIED:
VISCERAL THREAT CERTIFIED:
IN CASE OF CONTAMINATION SEEK FINAL ABSOLUTION

SYSTEM SELECTION//++
SUB SYSTEMS NOT SHOWN//
TA OVERFLOW...RE-ROUTING
CHECK-UP NODE SERVERS INITIALISING
TA UPLOADING...



KHYMARAI DRIFT

CHAPTER FOUR

THE BLOODY STARS

As the war progressed and casualties mounted, many unexpected turns of fate were encountered by Loyalist and Secessionist alike. Dark sins were revealed, honour was betrayed and massacre followed massacre. This bloody spiral changed the nature of the Badab War from one of dominion and contest to one of extermination, as the Loyalists took on the Secessionists and slowly began to drive them from their captured worlds.

A New Leader, Loyalist Redeployment & Reinforcement

906.M41-907.M41

The death of Red Scorpions Chapter Master Orty temporarily delivered the strategic initiative into the hands of the Secessionist cause, and the number of raids against Imperial shipping increased. Heavy Space Marine escort forces were needed in order to maintain access to the worlds of Galen and Khymara while the Pale Stars were all but entirely cut off. For a time the Loyalists were sorely pressed to hold what little ground they had taken in the Maelstrom Zone. This lasted until the situation was eased with the arrival of contingents of the Howling Griffons, Novamarines and later the Sons of Medusa Chapters, and the appointment of Carab Cullin, the new Lord Commander of the Red Scorpions as the new Magister Militum of the Loyalist forces. Cullin quickly took control of the situation and one of his first acts was to bring forward plans to convert the old way-station on the largely abandoned mining world of Hallows Point into a major staging ground. This became the first primary Loyalist base in the Maelstrom Zone proper, and with ships and materiel moved into the system with great dispatch, 'Vengeance Station' as it became known was fully operational in under a standard year.

Even before *Vengeance Station* was complete, the Loyalists had re-taken the offensive initiative and were conducting a renewed phase of aggressive operations, with the rank and file of the Red Scorpions Chapter in particular eager for battle. They were tempered and held in check by their new master and the wisdom of their Chief Librarian Sevrin Loh however, who promised them bloody but considered retribution. In the closing divisions of 906.M41, Red Scorpions detachments based on the Chapter's strike cruisers fought in dozens of separate void actions, from defending convoys to raiding outposts and intercepting Secessionist shipping alongside the Raptors, turning the tables for the first time on Huron's raiders. At the same time fresh forces from the Novamarines and Sons of Medusa carried out probing attacks into the region of the Endymion Cluster and against the edges of the Sagan system in order to maintain pressure on the

Secessionists and keep their forces as pinned down as possible. The first major fruits of this new campaign were the garrisoning of the barren Khymara system and the setting up there of several outposts and listening stations, and a new ability to conduct sustained operations in the contested Gargaethea system. Swiftly the poisonous fens and corrosive jungles of Gargaethea III turned into a savage battleground as the Raptors, Salamanders and Fire Angels clashed against the Astral Claws and Mantis Warriors amid the tangled and often lethal vegetation. The war on Gargaethea swiftly developed into a series of running cat-and-mouse engagements of ambush and counterattack, with the advantage swinging back and forth between the two sides. With few landmarks save for scattered, half-overrun Explorer bases and old smugglers' outposts, the battle lines on Gargaethea remained ever-fluid, the outcome of the fighting there uncertain and with casualties on all sides high. As one of the few life-sustaining worlds in the region and a useful navigational way-station, Gargaethea III remained a contested world of vital strategic importance right up until the end of 907.M41 when the Secessionist forces were finally displaced from the planet, and the system reclaimed for the Loyalists.

With the arrival of fresh reinforcements to replace them in the order of battle, the Marines Errant first took up reserve duty for the remainder of 906.M41 before they withdrew entirely from the Badab War early in 907.M41 with some acrimony attached to their leave-taking. The increasingly embittered survivors of the Fire Hawks Chapter were forcibly retired to the rearguard for a time by the newly appointed Lord Commander Carab Cullin of the Red Scorpions to avoid further trouble in the ranks of the Loyalist forces. This deployment however proved strategically effective as the presence of the *Raptor Rex* at Hallows Point protected the Loyalist's facility while under construction. This was vital when Hallows Point was raided in 7 810 906.M41 by Secessionist fireships and frigate squadrons led by a trio of Lamenters Chapter strike cruisers. The attack, although well-executed, was repulsed without major damage to the half-finished base and anchorage; the concentrated firepower of *Raptor Rex* along with the Red Scorpions Battle Barge *Sword of Ordon* proving a decisive factor. A further consequence of the battle at Hallows Point was the fate of one of the Lamenters' strike cruisers, the *Inflexible*, which proved so badly damaged after being rammed by the Fire Hawks' destroyer *Ravage* during the battle, that even though it escaped the system, the ship was forced to drop out of Warp near the forbidden star of Hiruko during its retreat and was subsequently lost with all on board in unknown circumstances.





With further reinforcements arriving almost month by month, and missives from the Adeptus Terra informing them that other Space Marine Chapters were en route the scales were beginning to tip in the Loyalists' favour. With all available intelligence on the Secessionists indicating they had fallen into a defensive stance and were further digging in and fortifying their key systems, Lord Commander Cullin knew that he must press his advantage soon or risk the war devolving into a slow battle of attrition that would bleed his forces dry. The first move towards this would be the relief of the fortress world of Surngraad. Its southern continental citadels were still managing to hold out against the Secessionist aggression by dint of heroic self-sacrifice and bloody-minded faith in the God-Emperor, born of millennia in the shadow of the Maelstrom and its many horrors, but even this could not last much longer. The Raptors and Salamanders were given this task of intervention, and a select strike force dispatched on a long-range incursion mission behind the Secessionists' lines in the battle barges *Pyre of Glory* and *War Talon*. On arrival in the system not even their combined firepower was enough to affect a landing and they were forced to pull back, the *War Talon* suffering heavy damage in the failed assault. Neither Chapter however were ready to admit defeat and after the gathering of intelligence from the beleaguered Surngraad 'southerners', a highly unorthodox battle plan dubbed 'Operation Sedna' was quickly formulated and put into action. Under the shield of a series of diversionary attacks in the equatorial zone, the Raptors successfully landed a strong force of battle-brothers covertly in field-modified armour over three hundred kilometres away from their chosen target. Shunning heavy gear and vehicles in favour of a reduced visibility to auspex and thermal detectors, the Raptors war party then fanned out, and after advancing on foot for weeks through the rolling ice packs and bitter tundra, launched

their assault under the cover of a blinding gale. After breaching the fortress walls of the main orbital defence complex with melta-bombs, they gained entrance and succeeded in sabotaging the base's weapon silos despite taking heavy casualties from the Astral Claws who bitterly contested their attack. Now free to move into close orbit, the two battle barges descended to bombard the planet from the upper atmosphere, smashing the Secessionist held positions into surrender, and liberating Surngraad. With Surngraad once more in Loyalist hands, the task of quickly rebuilding the planet's defences went to the Salamanders, the technically-minded Chapter taking to the task with gusto before any serious Secessionist counter-attack could be mounted, the *War Talon* and *Pyre of Glory* standing sentry in orbit. Surngraad marked a turning point in the war, and the beginning of a potential wedge that could be driven down the middle of the Secessionist worlds, but before anything more could be made of the gain, dire news came from the Howling Griffons stationed at the Khymara system of a deadly new threat.

The Axe Falls at Khymara

4 003 907.M41

In what would mark the bloodiest year of the conflict thus far, 907.M41 began with a disastrous defeat for the Loyalist forces. The bulk of the Executioners Chapter arrived in force in the Maelstrom Zone, and upon rendezvousing with their advance force aboard the former Rogue Trader's flagship and now Chapter prize of war *Night Hag*, they conducted an immediate surprise attack at Khymara. This at a stroke succeeded in destroying the Loyalist outposts, listening stations and the vital Astropathic relay complex on the night moons of the Khymara system. Outnumbered as well as overwhelmed by the force and speed of the assault, the Howling Griffons Chapter forces garrisoning the Khymara system suffered greatly as the system's

bastions and stations fell one after the other despite their tenacious defence; the blood of the Howling Griffons Chapter spilling fruitlessly into the airless dust as they sought to prevent the Executioners from destroying the Loyalist emplacements utterly. Their strategic objectives achieved, the Executioners strike force withdrew from the field although it would have been in their power to annihilate the Loyalist survivors if they had wished. This development provoked much consternation from Lugft Huron, but mindful of the dangerous temperament of the Executioner's commander, the High Chaplain Thulsa Kane, he is known to have stopped short of issuing any formal reprimand to them, and instead welcomed them into the battle for the Secessionist cause.

As for the Howling Griffons, the bulk of their forces in the war had been all but systematically destroyed by the relentless onslaught, which also resulted in the catastrophic destruction of their strike cruiser *Augeias*, as well as the death of the revered Chaplain Dreadnought Titus, an event which struck a hammer-blow to the Chapter. But despite these grievous wounds dealt to them, the remainder of their taskforce continued to doggedly fight on, refusing to shirk their responsibilities to the Loyalist cause until formally relieved from the war in 909.M41.

Lord Commander Carab Culln

The newly anointed Lord High Commander Carab Culln, Chapter Master of the Red Scorpions, was a warrior of great courage and battle experience who had fought foes as diverse as the Chaos Legions during the Siege of Vraks and the Tiranids on doomed Beta-Anphelion in his long career. Verant Orty's appointed successor should he fall in action, and backed by the wisdom and blessing of Sevrin Loth, the Red Scorpions famed Chief Librarian (who himself was treated very much as a living legend by the Chapter), Carab Culln's transition to supreme commander of the Red Scorpions was well received by the majority of his battle-brothers. His entitlement to step into the mantle of his dead lord as Magister Militum and overall commander of the Loyalist Space Marine forces was by no means automatically assured however, and it was only with the principal support of the Raptors and Salamanders contingents that the title was granted to him, as well as his own impassioned plea in the war council that he had the right of vengeance and proven mettle to master the task. It was this latter speech which also swung the Fire Angels and Novamarines to his cause. With both the Sons of Medusa and the Marines Errant acquiescing to whomsoever should be selected victor without contention for their own reasons, the only direct opposition to Culln's accession came from the Fire Hawks Chapter Master Stibor Lazaerek, who demanded that he instead should be granted overall command. Lazaerek's ranting tirade in the war council was silenced by the quiet, measured voice of the only figure present who was not a Space Marine, Legate-Inquisitor Jarndyce Frain. The slight, black cassock-clad figure stood before

Enemies Unlooked For

Mid 907.M41

Perhaps unsurprisingly given the tide of war that had overtaken the Maelstrom Zone, attacks from unaligned raiding forces and xenos races based within the turbulent expanse of the Maelstrom dramatically increased, reaching a new height during 907.M41. Although Imperial intelligence sources were wont to lay the hand of the Tyrant of Badab behind every pirate attack or xenos stirring in the darkness at the time, evidence since gathered has proved this simply not to be the case. Indeed with the brooding malevolence of the Maelstrom behind them and the Loyalists to the fore, it is apparent that the Secessionists suffered the worst at the hands of non-aligned forces during the Badab War.

During this period Ork "Gore-Chompa" pirate clan warbands spilled from the greenskin infested Calah system with a score to settle. Their terror ships assaulted Secessionist supply convoys between the Endymion Cluster and the Badab Sector, and ultimately gave battle to the Mantis Warriors at Endymion itself. There a force of Ork 'Landas' put down and estimated twenty-thousand boyz-strong warband equipped with a profusion of battle wagons, buggies and 'kans' of many types

the gathered superhuman warrior-lords and reminded them that they fought not for glory, gain or even revenge, but to enact the will of the God-Emperor as spoken by his duly appointed servants, the High Lords of Terra, at whose word the Imperium turned. Frain endorsed Carab Culln and tasked him to take the battle to the enemy, and brook no delay in wielding judgement's sword. It was an admonition Carab Culln took to heart.

A warrior whose reputation had spread beyond his own Chapter even as a Captain, Carab Culln was renowned as an inspiring leader of unimpeachable bravery, even among the high standards of his kind, as well as a skilled, if unobtrusive, strategist with an unyielding will. Never before however had he commanded so powerful or large a force, few generals had, and even though the Badab War was to be Carab Culln's baptism of fire as a Space Marine Chapter Master, he proved to have wit and wisdom enough (despite a notably inflexible personality), to avail himself of the knowledge and particular expertise of those around him. This was to include those such as Lias Issodon, Chapter Master of the Raptors who he set loose to harrow and destabilise the enemy on Gargathia and Galen, and Pellas Mir'san of the Salamanders, a Captain of great experience and technical knowledge, whose council he quickly grew to rely on to aid his analysis of the war's shifting battle lines and endless shadow play. Carab Culln was to prove an aggressive and often surprisingly innovative strategic commander during the Badab War, who along with his Red Scorpions preferred to lead the major actions of the war from the front.



Huron's Sins Uncovered

3 151 908.M41

Inquisitorial interrogation of an Astral Claws Apothecary captured during the battle for Sungraad's polar fortress revealed to the genuine shock of his interrogators that the prisoner was not in fact an Astral Claw by origin at all, but was in fact a former member of the Tiger Claws, a Chapter long thought lost. Further dire and extreme interrogative methods were then unleashed in utter secrecy as a planned series of stalk-and-capture raids were engaged upon by covert Space Marine and Inquisition forces operating within the Maelstrom Zone.

Evidence was quickly amassed of an unforeseen and terrible heresy that had been pursued by the Astral Claws and Lugft Huron for more than a century. This evidence proved that, at Lugft Huron's orders, the Chapter deliberately withheld the Astral Claws gene-seed, not to replenish the Chapter's own losses, but at first in order to help save their near extinct kin, the Tiger Claws Chapter. The last remnants of which had sought sanctuary with them in secret, Lugft Huron and his fellows hiding them within the Astral Claws' own ranks. This sin, compounded and compounded again, had led to another far more dangerous act. Repeatedly denied the re-enforcements he had requested to aid him and the Maelstrom Wardens in carrying out their tasks as Lugft Huron saw them, in his monumental arrogance and pride, the Tyrant of Badab had sought to expand his own forces far past the levels mandated by the Codex Astartes. For at least a hundred years before the outbreak of conflict, the Astral Claws' secret goal had been the transformation of their Chapter slowly into a force equal to a Space Marine Legion of old. By this example Lugft Huron, it appears, sought at first not to rebel against the Imperium, but to prove his case by deeds writ in blood; a Maelstrom scourged

clean, and a new realm carved out for Mankind in the Emperor's name. Regardless of the insane folly of such a plan, it was doomed by the fickle hand of fate. Up until the outbreak of the conflict, he had sought to hide the steady build-up of his forces, dispersed among the far flung stars of the Maelstrom Zone and far away from prying eyes. But, then came the tithe fleet and the threat of direct scrutiny he could not afford to tolerate and with it war, a war too early in the Tyrant's plans and against entirely the wrong enemy. Immediately, unexplained factors about the war, the rates of attrition and reported strengths of the Secessionist enemy were cast into a new light.

Further covert investigation uncovered the fact that the Astral Claws Apothecarion had been conducting heretical experiments in rapid zygote cultivation. While largely unsuccessful, thanks to the use of its un-submitted gene-seed, the Astral Claws Chapter now stood at around an estimated three and a half thousand battle-brothers strong.

In the face of this wanton heresy and deceit, and invoking full emergency authority, Inquisitor-Legate Jarndyce Frain condemned the entire Astral Claws Chapter as Excommunicate Traitoris under sentence of death, and placed their allies under official suspicion of heresy and treasonous contravention of Imperial High Law (as no immediate evidence existed that they also partook of Huron's sin). This fact fundamentally altered the nature of the conflict and a pall of secrecy descended over the war. At Frain's insistence, further Ordo Hereticus forces and regiments of Schola Progenium Stormtroopers are also called up with the intention of following behind the Space Marines' battle lines to conduct full inquests on each world reclaimed from the Tyrant's grasp to root out the full extent of this heresy.

which proceeded to slaughter the planet's meagre garrison. The Mantis Warriors were forced to pull back and counter-invade Endymion lest they lose the world, meeting the Orks in a rapid moving land battle on the dust plains of Oarella. Here the Chapter's Predator and Razorback squadrons, supported by wave after wave of Thunderhawk Gunship airstrikes succeeded in pulling out a fifty-kilometre long zig-zag trail of burning Ork wrecks and shredded bodies by repeated feigned retreat in front of the enraged Orks. As serious as the Ork attack against the Cluster was, far worse in potential implication was the growing threat of the daemon-tainted corsair-cults based on the blighted world of Magog, whose increase in power had actually driven forth the recently defeated Orks. Soon the Secessionists were forced to take pre-emptive action and launch a direct assault of that hellish planet, which despite a prior Exterminatus campaign had long remained a thorn in the Maelstrom Wardens' side. An Astral Claws battle barge under command of Corian Sumatris, one of Huron's most seasoned battle-leaders,

was recalled from the frontlines to conduct the attack on Magog, along with two companies of the Chapter and a strong force of Astral Claws and Lamenters Terminators hand-picked for the mission. This proved a costly diversion for the Secessionist cause, and the fatalities the force suffered during the execution of the decapitation raid on Magog were costly, but the Tyrant knew well that they could ill-afford not to take the opportunity to cut off the threat while it was still forming. Had they not done so, they would have risked a war on two fronts if they allowed the horrors being birthed on Magog to reach their fruition, but by doing so they were unable to reinforce their flank when a fresh enemy took to the conflict's stage.

The Wrath of the Minotaurs

5 440 907. M41

The Minotaurs, a powerful fleet-based Chapter of dark renown and uncertain ties to the Adeptus Terra arrived in full strength in the Maelstrom Zone in mid 907.M41. They announced their presence in the war by launching

a full chapter-scale attack on the Secessionist dominated mining facilities on Kryo, wiping out the forty-six thousand strong Tyrant's Legion garrison and rendering the mine-works unusable before moving on. The Minotaurs then sent a ship and officially presented themselves to the Loyalist council of war, but their master, the darkly famed Asterion Moloc remained with his Chapter as they proceeded to maraud through the Pale Stars region, striking a pre-planned list of targets in a deliberate effort to decimate rather than conquer the resource production facilities of the region, and thereby begin to starve the Secessionist war effort. The arrival of the Minotaurs was a cautiously welcomed by the Loyalists, and they added considerable strength to the Imperium's cause, particularly in heavy ships and ground assault assets, the Chapter being well-proved for in strike cruisers, Land Raiders and Vindicators and both expert and merciless in their use as a besieging force. The Minotaurs' attacks were indiscriminate; targeting not only the thirty-plus minor worlds and stations the Secession had taken direct control over, but also overlooked independent minor outposts, and even those that had held faith with distant Karthan masters. While the Minotaurs co-ordinated their efforts with the Loyalist command network, they operated largely independently in the southern Maelstrom Zone, striking targets amid the Pale Stars and Dene Stellar Drift border regions. In these battles the viciousness of the Chapter's reputation for leaving no survivors among those that resisted them quickly grew, and remained uncontested until the arrival of the savage Carcharodons to the Loyalist cause later in the war. Only the warships and strike forces of the Executioners seemed able to stymie the Minotaurs' progress in the southern Maelstrom Zone, the two Chapters seeming to almost relish the battles between them as a kind of bloody sport. During the remainder of the year, the Minotaurs gained several important victories effectively destroying the Tyrant's Legion force on Crows World and Larsa in a series of savage planet-strikes, and forcing the Astral Claws and their puppet-worlds to move from static, prepared positions or risk having their worlds isolated and ravaged one-by-one. Thanks to the direct and collateral damage the Minotaurs' actions caused it is estimated that within one third of a standard year of their arrival in the region, the human population of the Pale Stars alone was reduced by more than 20%.

While the Minotaurs Chapter ceded overall strategic authority to the Loyalist war council, they deliberately stayed largely out of its general chain of command, distancing themselves from the other Chapters and deferring to Legate Inquisitor Frain more often than High Commander Culln or his advisors. This distance was shown in that their standing representative to the war council was the gaunt and taciturn Chaplain Enkomi, whose red-rimmed eyes observed all, although he barely raised a word during the gatherings. There is no record of Asterion Moloc ever putting in a personal appearance at council, and the only evidence that he was present in the war at all comes from pict-footage recovered from battle scans and fearful stories spread by the few survivors of

the Minotaurs' attacks. The power of this Chapter quickly proved a decisive weight in the Loyalist's favour regardless of its methods. By the end of 907.M41, thanks to a series of set-piece battles and brutally contested boarding actions, the Secessionist forces began to be pushed back from several key systems and suffered severe losses. Elsewhere, in the northern-central Maelstrom Zone, despite the battle for Galen between the Astral Claws and a joint force of Salamanders and Fire Angels developing suddenly into a three-way conflict as a popular uprising for independence took hold of the battered population of the frontier world, the system fell into Loyalist hands.

In a further blow to the Secessionist cause, Vyaniah, subject to repeated attack for the last few years finally fell to the Loyalists after a massive joint assault by the Minotaurs and Red Scorpions Chapters. Already bled dry by the Secessionists and stripped of some of its heavy arms so that they might be used to shore up defences elsewhere, Luft Huron had all but abandoned the world and the sizable Tyrant's Legion garrison stationed there to their fate. The end when it came was swift and brutal, as charcoal grey and bronze drop pods rained from the skies onto the streets and industrial plazas of the proto-hive of Caelian in a night-assault which rent the darkness with flame. Thrown into panic and disarray by the assault, the Leman Russ squadrons and infantry Auxilia phalanxes of the Tyrant's Legion fired on each other in the confusion as the angels of death fell among them and the city became a tangled and confused butcher's yard. By dawn Vyaniah was in Loyalist hands and the Tyrant's Legion garrison was put to the sword.

The Scouring of Cygnax

908.M41-910.M41

Evidence acquired by Inquisitorial agents revealed in early 908.M41, details of contacts between the Astral Claws, renegade human elements and 'heretek' scavengers from the Golgothan Wastes. Between them they had devised a plan to recover buried weapons stores on the dead world of Cygnax. In response the Loyalists ordered a scouring of the world and the Atropos Clan company of the Sons of Medusa was given the chief role in this task, backed by a newly arrived company from the Exorcists Chapter. The Loyalist force first blockaded the planet before conducting a grid-sweep of the world as the numerically inferior Secessionists and renegades went to ground in the shattered hive cities, relying on the hellish terrain and radiation fogged atmosphere to prevent them being easily discovered. The scouring of Cygnax required a determined and brutal campaign to scour out the Tyrant's forces, the conduct of which caused some discord between the Sons of Medusa and Exorcists, with accusations from the Exorcists that the Sons of Medusa were more interested in serving their own hidden designs on Cygnax than in hunting down the enemy as expeditiously as possible. The smaller Exorcists force was soon withdrawn and redeployed to the forthcoming assault on the Sagan system, while the Sons of Medusa were left to liquidate the Cygnax threat as they saw fit.

RED SCORPIONS CHAPTER MASTER

*Lord High Commander Carab Cullin,
Chapter Master of the Red Scorpions and
Magister Militum of the Imperial forces
during the Badab War.*



1. Terminator Armour

Carab Cullin wears a suit of Tactical Dreadnought Armour (also known as Terminator armour). This most durable of body armour represents the pinnacle of Imperial defence technology, and is believed to have been based on the heavy duty exo-armour developed during the Dark Age of Technology for work within the hyper-pressurised inferno of an active plasma core and other utterly lethal environments. The suit's survivability, particularly when combined with a Space Marine's enhanced physiology is legend, and a Terminator can survive colossal kinetic impacts, directed energy weapon discharges and even orbital debris strikes. This extreme survivability, plus the suit's servo-enhanced strength and stability, make it perfect for the most dangerous of missions, such as tunnel fighting, space ship boarding actions and the most brutally contested city fights.

Terminator armour is relatively rare, and only a few Chapters possess sufficient working suits to fully equip their 1st Company as the Codex Astartes proscribes. The Red Scorpions are no exception to this, with each suit of Terminator armour they possess being a relic of the Chapter, with the role of each successive wearer's deeds faithfully kept by the Chapter Forge. Carab Cullin's armour is the same suit he was first assigned upon his appointment to the 1st Company veterans over a century before his recent ascension to command his battle brothers, and has grown ever more embellished over time by his achievements and battle honours. Its defences are further enhanced with a protective energy field generator known as an Iron Halo, mounted within his breastplate.



2. The Blade of the Scorpion

Long the chosen weapon of the Lord Commander of the Red Scorpions, the Blade of the Scorpion is a powerful relic of war. A perfectly balanced great sword of micro-folded Adamantine, etched at a molecular level with liturgies of harm and destruction, the blade can cleave through even ceramite plate unassisted when wielded with a Space Marine's superhuman strength. But it is the Blade of the Scorpion's disruption field generator, far more powerful than that found on a standard power weapon that gives it its devastating strength. In skilled hands, such as Cullin's, the sword can bisect even an enemy Terminator in a single blow or shatter granite without so much as marring the blade.

3. Storm Bolter

Carab Cullin's other weapon is a storm bolter, a plain and largely unadorned example of its kind; it is nevertheless a valued artefact in its own right, tended faithfully and kept in perfect operating condition by Cullin himself.

4. Insignia and Heraldry

Anointed Lord High Commander following the sudden death in battle of his predecessor Verant Orlys, Carab

Cullin's armour as shown here still retains much of its iconography and insignia from his prior role as Captain of the Red Scorpions 1st Veteran Company. Cullin himself cared little for the mere trappings of office over deeds, and insisted that the Chapter's artificers had better things to do than "tamper" with his heraldry until the Badab War was won. The only concession that was taken to display his exalted rank was the adoption of a crimson mantle of command and in taking up the Blade of the Scorpion and relinquishing his former weapon, the Sword of Vord, to his successor captain of the 1st Company. To his battle-brothers of the Red Scorpions, no other sign was needed to confirm his ascendancy. Also evidenced on Carab Cullin's armour are some of his many citations and battle honours, including the sacred Crux Terminatus and golden wreath of a Terminator Captain, the winged skull of a prior Imperial Crusade commander, the silver Aquila token of the Chamber Militant's citation of valour and a reliquary containing the soil of the shrine world of Karal, awarded by the Synod Imperialis for the successful defence of that world.



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TRANSCRIPT BEGINS...[1s1/1/75/S.102] 933.M41

NGCT
GSX 4567
01/78/087
257/856

Brother Tobias kicked down the buckled Rhino door and threw himself out into the street moments before the APC exploded behind him, peppering the backpack of his power armour with shrapnel. The Fire Angel turned into the cover of a twisted gantry spar, as with a staccato scream two more shells tore into the burning Rhino and cantered the wreck down the roadway like a child sporting with an empty food can.

Brother Tobias's autosenes augers struggled to pierce the clouds of black smoke and ferrocrete dust to survey the arteria junction's broken tangled of collapsed overpasses and shattered blockhouse storage vaults. Nearly a kilometre away the Tyrant's Legion had formed up an artillery battery of Basilisks behind a barricade of overturned cargo-haulers. The traitors were maintaining a steady stream of shells, but their fire patterns were disorganised and erratic, and it was simplicity itself to calculate the gaps in their kill zones; blind spots in their fire sweeps wide enough to drive a column of Land Raiders through.

Tobias quickly signalled his findings to the Loyalist command-net, receiving encrypted data-returns via the Salamanders Chapter's Prometheus Fireborn Son four kilometres away indicating his next objectives. Highly concise tactical updates scrolled across the inner lenses of his eyepieces; the starports and secondary landing zones were theirs, resistance was better disciplined and heavier than expected, but their progress had not been significantly slowed. It was the first time he had fought beside the honoured First Founding Chapter and he was pleased to find them everything their legend said, despite their...eccentric appearance.

The battle for Sagan was turning in their favour.

His task complete for the moment he continued on, picking a precise path through the rubble and the smoke, slaying out of the battery's line of sight with ease. Detecting movement on the edge of his vision, he froze still against a fallen statue of some faceless scribe or notary, as silent and watchful as a statue himself. Struggling across the rubble were a squad of Legion troopers, ashen-faced and dust covered. A faint mist of blood fell on him as he waited motionless, the gore spilling down from a crashed monotrans passenger car caught like a fly in an iron web between two storage blocks far above him. The blood droplets peppered the dust that covered his armour with rust red. His battle-hardened mind assessed the relative strengths and weakness of the six soldiers without conscious thought; armament, distance, levels of combat effectiveness, routes of attack and escape calculated in less than a few panicked beatings of their hearts. For the Fire Angel, alone behind enemy lines; ammunition preservation was at a premium and so the majority of his killing would be done at close quarters.

No sooner than his assessments were made he was moving, thought and action as one, uncluttered by the need for self-doubt, indecision or mortal fear. He covered half the distance between him and the ragged squad before the first one heard him and started to turn.

The blond-haired one, no more than seventeen years standard perhaps, he carried the squad's heavy stubber, and thereby rated the greatest threat. He died first, the exploding bolt shell hollowing out in his chest cavity in a welter of blood. The squad leader, an older ill-shaven man at the rear fell second; a head shot ending his life as he struggled to raise his shotgun.

Then Tobias was in amongst them, his bolter on his belt and his combat blade drawn in a smooth, almost effortless motion. A backhanded chop of his gauntleted hand snapped the neck of the nearest trooper, while the blade took his neighbour's life, head lolling back obscenely from the opened neck as the Legion trooper collapsed to his knees and expired. Then there were two. Terrified recognition registering in their eyes that the giant figure looming before them was their death come round.

One tried to fight while the other turned to flee. The brave but doomed trooper raised his laser and fired, but the pulse of crackling light went wide as Tobias's blade had already found his heart.

"To the brave, the quick embrace of death, and despatch to the Emperor's judgement," Tobias thought, quoting the Chaplain's instructional sermons as if he had heard them only this morning, not a century before 'ds a novice under the light of a far distant star.

His eyes focused on the last trooper scrambling and screaming across the rubble in a vain attempt to flee his doom. "But not so the coward; for him agony, in this world and the next." His mind finished the quote, and he sprang forward, as in the skies behind him the Thunderhawk gunships swept in low to deliver their lethal cargo.

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The Second Battle of Sagan

3330 908.M41

In a major planetary assault, the Secessionists were driven from their fortresses on Sagan by the largest combined Loyalist force so far fielded in the Badab War, utilising the massed strength of the Fire Angels, Red Scorpions and Exorcists supported by assault-specialised forces drawn from the Salamanders, Raptors and Novamarines. The fighting proved particularly bloody and rather than give up the strategically vital system, the Secessionists chose to mount a defence at any cost. This ultimately destroyed a sizable component of their own battle line, the Astral Claws resorting to the use of viral weapons that slew tens of thousands of the world's population in a desperate attempt to either drive the Loyalists from the surface or render the planet unusable by either side. Here amid the maze of storage compounds and tabulation-houses on the formally Administratrum controlled world's sprawling surface conurbation, the Fire Angels fighting in full Chapter strength carried the brunt of the Loyalist casualties, valiantly sacrificing themselves in order to contain the Astral Claws' last-ditch suicide attacks. The Second Battle of Sagan resulted in the highest death toll of any single engagement of the war thus far as well as the loss of several key Secessionist warships in a vain counter-attack on the system.

Despite paying a heavy price in blood for their prize, the successful invasion of Sagan was a major turning point in the war, with the system becoming the Loyalist's

primary base in the Maelstrom Zone and affording them greater access to the Maelstrom Zone's primary stable Warp routes, while also denying those routes to the enemy. Soon afterwards, using Sagan as its supply point, Sunngraad was fully relived and reinforced, and the Endymion suppression campaign began, effectively forcing the remaining Mantis Warriors into a purely defensive posture and isolating them from Badab and their allies. This effectively split the Maelstrom Zone, relegating the Secessionists into two regions – the Endymion Cluster and the still unbreached and heavily defended Badab Sector itself. From this point onwards the Secessionists' aggression would be limited to commerce raids and targeted strikes primarily carried out by the vessels of the Executioners and Lamenters Chapters, Lugft Huron's dominion elsewhere proving brief.

The Green Tide

908.M41-909.M41

Beyond the Badab War, massive Ork incursions and multiple Waaagh!s erupted, threatening the safety of the Ultima Segmentum. As the Badab Secessionists were judged now to be effectively contained, the Loyalist forces of the Novamarines, Raptors and Howling Griffons, all of which had suffered battlefield attrition to some degree, were one-by-one withdrawn from the conflict in managed stages as part of a major Imperium-wide strategic redeployment along with a number of warships of Segmentum Solar reserve forces which had been deployed to the Loyalist cause.



[Special Addendum: Chapter Redeployment]

Intelligence indicates that the Chapters withdrawn from the conflict were not deemed 'reliable' enough to conduct the kind of merciless campaign against their fellow Astartes that Inquisitor Frain now demanded. This was the prime reason for their redeployment, although the Ork threat was also very real. Rumours persist that the Salamanders had successfully resisted similar pressure to be re-assigned during this period. Credence can be given to this story by the arrival of fresh Space Marine forces from the Exorcists and Star Phantoms and further reinforcement from the Sons of Medusa Chapters to execute the final destruction of the Secessionists. All were Space Marine Chapters considered by some to be outsiders among the Space Marine brethren in some way.

The Destruction of the Lamenters

6 888 908.M41

By 908.M41, the Lamenters Chapter had already suffered significant losses through attrition, the fleet-based Chapter having been in continuous deployment defending the southern Badab Sector as well as serving escort duty to many Secessionist supply convoys. They were still a force to be reckoned with though, and a plan was put into action to isolate them from Lugft Huron's cause and take them out of the war. Legate-Inquisitor Frain's insidious spy network, in concert with long range augury scans and scouting missions conducted across the southern Maelstrom Zone, provided the Loyalists with a mass of data about the Chapter's movements and deployments which was then analysed in search of a pattern. What was immediately obvious to them was that the Chapter was being used as an ablative shield by the Tyrant of Badab to guard his southern flank and contest the Loyalist domination of the Pale Stars, while he kept the bulk of the Astral Claws in reserve near Badab itself. Seizing on this weakness the Minotaurs Chapter was gathered in strength to wait for an opening to strike where they would be most effective. That opportunity came in 6888908.M41 when the location of the Lamenters' Chapter barque *Mater Lacrimarum* was discovered in orbit over the feral world of Optera taking on supplies. Immediately a rapid strike force was dispatched to attack the ship, and succeeded in catching it and crippling its main drives preventing it from fleeing the system. The barque, which carried both the Chapter's recovering battle casualties and its precious resource of gene-seed was a target the Lamenters could not help but try to defend at any cost, and so the trap was sprung. Lured in by a continuing series of attacks on the barque, the bulk of the Lamenters' fleet carrying with it much of the Chapter were drawn back to the Optera system without further reinforcement from the Secessionist cause. Once there, they were then engaged by the full power of the Minotaurs Chapter in a bloody battle which lasted seventeen standard hours and was fought in the most brutal ship-to-ship fighting imaginable and upon the rocky surface of Optera V. The Minotaurs suffered

heavy casualties but overpowered their enemy by virtue of their own brutality and sheer weight of numbers. With their forces shattered, the remaining Lamenters were forced to surrender rather than risk total annihilation once the barque had been taken and much of their fleet was left wrecked or burning. Having suffered serious losses themselves in defeating the Lamenters, the Minotaurs claimed salvage rights to the crippled remnants of much of the Lamenters' fleet and the wargear of the fallen. The surviving Lamenters, barring a few that remained at Huron's side during the battle were incarcerated on a prison hulk orbiting the night-side of Sagan II amid rumours of their growing insanity in confinement.

Including the casualties captured in the Chapter's Apothecarian during the battle, only three hundred and eleven Lamenters battle brothers survived to be interned on a prison hulk orbiting Sagan for the rest of the war. An unknown number (estimated to be less than a hundred) Lamenters deployed elsewhere during the fighting remained, the Chapter's loss removed from the Secessionists a great strength they could ill afford to lose.

The Angstrom Incident

4 897 908.M41

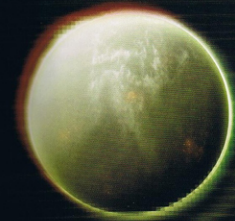
In one of the most remarkable operations of the Badab War, the Loyalists intervened in matters unfolding on the world of Angstrom in 908.M41. The sovereign independent Adeptus Mechanicus domain of Angstrom in the eastern Maelstrom Zone had remained neutral so far throughout the conflict, rejecting diplomatic missions and threats from both sides to join with them in the war. The Magos of Angstrom considered the conflict itself no more than an "internal dispute" between competing Imperial factions in which they had no cause to interfere, and had made known their intention to defend their territorial sovereignty against all interlopers. Instead of taking sides, Angstrom had simply continued its operations as usual, which included fulfilling a long-standing agreement to render up a 'bounty' of advanced weapons and refined ores to be collected by the Imperium's representatives on a three-yearly cycle from the edge of their planetary system. Pointedly, the Magos cared not for just which of the Imperium's servants retrieved the bounty, only that their part of the arrangement was carried out to the letter. In the past this bounty had supplied the Maelstrom Wardens with a vital resource and the Tyrant's servants continued to be in the perfect position to collect it, greatly aiding their war effort. This unique arrangement was to result in one of the most singular incidents of the war as the Red Scorpions and Salamanders jointly conducted a secret plan to prevent the Secessionists from claiming the bounty.

By patient infiltration of the outer system, the Loyalists deployed a small elite force covertly into Angstrom XIII before the fulfilment of the bounty, commanded in person by Lord Commander Carab Cullin and Captain Pellas Mir'san of the Salamanders. Angstrom XIII was a lifeless, turbulent, volcanic world on the edge of the forbidden system where the contract was to be fulfilled,

and with the pilots of the Salamanders Chapter, who had peerless experience in operating in such hostile environments thanks to the nature of their home world of Nocturne, they managed to infiltrate a strike force on the surface of Angstrom XIII and lie undetected in waiting. In short order, the Secessionists arrived in the system and waiting until the exchange was underway, the Loyalists enacted their lightning ambush, sabotaging the star port bays and attacking Secessionist vessels as they landed to retrieve the bounty. The battle that followed was brief but furious; conducted in the inferno reaches of Angstrom's surface as the Loyalists sought to inflict as much damage as possible before they were forced to retreat. In the confusion and destruction that followed, the Angstrom Mechanicus incensed by the outbreak of hostilities within their domain assaulted both sides, with heavily armoured attack columns of Tech Guard and Praetorian battle servitors making landfall on

Angstrom XIII within hours of the attack being launched, while Typhon-class Hunter-Killers attacked the warships of both sides in Angstrom XII's orbit and swiftly drove both Loyalists and Secessionists from the system.

What became known as the 'Angstrom Incident' granted the Loyalists a major strategic victory, but did however stir the notoriously bellicose Mechanicus of Angstrom into taking a greater interest in the war, their warships and ground forces conducted retaliatory raids against Galen and Ibis, until the Terran-Legates intervened and brokered a peace with the promise of eventual restitutions. Lord Commander Carab Cullin however remained cautious and dispatched the remnant Fire Hawks Chapter and the *Raptor Rex* alongside a pursuit force selected from a mixture of Loyalist Chapters to conduct a blockade of the outer system's approaches as a precautionary measure for the war's duration.



PLANETARY DATAFAX: SAGAN-III

CLASS: TYPE-B TERRAN WORLD, MASS 1.3 T, (ROTATION 26.2 STANDARD HOURS), 1.15G.

DESIGNATION: ADMINISTRATUM TITHE-FORTRESS/MASS STORAGE FACILITY

POPULATION: ADMINISTRATUM ADEPT TASKFORCE [ESTIMATE: 12 MILLION], SECONDARY GRADE ADMINISTRATUM WORKFORCE [ESTIMATE: 160 MILLION], INDENTURED LABOUR UNITS [ESTIMATE: 610 MILLION]

TITHE GRADE: III-SECUNDI [SPECIES: TRANSHIPPING]

CLIMATE/GEOGRAPHY/BIOSPHERE: ATMOSPHERE - DRY/TEMPERATE, PRIMARY SUPER-CONTINENTAL MASS, SMALL HIGHLY ALKALINE SEAS, EXTENSIVE WATER PURIFICATION AND IRRIGATION NETWORKS, SUBSISTANCE ECOLOGY WITH LITTLE PRECIPITATION.

GOVERNMENTAL TYPE: ADMINISTRATUM CONCLAVE OF ORDERS

PLANETARY GOVERNOR: QUASTOR-GENERAL LYLEN DE MUIZON

ADEPT PRESENCE: HEAVY, SAGAN-III IS A PURELY ADMINISTRATUM CONTROLLED WORLD, WITH MINOR MANDATED PRESENCE OF ADEPTUS ARBITES AND MINISTORUM AGENTS AND OFFICES.

MILITARY: TITHE DEFENCE GARRISON [EXTENSIVE/WELL-EQUIPPED PLANETARY DEFENCE FORCE WITH EQUIPMENT STATUS EQUIVALENT TO FRONTLINE IMPERIAL GUARD STANDARDS], MORAL COMPLIANCE AUDIT FORCE [MINOR/CIVIL ENFORCEMENT AND LABOUR OVERSIGHT PARAMILITARY UNITS], PRIMARY DEFENCE SURFACE-TO-VOID BATTERIES MOUNTED ON MOONS SAGAN-II/C AND SAGAN-II/D

TRADE/ECONOMY/ADDENDA: SINCE THE LATE M.39 SAGAN-III HAS EVOLVED INTO THE PRIMARY TRANSHIPPING STATION AND TRADE HUBS BETWEEN THE MAELSTROM ZONE AND THE IMPERIUM PROPER, TAKEN OVER UNDER THE AUSPICES OF AN ADMINISTRATUM TASKFORCE IN 05 667 556.M40 THE PLANET WAS SWIFTLY REPURPOSED AS A HEAVILY PROTECTED STORAGE AND SUPPLY FACILITY AT WHICH GOODS AND MATERIALS COULD BE AMASSED AND CENTRALISED FOR CONVOY SHIPPING TO THE KARTHAGO SECTOR AND BEYOND, AND SERVE A SECONDARY FUNCTION AS A WEAPONS AND SUPPLY STORAGE FACILITY ACCESSIBLE BY THE WORLDS OF THE MAELSTROM IN RETURN FOR ADDITIONAL TRADED RESOURCE TITHE. ALSO NOTEWORTHY WITHIN THE SYSTEM ARE SAGAN-V (OUTPOST WORLD, INDIGENOUS FERAL POPULATION) AND SAGAN-VIII (AKA LUMINAL) ON WHICH IS BASED A MINORIS-GRADE IMPERIAL NAVY ANCHORAGE AND ASTROPATHIC RELAY.



Loyalist Domination of the Maelstrom Zone 909.M41

With the vital junctions of Sagan and Vyaniah now in their hands and the Lamenters knocked out of the war, the Imperium Loyalists now had effective command of the Maelstrom Zone's major Warp-routes, enabling them to rapidly move their forces across the region almost at will, while largely denying that ability to their enemy. This factor, combined with the Angstrom Incident's aftermath which served to stir up a hornet's nest in the near-Maelstrom region, effectively cut the Tyrant's sphere of influence in two and contained the Secession. This shift in the balance of power also effectively divided the Secessionists between the Endymion Cluster and the Badab Sector itself. Now only the unpredictable forces of the Executioners Chapter, offered a significant threat to the Loyalists' control outside the Secessionist enclaves.

Of these two Secessionist-controlled zones, the far lesser danger to the Loyalist cause was the Endymion Cluster. Here the surviving Mantis Warriors were reduced to fighting a guerrilla resistance against an ongoing Loyalist suppression campaign carried out by elements of the Fire Angels and Sons of Medusa Chapters, with sporadic but bloody engagements being fought in the Tranquillity, Iblis and Sigard systems, including one severe defeat for the Loyalist forces when the Fire Angels Strike Cruiser *Polaris Rising* was raided by the Mantis Warriors under the leadership of their prophetic Master Librarian

Inquest of the Renegade Chapters

Soon after the discovery of the heretical intent of Lugft Huron and his Chapter, Inquisitorial missions were despatched by the Holy Ordos to the homes of both the Mantis Warriors and Executioners Chapters to examine them for any evidence of complicity in this heresy, as well as genetic tampering and moral deviance of any kind. The mission to the Endymion Cluster was denied access to the Mantis Warriors' hidden bases, but was provided with samples of the Mantis gene-seed for testing, which proved ultimately to conform within tolerance but with some gene-dissonance detected. The mission to Stygia-Aquilon, the twin home worlds of the Executioners Chapter however was allowed full access when it finally arrived after a five standard month-long perilous journey to the southern fringe. Despite some concerns over the individualistic and somewhat fractious tendencies of the Chapter, the investigation found both their gene-seed and faith uncorrupted, as well as shedding some light on the causes of their involvement in the conflict on the Secessionist side. It is of note that no separate mission was in fact despatched to contact the Lamenters, and whatever findings they uncovered from the Chapter barque after the battle at Optera remain sealed and withheld, even from the Inquisitorial reports made available to the Segmentum conclave at the time.

Alhazra Redth. The Mantis Warriors' hit-and-run attacks succeeded in damaging the warship's main plasma reactors and weapons bays before withdrawing. This left the Fire Angel's ship vulnerable when, within hours, two marauding Ork kill-kroozers arrived in the system, their path predicted by the Dust Prophet's art. Outnumbered and outgunned the Fire Angels fought a resolute last stand against the Orks, killing hundreds of the greenskins and gutting one of the kill-kroozers in a suicidal boarding assault before being overwhelmed and backed into a last ditch defence of the remaining few compartments of the *Polaris Rising* as the Orks swarmed her decks. It was then that the Mantis Warriors showed their hand, falling in ambush on the badly mauled Ork forces from the rear, annihilating them. In the battle's aftermath, the thirty-seven surviving Fire Angels Space Marines, all casualties of one form or another, were marooned on Sigard VI under the care of their surviving Apothecary and his med-servitors, while the battered *Polaris Rising* was taken by the Mantis Warriors as a prize of war.

Elsewhere, only the Badab Sector remained resolutely in the Tyrant's hands. Comprising the Badab System itself, as well as a number of important and highly fortified systems, most notably Eshunna, Decabalus and Isin, Strategos-Militum analysis indicated that taking these systems would likely be as costly and bloody an affair for the Loyalists as the rest of the war so far combined. Added to this was the unknown quantity of the Astral Claws themselves; since the revelation that Lugft Huron had worked upon his Chapter's expansion in secret, it could not be certain just how many Space Marines were deployed in the region's defence while even the most conservative estimate of the numbers of Tyrant's Legion forces in the area reached into the millions. Lugft Huron had all but abandoned the rest of his once mighty domains by the end of 909.M41 and whispers reached the ears of Loyalist intelligence operatives of the Tyrant's increasing violence and paranoia, and of the further tightening of his murderous stranglehold on those worlds he still controlled.

The Loyalist domination of the Maelstrom Zone's main Warp-routes meant that they also were now able to successfully blockade and to some extent exploit the mineral-rich worlds of the Pale Stars again, denying any substantial access to their resources from the enemy, which when combined with the isolation of Angstrom greatly reduced the Secessionists' capacity to create and distribute new war materiel. In particular, perhaps the most serious vulnerability the Secessionists now faced was in space; thanks to a combination of attrition over the last several years and most particularly with the destruction or capture of the Lamenters' Chapter fleet, the Secessionists were now much reduced in warships, suffering in particular a dearth of heavy units and capital ships. The fleet assets the Astral Claws could muster were largely now limited to light strike craft (which the shipyards at Rigeal in the Badab System could still produce in limited numbers), and a handful of strike cruisers and battle barges accompanied by the ravaged remnants of the once potent Maelstrom

squadron. These remaining heavy ships Luft Huron wisely deployed only as a concentrated reserve force based in the Badab system itself, ready to re-enforce the line wherever the Loyalist main strike would fall.

Perhaps the most unpredictable factor in the Badab War during this period remained the enigmatic and barbarous Executioners Chapter. Since their arrival in the conflict in 907.M41, the Executioners had fought their own war and proved the scourge of Loyalist patrols and supply convoys, as well as destroying numerous outposts and listening stations. They had accounted for the majority of Loyalists' seized and destroyed vessels; some forty-three merchantmen and eleven warships in all during this period, including the capture and scuttling of the Chartist mass-conveyor *Ar'saban Queen* and the destruction of the Lunar Class cruiser *Vengeful Hand*, both of which were lost in action against the infamous *Night Hag*. They also committed themselves to several heavy raids as far afield as Bellerophon's Fall and Kyro, while some of their heaviest actions fell against the Minotaurs Chapter in the southern Maelstrom Zone, such as the bloody tank duel they fought on the airless moon of Uzeal in the Crow's World system. The Executioners' base of operations was believed to have been a star system somewhere on the edge of the turbulent Dene Stellar Drift, but its location remained elusive, allowing the Chapter to raid almost at will. The Executioners however, aside from challenging the Loyalist forces in open warfare and attacking their

supply lines, steadfastly refused to operate under the direct control of the Tyrant of Badab, operating only as allies and never as subordinates, a situation that created growing ire within the Secessionist ranks.

At the close of 909.M41 the Maelstrom Secession was largely contained, but the Loyalist commanders were under no illusion that the war itself was over. What now remained would be an even more brutal phase of operations than any seen before in the conflict; a time of ruthless planetary purges, scorched earth campaigns and apocalyptic close sieges. For the Loyalist part many of the Chapters that had fought the Imperium's cause had suffered substantial losses, and now would be replaced in the order of battle by other Space Marine Chapters of yet darker renown, brought in by Legate-Inquisitor Frain to ensure the Badab Secession would be crushed utterly. For those caught up in this clash of godlike warriors and superhuman killers, the bloodiest days of the Badab War were yet to come.

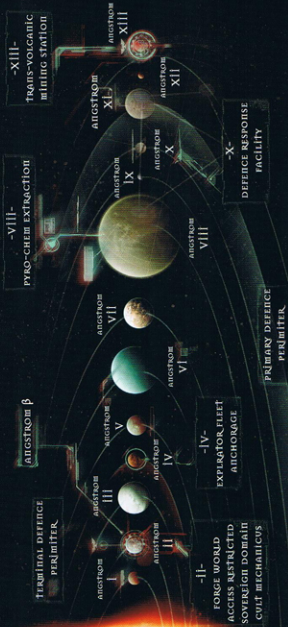
"THOUGH MY GUARDS MAY SLEEP AND MY SHIPS
MAY LAY AT ANCHOR, OUR FOES KNOW FULL
WELL THAT THE BIG GUNS NEVER TIRE"

THE TYRANT OF BADAB, ATNBS 909.M41



++/ACCESS RESTRICTED
ADEPTUS MECHANICUS EYES ONLY/

ANGSTROM



MILITARY: THE MILITARY POWER OF THE ANGSTROM SYSTEM IS NOT TO BE UNDERESTIMATED. IT HAS ALONE STOOD-OFF REPEATED ATTACKS BY THE FORCES OF THE MAELSTROM AND MUCH OF ITS SPECIALISED MILITARY PRODUCTION IS ASSUMED TO CONTINUOUSLY PROVIDE FOR THE UPGRADE AND INCREASE OF ITS OWN DEFENCE. IT IS KNOWN TO OPERATE EXTENSIVE SKIFFARL FORCES AS WELL AS MANUFACTURING AND MAINTAIN ITS OWN WAR-MACHINES AND WARSHIPS, AND THESE IN THE PAST EXPORTED WHOLESALE THESE ELEMENTS TO SERVE ELSEWHERE IN THE ADEPTUS MECHANICUS' WARS AND SUPPLIED ARMED FORCES TO THE EXPLORATOR FLEETS.

TRADE/ECONOMY/ADDITION:

ANGSTROM-II IS BELIEVED TO HAVE REMAINED A SOVEREIGN DOMAIN SINCE PRIOR TO THE AGE OF APOSTASY AND ASIDE FROM LIMITED CONTACT WITH THE IMPERIUM AND VARIOUS ROGUE TRADERS OVER THE CENTURIES, IT HAS REMAINED A HERELLY ISOLATIONIST ENCLAVE OF THE ADEPTUS MECHANICUS WHOSE INTERSYSTEM IS VIOLATED ON PAIN OF IMMEDIATE DESTRUCTION. AS WELL AS THE MANUFACTURE OF ADVANCED ARMS AND THE PRODUCTION OF CERTAIN RARE REFINED METALS AND ORES GATHERED FROM THE MAELSTROM ZONE WHICH ARE THEN SHIPPED IN MASS-CONVEYERS ONCE PER STANDARD DECADE TO FORGE WORLDS ELSE WHERE, ANGSTROM'S PRINCIPAL ROLE IS AS AN EXPLORATOR SUPPLY BASE AND WATCHTOWER ON THE MAELSTROM ITSELF. TRADITIONALLY THE FORGE WORLD HAS ALSO RENDERED UP A ROBERTY IN ADVANCED WEAPONS TO IMPERIAL MILITARY FORCES IN THE REGION, A FACT WHICH CAME TO BE RELIED UPON BY THE MAELSTROM WANDER CHAPTAINS IN TIME.

Designation: SOVEREIGN INDEPENDENT DOMAIN OF THE ADEPTUS MECHANICUS

Population: UNKNOWN/INACCESSIBLE.

Title Grade: IV-SECURITY/SPECIAL

Climate/Geography/Biosphere: UNKNOWN

Governmental Type: CULT MECHANICUS,

Planetary Governor:

Fabricator-Archmagos, Chantry of Angstrom

Planetary Datafax: Angstrom System

Ass:

Angstrom II] - Forge World/Production
Grade Unknown/Explorer Base

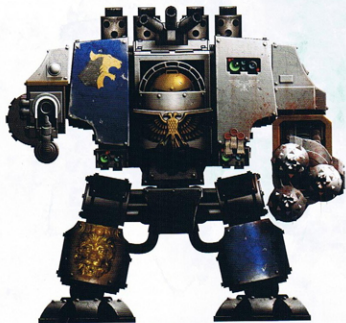
Angstrom II[B] - Artificial Moon/Weapons
Storm

Angstrom V] - Superjovian/Extensive
Atmospheric Extraction Facilities

Angstrom XIII] - Unstable Volcanic
World/Mining Outpost/Starport

CHAPTERS OF THE BADAB WAR

PART ONE



Astral Claws Chapter MKIV Siege Dreadnought 'Voral'
Destroyed during the Invasion of Pireaus



ASTRAL CLAWS



CHAPTER NAME: THE ASTRAL CLAWS
 FOUNDING: RECORDS CONTRADICTORY, BELIEVED
 10TH [CIRCA MID-M.35]
 CHAPTER WORLD: BADAB PRIMARIS, FORMERLY FLEET BASED.
 FORTRESS MONASTERY: THE PALACE OF THORNS/HIGH
 GUARD ORBITAL FORTRESS
 GENE-SEED (PREDECESSOR): UNKNOWN [INFORMATION CONTRADICTORY]
 KNOWN DESCENDANTS: TIGER CLAWS/UNKNOWN†
 †THE APOCRYPHA KAALI LISTS THE CHAPTER AS
 HAVING "THREE SONS" BUT DOES NOT NAME THEM.

*"There are but two answers to the question of
 Humanity's survival in the face of a hostile cosmos:
 overwhelming force and the will to use it"*

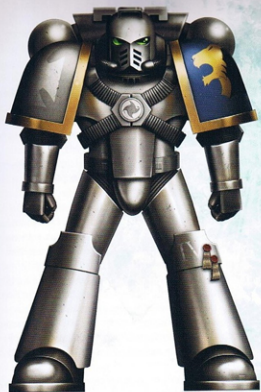
- Lugft Huron

The Astral Claws; a name vilified within the Imperium, synonymous now with infamy and treachery, and in time perhaps a name that will be wiped from history altogether, but it was not always so. For more than five thousand years, the Astral Claws Space Marine Chapter stood shoulder to shoulder with the finest of the Imperium's warriors, their deeds were legendary and their honour unquestioned. It was in fact this glorious record of exemplary service that won for them the singular honour of the overall command of the Maelstrom Warzone force when they were assigned to the Badab Sector in 587.M41. It is remarkable to think that one man, even one as extraordinary as Lugft Huron who rose to the leadership of his Chapter in 697.M41 could bring so mighty and loyal a force over to the brink of heresy and rebellion, but do so he did. There are some, however, who would argue that Lugft Huron was no more than the result of the Chapter's long standing sins finding fruition, and without a fissure created by the Astral Claws' overweening arrogance and self-importance, a man like Lugft Huron would never have been allowed to rise to command, nor would have the Chapter so blithely and wilfully followed him to damnation.

The Astral Claws Chapter of old is believed to have been part of the 10th

Founding although some sources differ on this (see addendum). Created amid the dark times of the Nova Terra Interregnum. Few records remain surrounding this Founding, which was believed to be created to try to counteract the rapid erosion and contraction of the Imperium's borders during the period. The few such records that survive relating to the Astral Claws in this period paint them as a crusading Chapter, despatched from warzone to warzone in order to battle Mankind's enemies. Evidence of their presence can be found on Departamento Munitorum records relating to the Perfidian Wars and anti-Ork purges of Lord Solar Jurastis Macro, while further traces of their exploits can also be found on battle shrines relating to the later battles against Nova Terran forces during the Cataclysm of Souls. One of the Chapter's greatest accolades is known to have been gained in the defence of Cadia from the 5th Black Crusade, for which their standard was taken for display in the halls of the Eternity Gate in the Palace of Holy Terra itself. For much of M37 and early M38 the Astral Claws appear to have confined their range of operations to the Segmentum Obscuras (and may have maintained a Chapter world there for the time). Their deeds are mentioned repeatedly in the Apocrypha Kaali, a valuable historical

resource compiled by, and still held in the great Scholastica Corpus on Cypra Mundi, which details the turbulent events of the Occultus War and its aftermath. The Apocrypha further mentions the Astral Claws Chapter as having "three sons" which most likely implies that three Successor Chapters had been drawn from their ranks, which would be a remarkable number if true, given their relative youth as a Chapter at the time, and if so a testament to the high regard in which they were held. Matters seem to have taken a darker turn for the Chapter in early M38 however, as the Astral Claws are recorded as being destroyed in action during the Altid Crusade while fighting alongside the Dark Angels in 288. M38. It is not until the fall of the Gorgon Pentarchy nearly eighteen centuries later that the Astral Claws are reported again fighting at full strength, with some mention of them undertaking a penitent crusade in-between. Their war record for M39 and M40 places the Astral Claws firmly as a fleet-based crusading Chapter, ranging within the Segmentum Solar and Segmentum Tempestus responding to emergencies and adding their strength to ongoing conflicts, often tipping them in the imperium's favour. Although some commentators at the time accuse the Chapter of a greater lust for glory than the rewards of duty. One action by the Astral Claws



Veteran Brother Amru
Astral Claws 1st Company Sternguard



Veteran Brother Tamerlaine
53 Confirmed Kills, Invasion of Sagan



Chapter Livery Shoulder Insignia
Astral Claws Chapter



Unknown Battle Brother
Tiger Claws Chapter



which was to have unforeseen later repercussions was the relief of the besieged Executioners Chapter at Stygia-Aquilon. The battle engendered a blood-debt between the two Space Marine forces that Lugft Huron would later call on to gain the Executioners' aid during the Badab War.

It was in recognition of their service that the High Lords named them to the Maelstrom Warders and entrusted them with the overall leadership of the force. During this time at Badab Primaris, the Chapter thrived, taking to the overlordship of the Badab sector with skill and diligence. They used their new home world's production capacity and connections to the isolated forge world of Angstrom to further augment their abilities and increase their capacity to wage war. Once Lugft Huron took over mastery of the Chapter, the Astral Claws' grip on the Badab Sector grew measurably and rapidly tighter, as did the visibility of the Space Marines as the sector's direct rulers and defenders. This very much fed into the existing psychology of the Chapter, who had always been

proud and imperious, much enamoured of martial glory and the veneration of the heroes of the past. They saw themselves as the inheritors of the Emperor's will and sworn to his task of reuniting all of Humanity under the Space Marines' protection. While it cannot be doubted that in the past they saw themselves as first and foremost as Mankind's defenders, they also believed Space Marines to be set above those they ruled and worthy of subservience, even reverence by the common citizen. Under Lugft Huron's command, the fervour and degree in which this belief was held strengthened greatly, as did his Chapter's conviction in their own superiority over other agencies of power within the Imperium, along with a growing resentment of what they saw as outside interference in the Chapter's holy mission. This hubris resulted first in the Astral Claws secretly absorbing the remnants of their long-lost successor Chapter, the Tiger Claws, into their ranks and ultimately led to Lugft Huron's dreams of expanding his Chapter into a force with the strength of one of the Space Marine Legions of antiquity, in order

to pacify the Maelstrom permanently and crush Mankind's enemies.

To Huron and the Astral Claws, the triumph of the Imperium over all other forms of life was a long crusade that would last millennia, and while Humanity was to be preserved at all costs, they believed that individual human lives mattered little. While this may indeed be the case, and the sacrifice of millions, even billions, are sometimes a tragic necessity in these dark times, this authority was not invested in Lugft Huron's hands as far as the daily lives of those that toiled in the Maelstrom Zone was concerned, but in the hands of the High Lords—a fact he soon came to resent. It was such presumptions as these, embraced by the Astral Claws Chapter as they were, that lay at the heart of the secession and the Badab War.

When Lugft Huron rose to power within the Astral Claws, it was the start of a significant re-organisation and shift of focus for the Chapter that would eventually lead to outright heresy. An undoubted genius both on the battlefield and in the realms of logistics and politics, Huron was the first to fully exploit the economic power of the Badab Sector to his Chapter's advantage, massively increasing the Astral Claws' stockpiles of arms and equipment far beyond the possible operational needs of a single Space Marine Chapter. There were some items of warfare such as Terminator armour or Land Raiders the Astral Claws could not readily produce (because they required many lost techno-arcane arts and rare resources) but less exotic materials such as Rhino STC pattern vehicles and bolt weapons were well within Badab's advanced manufacturing capacity to fabricate. As a result, such things became almost disposable to the Chapter, and were distributed to the other Warlord Chapters, further binding them to Huron's debt.

Organisation

While still a crusading Chapter, and during the opening centuries of their Chapter's deployment to the Maelstrom Zone, the Astral Claws maintained an organisational structure very close

Addendum: The Edict of Obliteration

An Edict of Obliteration—a conclusive order to remove from official record all signs and evidence of the existence of the Astral Claws had been passed by the High Lords of Terra. Although countless records have already been rendered into so much cinder ash, it will likely be centuries before the majority of even open records pertaining to the Chapter has been fully purged, while some tangled and contradictory threads will remain to serve as enigma to future historians, or languish in forgotten and sealed Inquisitorial vaults. In part this record serves to marshal and preserve such evidence for its use in the future defence of the Imperium, but there is much that has already been lost or destroyed. Many questions lay unanswered about the true cause and nature of the Chapter's fall from grace. Was their fundamental nature to blame, or was it simple arrogance and the influence of a single, brilliant but insane charismatic? The source of their gene-seed remains suppressed, and speculation has had its provenance range from basic Ultramarines stock, to that of the Dark Angels, pointing to the supposed un-degraded quality of their gene-seed as well as certain factors of temperament and style of warfare. Some have made far more outlandish claims, from the use of forbidden sources at their inception, to xenos or warp contamination as the canker that turned the Astral Claws from their path. Others contend that when the last remaining Tiger Claws survivors were taken into their midst, these once-loyal brothers grasped a poisonous viper to their hearts, while others believe the Astral Claws simply stared too long into the hellish depths of the Maelstrom to remain sane.

The Astral Claws' own archives were systematically destroyed at their own hands during the final bitter battles of the siege of Badab, and in truth none now survive who know the full story of their arrogance and sin.

to that of the Codex Astartes with its standard division of ten companies, Chapter command, Apothecarian and forge armories. The Chapter maintained a strong fleet and favoured rapid strike missions and boarding actions, and as such fielded strong additional auxiliary contingents of assault bikers and Dreadnoughts in its armories. Rapid speed and relentless attack were the cornerstones of the Astral Claws' combat tactics, although their pride in their prowess occasionally led them into overconfidence, and to assaulting superior forces or failing to retreat when a more rationally governed Space Marine Chapter might have otherwise regrouped or withdrawn. The Astral Claws themselves saw no folly in this – there was no foe they would not challenge, and they were proud to fight and proud to die if needs be in the Imperium's great cause, and the graver the odds the greater the chance for glory.

As the Badab Schism worsened in the lead-up to the war, and later as the secession gathered pace, the Astral Claws Chapter changed, expanding dramatically beyond the limits set down within the Codex Astartes. Slowly but with gathering speed they became something more akin in structure to an ancient Space Marine Legion (or at least Lugft Huron's conception of one at any rate). As part of this transformation an entire additional chapter-sized force of battle companies was raised, with a heavy emphasis on the use of concentrated firepower and fighting close boarding actions inherent in their makeup, and seeded throughout the Chapter fleet. Further to this another force, totalling well over a thousand additional battle brothers was dispersed widely throughout what was known as the Tyrant's Legion. This force was a series of mixed armies comprising human Defence Auxilia troops (following largely an Imperial Guard pattern) formed around a specialised core of Astral Claws Space Marines, whose task it was to secure the Badab Sector from any who would dare to invade. It was the creation of the Tyrant's Legion that most crossed the bounds of what was permissible for an Adeptus Astartes Chapter, let alone Huron's massive expansion

in the ranks of Space Marines he commanded. The Tyrant's Legion Space Marines forces specialised in using their 'inferiors' as disposable cannon fodder and as living shields to maximise their own effectiveness in battle. Found within their ranks were both the infamous 'Retaliator' squads and the so-called 'Corpse Takers', non-codex forces of Huron's personal design. The Retaliators were hand-picked Space Marine assault troops, selected for their brutality and unquestioning obedience who served as line breakers in battle and as the bloody hand of the Tyrant's will inside his own realms, conducting punitive extermination missions against 'dissidents' when needed. Appearing only in the final years of the Badab war, the Corpse Takers were specially tasked Apothecaries who specialised in harvesting gene-seed from fallen Space Marines – that of both enemy and friend alike. This final betrayal of their fellow Astartes by the Astral Claws was a blasphemy too far and ensured the bitter hatred and enmity of any loyal Astartes they fought in open battle and meant that no prisoners were taken on either side.

SELECTED BATTLE HONOURS

Before the Badab Secession, the Astral Claws Chapter fought in many valiant and important actions in the defence of the Imperium, knowledge of many of which has now been largely lost. Here are presented a handful that survive in the record.

The Taninim Crusades [678.M37-714.M37]

In the aftermath of the Occusid War, the Imperium's attentions turned to regaining control of several regions lost to the Imperium along the North-western fringe. As part of this no fewer than eleven crusading Chapters were sent into the area of the Taninim Expanse in order to identify, target and destroy any emerging threats that might be found there. The expanse is a vast, alien-haunted realm that extends past the outer edge of the Segmentum Obscuras and includes such infamous and darkly fabled worlds as Naogeddion and Alaks'tar within its bounds. Over time, some of the Chapters sent to fight what was to become known as the Taninim Crusades never returned,

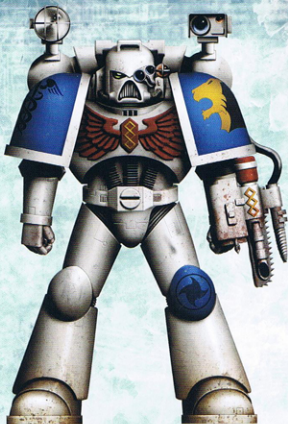
while at least one, the Storm Callers, infamously became corrupted by Chaos and fell into civil strife between the pure of heart and the damned within their own ranks. The Astral Claws, however, earned great glory during their more than forty years of crusade in the expanse, and were one of the few Chapters that passed into the region and returned again largely unscathed by the experience.

The Chapter's first great campaign of the crusades was in the support of the Imperial counter-attack to regain the Naraka Sub-Sector on the very edge of the Imperium. Naraka had suffered nearly a century of brutal Ork oppression under the iron-shod boot of the warlord Rukka Manyteef and his Bad Moon Sky-Killars. The Astral Claws took the battle to the Orks in the conflict, destroying their yellow-painted tanka-mobs on the tundra world of Gulag-VI and cutting off the greenskin's vital supplies of fuel, and later succeeded in slaughtering Manyteef's Glittanob bully-boyz on Midrash, spelling the doom of the Ork pocket empire. The Astral Claws Chapter went on to spend decades in the outer darkness of the Expanse, fighting and defeating many enemies; destroying the outcast Eldar citadel-station of Cythral, battling the Xenarch empire enclaves at Alaks'tar, and recovering the lost Explorer Ark *Principia Gravis* and returning it to Cypra Mundi to great acclaim. The Astral Claws upon returning to the Imperium were awarded a Sceptre of Victory at the Segmentum capital in recognition of their deeds and a temple in their honour (now deconstructed) was raised on the shrine world of Pycentos to commemorate their actions.

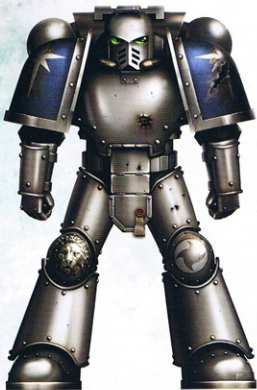
The Lycanthos Drift Campaign [780.M41]

The Astral Claws moved to intervene in the closing stages of the long running Fourth Quadrant Rebellion in 780.M41, undertaking a campaign against one of the last major stronghold systems of the revolt located to the galactic south of the Maelstrom Zone. During the conflict Lugft Huron was elected battle leader of a number of Space Marine contingents by common consent, comprising companies from the Astral Claws, Fire Hawks,

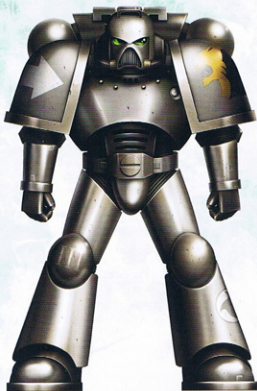




Apothecary Iscario Seneca,
Captured by Loyalist forces, Vyaniah raids
Executed for heresy by Inquisitorial Order



Centurion Ricimer
Attached Command CVth Tyrant's Legion
Slain, Operation Sedna



Battle Brother Raban
Tactical Marine, Astral Claws 3rd Company



MKIII Pattern Bolt Weapons,
Astral Claws Chapter Approved

White Scars and Celestian Guard Chapters, backed by Krieg and Cal-Sec Imperial Guard regiments and the Titans of Legio Venator. Under Lugft Huron's inspired command the taskforce ruthlessly purged the heavily fortified Lycanthos system of traitor and Chaos forces in under a year, with Huron himself gaining fame for leading a successful forlorn hope attack against the so-called 'widowmaker' bastion gate on Lycanthos Secundus; an almost indestructible redoubt garrisoned by the noisome forces of the Bleak Brotherhood. The conflict, undertaken while elsewhere the political discord of the Badab Schism was still building, confirmed Lugft Huron's reputation as a masterful strategist among Space Marine commanders. The affair was also notable as Stibor Lazaerek, the Chapter Master of the Fire Hawks, bitter that he was not given command of the campaign instead of Lugft Huron, is known to have born a grudge against the Astral Claws from this time.

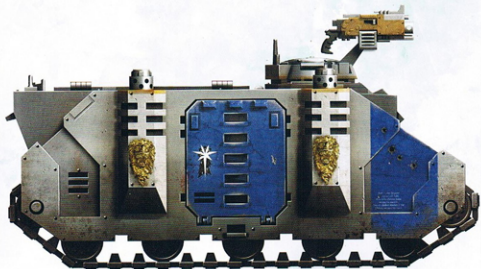
Badab War Disposition

As the genesis and principal protagonist among the Secessionist forces in the Badab War, the Astral Claws were engaged at all levels during the conflict. The overall strength of the Chapter is difficult to ascertain for certain during this period, but it is believed at the outset of major hostilities that the Astral Claws stood at around three

thousand battle brothers (around thirty companies effectively). This overall force was dispersed between their publicly recognised Chapter, a 'shadow' Chapter stationed with their fleet and actively engaged in sub-groups across the Maelstrom Zone (it is believed at least a full company's worth of these were in fact Tiger Claws in all but name), and the growing force of Space Marines positioned within the Tyrant's Legion. As the war progressed, the Astral Claws did their utmost to bring their recruits through to service as fast as possible, attempting with only limited success to accelerate the Space Marine recruiting process and conducting accelerated gene-seed experimentation towards this end (hence the Astral Claws' attempts to capture additional gene-seed from their fallen foes). It is believed that the only real path to victory Lugft Huron saw in the war's latter stages lay with the ability to increase his Space Marine forces at speed, overcoming his enemy's superiority in numbers and forcing, at worse, a protracted stalemate which would see him carve the Badab Sector away from the Imperium's grasp permanently. Taken across the conflict, most tactical estimates place a total of around four to five thousand-plus Space Marines doing battle in the Astral Claws colours: effectively the combined strength of four Codex Chapters overall. The human Auxilia within the Tyrant's Legion is almost impossible to scale, but it is believed

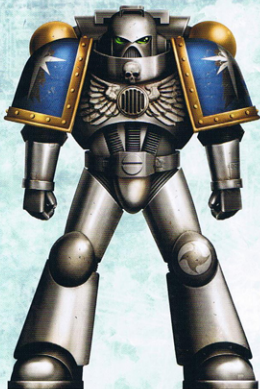
that on Badab Primaris over three million men and women were put under arms as part of the formation in the Pallatos Hive alone. However, while there was a hardened core of professional soldiery within the Auxilia, the actual combat effectiveness of a great many within the Auxilia's ranks was doubtful at best.

The fleet assets of the Astral Claws were considerable, and included two powerful battle barges, and an ancient Cardinal Class heavy cruiser, recaptured as a wreck in the Maelstrom and brought back into service, as well as seven strike cruisers and over thirty escort vessels of various classes. The exact number of escorts the Chapter maintained is a matter for some debate as it was known to possess a number of captured vessels taken from within the Maelstrom, as well as armed transports of its own. Combined with the Imperial Navy detachment stationed to cover the Maelstrom Zone and the fleets of the other allied Chapters, the warship strength of the Secessionists was very powerful, but ultimately became outmatched both in capital ships and numbers by the Loyalists, and could not bear its losses over time. This attrition of ships was to prove a major contributing factor to the Secessionist defeat. Losses for the Astral Claws in the war were, in effect, total. Fewer than three hundred battle brothers are believed to have escaped at the end of the war, scattered and without leadership or resource, doomed to die as renegades.



Astral Claws Rhino transport
Destroyed in Action, Second Battle of Sagan





Strike Leader Malaric
Slain, assault on the *Star Jackal*

RETALIATOR SQUAD MALARIC

III DEMI-LEGION 'HURON'S WILL'



Personal Heraldry of Lugft Huron a.k.a.
"The Tyrant's Claw"
Used extensively by Astral Claws Chapter forces
circa 901.M41 onwards



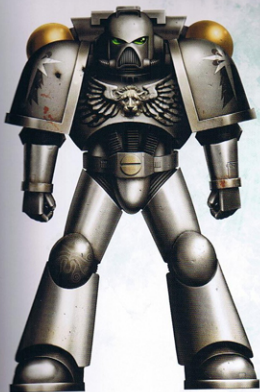
Standard Wargear Retaliator Squad: Chainsword,
Bolt pistol and Combat Shield



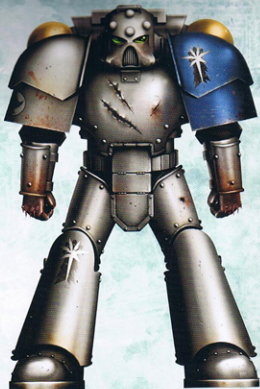
Monocore Plasma Pistol
Chapter Pattern Variant 'Valtheck-II'



'Vulkan' Pattern Melta-Gun
High Utility Weapon in Boarding Assaults



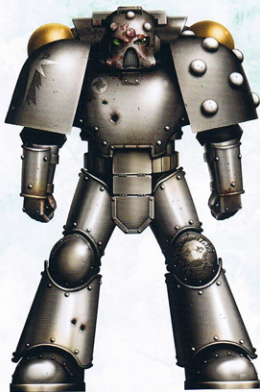
Retaliator Scyril
Lost (Presumed slain), Assault on the *Star Jackal*



Retaliator Ajax
19 Confirmed Kills, Assault on the *Star Jackal*



Retaliator Choldorov
Slain, Assault on the *Star Jackal*

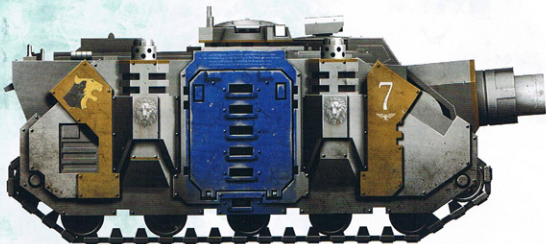


Retaliator Kol-Zuni
Forced the Breach on deck 7 single-handedly
11 Confirmed Kills, Slain, Assault on the *Star Jackal*

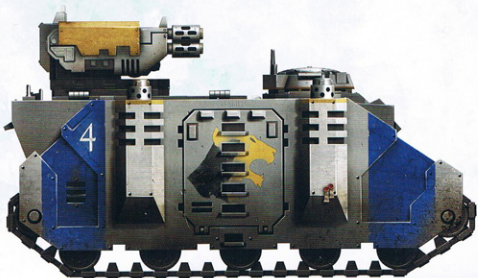




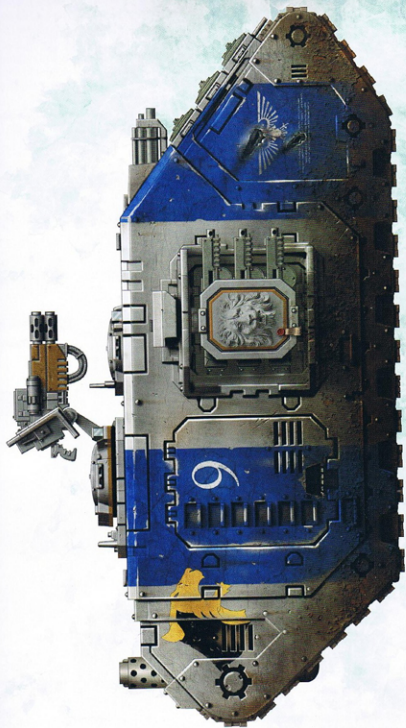
Astral Claws Land Speeder Tempest
Attached to 7th Company, Second Battle of Sagan



Astral Claws Vindicator Siege Tank
Attached to 7th Company, Second Battle of Sagan, Destroyed in Action



Astral Claws Razorback (Multi-Melta Variant)
Attached to 4th Company Combat Squad Aspar, Deployed to Cygnax Incursion Force



Astral Claws Land Raider Crusader
Captain Oladadus' Command Vehicle
Attached to Astral Claws 9th Company Devastator Reserve

ASTRAL CLAWS VENERABLE DREADNOUGHT

1. MKIV Dreadnought Chassis

Heavily armoured robotic assault walkers, Dreadnoughts are piloted by revered warriors of their Chapter, rescued from the point of death and entombed at the machine's centre in an arcane life-support sarcophagus. Individual Dreadnoughts are some of the oldest war machines still in active service in the 41st Millennium, their armoured frames dating back to the battles of the Great Crusade. As well as being potent weapons of war, Dreadnoughts are amongst a Chapter's most treasured and revered relics, while the wisdom and battle experience of the Dreadnought's deathless occupant can be invaluable to a Space Marine strike force in the field.

There are numerous patterns of Dreadnought, the origins of which remain lost to history, with only broad designations surviving in use to distinguish them. Ancient Kleitor is housed within a 'MKIV' Dreadnought chassis, a design some archivists link to the southern conquests of the Great Crusade and more latterly to the lost force world of Urthona, destroyed during the Occusiad.

2. Purity Seals and Chronicles of Honour

Even though fighting the cause of the Secession, right until the very end, the Astral Claws considered themselves faithful to the Imperium and the traditions of their Chapter. As such Kleitor is bedecked in various purity seals proclaiming their occupant's faith in the God Emperor and armouring the anima of the machine from taint, along with scrolls chronicling the most famous and notable deeds of the pilot in life.

3. Plasma Cannon

The armament of a Dreadnought can be refitted between missions greatly increasing the war machine's utility in combat. The armament Kleitor sported during the second battle of Sagan was a type-VII 'Mars-Ultra' pattern plasma cannon, an example of an ancient and little understood weapons technology which uses magnetic compression technology to excite a hydrogen-based reaction mass into a volatile superheated state. This high-energy plasma is then discharged at high velocity, detonating when it hits a target like a miniature sun. Plasma weapons are highly effective against medium vehicles and heavily armoured infantry, and the heat and concussive force are utterly destructive to organic life. Not even power armour provides protection against it.



4 & 5. Insignia

Ancient Kleitor displays both his personal and Chapter heraldry. This includes the Terran Aquila, the markings of the Astral Claws 5th Battle Company, of which Kleitor was Captain prior to internment. Also, on his greave he displays a symbol avowing his personal allegiance to Chapter Master Lugft Huron; the Tyrant's Claw.

6. Chapter Banner

Such is the esteem in which Ancient Kleitor is held, he is entrusted with carrying one of the Chapter's battle standards into war. The icon depicted here is the ancient banner of the Astral Claws, the winged lion – a heraldic design steeped in myth and allegory whose origins date back to the antediluvian myths of Old Terra.

7. Storm Bolter

A Dreadnought's secondary armament in most cases is a Storm Bolter for anti-personnel defence. This weapon is standardised across most Space Marine vehicles and so is easily maintained, while a Dreadnought's carrying capacity means that substantial quantities of ammunition can be carried for protracted engagements.

8. Dreadnought Power Claw

Heavy close-combat weapons, usually in the shape of massive robotic manipulator limbs augmented by reactor-fed disruption field generators are among the most potent armaments a Dreadnought can carry. Tied to the immense strength of the Dreadnought's frame, these weapons such as the power claw carried by Ancient Kleitor are able to smash their way through hardened ferrocrete bunkers and defence lines, as well as tear apart the most heavily armoured tanks and vehicles.

Ancient Kleitor, Venerable Dreadnought of the Astral Claws Tabernacle of the Old Ones, seen here as recorded at the Second Battle of Sagan.



THE FIRE HAWKS



CHAPTER NAME: FIRE HAWKS
 FOUNDING: 21st (THE SO-CALLED CURSED FOUNDING) [M.36]
 CHAPTER WORLD/DEPLOYMENT: ... FLEET BASED, FORMERLY COUSTEAU XI (RENDERED UNINHABITABLE), FORMERLY ZHOROS (DESTROYED)
 FORTRESS MONASTERY: THE WARP-CAPABLE STAR
 FORTRESS RAPTORUS REX
 GENE-SEED (PREDECESSOR): ULTRAMARINES (UNSUBSTANTIATED)
 KNOWN DESCENDANTS: NONE CLAIMED OR ACKNOWLEDGED

*"Burn them all;
 the God-Emperor will know his own."*

- Stibor Lazaerek,
 Chapter Master of the Fire Hawks,
 The Firebombing of Sacristan

A Space Marine Chapter whose name has long been a byword for devastation and wrath, the story of the Fire Hawks Chapter of the Adeptus Astartes is a shadowed one, and this infamous Chapter's final fate remains uncertain and darkly rumoured to this present time. In their history they have seen great victories, bloody deeds and terrible reversals, being one of only a very few Chapters on record known to have survived the destruction of two separate home worlds, and have been brought to the brink of extinction many times, only to arise again from the ashes.

Noted in several classified sources as belonging to the 21st Founding (the so-called Cursed Founding) of M.36, the Chapter itself has always claimed antedecedenance from the renowned Ultramarines gene-seed, although certain defects and variations in the samples held in the archives of the Adeptus Terra speak against this, and the Lords of Macragge have never publicly acknowledged kinship. Regardless of their actual direct lineage, in organisation and structure the Fire Hawks have always only broadly adhered to the Codex Astartes, and have sometimes come under deep suspicion by other Chapters who obey its tenets absolutely. The Fire Hawks have also long been notably

strict adherents of the Cult Imperialis, believing the Emperor's divinity and the divine right of Humanity to dominate the stars. Such was the fervour of their faith in fact, that they became embroiled deeply in the wars of the Age of Apostasy, whereas many other Chapters stayed on the sidelines of this vicious religious civil war, paying in blood for their convictions in support of the Thorian. Rigid believers in the Imperium's established status quo, they have often taken singular interest in the destruction of renegade Imperial commanders, rogue cardinals and other wayward lords, often consigning entire cities and colonies to the fire in order to achieve their aim. Despite their avowed defence of the Imperium, their religious zeal and strength of purpose, a shadow has long hovered over the Chapter and allegations of excessive use of force by them against civilian populations have often been levelled, as have acquisitions of desertion in the face of their foes by their allies.

The root of this last charge has origins not in cowardice but rather callousness. In numerous battles they have been observed to have withdrawn their forces from situations where their ranks might become needlessly depleted by attrition, or where a tactical advantage has been clearly lost in favour of a later devastating counter-attack.

When this has occurred it has often been done regardless of the plight of anyone alongside which they are fighting at the time, with the value of Imperial soldiers' lives meaning little to the Fire Hawks, as long as the greater battle is won. This callous disregard for the fate of others has proved less than popular with their allies, and on one such occasion the decision to withdraw from what they considered was an untenable position in battle was the cause of a three century feud with the Iron Hands Chapter that ended only with the death of a Fire Hawks commander in single combat to settle the matter.

Although the war record of the Fire Hawks can be described as exemplary, and many famous victories can be ascribed to their honour, it is true that the Chapter has often been held in higher regard by the High Lords and their agents, than by many of their erstwhile wartime allies on the ground. Because of this, it is known to be the case that several other Space Marine Chapters consider the Fire Hawks as darkly fated, over-proud and wanting in brotherhood with their fellow Astartes; some going so far as to suggest that they are tainted by some flaw in the Chapter's soul or gene-seed, though none would gainsay their effectiveness in battle.



Armiger-Brother Loathur
Lauded for Zeal, The Iblis Massacre



Preceptor-Sergeant Masreak
Taken to the Emperor's Grace, The Battle of Galan



Knight-Terminator Surtur
23 Confirmed Kills, Taken to the Emperor's Grace
The Repulsion at Hallows Point



Knight-Veteran Zann
Lone Survivor of the Claw of the Castigator
Found Adrift, Grief System

Organisation

The Fire Hawks nominally adhere to the dictates of the Codex Astartes in tactical and logistical division of their troops, with their insignia and command structure varying somewhat in use and structure. Notably the conventions of title and nomenclature used by the Fire Hawks are of marked difference from the Codex. The Fire Hawks tactical doctrine has always erred toward the use of shock tactics, close-quarters combat and above all, the brutal application of focused overwhelming force to obliterate the enemy. Their tendency in this regard is to favour the use of direct assault units and the Fire Hawks habitually deploy the majority of their 1st Company veterans in battle as Vanguard squads where a Terminator assault is not called for. Even their Tactical and Devastator squads prefer to engage at point blank range wherever possible, and they utilise extensive stocks of MKIII 'Iron' pattern power armour, particularly for use in boarding assaults. Likewise the Chapter favours Land Raider patterns such as the Redeemer and Crusader, as well as batteries of Vindicator tanks in open war to shatter a breach in any prepared defence in order to allow the Fire Hawks to get to grips with their foes. Conversely, the Fire Hawks shun defensive warfare where they can, despising the 'inglorious' nature of prolonged bombardments or long range fire-fights as indecisive and unfit for the honour of an Astartes.

The Chapter as a whole is also known to shun the use of camouflage (even in codex approved patterns) as "the *livery of curs*" to quote one of the Chapter's early masters, and they see their livery of blood crimson and fire yellow as a visible sign to their foes of the destruction and cleansing they bring. Among their upper echelons, deaths-heads and other symbols of survival against all odds and the scorn of mortal fear are also increasingly common. All Fire Hawks are accustomed to modifying their armour with personal heraldry in order to display their achievements and the battles in which they have fought.

As a fleet-based force, the Fire Hawks Chapter is well-equipped with both warships and escorts, and their battle companies are permanently split in deployment between their combat vessels, with their reserve companies, 1st Company and high command based upon the huge Warp-capable star-fortress *Raptor Rex*. The substantial size of their fleet also has created a need for a considerably larger than normal reserve of Chapter serfs and servitors to perform crew and support duties. This pool of manpower forms a body of indentured servants from which the Fire Hawks demand total obedience and consider utterly disposable.

SELECTED BATTLE HONOURS *The Wars of Apostasy* [circa 378.M36]

The earliest recorded battle honour of the Fire Hawks is arguably also their greatest. The then young Chapter bravely joined the stand made by the Imperial Fists, Black Templars and Soul Drinkers Chapters, along with the Martian Tech Guard against the corruption and enormities of the megalomaniacal Goge Vandire. They fought valiantly in many major battles against the apostate forces of the insane Vandire who had proclaimed himself both High Lord and Ecclesiarch. The Fire Hawks paid for their defiance with the loss of their first home world, Zhoros, to mass thermal bombing by the Frateris Templar

fleet which boiled away the planet's atmosphere and scorched its surface, leaving it a charred cinder. The Fire Hawks would not relent however, and they played a key role in Vandire's overthrow, taking part in the attack on Holy Terra which finally unseated the mad High Lord and in hundreds of other engagements against his fanatics. In the days after the ending of the Reign of Blood, the Fire Hawks were left in tatters, without a home and a mere handful of surviving battle brothers, and would take centuries to rebuild back to their full strength. It was however at this time they are believed to have received command of the *Raptor Rex*, a powerful, Warp-capable star fortress of a kind rare even during the lost days of the Great Crusade as a gift from the hand of Sebastian Thor himself.

The Great Malagantine Purge [770.M38-791.M38]

The Fire Hawks are one of five Chapters referred to collectively as the infamous Manus Irae¹. Chosen to deliver the Emperor's wrath on the heretical Malagant sector in the Segmentum Tempestus. Their detailed role in an episode of Imperial history long forbidden from the general consciousness of even the Adepta remains a secret even from the Inquisition, the records sealed deep with the lightless chambers of the Celarno Vaults on Holy Terra. What is known is that the Manus Irae were

Addendum [Grand Master Lazaerek]

Worthy of note to this record is the nature and history of Knight-Commander Stibor Lazaerek, Grand Master of the Fire Hawks during the Badab War. At the outset of the conflict Lazaerek was more than six centuries old and in failing health thanks to numerous war wounds accumulated in his long career. A figure of some controversy among his peers, Lazaerek was widely regarded by Imperial authorities as a bitter and hubristic individual, although an undoubtedly competent general whose personal valour was unquestioned. Evidence suggests that during his tenure he led his Chapter into several feuds with both Imperial field commanders and other Astartes lords, and of particular note is that he is known to have held a prior personal grudge against the Astral Claws. The cause of this acrimony can be traced to the battles against the Chaos infestation of the Lycanthos Drift nearly a century before the Badab conflict. At that time Huron had been acclaimed battle-leader in the Lycanthos campaign by the assembled Space Marine commanders over the more senior Lazaerek, much to the Fire Hawk's displeasure. It is thought this bad blood between the two Chapter masters was a deciding factor in the Fire Hawks' involvement in the latter stages of the Badab Schism, sparking it into a full-blown war.

directly charged by the High Lords of the day to "Spare none and set a bloody, fearful example to the realm of Mankind". The death toll of the twenty-one year campaign is believed to have reached into the hundreds of billions as whole worlds were put to the sword, or scoured clean with lethal virus weapons. In recognition, the Fire Hawks were granted the feudal world of Cousteau XI as their bound domain by the High Lords, but were afterward shunned by some of their fellow Chapters for their merciless pogroms against civilian populations.

[[†: The Black Fragments of Cardinal Bloch the Reviled, one of the few available sources on the purge, marks the 'Manus Itrae' as comprising five chapters, but refers to only three by name; the Fire Hawks, the Silver Skulls and the Charnel Guard.]]

The Castigations of Golgotha [Various, M40-M41]

Once again relegated to the status of a fleet-based Chapter after their second home world was rendered uninhabitable, the Fire Hawks avowed a sacred oath to undertake repeated 'castigations' through the Golgotha Wastes region of space. These were a series of crusades through this benighted and war-torn area. Thirteen different castigations were made between 228.M40 and 902.M41, the last ending just prior to the Badab War. These missions ranged in scope from the use of the full might of the Chapter fleet such as the war that ended the xenos domination of the Zharth-Omog Trinity in the Third Castigation, to the progress of the single strike cruiser *Slaughtering Star* which hunted the renegade Damned Company of Lord Caustos in the Tenth Castigation.

The last recorded Castigation up till the present was the Thirteenth, which saw the bulk of the Chapter's fleet spread out into three distinct spearhead formations passing laterally through the southern Golgothan Wastes, attacking and pursuing targets of opportunity as they came across them, notably locating and condemning the lost colony of Jenkin's Run to Exterminatus for the abominable taint to which its once human inhabitants had descended. It was an out-riding

Addendum: Fire Hawks Martial Traditions

As a Chapter the Fire Hawks have long been renowned for their focus on the individual battle-provess and martial pride of their warriors, as well as that of their Chapter. Duelling with traditional swords and heated iron brands is actively encouraged between the ranks when not engaged on campaign, both for honour and to settle grievances between battle-brothers, and is fought sometimes to the death. This tradition is thought to have been a ritual originating amid the warrior castes of their first home world of Zhoros, which has been deliberately preserved by the Chapter over time and arbitrated by its Chaplains. Feudal heraldic ranks are also traditionally appended to the nomenclature of the Fire Hawks command structure. These titles are awarded by the Chapter's Grand Master in recognition for acts of courage and skill-at-arms performed by individual Space Marines (resulting in titles such as Knight-Captain, Preceptor-Sergeant, etc, being common among them). Without the recognition and attainment of individual glory in this manner, advancement within the Chapter is not possible.

vanguard cruiser of this last dispersed fleet that was sent out to the Maelstrom Zone's edge whose subsequent attack and capture by forces from the Mantis Warriors Space Marine Chapter that would trigger the calamity to follow.

BADAB WAR DISPOSITION

The Fire Hawks became involved in the Badab War principally through the political machinations of the Imperial Satrap Tanit Koenig, Lord Governor of the Karthago sector. Koenig requested their assistance in investigating the disappearance of Karthan shipping in the areas to the galactic south of the Golgothan Wastes. This resulted in the attack and capture of their vanguard ship *Red Harbinger* by the Mantis Warriors and sparked the Badab War into its full fury in 904.M41. The Fire Hawks Chapter became quickly and fully engaged in the conflict, with an effective frontline brethren fighting strength of 86% of projected Chapter maximum at the start of the war. Also of note were their extremely powerful fleet assets, which included their famed star fortress *Raptorus Rex*, two battle barges, seven cruisers of varying classes and more than thirty escort and tender vessels; a fleet force strength well in excess of what might be expected of two more commonly outfitted Chapters.

Despite the power of their fleet, the Fire Hawks suffered terrible losses in the early years of the war, both in terms of battle brethren and war vessels, although this is perhaps unsurprising

given the numerical advantage the Secessionist forces had during this period. As the first 'Loyalist' Space Marine force to do battle with the Badab Secessionists (although it can be argued that until the Legatine edict against Huron and his allies, both sides were fighting an unsanctioned conflict), they rapidly found themselves confronting a numerically superior force of equally powerful troops. Without the advantage of their own sizable fleet, innate fury, and the aid of the Karthan forces it is likely they would have been quickly overwhelmed even before the aid of the Marines Errant arrived. As it was their losses in the first years of the conflict were still heavy, particularly in war vessels, with only the *Raptorus Rex* surviving of the Chapter's capital ships.

Eventually casualties reduced the Chapter's effective strength to an estimated 22% by the war's third year, and Lazaerek was forced to bow to Loyalist command pressure to withdraw his remaining forces from the front lines lest the Chapter's extinction be risked, (or perhaps fearing the Inquisition's judgement). The shattered Fire Hawks were then relegated to the sidelines until the very closing stages of the campaign. In the final years of the war, Lazaerek successfully petitioned his Chapter's involvement again in the fight, and the star-fortress *Raptorus Rex*, which remained the single most powerful single warship in the Maelstrom Zone, was used as a lynchpin of the Angstrom blockade.





Armiger-Brother Borusa
Assault Leader, Boarding Assault Squad Borusa
6th Company Tactical Reserve
*Awarded the Iron Halo subsequent to the Battle of
Dysthymia Drift*

BOARDING ASSAULT SQUAD BORUSA

FIRE HAWKS 6TH COMPANY



Fire Hawks Chapter Icon
Common Armorial Use

RESTRICTED ACCESS INFORMATION:

THE FIRE HAWKS CHAPTER HAVE BEEN DECLARED OFFICIALLY MISSING BY THE CONVOCAION ASTARTES AFTER DISAPPEARING 963.M41 ON ROUTE TO AN INVASION EMERGENCY ON CROWS WORLD. THE RAPTORUS REX AND FIVE SHIPS OF THE LINE, WITH A COMPLEMENT OF APPROXIMATELY 800 BRETHREN (THE GREATEST STRENGTH THE CHAPTER HAD ATTAINED SINCE THE END OF THE BADAB WAR) AND SOME 2000 OTHER PERSONNEL VANISHED WITHOUT TRACE IN THE WARP AFTER LEAVING THE PIRAEUS SYSTEM.

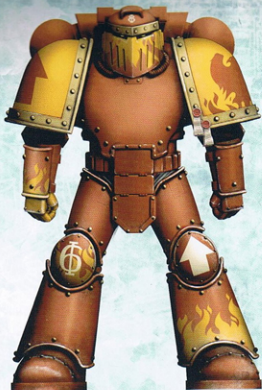
CROSS REF//+ [[FORBIDDEN]]



'Gore Prow' Pattern Chainsword, Monocore Plasma Pistol,
and Ultima Bolt Pistol
Preferred Chapter Close-Combat Issue Fire Hawks Chapter



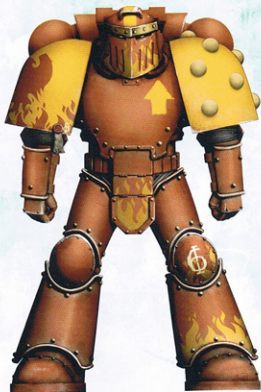
Knight-Brother Sorosev
9 Confirmed Kills, Taken to the Emperor's Grace
Battle of Dysthymia Drift



Armiger-Brother Avar
16 Confirmed Kills, Stigmatum
Battle of Dysthymia Drift

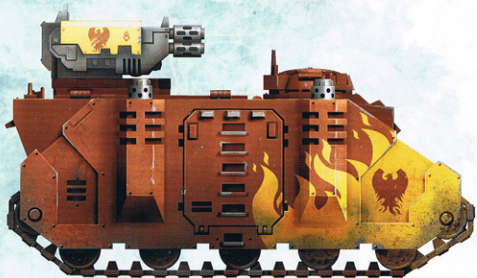


Armiger-Brother Betancourt
*Special Citation for the Destruction of Enemy
Dreadnought*
Battle of Dysthymia Drift



Preceptor-Brother Laugarda
*Posthumously Awarded the Medallion Immolatus,
Taken to the Emperor's Grace*
Battle of Dysthymia Drift

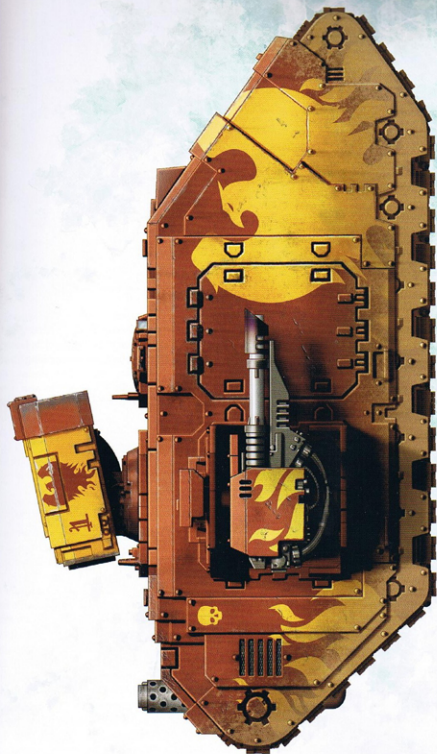




Fire Hawks Razorback 'Red Widow'
Damaged in Action, The Iblis Massacre



Fire Hawks Whirlwind, 'Puritan Fire', Armoury Reserve
Attached to 3rd Battle Company, Destroyed to Prevent Capture by the Enemy, The Retreat from Galen II



'Death Cry' Land Raider Helios, 1st Company Tactical Defence Detachment, Confirmed 4 Surface-to-Air, and 7 Armour Kills, The Iblis Breakout



THE MARINES ERRANT



CHAPTER NAME:.....THE MARINES ERRANT
 FOUNDING:.....23RD [M37]
 CHAPTER WORLD/DEPLOYMENT:.....FLEET BASED/CRUSADE CHAPTER
 FORTRESS MONASTERY:.....VILAMUS [GENE-SEED REPOSITORY]
 GENE-SEED (PREDECESSOR):ULTRAMARINES [EAGLE WARRIORS]
 KNOWN DESCENDANTS:.....NONE

*"Go we into the darkness, there to bring the light of faith
 and the fury of Mankind's judgement on the Unbeliever, the
 Alien and the Mutant. War without end. Ave Imperator."*

Vice-Cardinal Ichdien,
 Blessing on the outset of the
 Second Extra-Galactic Expedition

A star-spanning Chapter of noble renown, the Marines Errants' own histories record themselves as one of the 23rd Founding of the Adeptus Astartes, which many sources place in the latter part of M.37. The 23rd is generally believed by Imperial scholars to have been one of a series of linked Foundings around this period designed to repair the power and reach of the Imperium's Space Marine forces which had suffered considerable losses in the preceding millennia. By the evidence of the *Requiem Malesent* of Saint Kybra, no fewer than fifty-seven Space Marine Chapters had been destroyed outright, turned renegade or declared as lost during this troubled period, which had seen calamities such as the horrors of the Reign of Blood, the Plague of Unbelief, the disastrous Cursed Founding and the forces of Chaos and the Orks rampage almost unchecked along the Imperium's fringes.

Given these parlous circumstances, the Marines Errant, along with several others such as the Imperial Harbingers and the Steel Cobras, were from the outset conceived as Chapters that would spend their existence on continuous crusade and were to be created from the most stable gene-seed stocks available. Articles laid down and enshrined from this time, preserved at the Marines Errants'

archives on Vilamus, entreat the Chapter to "...forever quest and give battle, knowing no home but the grace of the Emperor's mercy, finding purpose only in destruction of the enemies of Mankind." Since their inception the Marines Errant have dutifully pursued this course, ceaselessly travelling between warzones across the distant, far-flung stars of the Imperium, and are one of the few Chapters that are known to have crusaded far beyond the edge of Humanity's domains and returned.

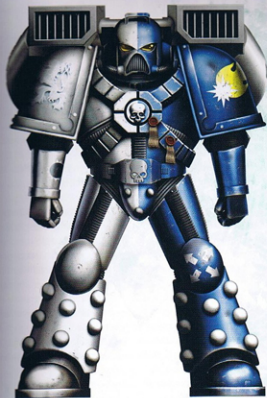
Further details of the Marines Errants' origins can be found in the *Mythos Angelica Mortis*, the great work concerning the Space Marines of this age, lists five such new-founded Crusade Chapters and their blood-progenitors, with the Marines Errant recorded as having the Eagle Warriors Chapter as their immediate forebears. This places the antecedence of their gene-seed as part of the Ultramarines lineage, a fact which is further born-out by the Marines Errants' own traditions and heraldry, although why the Eagle Warriors in particular were singled out for the honour of a 'named' founding being drawn from their ranks at this time remains lost to posterity.

Since their founding, the Marines Errant have forged for themselves a glorious series of battle honours by

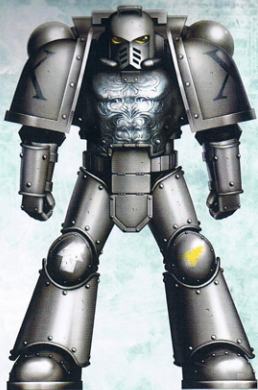
undertaking crusade after crusade in the Emperor's name, some of which still burn in the pages of its history, while others have been long forgotten and swept away by the endless tide of war. The Chapter was also notably involved in the many wars that made up the Age of Redemption in which the Ministorum's Creed was re-imposed on a wayward Imperium cleansed in the blood of the Apostate. It is, however for their later crusades into the outer darkness of the galaxy that they are most justly famed. The Chapter is known to have formed a key pillar of the Crusade of Spite beyond the borders of the Western Fringe in early M.39, the Second Extra-Galactic Expedition, and the later doomed Kadyrov Voyage to the Hazeroth Abyss from which the Chapter's battle barge was the sole survivor to return from that dark and haunted region. It was this last expedition that was nearly to prove the Chapter's undoing, and in truth although it would rebuild its strength in terms of battle brothers and basic wargear, certain losses in terms of less easily replaceable panoply such as Dreadnoughts, Land Raider hulls and ancient battle barges would never be made good again.

Organisation

The Marines Errant are a fleet-based crusading Chapter, and although they



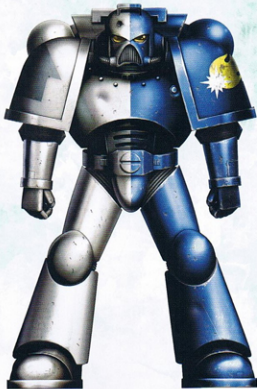
Veteran Brother Trajan
1st Company Vanguard Assault Squad



Veteran-Brother Aklo
Chapter Honour Guard



Brother Pender
Dark Vold Elite
(Note iconograph of House Ecate
Incorporated Into Armour Heraldry)



Brother Charas
Tactical Marine, 3rd Battle Company
Taken to the Emperor's Grace, Bellerophon's Fall

follow the tenets of the Codex Astartes as their basic pattern of organisation, in practice the Chapter has modified its tenets to better suit their needs and patterns of deployment. For example, each of the Chapter's company captains and high officers are also assigned flag command of a particular ship in the Chapter's fleet (most commonly a cruiser) and expected to act autonomously of higher authority for long periods if needed. The Chapter's veteran 1st Company and 10th Scout companies while nominally based on their flagship battle barge, are usually dispersed as needed to individual commands and can vary considerably in size in operational terms. Owing to historical losses of certain advanced forms of equipment that have never been fully replaced, the Chapter has learned to carefully shepherd its resources in terms of equipment such as Terminator armour, and its Techmarines have become particularly expert not only in both maintaining and repairing such as they have, but in reclaiming and restoring weapons and gear they might come across in the long crusades. This has led to some concern in the past over the use of non-Codex Approved arms by the Marines Errant, and even of the incorporation of xenos weaponry into their ranks, although such heretek practices have never been proved.

As with many fleet based Chapters, the Marines Errant are rarely gathered en masse except at the commencement of a major crusade called by the Chapter Master. Instead the forces of the Marines Errant are commonly assigned to a number of different taskforces deployed to various expeditions and war zones, and are often spread over a vast volume of space. It is not uncommon for a particular taskforce to be out of communication with the rest of the Chapter for years, perhaps even decades at a time. Given these factors, each company and battle group has the task of managing its own affairs and recruiting new initiates as the opportunity arises holding to no single source of aspirants, returning the new brethren to the 10th Company's fold to complete their formal training when practical. As a result, it is all but impossible to gauge the effective size

and strength of the Marines Errant Chapter at any given time, and it may be the case that at certain junctures the Marines Errant have stood well over the notional Codex-mandated strength of a thousand battle-brothers for a time.

SELECTED BATTLE HONOURS

The Covenant of Ecalle

[390.M38-433.M38]

The Marines Errant Chapter has long had a somewhat tangled and shadowed ties to the great Rogue Trader House of Ecalle, dating back to a covenant sealed in blood between the Chapter and the legendary Sia'hadn Ecalle in 601 390.M38. The exact cause and full nature of this pact remains a secret that has always been kept inviolate by both parties. What is known to Imperial chroniclers is that when first entered into, the full weight of the Chapter at that time added their forces to the Rogue Trader's own substantial army in a perilous voyage of war and exploration into the Ghoul Stars which lasted more than forty years. Ever since then small contingents of the Chapter, operating outside its usual structures have always served alongside the Rogue Trader's bloodline, leaving the Chapter for years at a time before their return to the ranks, bearing ever-afterward the battle honour of the Ecalle's sigil upon their armour. For the Rogue Trader house, the Marines Errant are an invaluable ally few of their kind can hope to call upon with certainty, although for the Chapter itself what it gains by the bargain, or perhaps what debt it repays, remains a secret long kept from outsiders.

The Corinth Crusade

[698.M41-705.M41]

One of the most famous Space Marine actions of the mid-41st Millennium, the Corinth Crusade was conceived of and led by the legendary master of the Ultramarines Marneus Calgar. The crusade comprised the combined forces of Ultramarines, Angels of Absolution, Lamenters, Silver Skulls, Scythes of the Emperor and the Marines Errant as well as over fifty Imperial Guard regiments against the massing power of Waaagh! Skargor, which had its heart in the seething morass of the Corinth system deep within the Ork empire of Charadon. During this highly successful Crusade, the Marines Errant were singled out for particular honour, both because of a series of closely fought boarding actions against Skargor's fleet of Terror ships, and for the rescue at great risk to themselves of the embattled Ultramarines 3rd Company. The Ultramarines had become trapped on the dust moon of Lhak after the destruction of their strike cruisers above the planetoid, and fighting off fearful odds the Marines Errant battered their way through the encircling horde of freebooters and ramships to extract their progenitor-kin from the surface. In recognition of this deed Marneus Calgar awarded the Marines Errant one of the Ultramarines' own sacred relic blades as a sign of the mutually shed blood of the two Chapters in gratitude. The successes of the Corinth Crusade not only beheaded and scattered Waaagh! Skargor,

Addendum

Of particular note in regards to the Marines Errant is the importance and reverence the Chapter places on safeguarding its future and preserving its gene-seed. Although the Marines Errant are fleet-based, the Chapter's number of Apothecaries is known to be larger than is normal for a single Chapter, and they also maintain a repository-fortress on the world of Vilamus in addition to their usual role. This secondary duty is for very practical as well as ritualistic reasons as the Chapter itself has often suffered severe depredation of its brethren in the past in situations where their precious gene-seed could not be recovered. This is a risk all crusading Chapters must take as their actions often lead them beyond the Imperium into the unknown void or into the very heart of enemy held territory, while some crusade forces simply disappear into the Warp, never to return. In such times of desperation the Chapter's safe-house stores on Vilamus have saved it from ruin several times. This fortress is commonly garrisoned by any Marines Errant company in need of rebuilding its strength at the time and ringed with layer after layer of automated defences.

but also delayed any further major Ork incursions from the Charadon region for more than thirty years.

BADAB WAR DISPOSITION

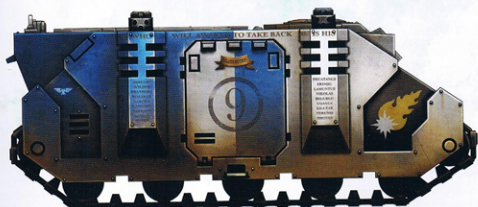
The Chapter's involvement in the Badab War would be brief and bloody. The Marines Errant were one of the first Space Marine Chapters to take up arms against the Astral Claws and their allies in the Badab War. They arrived in the Maelstrom zone expressly to support the Fire Hawks in battle, having been petitioned directly by them before the war began in earnest. The Marines Errant responded to this call by diverting a strong force comprising at least six full companies in strength that had been massing on the Imperium's borders as part of the preparation for the Third Extra-Galactic Expedition. The Marines Errant force relied on its deep-range vanguard cruisers to reach the Maelstrom Zone with speed, and although this allowed their force to arrive in time to prevent the Fire Hawks being overwhelmed, their lack of heavier vessels or numerous escorts would leave them with a strategic vulnerability in the war.

As the Badab War quickly escalated, the Marines Errant found themselves caught between the desire of the Fire Hawks to attack and destroy Huron and his allies at any cost, and the immediate and growing need to protect Imperial shipping and outlying colonies in the Kathargo sector from attack by marauding Secessionist forces. This conflict of interests was

further complicated by the ancient ties of loyalty and blood the Marines Errant had with the Lamenters Chapter beside which they had fought as recently as the Corinth Crusade but now faced as enemies in battle. This led to incidents where the Marines Errant failed to try to do more than drive off the Lamenters' forces during raids, and in which both parties gave quarter to the other, raising the mutual ire of their allies. No such consideration for an honourable foe was given however between the Mantis Warriors and the Marines Errant. Very quickly in their battles against this elusive foe, the Marines Errant took to merciless actions, destroying contested vessels the Mantis Warriors had boarded rather than take them back in close assault, and even bombarding one township on Sagan V from orbit rather than risk ambush by the Mantis Warriors amid its tangled shanty-streets. The Marines Errant were to pay a bloody price for this ruthless policy, when in 905.M41 the Mantis Warriors used the Marines Errants' practice of employing overwhelming force against them, successfully drawing in two full companies led by the Marines Errants' Chapter Master Corwin Admatha by a feigned retreat. By this action the Mantis Warriors lured the Marines Errant into a trap and successfully ambushed them on the industrial moon of Bellerophon's Fall. The Mantis Warriors then used their superiority in heavy warships first to cut off the Marines Errant on the ground, and then used Thunderhawk spearheaded interdiction units to

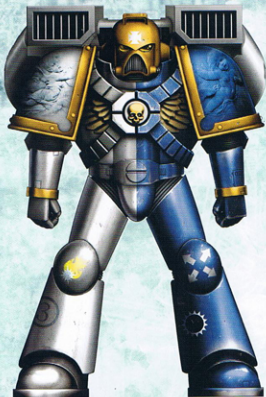
ruthlessly destroy the Marines Errant's command structure, slaying Admatha, two Company chaplains and the captain of the 3rd Company in short order. The remaining Marines Errant were encircled and would have been annihilated, but were broken out of the trap in a daring relief operation by their remaining captain, the ill-fated but resolute Anton Narvaez. The captain and his company were aboard the strike cruiser *Star Jackal* which had been previously damaged during the disastrous Urdeta incident, and so had lagged behind the Marines Errant main force and escaped the trap. Rallying the scattered Loyalist ships Narvaez managed to mount a rescue operation and led the survivors to fight their way clear of the trap despite heavy losses. However the Marines Errant contingent was left in tatters in the aftermath of the ambush.

Assuming the brevet rank of Lieutenant Commander, Narvaez, now left in command of the shattered Chapter was forced to order a retreat to the edge of the Kathargo sector under repeated assault, where they regrouped under his leadership. The Marines Errant restricted themselves to protecting Imperial shipping for the next year and fighting several carefully chosen raids, until finally withdrawing entirely from the war. This coincided with the arrival of fresh Loyalist forces soon afterward, aggrieved not only by their losses but what they considered their betrayal by the Fire Hawks Chapter.



Marines Errant Rhino 'Gryfalcon'
Formed part of defence cordon 3, Rust Zone Septus, Bellerophon's Fall
Destroyed in Action





Veteran Sergeant Domitian
Star Jackal Strike Force Bellerophon

VANGUARD SQUAD DOMITIAN

ATTACHED TO THE 3RD BATTLE COMPANY



Marines Errant Chapter Icon
Common Armorial Use



Chapter Standard Vanguard Marine Armament: Katrafraus
Pattern Storm Shield, MKII/D 'Errant' Chainsword and
Spectris Pattern Bolt Pistol with high capacity magazine



Veteran Sergeant Domitian Personal Arms: 'Heraspex'
Power Axe, Ultra MkII Pattern Plasma Pistol



Veteran Vanguard Garm
Star Jackal Strike Force Bellerophon



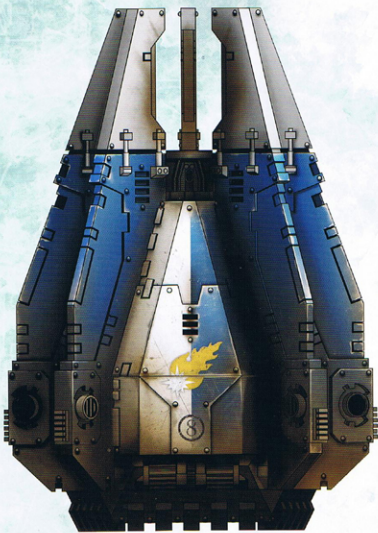
Veteran Vanguard Severus
Star Jackal Strike Force Bellerophon



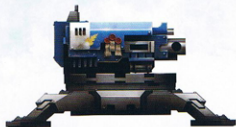
Veteran Vanguard Valens,
*Awarded The Order of the Sundering Star,
23 Confirmed Kills
Star Jackal Strike Force Bellerophon*



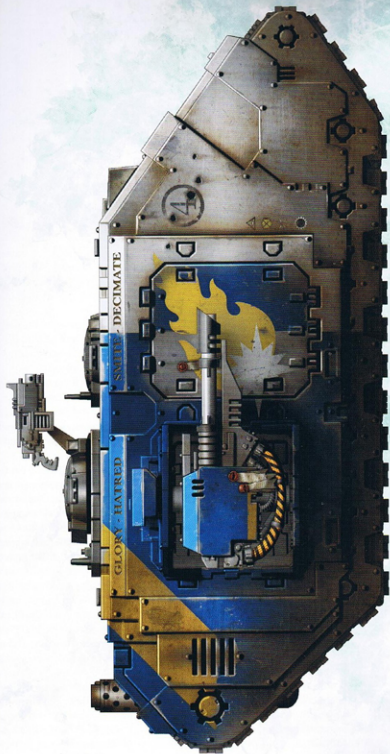
Veteran Vanguard Seratiel,
*Taken to the Emperor's Grace
Star Jackal Strike Force Bellerophon*



Marines Errant Drop Pod
 Deployed Tactical Squad Staphylus
Star Jackal Strike Force Bellerophon



Marines Errant Heavy Bolter Equipped Tarantula Sentry Gun
 Deployed via Thunderhawk Drop During
 Breakout Operations at Bellerophon's Fall



Marines Errant Land Raider 'Throne of Mars'
Chapter Forge Reserve. Survived 23 hours Continuous Combat. Rust Zone Quintus, Bellerophon's Fall
'Ferrum Eternem' Cited

RED SCORPIONS



CHAPTER NAME: RED SCORPIONS
 FOUNDING: UNKNOWN, [EVIDENCE INDICATES
 A PRE-M35 FOUNDING]
 CHAPTER WORLD/DEPLOYMENT: .. ZAEBUS MINORIS/CRUSADING CHAPTER
 FORTRESS MONASTERY: VIGIL, A BATTLE STATION ORBITING THE
 FEUDAL WORLD OF ZAEBUS MINORIS, [EXACT
 LOCATION UNRECORDED, ORDON RIFT]
 GENE-SEED (PREDECESSOR): UNRECORDED/UNKNOWN
 KNOWN DESCENDANTS: NONE

"There is no greater transgression than to betray the Emperor's will; for a normal man there may be atonement for such a sin in death, but for a member of the Astartes, even the grave cannot hold suffering enough to pay for this crime."

- Carab Cullin

An uncompromising and steadfast Chapter, the Red Scorpions have, in their five thousand year recorded history, always been ready to stand in the defence of the Imperium, fight those who endanger it and punish those who betray it. Fanatically loyal to the Emperor in whose divinity they believe without question, they are strict adherents to the Codex Astartes which they view as a holy scripture. They are stalwart traditionalists among the Space Marines and staunch protectors of the Imperium's order and authority, and have ever been quick to answer the call of Imperial governors and cardinals beset by treachery and heresy from within. Their endless hatred for the alien and the mutant has also become famed across the stars, as is their devotion to purity and scorn of deviation from the pure human form.

Despite the Red Scorpions' long and unimpeachable record of service, there are still those within the Adeptus who distrust them on the simple grounds that their origins as a Chapter remain a complete mystery, as does the identity of the founding to which they belong or the primogenitor Chapter from which their gene-seed has been taken. A gene-seed which, other than being notable for its extreme lack of any form of deterioration or corruption, bears no specific hallmarks that

would allow it to be sourced (even inconclusively), to one of the original Space Marine Legions. Indeed some of the Chapter's most notable core beliefs are founded precisely on the purity and consistency of their gene-seed, and they will go to any lengths to preserve that purity and harvest the Chapter's due from its fallen brothers and so ensure the Red Scorpions' future. To the Red Scorpions gene-seed corruption would fundamentally weaken them or any other Chapter of the Space Marines, and thereby weaken the fabric of the Imperium itself – something they simply cannot allow.

The Red Scorpions' fanatical belief in their own purity, and the lengths they will go to in order to preserve it has had the consequence of giving the Chapter a strongly isolationist streak when it comes to its interactions with other parts of the Imperium on anything but a practical military level, and as such they maintain no domains and are beholden to none but their own sense of duty. As a Chapter, they are extremely xenophobic, and for no cause or in no dire need will they ever consider serving alongside or allying with the alien, even at the cost of their own lives. Furthermore they are extraordinarily intolerant of any genetic deviation from the pure human form, and despise abhumans, mutants or

augmentations of any kind, and have often refused to fight as brothers in arms with any such 'abomination'. The only exception they allow being those few they deem to have been the work of the Emperor's own divine hand (the Adeptus Astartes and the Navigators, for example), and even then, there are limits to what they will readily tolerate.

A Crusading Chapter, the Red Scorpions fleet is almost continuously on the move, travelling between war zones and making their forces available to those who would petition their aid; if the Chapter considers them worthy of it. They have fought in every corner of the Imperium over their history and participated in many great conflicts, and are justly renowned for their role in the Conflict of Helican, the Siege of Helios and the battles against the hated Bloodtides. They have fought alone as often as they have fought alongside the ranks of the Imperium's other warriors, and although thought lost several times, they have always returned again from the abyss to draw their blades again in the Emperor's service. One important example of this was the entire Chapter's undertaking of a crusade into the perilous Ordion Rift region deep within the interstellar wilderness of the south-western regions of the Segmentum Tempestus in M39.



Apothecary Sergeant Magyar
3rd Squad, 3rd Battle Company



Brother Dorras
Angstrom Infiltration Force
Note: Ash Zone Armour Contamination

Filled with spatial rips, gravitic storms and other lethal phenomena, the exact circumstances of the Red Scorpions' extended voyage into this hazardous area remains unknown. For more than three hundred years, the Chapter remained out of contact with the Imperium and were thought lost.

After the Red Scorpions' triumphant reappearance during the Battle of the Grey Sisters against the Night Lords on Oriflame, it was established that the Chapter had founded an orbital battle station named *Vigil* around the feral world of Zaeus Minoris deep within the Ordon Rift as a permanent base. Save for the Chapter itself and a handful of high ranking members of the Administratum, the Red Scorpions have kept the exact location of the Zaeus system and the safe routes through the treacherous passages required to reach it a deathly secret, thus ensuring their security and the

safety of their recruiting stock. Even though they have now taken a world for their own, the Red Scorpions have remained a crusading Chapter, using *Vigil* and Zaeus Minoris very much as a simple base of operations rather than the centre of a great domain, and have continued to range across the southern and western Imperium in search of the enemies of Mankind.

Organisation

The Red Scorpions conform very closely in structure and doctrine to the tenets of the Codex Astartes, and can be considered a 'Codex' chapter in almost every detail; although it has been observed that the Chapter's chaplains and commanders have their own particular interpretations and emphasis on the text. The Red Scorpions' internal structures are highly authoritarian, and discipline and order in the ranks is absolute. It is taken that the orders of those in a

superior rank within the Chapter are to be obeyed without question by the battle-brothers beneath them in any circumstance on or off the battlefield. Each company captain is known by the honorary title of 'Commander' with the Chapter Master known as the 'Lord Commander' and, as a matter of tradition, the Red Scorpions' second in command is always its Master of the Apothecarion. As an adjunct to the highly honoured place genetic purity holds within Red Scorpions dogma, they maintain considerably more Apothecaries than most Space Marine Chapters. These Apothecaries' sacred task is to maintain total vigilance over the Chapter's brethren for genetic or biochemical corruption. Red Scorpions Apothecaries are commonly deployed to the front line in combat, often being attached to tactical squads in order to grant them every chance to harvest the precious gene-seed of their fallen comrades.



As the Codex Astartes dictates, the Red Scorpions favour a combined arms approach to warfare wherever possible, with the disparate elements of the Chapter's make-up operating in concert to achieve its tactical and strategic goals in any given conflict. Highly disciplined fighters, each Red Scorpion Space Marine is expected to master every conceivable facet of warfare the Codex ascribes, and be available for re-assignment to different squad types and differing companies as soon as the need arises. Although the Chapter relies heavily on the Codex for its tactical deployments and strategy, it has shown an ability to innovate unexpectedly when needed in the past. A particularly notable example of this occurred during the legendary Siege of Helios in late M38, when the Chapter's Techmarines spontaneously developed the Land Raider Helios, a variant pattern that sacrifices troop capacity for the long range firepower of the Whirlwind missile launcher. The cause for this radical step was in no small part because of a deep reluctance to depend entirely on allied Imperial Guard assets in battle that they believed had become corrupted. Other Space Marine Chapters have since adopted the Land Raider Helios in their own armouries as well and the pattern's validity has since been ratified by the Cult Mechanicus authorities on Mars.

Although fully capable of employing such tactics when needed (as proved by the Angstom Incident during the Badab War), the Red Scorpions are known to have a profound dislike of covert operations in favour of meeting and defeating an enemy in open battle. They consider this secretive kind of warfare, as well as its attendant trappings, such as the use of camouflage and infiltration as fundamentally dishonourable, and shun them unless strictly needed. As a result of this attitude within the Chapter, much of the Red Scorpions 10th Company, made up of Scout-equipped Neophytes, is more often than not deployed to the main battle line rather than on reconnaissance duties, and are often tactically used to secure fire bases in dense terrain or act as an auxiliary force to respond to the changing tide of battle.

The Red Scorpions' armouries are well-stocked, and they are known to operate an extensive range of armoured vehicles and Dreadnoughts in a wide variety of patterns, and have an enviable resource of drop pods and Land Raiders in particular. Their Chapter forge is also known for its ability to maintain (and manufacture in limited quantities) a variety of patterns of Space Marine power armour, most notably the renowned MKIV 'Maximus' power armour which is commonly worn by the Chapter's veterans as a mark of rank and honour. Likewise the Chapter places a high value on the quality of its arms, often granting the award of a weapon of extraordinary quality, usually a power blade, axe or fist to its Veterans rather than a mere honorific or decoration to mark their deeds. This fills both a practical as well as a symbolic purpose by further arming their best with effective tools of war and creating a visible sign denoting the warrior's own might and honour before his peers. This association of weapons of extraordinary quality and military rank within the Chapter reaches its apotheosis in the shape of a number of ancient and potent relic blades, known collectively as the 'Tears of the Scorpion' which are carried by the Chapter's commanders, each weapon with its own revered story and legend. The only deficiency in wargear the Chapter shows at any level is a dwindling supply of Terminator armour, this being a consequence of sustained losses over the last few centuries. It is believed that only roughly half of the Red Scorpions 1st Company can now be deployed by the Chapter as Terminators if the situation demands it. What steps the Chapter is taking to rectify this situation remains unknown.

SELECTED BATTLE HONOURS

The Re-Conquest of Shaehol, 2nd Aegisine Crusade [633.M39-635.M39]

The 2nd Aegisine Crusade was launched to reclaim the worlds of dread Mandragora in 633.M39 after centuries lost under a pall of Warp storms. The Red Scorpions gained high honour for their role in the later phases of the crusade which re-conquered the worlds around the former sub-sector capital of Hecuba. These worlds had fallen under

the tyranny of a heretical Mechanicus sect based on the once-proud forge world of Shaehol. A fetid world of chemical swamps and treacherous ash-wastes, its ecosystem wrecked by millennia of unrestrained industry, Shaehol was heavily defended by legions of insane, half-mechanoid servants loyal only to the Dark Magos that made them. The paranoia of Shaehol's dark masters had invested the planet with innumerable layered defences made up of thousands of kilometres of living razor wire and studded the shattered earth of its surface with clusters of hurricane mines and labyrinthine fortress-mazes."

The Red Scorpions spearheaded the orbital assault against Shaehol, conducting a concentrated attack by Drop Pod attack supported by Thunderhawks and assault rams which managed to force a beachhead on the heavily defended planet. For nineteen murderous hours the Chapter was forced to defend the landing zone against phalanxes of corrupted battle-servitors, waves of surgically mutilated labour helots and the vast and baleful war machines of Shaehol, but they would not break. By their resolute action they enabled the Battle Titans of Legio Tempestor and the Knights of House Vymar to safely land on the surface and deploy, then push past their valiant protectors to take the war to the foe.

The full re-conquest of the fallen forge world would take a further two years to accomplish as the warped masters of Shaehol and their works were destroyed root and branch, but the Cult Mechanicus did not forget the Chapter's sacrifice. When at last the conquest was over and the Red Scorpions took their leave of the planet, the Mechanicus lords of war did them homage, as towering Knights and Titans lined the route taken by the Red Scorpions as they marched to the landing zones, bowing to them as they passed by.

The Siege of Vraks [826.M41 & 830.M41]

The Imperial arsenal world of Vraks in the Segmentum Obscuras fell to the machinations of the heretic Cardinal

Xaphan, sparking a protracted siege of the planet by the Imperium. Over time the conflict worsened, drawing in numerous Chaos warbands and renegades from the Eye of Terror as well as an increased Space Marine presence to combat the growing menace. Ultimately the hellish slaughter of millions poisoned the world and was exploited to bring forth a full daemonic incursion on the surface. This necessitated the direct involvement of the Ordo Malleus and the Grey Knights before the siege was broken in the Imperium's favour although Vraks itself had been laid waste. The Red Scorpions Chapter participated twice in vital stages of the war: firstly in 826.M41 when its forces breached the curtain wall of the massive Fortress of Vraks complex, allowing the 88th Krieg Siege army to advance into the citadel. Secondly in 830.M41 during the heavy fighting against Chaos Space Marines and Daemonic forces in the siege's last dramatic battle re-capturing the fortress. Here Lord Commander Verant Ortyx personally led a strike force of four hundred battle brothers and captured the strategically vital Saint Leonis Gate holding against all comers, heretic, mutant and daemon. During both of these interventions, one of the Red Scorpions' warriors, Veteran Sergeant Carab Cullin rose to prominence, gaining much glory and honour for his Chapter and demonstrating the skill at arms and leadership that would one day see him lead his Chapter.

Badab War Disposition

The Red Scorpions Chapter was to play a key role in the Badab War, its successive Chapter Masters commanding the Loyalist Space Marine forces throughout the war's duration with the blessings of the Imperial Legates, if some initial misgivings based upon the Chapter's fiercely independent reputation. Brought in by the direct request of the Terran authorities to intervene in the conflict, as a crusading Chapter not currently engaged elsewhere in major operations, the Red Scorpions were able to swiftly move a large force into the Maelstrom Zone, an area that they were not unfamiliar with,

the Chapter having fought there as recently as the Galen Expeditionary Campaign in the 120s M41.

The first major Red Scorpions deployment, a force comprising their 1st, 2nd, 5th, 6th and 9th companies arrived in the Maelstrom Zone in 906.M41, and its leader, Verant Ortyx, Lord High Commander of the Red Scorpions, a famed veteran of many campaigns, was appointed overall commander of the Loyalist Space Marines by their common consent. Ortyx' first plans were to approach the enemy cautiously, disquieted by the unexpected strength in numbers the Secessionists displayed. The Red Scorpions' first actions in the war were limited to countering the Secessionist raids on Imperial shipping and conducting probing attacks against Vyaniah and several other outposts to gauge their foes' strengths. The Badab War took an ill-starred turn for the Chapter however when Verant Ortyx and his bodyguard were killed in mysterious and likely treacherous circumstances while conducting a parley with Lugt Huron. But rather than being thrown into disarray, the Chapter's heir apparent, the 1st Company Commander Carab Cullin immediately assumed control of the Red Scorpions assisted by the wise council of Sevrin Loth, the Chapter's Chief Librarian and a living legend in his own right. Despite some minor dissent, primarily instigated by the Fire Hawks Chapter Master, Carab Cullin retained the Red Scorpions Chapter's command of the overall Loyalist Space Marine forces, and one of his first acts was to sideline Lazaerek and bring in further forces from his own Chapter. This increased the Red Scorpions presence in the war zone to eight companies in strength with a fleet component of two battle barges and four strike cruisers.

High Commander Cullin's decision was for his Chapter to lead from the frontlines, and the Red Scorpions played a key role in most of the major battles of the Badab War including the invasion of Sagan, the suppression of Galen-V, the failed first assault on Vyaniah, the relief of Surngraad and the bloody siege of Decabalus which

prefigured the final assault on the Badab system. Additionally, smaller detachments based on the Red Scorpions' strike cruisers fought in dozens of separate void actions, from defending convoys to raiding outposts and intercepting Secessionist shipping.

One of the most daring and lauded operations of the Badab War's middle-years involved what was to become known as the Angstrom Incident, a secret raid conducted in concert with the Salamanders to disrupt the supply of advanced arms to the Secessionists from the neutral forge world. Lord Commander Carab Cullin led the Red Scorpions contingent in the raid personally, famously distaining the use of Codex disruption pattern scheme on his armour for the battle, and during the fight, slaying the Astral Claws Epistolary Librarian Iayune Tiamatus in hand-to-hand combat during the attack on the loading docks.

By 910.M41, the Secessionist cause had been shattered and the Tyrant's forces were now largely confined to the inner Badab Sector, while fresh Loyalist Chapters had arrived to take part in the war. This change in circumstances allowed the Red Scorpions Chapter to rotate some of their forces (which had suffered a substantial degree of attrition in the heavy fighting they had been involved with) out of the conflict to rearm and resupply. This left the Red Scorpions 1st Company veterans as well as the reinforced elements of the Chapter's tactical and assault reserve companies to carry on in the war. This force took a vital role in the final assault on the Badab system itself, breaking through the system's 'ring of steel' star fort defences with Cullin's battle barge, the *Sword of Ordon*, famously leading the breakthrough and weathering a storm of fire that should have seen it blasted to wreckage at the height of the battle.

After the ending of the Badab War, High Commander Carab Cullin and the Red Scorpions were awarded the rare and lauded honour of a *Vexilla Imperialis* by the assent of the High Lords of Terra for their role in crushing the uprising, to serve forevermore as a mark of victory and stand as a relic of the Chapter.





Veteran Sergeant Sourath
Commander, 4th Squad
Red Scorpions 9th Company Devastator Reserve
Cited: Highest Chapter Kill Ratio
Invasion of Vyaniah

DEVASTATOR SQUAD SOURATH

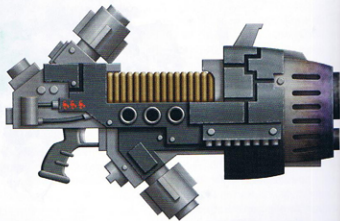
4TH SQUAD, 9TH COMPANY



Red Scorpions Chapter Icon
Common Armorial Use



Red Scorpions Devastator Squad
Marine Tactical Armament:
Ultima Pattern Bolt Gun



Squad Sourath Primary Heavy Weapon Type:
MKXII Ryza Pattern Plasma Cannon



Brother Scarga
111 Confirmed Kills
Invasion of Vyaniah



Brother Kaan
63 Confirmed Kills
Invasion of Vyaniah



Brother Junt
58 Confirmed Kills
Invasion of Vyaniah



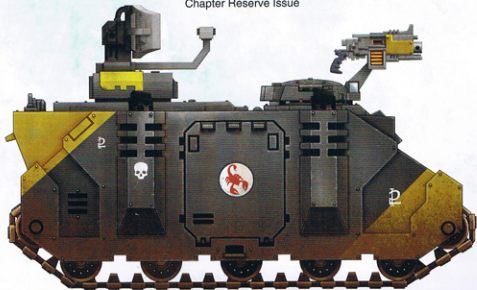
Brother Tornaq
134 Confirmed Kills
Invasion of Vyaniah



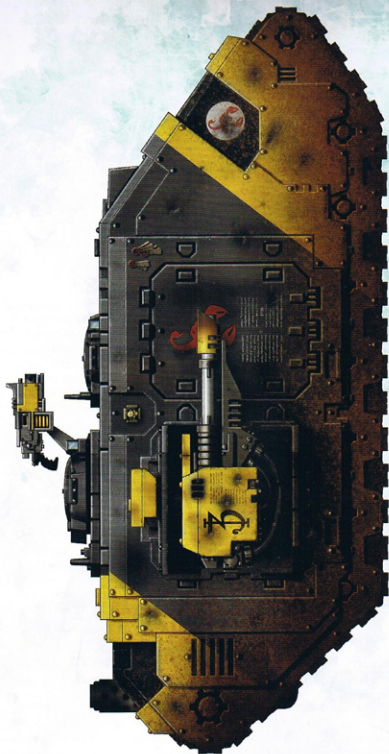
Red Scorpions Dreadnought 'Kargat'
Destroyed, Bale Raid



Red Scorpions Rhino
Chapter Reserve Issue

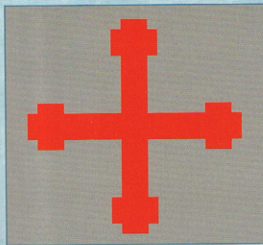


Red Scorpions Damocles Command Rhino
2nd Company, Vyaniah Invasion



Red Scorpions Land Raider, 3rd Company Heavy Support
Lead Strike Vehicle Crow's World Armoured Assault Spearhead

THE FIRE ANGELS



CHAPTER NAME: THE FIRE ANGELS
 FOUNDING: 25TH [M.40]
 CHAPTER WORLD: LORIN ALPHA [IMPERIAL HIVE WORLD]
 FORTRESS MONASTERY: THE TOWER ATHENAEUM [SELF-CONTAINED ISLAND FORTRESS-STATION]
 GENE-SEED (PREDECESSOR): ULTRAMARINES
 KNOWN DESCENDANTS: NONE

"Ours is not to judge His mind or purposes, for as the hand that turns the hourglass is our Emperor, and at His will are the grains of our lives spent."

Consul-Master Uriaens of the Fire Angels
Reflections on War Vol IX

The Fire Angels are considered by some to be a rising star among the more recently founded Chapters of the Adeptus Astartes, and one whose valiant record may yet see them eclipse Chapters of more ancient provenance in time. Despite a history that spans a little less than two thousand years, the Fire Angels have already established themselves a reputation as mighty warriors in the Imperium's service, honourable to their allies and implacable foes to the enemies of Mankind. They also view themselves solidly as part of the wider Imperium's web of power, and so have readily gained a good reputation with a number of Imperial commanders and generals as somewhat easier to work with than other more mercurial or shadowed members of the Astartes. They remain, however, still Space Marines; independent, fiercely proud and not to be trifled with. Conservative in their viewpoint, they embrace the Imperial Creed as unassailable truth and see themselves as holy fighters in the God Emperor's service whose foremost duty is to defend the Imperium from those who would assail it. They are both active and demonstrative in their faith, a factor which has won them support from within the Ecclesiarchy and allies among the Cardinals Solar. As a result the Fire Angels have fought successfully alongside the

Adepta Sororitas and in numerous wars of faith since their inception, and their aid is often actively sought out by the more bellicose members of the Ministorum Synod as well as members of the Ordo Hereticus of the Inquisition. This relationship is not without its detractors however, and there are those of other Chapters who judge their close connection to the Imperial church unseemly and potentially compromising to the historic independence of the Space Marines.

The Fire Angels' origins lie as one of a series of Chapters founded in latter half of M.40 by the order of the High Lords of Terra. At their creation the Fire Angels were granted dominion over an island mass on the ancient and strategically important industrialised hive world of Lorin Alpha in the western Segmentum Solar as their base of operations. Founded as a Chapter from 'whole cloth' which is to say without a specific named predecessor Chapter. Instead they were created from a gene-stock issue, their initial command and training structure composed of honoured warriors drawn from several Ultramarines successor Chapters. Their gene-seed is also on record as being sourced from the highly stable Ultramarines stock, while their recruitment base is drawn from a mixture of the sons of Lorin Alpha's

highly respected military caste and the violent kill-gangs sub-hive networks by a tri-annual process of trial by combat, fear and endurance known as the 'Test of Fire'. These trials are conducted as a series of bloody tournaments overseen by the Chapter's Master of Recruits and carried out under the holy auspices of the Fire Angels' chaplaincy aided by the Lorin Ministorum, and to be chosen to take part is in itself a great achievement. The Test of Fire pits its contestants first against rival aspirants from their own regions and as the weak or unworthy are winnowed away, against the survivors of prior rounds of combat from across the hive world until only the strongest in body, wits and spirit remain, and less than a twentieth of those who undertake the Test of Fire will eventually be chosen to begin their initiation into the Chapter.

ORGANISATION

The Fire Angels Chapter can be considered a 'Codex' Chapter in most particulars, with their interpretation of the text informed somewhat by the aristocratic military traditions of the ancient hive world on which they are based. It is also worthy of note that despite being a successor Chapter drawn from the gene-seed of the Ultramarines, they do not consider their Primarch to have been anything other than an exceptional warrior, no more



Brother Dravholt
Fire Angels 8th Company Assault Reserve
Cited for Valour, Second Battle for Sagan



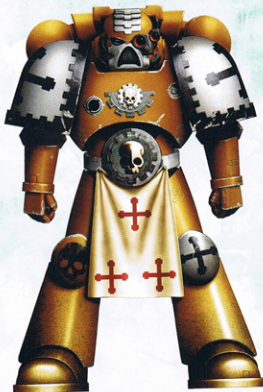
Veteran Brother Landgrave, 1st Company Terminator



Astartes MKIV-SV 'Pyros' Type Combi-Flamer
Fire Angels Chapter Forge Manufacture



Incaladion Pattern Storm Bolter
Fire Angels Terminator Standard Issue



Techmarine Ortrun
Fire Angels Chapter Forge
Taken to the Emperor's Grace
Second Battle for Sagan
Granted the Order of Martyrdom



Addendum: There is some evidence to suggest that the Fire Angels as a Chapter may not be the first to hold their name and livery, either in whole or in part; a circumstance which while unusual is not without precedent in the history of the Adeptus Astartes. This problem leads to some confusion as to the provenance of battle honours, and mention of Space Marine units bearing similar titles or derivations of name (rendered both in High and Low Gothic as well as various Administratum vox-compt scripts) that exist in numerous records contradicting the information presented here. This is a problem to which almost no Chapter's record is immune. Such data 'ghosts' are a constant source of difficulty in an Imperium whose incalculable and cyclopean breadth and depth seems only exceeded by the quill-strokes needed to record it by countless hands.

nor less than his fellows, – to them only the Emperor and his saints are divine, and to proclaim or venerate otherwise they consider to be a form of idolatry.

Thanks perhaps in no small part to their relative youth as a Chapter, they lack many of the invaluable war-relics other older Chapters can often rely on, and instead have come to trust in relatively easily replicable Imperial technology. In practice this means that the Fire Angels make extensive use of 'basic' Codex pattern gear and vehicles such as the Rhino and Predator, while the majority of their 1st Company is fielded as Sternguard squads. While they do possess examples of Terminator armour, Land Raider tanks and Dreadnoughts provided for them by the adepts of Mars at their founding, which are held in high esteem, they remain relatively few in number and so their use is seldom a focus of the Chapter's battle strategy.

Perhaps shaped by their earliest trials in battle during the infamous Fenright Tithe Wars, the Fire Angels have long had a predilection for mobile mechanized deployments over Drop Pod assault or infiltration where practical. This tactic is fed by the ability of the ancient manufactories on Lorin Alpha to turn out the venerable Rhino chassis and its variant hulls and spares in as large a number as the Fire Angels demand. As a result their Chapter armoury contains a greater number of Predator, Whirlwind and Vindicator tanks than many other more established Chapters can easily muster. The Fire Angels' approach to warfare is comparably cerebral and considered, compared to some Chapters, and discipline and

holy duty are higher virtues to them than the pursuit of glory alone. The Chapter prefers to rely on rigid and proven strategic doctrines within the Chapter as to the arming of their forces from which they seldom deviate save in usual circumstances. Examples of this standard panoply include a focus on regularly arming their Tactical squads with heavy bolters for fire support and melita weapons for close range anti-armour capability, while flamers see extensive use by their assault formations as a preferred anti-personnel weapon. One of their other martial traditions of note is their favouring of the sword in its numerous forms as not only a preferred and adaptable close-combat weapon, but also as a symbol of rank and spiritual strength within the Chapter. Each Space Marine considers their own blade to be an incarnate focus for their personal honour and prayer to the God-Emperor of Mankind.

SELECTED BATTLE HONOURS

The Fenright Tithe Wars [760.M39–411.M40]

In their baptism in blood as a fully active Chapter, the Fire Angels were committed in full strength to the Third Imperial Interdiction force under Lord Militant Helstrom to the long burning civil wars that had riven the neighbouring Cal-Sek, Nephthi and Sadsyne sectors. The Fire Angels were also committed to the heretic world of Jhoppa to break the deadlock between the Imperial Guard forces on the vital industrial planet and the massed ranks of the rebel 'juggernaut' companies; the heretics being supplied with large quantities of battle tanks and field artillery from Jhoppa's massive defence armouries. The Fire Angels

tipped the balance in a three-year-long bloody campaign, matching their swift moving Predators and Razorbacks against rebel-crewed Leman Russ and Malcador tanks in open battle on Jhoppa's ash-plains, while their tactical and Sternguard squads wreaked untold havoc in close-quarter fighting in the tangled and treacherous terrain of the planet's extensive shatter zones.

Through a string of victories, the Fire Angels were instrumental in turning the tide of the war for Jhoppa and brought back a world into the Imperial fold that had lain in the hands of the Apostate for more than three centuries. The Fire Angels remained active throughout the latter part of the Tithe Wars, and gained noteworthy victories contesting the Ork incursion into the Vorsk sub-sector where they held out against the Speed Freak horde on Lambast's End, and struck deep into enemy-held territory to relieve the besieged Ecclesiarchy shrine world of Lament. It was this last action in particular, fought against the nightmarishly powerful Psyker-cult forces of the Seven Daughters of Oblivion and their mind-slaved followers, for which the Chapter was awarded the high honour of the Order of the Martyr's Heart by the Holy Synod of Gathalamor.

The Battle for Grand Al'gul [666.M41]

At the emergency behest of the Holy Ordos, the Fire Angels diverted from their course to intercept the powerful Chaos Space Marines warband known as 'The Sanctified' in the cemetery worlds Grand Al'gul system in 666.M41. During this action the Fire Angels fought a series of running battles against the Chaos Marines and their daemonic minions, blocking their efforts to desecrate the resting places of the honoured dead and work hideous rituals in the ruins. These were fraught and brutal combats where not only the lives but the souls of the Space Marines were at stake. The Fire Angels succeeded in forcing their enemies to fight them in a series of assaults and counter assaults, with the Fire Angels maintaining disciplined order and using the cover provided by the marble forests of headstones and mazes of vaults to their advantage. The Sanctified responded with all the foul

sorceries at their command, liquefying stone with their dark magicks and summoning rolling, chattering swarms of mindless demonic beasts to harrow those that would dare to oppose them. The Fire Angels Chapter paid a heavy price in the short but savage combat before victory was achieved, including the martyrdom of their Chapter Master Haran Stark in battle against a frost-rimed Lord of Change while defending the sacred Narthex of Penitents, and the self-immolation of their Chief Librarian Mathias Dee in order to avoid Warp-possession. Eventually, their forces spent, the Sanctified were driven from the sacred sites and routed from the system; the planned apotheosis of the Sanctified's Arch-Sorcerer Ezrath Cull to daemonhood utterly thwarted. Following the corrupted Chaos Space Marines force's defeat, Cull, a once-favoured Champion of Chaos was assassinated by his own apprentices in a brutal power struggle to control the shattered remains of his decimated warband as they fled Grand Al'gul.

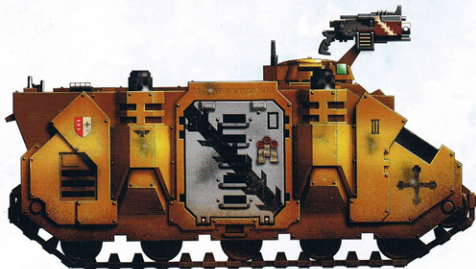
BADAB WAR DISPOSITION

The Fire Angels answered the Inquisition's call for aid in prosecuting the Badab War in early 906.M41, arriving with an effective force equalling seven companies, having left only a garrisoning force of veteran instructors and fresh initiates on their home world. Fitted more to planetary assault than space-lane duties, the

Fire Angels quickly found themselves at the forefront of the war's battle lines as the Loyalists pressed into Secessionist held space, fighting on diverse battlegrounds from the post-atomic wastes of Cygnax to the corrosive fens of Gargathea and the airless moons of the Sagan system. The Chapter's largest and most costly engagement was to be the battle for the enemy-held Administratum tithe-world of Sagan itself, fighting together in their full strength for the first time in the war. As the Loyalists were forcibly retaking the Secessionist-held tithe-bastions in bloody city fights, the Fire Angels devised a plan of using the planet-wide arterial road network to break their forces down into small, highly mobile armoured units and conducted a series of decisive rapid strikes. Excelling in this style of conflict, the Fire Angels succeeded in isolating and destroying Astral Claws units in detail, in a murderous cat-and-mouse game of hunter and prey. Matters were reversed with deadly effect however, when the increasingly desperate Astral Claws used their large complement of Rhinos to mount a suicidal series of counterattacks with forbidden viral-corrosive weapons into the heart of the Loyalist's ranks. The Fire Angels managed to hold these assaults back from breaking the siege but at great cost, losing more brethren in a handful of hours than they had during the prior three years of their involvement in the

war. The cost to Sagan's beleaguered population was also appallingly high.

The Fire Angels casualties on Sagan were such that they could no longer be deployed as a frontline force, and along with a contingent of the Sons of Medusa, they were despatched with naval support to carry out a suppression campaign in the Endymion Cluster. This effectively tied down the remains of the Secessionist Mantis Warriors until the war's closing stages, and the arrival of the Carcharodons. The attack of this savage Space Marine Chapter, whose behaviour and beliefs were immediately contrary to that of the Fire Angels, was swiftly a source of deep division in the Loyalist ranks. Following the Carcharodons' brutal extermination of the population of several Secessionist-held systems even after resistance there had ended, the Fire Angels voiced formal grievance with the Loyalist command, amid scattered reports of open conflict breaking out between the two Chapters. Reduced in strength but refusing to back down from their position, the Fire Angels, with the explicit permission of High Commander Cullin withdrew from the Badab War in 910.M41 wishing to avoid the outbreak of a civil war in the ranks of the Loyalist forces, marking an acrimonious end to what had been a valiant and exemplary role in the war.



Fire Angels Techmarine Rhino 'Ferantus'
Destroyed in Action, Second Battle of Sagan





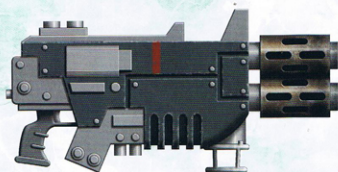
Veteran Sergeant Revok (1st Company)
Assigned Brevet Squad Command
Defence of the *Polaris Rising*.

TACTICAL SQUAD REVOK

FIRE ANGELS 3RD BATTLE COMPANY



Fire Angels Chapter Icon
Common Armorial Use



Tactical Squad Revok's armament during the
Defence of the *Polaris Rising*
Maxima and Vulkan Pattern Melta Weapons and Godwyn-Ultima Bolt Guns



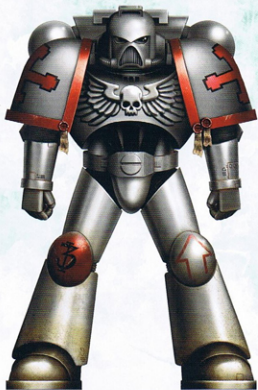
Brother Malsan
Meritorious Sacrifice
Defence of the *Polaris Rising*



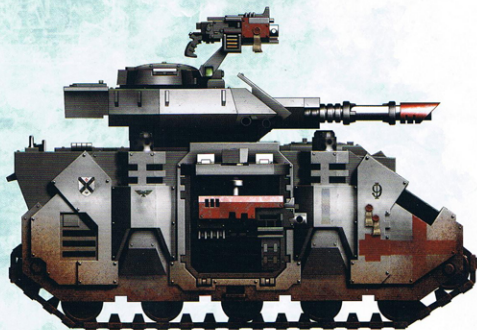
Brother Mordu,
36 Confirmed Kills
Defence of the *Polaris Rising*



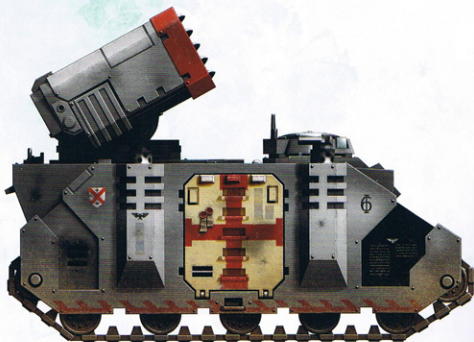
Brother Leaur
45 Confirmed Kills, Stigmata
Defence of the *Polaris Rising*



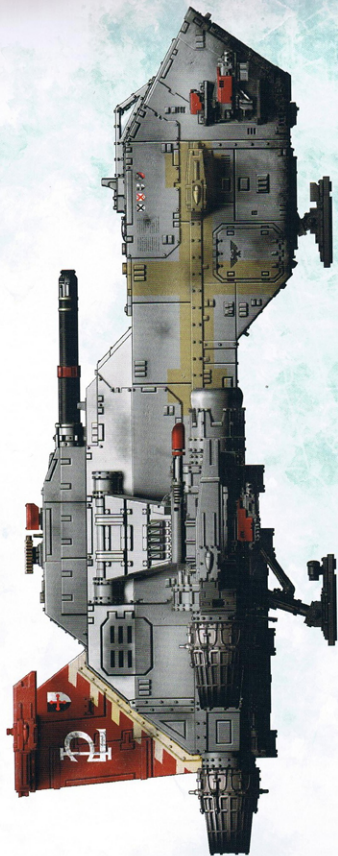
Brother Dreaux
8 Confirmed Kills, Taken to the Emperor's Grace
Defence of the *Polaris Rising*



Fire Angels Predator 'Chalice of Flame'
7 Confirmed Armour Kills, First Vyaniah Raid



Fire Angels Whirlwind, Chapter Armoury Reserve
Attached to 6th Company, Endymion Suppression Campaign



Fire Angels Thunderhawk Gunship 'Stormwalker'
2nd Company Assault Transport, Second Battle of Sagan



THE RAPTORS



CHAPTER NAME: THE RAPTORS
 FOUNDING: 2nd FOUNDING [M.31]
 CHAPTER WORLD: LISTED VARIOUSLY AS NUMINA, RA AND
 BADWATER, ETC, KNOWN TO BE LOCATED
 IN THE SUTTER SPIRAL NEBULA.
 FORTRESS MONASTERY: DESIGNATED "PRIME"
 GENE-SEED (PREDECESSOR): RAVEN GUARD
 KNOWN DESCENDANTS: NONE CONFIRMED, HOWEVER, SEVERAL
 ARE SUSPECTED TO HAVE BEEN CREATED
 PRIOR TO THE AGE OF APOSTASY, RECORDS
 OF WHICH WERE SUBSEQUENTLY LOST.

*"Before seeking victory, first make yourself invulnerable to defeat."
 - The Primarch Corax
 Meditations Upon War and Shadow*

The story of the Raptors is one perhaps best represented as one of adaption and survival against the odds. As a Chapter they have been brought to the brink of utter extinction several times, but yet have managed to endure and return to strength where other Chapters may have been destroyed in their place. As well as a grim determination to survive, one of the hallmarks of the Chapter's endurance is an ability to adapt to changing circumstances and respond swiftly to the fortunes of war. This has tempered their character it seems with a general disregard and suspicion of the mere trappings of honour and glory, favouring results by any means necessary. This quality has manifested as an ability to bend rather than break when faced with insurmountable odds, and to change their tactics and withdraw to fight again where more prideful Chapters would perhaps choose to stand and die. The Raptors value the art of concealment, and utilise secrecy and surprise as paramount weapons in their arsenal. As a result they have always cultivated in themselves an ability to see clearly through the fog of war and strike at the hidden heart of the enemy, where they can inflict the most damage and achieve their objectives, undistracted by hubris or hidebound dogma.

A Chapter of the 2nd Founding, the Raptors were one of a handful of scions of the Raven Guard Legion created when reforms of the Codex Astartes were imposed. The Raven Guard themselves had suffered terrible losses during the wars of the Horus Heresy, which served to limit the pumbers founded from their gene-seed. Much of the Chapter's history from these ancient times has long since been lost, even to the Raptors themselves, including the name of their founding master. Apocryphal legend suggests the Raptors were drawn from a company of new initiates training on the Raven Guard home world of Deliverance at the time of the infamous drop site massacre that laid the Raven Guard waste, and were spared some of the darker events that befell the Raven Guard as they attempted to rebuild. This company would serve together with distinction in the Heresy's aftermath and later was granted the honour of Chapter status after Guilliman's reforms. From what fragmentary evidence remains, the fledgling Raptors Chapter began their service to the Imperium as a fleet-based force, first engaging in the pursuit of the scattered Traitor Legion forces that still wreaked havoc across the Imperium. Some centuries later, the Raptors were granted a world on the edge of the Eye of Terror for

their domain and served as a bulwark against Chaos incursion. The Chapter's history then falls into obscurity as this first home world, whose name is now lost, was believed to have been destroyed sometime during either the 4th or 5th Black Crusades, and the Chapter itself is listed as either destroyed or missing in action in several records dating circa M.37. It is not until the great battles of the Caberiad Wars nearly two thousand years later that the Raptors are listed with surety in the Imperium's orders of battle as again at full Chapter strength. The Raptors now operate from a world deep within the dense stellar drifts of the Sutters Spiral Nebula on the northern border of the Segmentum Solar, although which world locked within its coruscating depths is a matter they have kept deliberately obscure.

Organisation

The Raptors follow their progenitors, the Raven Guard, in adhering to the broad organisational patterns and provisions laid down in the Codex Astartes, but as a Chapter, the Raptors see the Codex as a highly effective and proven set of strategic and operational guidelines rather than inviolable dogma to be obeyed without question. As a result they maintain a high degree of flexibility in their deployments and structures, and in battle favour hit-and-



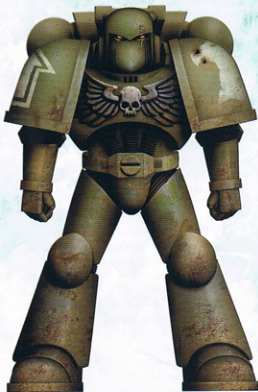
Brother Adalgis
Field Modified Armour -Tundra Zone Damage
Operation Sedna



Brother Eiderman
Assault Squad Decataur
Surngraad Strike Force



Veteran Sergeant Laufrey
Commander, Boarding Forces
Raptors Attack Frigate *Coatal*



Brother Manasal
Granted the *Tenebrae Astra*
Defence of Siaban Base.
Gargathea War Zone



run tactics over all else. Their precise marksmanship is legendary even among their fellow Space Marines, and the Raptors are known for often shunning the glory of close quarter combat for the simple expediency of the clean kill over distance. Much as with their progenitors of the Raven Guard, the Raptors make extensive use of their scouts throughout their taskforces, and maintain a sizable contingent of Land Speeders of all types as well as a core of diverse armoured vehicles. These they prefer to employ, along with their assault units, in precision strikes to overwhelm an enemy at strategically crucial junctures in battle after determining the most effective pressure point at which to break the enemy.

Independent thought is encouraged at all levels within the Chapter, and in particular, their Company captains are known to be highly autonomous, both operationally and in terms of their methods of warfare. The Chapter is further known to actively embrace unorthodox tactics and actively seek unique solutions such as warzone specific camouflage patterns, infiltration, complex manoeuvre, guerrilla warfare and the use of amalgamated scratch units to fulfil particular missions.

The Raptors' recorded history, incomplete as it is, still offers numerous examples of close co-operation with other Imperial and even local militia forces, and where they have considered it strategically expedient, the assumption of direct command over them on an ad hoc basis. This last break from the tenets of the Codex has sometimes led to suspicion and wariness of the Raptors by other Space Marine commanders and authorities, who fear such assumed power might be exploited, although the Chapter's record gives no evidence to support this.

In recent millennia the Raptors have been observed to operate very much independently as a Chapter, and have been encountered fighting in wars across the Imperium as the tide of events takes them, coming together only when dire

need or the strength of an enemy is sufficient to warrant the entire Chapter's force joining in a conflict.

SELECTED BATTLE HONOURS

***The Sancta Angells Campaign* [339.M39-370.M39]**

Cut off from the rest of the Imperium by a squall of warp storms in the galactic north-west of the Ultima Segmentum, a Raptors taskforce nevertheless successfully conducted a thirty year campaign against the gathering power of Waaagh! Irongol in the Sancta Angells Cluster. During this campaign the Raptors engaged in a guerrilla war in the very heart of the Ork domains, striking against dozens of different clans on scores of worlds. In these battles the Chapter, bereft of outside aid or supply, increasingly relied on unorthodox tactics and their ability to forage for supplies from the enemy to achieve victory. Thanks to the Chapter's raids, the ever-fractious Ork leadership began to further fragment, with the different clans and warbosses lashing out at each other. This division then enabled the Raptors taskforce to bring their concentrated strength to bear against Irongol himself in a pitched battle on the sulphur-oxide deserts of Bantax, slaying the Death Skull warboss and his hundred-strong mega-armoured bodyguard in a gruelling six-hour struggle. With Irongol and his under-bosses dead, the Orks of the Cluster quickly descended into a bloodbath of internecine warfare to establish dominance as is the Orks' want, effectively ending the Waaagh!'s threat, while the Raptors withdrew to wait out the storms' passing before returning homeward.

***The Sulsalid Campaign, Fourth Quadrant Rebellion* [775.M41-777.M41]**

Perhaps the largest civil-war affecting the Imperium in more than a millennium, the so-called Fourth Quadrant rebellion was in fact a series of wars, revolts and Secessionist outbreaks which set blaze to nearly a full quarter of the Segmentum Solar and outlying systems. These brushfire conflicts proved difficult to stamp out not least because there was no single enemy or common cause behind them, but rather countless long-born grudges

and the fruits of many centuries of misrule and savage oppression by a series of corrupt Imperial commanders. These civil conflicts were quickly made all the worse by the opportunistic attacks of Chaos cults, renegades and Xenos forces taking advantage of the widespread anarchy the rebellion engendered. More than a dozen Space Marine Chapters were caught up in the fighting, either aiding one faction or another or simply defending their own territories, while others were brought in by the Imperium to pacify the quadrant and finally put an end to the fighting. In this latter category there were four Chapters: the Dark Angels, the Raptors, the Skull Bearers and the Red Wolves who played the greatest part in ending the rebellion. Each of these Chapters fought at full-Chapter strength, which for the Raptors represented a break from their normal order of battle.

As well as contesting the domination of the infamous blood-god worshipping drift pirates of the Quadrants' Storm Marches region, in a three year campaign in confederation with elite squadrons of Battlefleet Solar, the Raptors fell to the task of toppling the traitors of the Sulsalid Sub-sector. As the wider rebellion had raged, the powers and principalities of Sulsalid had cast off their title lords and cardinals in favour of the twin-abominations of 'progress' and 'democracy.' Given time the Imperium knew such seditious corruption could quickly spread, and the Adeptus Terra tasked the Raptors to stamp out the heresy as swiftly as possible. In order to accomplish their aims, the Raptors took direct strategic command of several failing Imperial taskforces who had been thrown back by the traitor forces at the sub-sector capital of Auranar. Here they reinforced and redirected the Imperial Guard assaults, using them as deliberate cover for their own series of lethal strikes at the enemy control and supply structure. In short order the Traitor forces were thrown into disarray and Auranar's power-distribution network was severed in a dozen vital locations, cutting off enemy supplies and communications. The Traitors buckled before the mass assault of the Imperial Guard,

but it was the assault squads and Thunderhawks of the Raptors that smashed their way into the sky-palaces of the Sulsalid Ordinators in the final battles of the campaign and put them to the sword, ending this one revolt among many with ruthless efficiency.

BADAB WAR DISPOSITION

The Raptors' involvement in the Badab War came in response to Inquisitor-Legate Frain's call for aid against the Secessionists, arriving in 906.M41 along with strong contingents from the Fire Angels, Salamanders and Red Scorpions Chapters. The Raptors deployed an equivalent combined force strength of four companies to the war zone, which represented for the Chapter a very sizable gathering of its forces, comprising their 2nd, 5th, and 6th battle companies augmented by a detachment of their assault reserves, as well as a sizable portion of their Scout Company. This taskforce was led by the Raptor's Chapter Master Lias Issodon, a warrior of great experience and expert in the arts of covert and rapid-moving warfare in which his Chapter excelled. Fleet assets assigned to the taskforce were flagshiped by the renowned battle barge *War Talon*, accompanied by two strike cruisers, the *Arias Vex* and the *Shadow Stalker* and further comprised two escort squadrons each numbering five of the Chapter's Gladius class frigates.

Although Lias Issodon, as a highly experienced Chapter Master, offered himself for command of the combined loyalist Space Marine forces during their gathering, the taciturn, somewhat sinister master of the Raptors lost out in this to Carab Culin of the Red Scorpions who was elected by his peers to overall strategic command. This was a decision that both he and the Raptors took with good grace, and submitted to the Red Scorpions command without hesitation or reservation. The Raptors maintained an excellent relationship with the Red Scorpions Chapter throughout the war, forming many lasting ties of blood and alliance with them; a perhaps surprising development given the almost diametrically opposite styles and beliefs of the two Astartes

[Special Addendum: Operation Sedna]

The Raptors' greatest victory in the war came during the battle for the polar defence fortress on Surngraad that presaged the campaign to liberate the planet. The fortress's heavy laser and tactical missile emplacements made close assault of its vital northern industrial complexes a bloody prospect, and they were themselves heavily guarded from attack both by indentured local troops and a company-strong force of the Astral Claws. The Raptors took this assault as their unique responsibility and concocted a highly unorthodox plan to achieve it they termed *Operation Sedna*. Under the shield of a series of diversionary attacks in the equatorial zone, they successfully landed in secret, the equivalent of two companies of battle-brothers in field modified armour over three hundred kilometres away from their chosen target. Shunning heavy gear and vehicles in favour of a reduced visibility to auspex and thermal detectors, the war party then fanned out and advanced on foot for weeks through the rolling ice packs and bitter tundra to launch their assault positions, alternately going to ground and advancing only when their passage was obscured by the frequent blizzards and electrical storms that raged across northern Surngraad. Exposed to discovery and almost certain destruction should they make a single error, the Raptors arrived at their target undetected and attacked under the cover of a blinding gale, breaching the fortress walls and sabotaging the weapon silos despite taking heavy casualties. With the polar guns silenced, the Raptors and Salamanders attacked in full force, Drop Pods and Thunderhawks descending from the skies to reclaim icy Surngraad in a storm of fire.

Chapters who in many ways could not have been more unlike in character. The Raptors engaged in frontline combat duties for the next year and a half of the war, gaining particular glory in conducting the raiding attack dubbed *Operation Sedna* (see Special Addendum). In particular, they operated as a mobile reserve for the main Loyalist battle lines – a task for which they were well-suited, while the *War Talon* itself became the terror of Secessionist raider forces who found the mighty vessel lying in wait for them on numerous occasions. These extensive commitments caused the Raptors to suffer substantial losses in some of the heaviest fighting of the war (estimates vary that their casualties may have ranged from 35%-60% of their effective fighting force by the close of 907.M41). Their largest single death toll was recorded battling the Secessionist counter-offensive in the Gargaetha system during brutal close-quarter fighting against a joint Astral Claws and Mantis Warriors force in the corrosive swamps of that infamous world. The Raptors suffered substantial quantities of fatalities and destroyed vehicles in the conflict, but were instrumental in the eventual Loyalist victory on the poison world. In particular only

they were able to match the Mantis Warriors' talent of ambush and guile.

As the war raged on, the damage to the taskforce became a serious concern, particularly after the loss of the strike cruiser, *Arias Vex*, which was gutted by a reactor breach during the fighting over Gargaetha, while the mighty battle barge *War Talon* was itself badly damaged during *Operation Sedna* and in need of major repair, but still went on to fight in dozens of separate engagements before the end of the war. No longer considered a combat-effective force, the Raptors were given the withdrawal order from the war in late 908.M41.

Although the Raptors withdrawal was ostensibly done in order that the remaining Chapter could muster its strength elsewhere as part of the wider rallying call to fight the growing wars in the Segmentum Ultima, many rumours from the time point to the distrust the Inquisitorial Legate Jarndyce Frain held for the Raptors in general and their secretive commander Lias Issodon in particular. Despite their withdrawal, there exists some evidence that when the bulk of the Raptors departed, the *Shadow Stalker* and a small chosen force remained for some time afterwards in the Maelstrom Zone.





TACTICAL SQUAD KARKOTA

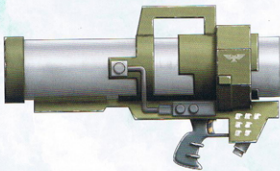
4TH SQUAD, 6TH BATTLE COMPANY



Raptors Chapter Icon
Common Armorial Use

Veteran Sergeant Karkota
Commander 4th Squad,
Raptors 6th Battle Company

*Squad Karkota isolated behind enemy lines and
classified lost, 106 days sidereal,
Severe corrosive/toxic hazard environment
Gargathea War Zone*



Squad Karkota Support Weaponry:
Soundstrike Pattern Missile Launcher
MKII 'Ragefire' subtype Plasma Gun

Ultima MKII Pattern Bolt Gun and Bolt Pistol
Standard Chapter Issue



Veteran Brother Loa
Gargaethea War Zone



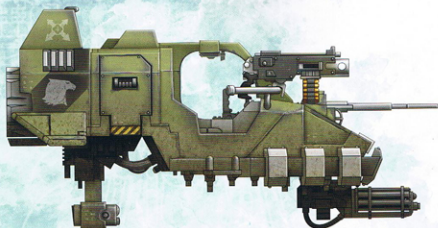
Battle Brother Cthon, Stigmatum Maxima
Gargaethea War Zone



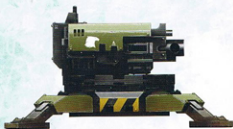
Battle Brother Konrad
Taken to the Emperor's Grace
Gargaethea War Zone



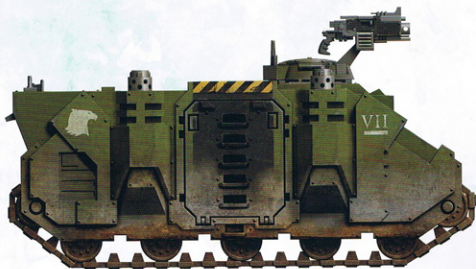
Battle Brother Barabus
Awarded the *Ocularis Serpentus*
Citation: Destruction of Enemy Thunderhawk
Gargaethea War Zone



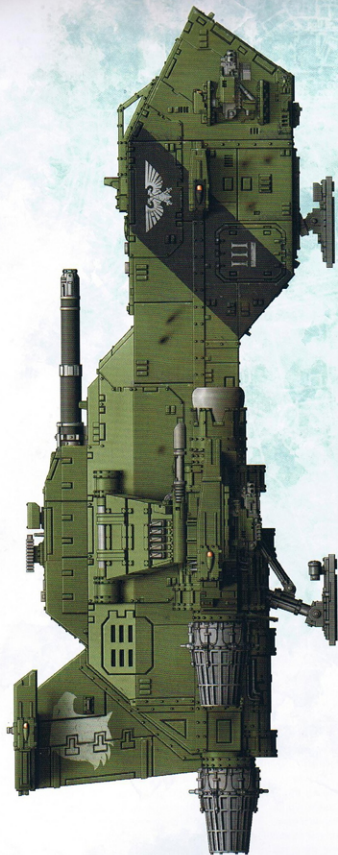
Raptors Land Speeder Tornado
Attached to Chapter Assault Reserve
Destroyed in Action
The First Raid on Vyaniah



Raptors Heavy Bolter Armed Tarantula Sentry Gun
Support Arsenal, Battle Barge War Talon



Raptors Rhino transport
Attached to Tactical Squad Karkota
Abandoned Due to Extreme Environmental Damage
Gargathea War Zone



Raptors Thunderhawk Gunship 'Sunderer'
Confirmed 214 Combat Sorties Flown
Gargathea War Zone

THE LAMENTERS



CHAPTER NAME: LAMENTERS
 FOUNDING: 21st (THE SO-CALLED CURSED FOUNDING) [M.36]
 CHAPTER WORLD/DEPLOYMENT: ... FLEET BASED
 FORTRESS MONASTERY: NOT APPLICABLE, THE CHAPTER BAROQUE MATEL
 LACHRYMARUM SERVES AS THE CHAPTER'S
 HEADQUARTERS AND GENE-SEED REPOSITORY.
 GENE-SEED (PREDECESSOR): BLOOD ANGELS
 KNOWN DESCENDANTS: NONE CLAIMED OR ACKNOWLEDGED

"From Blood Born; to Blood Evermore Consigned."

-Libris Malefica

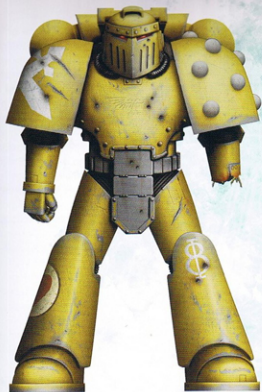
More than perhaps any other Chapter surviving unto the present time, the Lamenters have been called accursed and haunted by their fellow Astartes. A dark pall of shadow has long laid across their fate, seeming to taint much of what they have achieved and their victories often become bitter ashes in their hands. The strange doom and woeful reversals that have dogged the Lamenters' history has seen the Chapter relegated to the sidelines of the Imperium's honoured heroes, and largely devoid of the laurels heaped upon such oft-cited paragons of the Adeptus Astartes as the Ultramarines or their progenitors the Blood Angels. This is not to say however that the Lamenters have ever been anything but effective in battle – far from it and their service record is, at least on its surface, an enviable one. It is rather that time and again their successes seem to have been marred in some way by unintended consequence or sudden unforeseen loss, and on more than one occasion they have found themselves simply wrong-footed by the tide of wider events. This was never more so than their role in the Badab War, where the Chapter's pride and sense of grievance would almost lead to its extermination at the hands of those it once called brothers.

Matters pertaining to the exact nature of the 21st Founding of Space Marine Chapters to which the Lamenters belong, carried out on the cusp of M.36, have long since become shrouded in secrecy and myth. The various dark ends that have befallen many of this Founding's Chapters have entered it into the lore of the Inquisition and the Space Marines alike as the so-called "Cursed Founding", and with good reason, and many now consider those Chapters created under its auspices as tainted from their very birth. Although the Lamenters were among those of the Founding who had been spared a devolution into something no longer human or sane, its mark was still upon them in the eyes of their fellow Space Marines, many of whom grew to shun the Chapter, regardless of their undoubted loyalty to the Imperium and noble defence of its people. The Lamenters chose to take this opprobrium with noble forbearance. As matters within the Imperium worsened in early M.37, the Lamenters departed to the Imperium's fringes rather than risk internecine conflict at a time when the more wayward and corrupt members of the 21st Founding and other dissident forces were being exterminated in a series of bloody wars and purges. During this time the Lamenters used their mobility as a fleet-based Chapter

to crusade against the enemy without, rather than become ensnared in the quagmire of civil conflicts within.

Throughout the next millennia and a half, the Lamenters would remain on continuous crusade, conducting many campaigns against the Orks, the Fra'ail and the Eldar across the western galaxy, and often were recorded as intervening to aid isolated Imperial worlds under threat. Still, despite this record of honourable victory and the valiant defence of Humanity's far-flung domains, the spectre of misfortune followed them, and dark rumours grew up to surround them as time and again the Chapter suffered from bitter reversals and dark turns of fate. As a result, even after their recall along with a number of other crusading Chapters by the High Lords in M.39 to help deal with the rising threat of incursions from the Eye of Terror, many Imperial commanders and other Space Marine Chapters continued to view them with suspicion.

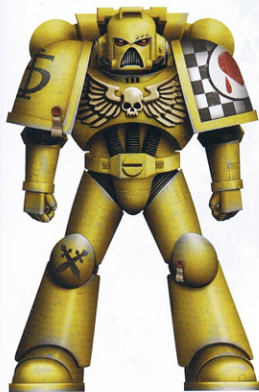
This reputation worked against the Chapter often, but rarely with such consequences as during the Chaos attack on Corlila during the 9th Black Crusade. The superstition-bound Mortifactors Space Marine Chapter refused to fight alongside the Lamenters, abandoning the planet rather than serve beside



Brother Epheseus
Boarding Assault Force
Lost, Raid on Hallows Point



Unknown Battle Brother
Lamenters 'Death Company'
The Battle of Optera



Brother Chalcodon
Assault Marine, 5th Battle Company
Slain, The Helbron Incursion



Veteran Sergeant Imano, 7th Company
Awarded the *Writ Sanguinatus Mori*
Survivor of the Battle of Optera

them. Unwilling to desert the hive world's population, the Lamenters held out alone against the Black Legion onslaught for six standard weeks, suffering horrendous losses until the Ultramarines and White Scars led a battle group that broke through the Chaos fleet to relieve Corilla. Reduced to barely two hundred surviving battle-brothers by their sacrifice, the Lamenters were deemed lost when their fleet disappeared in a warp storm soon afterwards, only to reappear

more a century later on the edge of the Segmentum Solar having slowly battled their way back from the outer void.

Returned again to full strength after slowly rebuilding the fleet and brethren, the Lamenters, now operating as a crusade force near the galactic core, were requested by the High Lords to form part of the defences of the sorely pressed Maelstrom Zone in 587.M41. As one of the Maelstrom Warders their

particular remit would be to patrol the wide expanse of the desolate wastes of the Maelstrom's western zones, responding to and neutralising threats as they were encountered, a duty the Chapter took to with great fervour. It was during this time that the Chapter became close allies with the Astral Claws who held the strategic command of the Maelstrom Zone, and fought along side them in many of their greatest battles. The Astral Claws it seems,

Addendum: The Cursed Founding and the Blood Angels Flaw

Named as one of the largest Foundings since the initial division of the Space Marine Legions in many sources, extant inquisitorial reports tell that the Magos Biologis charged with overseeing the 21st Founding were either ordered or encouraged to attempt to refine, augment or otherwise enhance the gene-seed used to create the new Space Marine Chapters to be founded (although sources differ as to the extent of this practice). The wisdom in tampering with the Space Marine's genesis in this way appears to have been questioned, even at the time, and it is entirely possible that the full extent of the modifications performed were kept concealed even from the High Lords and Chapter Masters of the day – a theory easily given weight by the political turmoil and division that was widespread throughout the Imperium at the time. In the case of the Lamenters Chapter, the only Chapter known to have been created from the Blood Angels gene-seed in the 21st Founding, the efforts of the Magos Biologis seemed to have been geared in some way to removing or at least mollifying the so-called 'Sanguinius Flaw.' This flaw, whose true nature is known to very few outside the Blood Angels and their successors, taints this once most highly praised of the Emperor's Legions with a legacy of madness and slow descent into mindless fury. This degeneration, as much psychic as physical is a risk all Space Marines created with the Blood Angels gene-seed run; driving some into a terrible death-seeking madness that causes them to hurl themselves

fearlessly at the foe, and be wracked it is said by a savage blood-hunger known as the Red Thirst. It is against this terrible affliction that the scions of Sanguinius must nobly strive to retain their sanity and their selfhood, so as to fulfil their oaths as the protectors of Mankind and the warriors in the Emperor's service. That use of the Blood Angels gene-seed was still pursued is both a testament to the glorious history of the Blood Angels themselves, and also to their gene-seed's other inherent strengths, which are not limited to its low rate of implant rejection and the aberrant factor that it produces by far the longest potential observed life spans of any Space Marine lineage.

The Blood Angels themselves have long sought an answer to their affliction, and it is likely that the experimental procedures performed on the Lamenters gene-seed during their creation were done with at least their progenitor's tacit approval. An inference perhaps born out by the fact that the Lamenters have always been recognisable in terms of organisation, ritual and special equipment as bearing the unique hallmarks of a Blood Angels Successor Chapter. The goal of reducing the effects of the flaw it seems at least initially was partly successful, with such records remaining showing that the number of the Chapter's brethren succumbing to the Red Thirst were very few.

The counter to this success however, was that almost immediately certain idiosyncrasies of mind and temperament were noted within the Lamenters, factors that only grew

more pronounced as the years passed: A dark melancholia seemed to take hold of the Chapter's soul and it was said of them by their fellow Blood Angels successors that they bore the grief of the loss of Sanguinius more keenly than any other, and in their hearts they heard the screams and sorrow of all the martyrs who cried out for vengeance across the cold stars. Whatever the truth of this, ill-fortune had already begun to follow the Lamenters like an unwanted shadow, and by the end of M.36 it was already apparent that many of what had already become known as the Cursed Founding's children were succumbing to maladies and malevolencies as shocking as they were diverse.

Given this and the fall from grace of many of the 21st's Founding's issue, the experimental procedures that created the Lamenters from the Blood Angel's gene-stock were not repeated, and the Chapter itself remains in its way unique in the Imperium's forces. As time has progressed since then, there has been a continued and observable increase both in the strange tendency for the macabre and melancholia that pervades the Chapter's psyche, and the Red Thirst which again has awakened in their ranks, slowly worsening, as by some reports it has, to varying degrees in all the Blood Angel's successors over time. Given the Chapter's most recent losses and the worsening maladies to which they are prey, it remains to be seen whether the Lamenters' long-term survival itself is now under question.

particularly under their last Master, Lugft Huron, offered the Lamenters a degree of honour and respect they had seldom received before from their peers, as well as war materials with which to build and maintain the Chapter's strength. It would be this unaccustomed friendship and the ties of blood spilt in battle alongside the Astral Claws that would prove the Lamenters' undoing.

ORGANISATION

In organisational structure and tactical operations the Lamenters remain at their heart a Blood Angels Successor Chapter, heir to a glorious and unique martial tradition and a brutally effective art of war. As with their progenitors they adhere to the basic structure of the Codex Astartes with a notional strength of ten companies each comprising a hundred battle-brothers, with the usual division of one Veteran, one Scout, four line of battle, two Tactical reserve, one Assault reserve and one Devastator reserve company.

However, even more than is the case with their fellow scions of Sanguinius, there is a very great degree of fluidity between these companies and they very rarely fight in full cohesion (save the initiates of the 10th Scout company who have yet to complete their training). Instead strike forces are created as needed from across the Chapter. This informal system grants the Chapter a high degree of flexibility in shaping their forces to meet operational needs, particularly as for much of the Chapter's history they have fought alone and learned bitter lessons in dealing with unexpected calamity.

Chapter recruitment was also carried out on a similarly practical basis, with likely candidates gathered up from feudal worlds and far-flung colonies as the Chapter-fleet's roving course took it, with initiates first undergoing extensive moral and physical screening with those that failed but survived entering the ranks of the Lamenters servants (and in some cases servants) instead.

The Lamenters order of battle favours shock assault tactics, often delivered from close air assault utilising the Chapter's supply of Thunderhawk and Stormraven Gunships, the Lamenters'

ability, honed through centuries of experience, to perform airborne assaults in this way and extract their forces under heavy fire when needed has been a key to their success and survival against numerically superior foes in battle.

In terms of operational equipment and insignia, the Lamenters cleave more to the standard panoply of the Space Marines than their forebears (or indeed their 2nd Founding successors) although this may be a matter more of ease of resupply and maintenance for a fleet-based Chapter with no home port and forced to rely largely on its own artificers. Certainly the Chapter does retain a few cherished examples of Sanguinary relics such as the Glaives Encamine and the Angelus pattern weapons treasured by its captains, but aside from air power, war artefacts such as Land Raiders and Baal Predators are less common with them than with other Blood Angels successors, while suits of Terminator armour are particularly rare in the Lamenters' armouries and are valued beyond price by the Chapter.

As with the Blood Angels before them, the Lamenters Reclusiam of Chaplains operates as part of their overall Chapter command rather than be subordinate to it as is the case with most Codex Chapters. They exist to watch for the growing problem of the Red Thirst in the Chapter's ranks, while their Sanguinary Priesthood (which takes the role of the Chapter's Apothecarion) holds a particularly prominent role and is known by them as the Calix. It is often observed that it is the Calix that has had the greatest part in holding the Chapter together through its many trials and misfortunes, and tends not only to the physical health of the Chapter's battle brothers but also the spiritual stigmata they bear. The Calix priesthood is elected from the most stable and strong-willed of the Lamenters brethren, and they are looked on with reverent pride by the warriors of the Chapter.

SELECTED BATTLE HONOURS

The Liberation of Slaughterhouse III, The Corinth Crusade [701.M41]

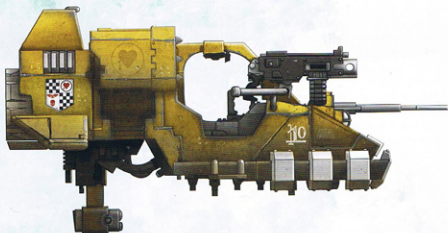
At the outset of the Corinth Crusade, the Ultramarines called for allies to aid them in their holy task of scourging the mighty Ork empire of the Charadon

region. Mindful of the ancient debt they believed they owed the Ultramarines for their intercession many years before during the disastrous Siege of Corilla, the Lamenters answered Marneus Calgar's call, despatching a taskforce of three hundred brethren along with the battle barge *Daughter of Tempests* and her escorts to serve with the Corinth Crusade. The heavy firepower of the battle barge along with her wings of Stormravens and the grim bloodlust of the Lamenters served the crusade tirelessly, destroying an Ork Battle-Kroozer cluster single-handedly off the gravity well at Skull Point, and alongside the Marines Errant spearheaded the victorious planet strike attack against the gun-world of Kildakka. But it is for the liberation of Slaughterhouse III the Chapter will be most remembered for reasons both good and ill.

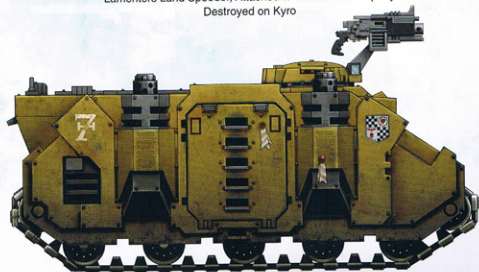
An Ork slave-mining world whose Imperial title had come about in reference to the hundreds of thousands of human prisoners funnelled into its mines never to return, Slaughterhouse III was a vital cog in the growing power of the Ork Waaagh! in the region. Thanks to its location deep within Charadon, attacking Slaughterhouse was judged likely a one-way mission for anything short of a full battle group. Moved by the plight of the Orks' victims as much as wider strategic concerns, the Lamenters petitioned the Crusade Command for the task of attacking Slaughterhouse III, which Calgar reluctantly agreed to, with the proviso that he could grant no further support to their mission. As good as their word and drawing on the centuries of experience conducting fleet operations in the wastes of the void. The Lamenters slipped through the Orks' lines, the *Daughter of Tempests* dropping out of Warp perilously close to Slaughterhouse III's outer orbital defences, achieving total surprise. Caught off-guard the Ork gun stations were quickly obliterated and waves of Thunderhawks and Stormravens swooped down to assault the Ork garrison stations on the ground. The Lamenters quickly swept away any organised greenskin resistance in a remorseless blood-hungry assault. Seeing their brutal captors cast down, the human prisoners who massively outnumbered the Orks



Lamenters Furious Pattern Dreadnought 'Elohiem Diocleatius'
Ravager of the Gate of White Tithes, Invasion of Sagan



Lamenters Land Speeder, Attached to 10th Scout Company
Destroyed on Kyro



Lamenters Rhino transport Attached to Tactical Squad Trias
Lamenters 7th Company, recovered abandoned on Rook 913.M41

rose up and joined the fray and in a few short hours the planet was in the Lamenters' hands. The unexpectedly high degree of success of their plan to overthrow the Orks on Slaughterhouse III had also brought with it a problem of unforeseen proportions: They had liberated over three million human prisoners who looked to them now to deliver them from the hands of their enemies – they saw the Lamenters as the Emperor's answer to their prayers. A More callous Space Marine Chapter, (and in truth there are many), would simply have left the prisoners to their fate, content to sabotage the mines and leave with their mission and the wider aims of the battle against the enemies of Mankind fulfilled, while those of a more pious or dutiful bent might have commended the prisoners to their coming martyrdom. Neither of these solutions appealed to the Lamenters.

Ork vessels began to swarm on the edges of the star system and it became rapidly apparent their victory had not gone unnoticed, and any plans the Chapter might have had for mounting any sort of widespread evacuation of the prisoners were simply not tenable. The few Warp-capable transports and slave-ships they had captured undamaged in the fight could not be made usable in anything like the time they had before the Ork onslaught came, and Chapter's own vessels could not carry the load. The Lamenters resolved to fight and if needs be nobly die while any chance remained, their Techmarines and those skilled enough among the prisoners desperately trying to restore the captured ships to flight status. In order to buy them time, the single battle barge and less than two hundred surviving Lamenters stood against nightmarish odds as wave after wave of Ramships and Kill-Kroozers attacked, only to be beaten back by savagery even the Orks recoiled at. Unprecedented numbers of the Lamenters succumbed to the Black Rage in the bloody struggle.

It was the prisoners themselves who took the final decision to end the impasse; after a last prayer of thanks signalled to the *Daughter of Tempests* they asked for a merciful death. With another Ork fleet massing for the attack, the Lamenters had no choice

and detonated the seismic charges they had planted to collapse the mines before turning their weapons on the Orks' crude landing ports and docking stations. Within minutes they had laid Slaughterhouse III waste. With fewer than a hundred Lamenters still standing, the battered but unbowed *Daughter of Tempests* escaped trailing a handful of liberated slaver-ships, carrying with them less than a tenth of the prisoners they had freed (mainly comprising women and children), which were then given over to the care of the Orders Hospitaller.

In operational terms the liberation of Slaughterhouse-III was a complete success; the destruction of its mines and docks would set back the Orks' build-up of war materiel by years and destabilise their resistance to the crusade. Furthermore, already news had reached the Corinth Crusade's strategic command that rival Ork clans were in conflict over control of the system's wealth. The Lamenters had executed a near-perfect surprise assault, their success only marred by the unfortunate losses incurred in the battle's aftermath. The 'victory' however tasted of bitter ashes to the Lamenters who took the almost unprecedented step of refusing the honour of an Iron Halo in reward for their efforts from Calgar's hand. This some saw as a deliberate insult, further breeding suspicion and dark rumour in those already ill-disposed to the Chapter.

BADAB WAR DISPOSITION

At the outset of the Badab War, the Lamenters were at effective full fighting strength, with it is estimated over eight hundred active battle-brothers and some seventy Scouts. Also, thanks to their alliance with the Astral Claws they were better provided for in basic vehicles and munitions than the Chapter had been for centuries. It was for the Chapter's fleet however that the Lamenters were perhaps most valuable to the Tyrant's cause, not only for the power of their warships, but also the quality of their combat pilots and the Chapter's great expertise in conducting raids and boarding actions. In addition to the Warp Barque *Mater Lachrymarum* which served as the Chapter's mobile base and repair dock, two forge ships

and a dozen other support vessels, the Chapter possessed two unusually powerful battle barges, six strike cruisers and three Vanguard cruisers as well as twenty-two escorts of various classes. The Lamenters served on the front line of the Secessionist war effort, wielded in a series of hammer blows against the Tyrant's enemies. Huron was careful to employ the Lamenters against purely military targets however, likely realising that he risked losing their support if he used them otherwise. The Lamenters were instrumental in the Secessionist assault on Sagan in 904.M41 and in blunting the Fire Hawks counter-attack at Galen in the following year. Once the Loyalists' main campaign was in full effect, the Lamenters Chapter led the battle to contest the Maelstrom Zone's Warp routes in a series of heavy raids and counter-raids, while the Astral Claws played to their own strengths in static defence and full scale battle operations, and the Mantis Warriors conducted guerrilla attacks and diversionary strikes. In 908.M41, the Lamenters had already suffered significant losses through attrition but were still a force to be reckoned with, and a plan was put into action to isolate them from Huron's cause and take them out of the war. Loyalist agents discovered the location of the Chapter's barque in orbit of the feral world of Optera taking on supplies, and a rapid strike force succeeded in crippling its main drives preventing it from fleeing the system. The barque containing both the Chapter's recovering battle casualties and precious resource of gene-seed was a target the Chapter could not help but try to defend. Lured in by a continuing series of attacks on the barque, the remainder of the Lamenters' fleet was drawn back into the system, where they were then engaged by the full power of the Minotaurs fleet in a bloody battle which lasted seventeen standard hours. The Minotaurs suffered heavy casualties but overpowered their enemy by virtue of their own brutality and sheer weight of numbers. Their forces shattered, the remaining Lamenters were forced to surrender rather than risk total annihilation. A total of three hundred and eleven surviving battle-brothers were interned on a prison hulk orbiting Sagan for the rest of the war.





Veteran Sergeant Volturmo
 Commanding Squad Volturmo, 5th Battle Company
 Lamenters Chapter, Also, Senior Officer Commanding
 Chapter Strike Force
 Assigned to Commerce Raider *Regicide*,
 Eridayn Cataract Zone

ASSAULT SQUAD VOLTURNO

3RD SQUAD, 5TH COMPANY



Lamenters Chapter Icon
 Common Armorial Use

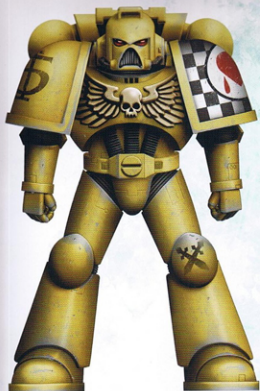


Personal Armament of Veteran Sergeant
 Volturmo
 'Synod' Type Inferno Pistol
 Primaris II Pattern Power Sword



Standard Assault Squad Armament
 Lamenters Chapter
 MKII Angelus-Vex Bolt Pistol and 'Hell's Teeth' Chainsword

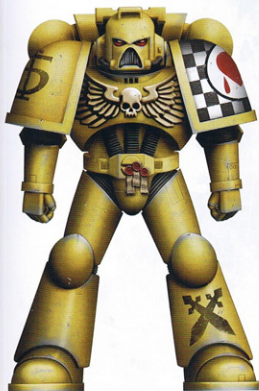




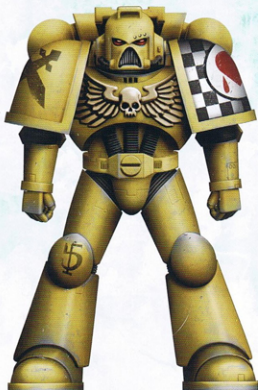
Brother Passeal
Participated in 11 Confirmed Raids
Eridayn Cataract Zone



Veteran Brother Tahthyr
Participated in 5 Confirmed Raids, Slain
Eridayn Cataract Zone



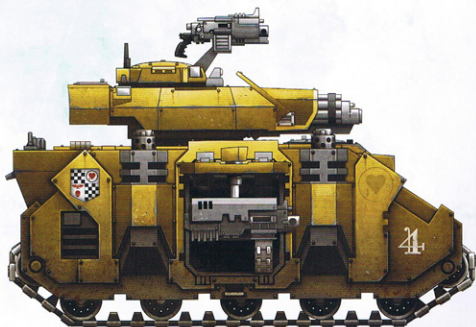
Brother Ovid
Confirmed Participation 12 Raids
Eridayn Cataract Zone



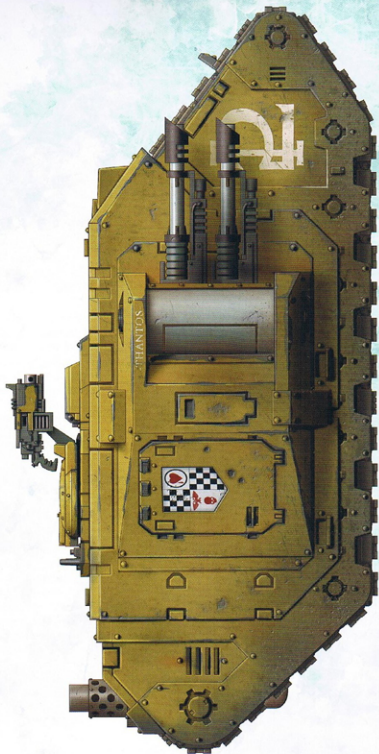
Brother Paymon
Confirmed Participation 13 Raids Before
Succumbing to the Black Rage
Eridayn Cataract Zone



Lamenters Drop Pod (Lucius Sub-Pattern Manufactured at Badab Primaris)
Deployed During the Secessionist raid on Bale Holdfast



Lamenters Baal Pattern Predator, "Voice of the Martyr"
Damaged in Action and Captured By Minotaurs Chapter
Unnamed Action, Crow's World System



Phobos Pattern MKII-B Land Raider, Provenance Unknown
Destroyed in Action on the Surface, Battle of Optera

THE NOVAMARINES



CHAPTER NAME: THE NOVAMARINES
 FOUNDING: 2ND [M.31]
 CHAPTER WORLD: HONOURUM
 FORTRESS MONASTERY: THE FORTRESS NOVUM
 GENE-SEED (PREDECESSOR): ULTRAMARINES
 KNOWN DESCENDANTS: NONE OFFICIALLY LISTED, BUT THEY ARE KNOWN TO HAVE HAD THE HONOUR OF THEIR BRETHREN SELECTED TO AID THE FOUNDING OF SEVERAL ULTRAMARINES GENE-SEED SUCCESSOR CHAPTERS IN THE PAST, NOTABLY THE DARK SONS AND ANGELS OF FURY.

"The existence of the Alien is a problem with but one solution; Extermination. When Mankind is alone in the cosmos, only then will we have achieved our destiny."

- Lucretius Corvo

An ancient and proud Chapter, the Novamarines are hard-line adherents to the Codex Astartes who consider the writ of the text itself to be divinely ordained law. The Novamarines' outlook and disposition is very firmly rooted in a glorious past and a long history of leal and unwavering service in defence of the Imperium. The Chapter's standards of probity and honour are such that they have been held up as an example even to other Chapters of the Astartes in the past, and are known to have drawn blood against those who would stray too far from the Codex's teachings. In character they are known to be hard and unwavering, and their sense of honour and rectitude is unquestioned both by their fellow Astartes and the powers of the Imperium. Uniformity of thought, strength of purpose and service to the Imperium before all else are the Chapter's key beliefs, and they have long been independent advocates of what the Inquisition would dub the 'Monodominant' outlook, espousing a doctrine of the complete extermination of all intelligent alien life in the galaxy in order for the survival of Humanity to be safeguarded.

Their founding Master is known to have been Lucretius Corvo, a highly honoured Captain of the Ultramarines Legion who served as one of his

Legion's champions during the brutal fighting against the Traitor Word Bearers Legion on Astagar during the Horus Heresy. During this desperate siege, Corvo's forces held out for six days against many times their number, and in one last, desperate counter-attack he and his chosen band managed to destroy the Traitor Warlord Titan *Fellghast* and break the siege. For this action Corvo was awarded a Laurel of Defiance by his Primarch, a sacred object that is still enshrined on the Fortress Novum to the present day. The Chapter's rare use of a quartered livery is believed to be based on Corvo's personal heraldry, further setting their first Master's stamp upon the Chapter. At their founding they were given the guardianship of the pre-Imperial fortress world of Honourum by Robute Guilliman himself, a site that had once marked the northward extent of the Ultramarines Legion's advance into the galactic north of the Segmentum Ultima. Honourum is a storm-wracked world of jagged mountains and barren stone lands, with little by way of flora and fauna; barely enough to allow it to be classified as a life sustaining world. Honourum's small population is divided up into feral hunter-gatherer tribes, nomadically picking their way across the bleak landscape. To them the vast redoubts and soaring bastions of the Fortress Novum, graven from

Honourum's greatest mountain range are no less than the halls of the gods, and the rippling aurora cast into the static-charged night sky by the fortress monastery's void shields are gateways to the halls of the dead in the world beyond. These simple and hardy primitives have provided the Novamarines with their recruits since the Novamarines' founding, and during their indoctrination into the Chapter all vestiges of their past culture and beliefs are purged away and replaced with a pattern of thought and culture that any native of distant Ultramar would instantly recognise. The one idiosyncrasy of the autochthonic traditions of Honourum's natives that is retained by the Chapter is the practice of ritually tattooing the skin. Each Novamarine's toughened hide over time becomes an illustration of their career and life, with sigils and abstract designs depicting the battles they have fought and the stars they have travelled. It is a commonly held belief among the Chapter that these vivid images serve to armour the soul from the predations of dark spirits, and that by the roll of deeds recorded on their flesh will the Emperor judge their worth in death.

At their founding, the Novamarines swore an oath to defend the Segmentum Ultima from the enemies of Mankind, and in near eight thousand



Terminator Sergeant Strabo
Assigned to Captain Blaylock's Personal Guard
Hallow's Point Incursion



Veteran Terminator Brother Coulter
4th Squad, 1st Veteran Company



Incaladion Pattern Storm Bolter
Terminator Squad Issue



The Personal Weapons of Veteran Sergeant Cyranus
Modified Acitus Pattern Chainsword
and 'Sulfury' Subtype Plasma Pistol



Veteran Sergeant Cyranus
Succumbed to his Wounds
Posthumously Awarded the Order of Guilliman
The Relief of Bale



years have not wavered in this charge, and although they are not a purely fleet-based Chapter, they have often had cause to divide their warriors over vast areas of space in order to fulfil their duty. This wide dispersal over a vast patrol area has meant that the Chapter has seldom fought together as a whole, but while their strength is often divided, in the past this has meant that the Novamarines have been among the first to answer the call of fellow Space Marine Chapters in need, most notably in recent years fighting in defence of the world of Obsidia, home planet of the Sable Swords Chapter. This intervention prevented Obsidia being overrun by the mutant hordes of the Twisted Convocation while the bulk of the Sable Swords were engaged fighting the Eldar Swordwind on Larical's Folly. This valiant rescue has resulted in the swearing of an solemn oath of eternal debt by the Sable Swords to the Novamarines, something never taken lightly by the Chapter, and the Sable Swords are but the latest in a long line of Adeptus Astartes who owe such debts to the Chapter. This deed and many others of similar mettle throughout their long history has established the Novamarines with an enviable reputation for honour and brotherhood which few Space Marine Chapters can equal.

Organisation

The Novamarines Chapter is a proud member of the 2nd Founding, having been split off fully formed from the Ultramarines Legion after the Horus Heresy as part of Guilliman's reforms of the Space Marines. As a result they have long been amongst the most strict and dogmatic adherents of the Codex Astartes and its tenets, and have rigorously enforced its organisational mandates despite their

companies often being scattered across the Imperium for much of the Chapter's history. The Chapter has also taken great pride in maintaining their insignia and martial culture all but unchanged since their founding. Much of the Chapter's honorifics and titles are all but indistinguishable from those employed to this day by the Ultramarines and the other defenders of Ultramar, although the Chapter separated from them by a gulf of distance and entirely independent in operation and fealty. Another notable feature of the Novamarines' panoply of battle is that they hold many war-relics of ancient provenance in fully operable condition from the bygone era of Imperial might before the Great Heresy. These all but irreplaceable assets are known to include a full complement of Terminator armour with which to equip their 1st Company if needed, extensive arsenals of early pattern Predator, Vindicator and Whirlwind tanks and numerous Dreadnought frames which are maintained with great reverence by the Chapter forge on Honourum. Some of these potent weapons are known to have fought in the battles of the Great Crusades, although their revered occupants have since changed many times down the millennia.

SELECTED BATTLE HONOURS

The Pale Wasting [unknown, circa late .M34]

One of the earliest recorded great battle honours of the Novamarines remains one of the most shadowed and mysterious. During the dark and terrible times known to later historians as the Nova Terra Interregnum, when the Imperium fractured into warring factions, there exist in what records remain from this era scattered and veiled references to a great threat arising from the Ghoul Stars known

as the "Pale Wasting." Inquisitorial investigation in times past has discovered that much of the extant evidence relating to this threat has been censored or purposefully destroyed, and there are contradictory indications which describe the nature of the threat as both a "Star-spawned plague" sweeping away scores of worlds and as "Nightmare engines" slaughtering whole sectors. The only evidence for the Novamarines meeting this threat is an ancient stela relating to this conflict in the Imperial Palace itself. This artefact praises the Chapter most highly and records them compellingly as having "By their mortal sacrifice and unmatched valour unmade that which cannot die and so preserved the most holy realm of Mankind". The inscription goes on to name eleven other Chapters who were lost in the final battles of what must have been a truly apocalyptic struggle. The Novamarines' own chronicles are curiously empty of any reference to the conflict, and it is quite possible that this ancient threat may also account for the unusually large number of formerly human-inhabited dead worlds in the region.

The Lok'Kroll Xenocide [119.M37-164.M37]

Notable as the last time the Novamarines fought together in full Chapter strength, the Novamarines volunteered to be at the forefront of carrying out an Edict of Extermination against the foul Lok'kroll xenofom. These hulking invertebrate aliens, having damned themselves in the worship of the Ruinous Powers, had quickly risen up within the span of no more than a century to carve out a pocket empire to the galactic south of the Warp anomaly known as the Storm of the Emperor's Wrath. Given their rapid expansion and the massacre of several Imperial colonies and mining outposts in the region, the decision was thereby taken by the Imperium to scour them from the stars before they could grow into a greater threat. Under the Novamarines' direction, the alien domains were systematically blockaded by squadrons from Battlefleet Ultimea, while the Novamarines, supported by the CIX Phyrus Army Group and numerous Deathwatch Kill Teams,

Addendum [Deathwatch Involvement]

Although the Novamarines have confronted the enemies of Mankind in every guise over their long history, they have perhaps had their most extensive experience in combating the alien in all its horror, and are boundless in their hatred for all non-human intelligences. They have conducted systematic purges of a great many xenofoms, and their expertise in this area coupled with their reputation as faithful scions of the Ultramarines, has meant that Novamarines death-brothers have often served within the ranks of the Deathwatch and maintain unusually close ties to this organization.

attacked and destroyed the isolated Lok'kroll outposts and nest-worlds one at a time, often employing Exterminatus-class weaponry sanctioned by the edict. Nothing now remains of the Lok'kroll save for a few taxidermically preserved specimens at the Bastion Geniticus on Varsavia.

The Purging of the Death of Integrity [887.M39]

During its third baneful appearance in the star systems near Vol Secundus, the space hulk designated *Death of Integrity* was subjected to a full boarding assault by the forces of the Novamarines and Blood Drinkers Chapters, with nearly two hundred Terminators leading the attack. In a grim campaign fought in radiation-fogged darkness, the hulk was successfully purged of the Genestealer infestation that inhabited it, with a 53:1 kill ratio achieved in the Space Marines' favour. Lauded for conducting an almost flawless assault, the glory of the two Chapters was made even greater when the hulk revealed priceless STC materials when dissected by the Adeptus Mechanicus. They, in an uncommon display of gratitude, supplied each Chapter with a great bounty in the shape of a newly commissioned strike cruiser from the fleet-forged at Triplex Phall, delivered into their hands exactly thirty standard years later after construction had been completed.

The Luxor Uprising [812-813.M41]

One relatively recent action of note involving the Novamarines was their intervention in the Luxor Uprising of 812.M41. The cruel ruling Oligarchs of the industrial world of Luxor were overthrown by a workers rising backed by the insidious Chaos Space Marines of the Alpha Legion, with several of the renegade warbands making planetfall in surprise attacks to support the revolt. The planet itself was a lynch-pin of the Departamento Munitorum-dominated Heliore Sector which was vital to the wider supply of war materials to the northern Segmentum Ultima and the Novamarines rightly feared that Luxor's fall could start a chain reaction that might leave a hundred other worlds vulnerable. Without the time to wait for reinforcements or for the slow

grinding wheels of the Segmentum authorities to act, the Novamarines gathered what forces they could and attacked immediately before the rebels could crush all local resistance and become entrenched. In the swift, savage war that followed, the counter-invading Novamarines excelled in the city fighting over Luxor's war-torn hive-citadels, bringing their superior combat abilities to bear in the tangled warrens of shattered rubble, cancelling out the rebels' massive advantage in numbers. The Chapter's Land Raiders and Predators likewise proved their supremacy over the Traitor's tanks, which were crewed by inexperienced conscripts, destroying them in huge numbers by the expert Space Marine armoured forces. The war fully tipped in the Chapter's favour when the Novamarines assault reserves cornered and overran the Alpha Legion forces guiding the failing rebellion in an anarchic battle at the planet's principal star port. Heavy Terminator-led attack struck the deathblow and finished the encircled Alpha Legion, putting the few survivors to flight. With the Traitors driven back in disarray from their initial gains and cut off from the Alpha Legion's command and direction, the Novamarines led the rallying Imperial Loyalists in a brutal offensive which left over four hundred thousand recidivists dead and restored Luxor to Imperial rule within a year.

BADAB WAR DISPOSITION

A Novamarines contingent arrived in the Badab warzone in 908.M41 in response to the first calls for aid against the Secessionists issued some years beforehand – their intervention in force delayed in time by the numerous conflicts the Chapter was already engaged in. Their reasons for prompt response were simple; a deep-seated revulsion and incensed wrath at what they believed was Lugt Huron and his allies' unforgivable presumption and arrogance.

The Novamarines taskforce deployed to the Maelstrom Zone in three strike cruisers with a fleet of twelve supporting attack craft and tenders, comprising of their full strength 3rd and 5th battle companies with attached Scouts, and reinforced by elements of their

Terminator-equipped 1st Company veterans and several awakened Dreadnoughts. The Novamarines taskforce commander for the duration of their involvement in the Badab War was Mordaci Blaylock, the respected Captain of their 1st Company Veterans, and the Chapter was well disposed to the overall command of the Red Scorpions, knowing the Chapter to be one firm in the tenets of the Codex Astartes and whose reputation for hatred of the alien matched their own. They did have some minor misgivings over other Chapters they found themselves allied with however such as the Fire Hawks and Raptors.

The Novamarines arrival in the Maelstrom Zone coincided with the aftermath of a dangerous flanking attack against the Loyalist supply lines by the Executioners Chapter which had already seen much of the recently arrived Howling Griffons driven back in bloody disarray. The Novamarines quickly applied their forces to saving their brethren from further attack, intercepting several Executioners raiding forces with mixed success and along with fleet elements managed to check the Executioners' attacks in the Khymeran Drift. At the behest of High Commander Cullin, the Novamarines remained in deployment in several small highly mobile taskforces for the rest of their involvement in the Badab War, both guarding Imperial shipping to ensure vital supply convoys to the battlefield arrived intact and fighting small-scale but high intensity battles on dozens of frontier worlds. In this the Novamarines fought scores of separate engagements, not only against Secessionist forces, but also against unaligned human renegades and Eldar and Ork corsairs who saw in the conflict a chance to pursue their own dark purposes uncontested. The Novamarines withdrew from the Badab War in the opening days of 908.M41 having gained much renown for themselves in the conflict, with the bulk of the threat to the Loyalist supply lines contained. The survivors immediately returning with all speed to defend their Chapter world of Honourum which was coming under the threat of a growing Ork Waaagh! as a part of wider tribulations affecting the Segmentum Ultima.



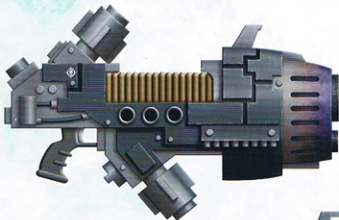
Veteran Sergeant Draco
Commander Tactical Squad Draco
5th Battle Company Novamarines
Honoured,
The Defence of Trade Runner
Medicant Exchequer

TACTICAL SQUAD DRACO

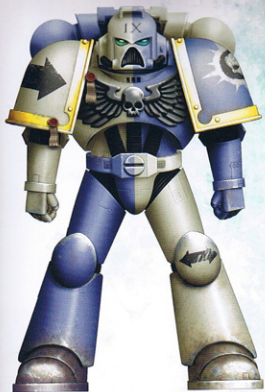
9TH SQUAD 5TH COMPANY



Novamarines Chapter Icon
Common Armorial Use



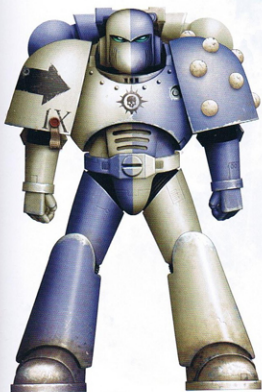
Tactical Squad Draco Armament
Godwyn-Ultima Pattern Bolt Guns, MKXII 'Comet' Pattern
Plasma Cannon, MKIIIa 'Heretic Pattern' Flamer



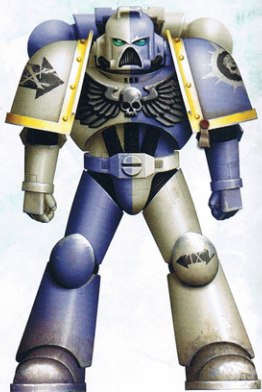
Brother Tiber, Lost to the Void
The Defence of Trade Runner
Medicant Exchequer



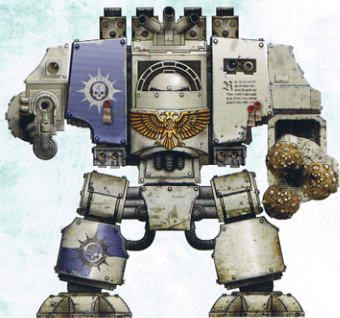
Brother Udsarr, Honoured
The Defence of Trade Runner
Medicant Exchequer



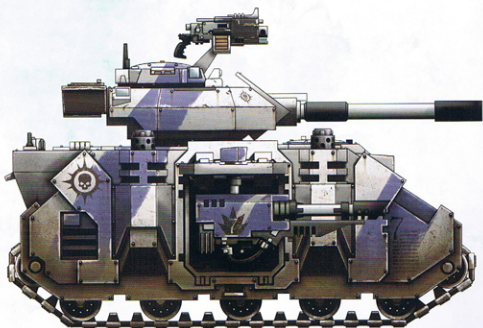
Brother Graves
Taken to the Emperor's Grace
The Defence of Trade Runner
Medicant Exchequer



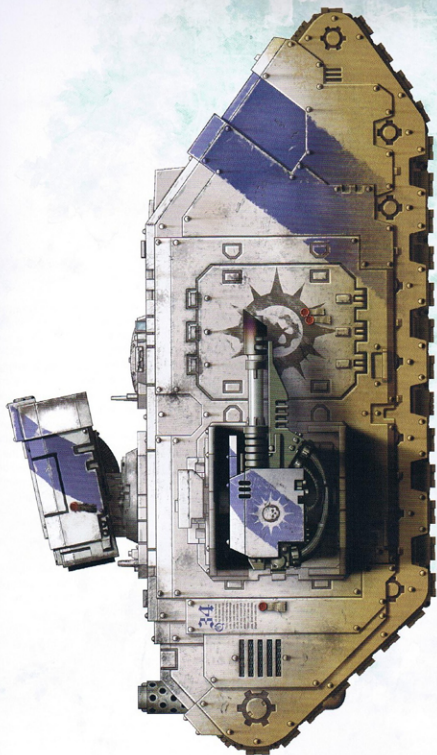
Venerable Brother Marcellus
Slew Lamenters Sergeant Davo in Single Combat
The Defence of Trade Runner
Medicant Exchequer



Novamarines MKIV Dreadnought 'Ancient Herulian'
 Siege Configuration Armament
 The Assault on The Splintershard Defence Line
 Vyaniah Warzone



Novamarines Predator Destructor
 Chapter Reserve, 7th Heavy Support Detachment
 Second Battle of Sagan



Novamarines Land Raider Helios 'Might of Skaros'
Chapter Reserve, Deployed to Khymara Emergency Force

THE HOWLING GRIFFONS



CHAPTER NAME: THE HOWLING GRIFFONS
 FOUNDING: UNKNOWN [CIRCA M.33]
 CHAPTER WORLD: MANCORA [SOVEREIGN FEUDAL WORLD]
 FORTRESS MONASTERY: THE PROUD EYRIE
 GENE-SEED (PREDECESSOR): ULTRAMARINES
 KNOWN DESCENDANTS: NONE

"Here we stand and here we shall die, unbroken and unbowed, though the very hand of death itself come for us, we will spit our defiance to the end!"

Revered-Ancient Titus,
 The Last Stand on Khyrnara Ellipsis

The Howling Griffons Chapter are staunch traditionalists amongst the Adeptus Astartes, hardened warriors who consider themselves first and foremost to be defenders of the Imperium and an instrument of the Emperor's purpose. Their exact origins remain lost in the shadowed wars of the 33rd Millennium, but what can be said for certain is that they have always been a highly active Chapter, and there are few Space Marine Chapters of their age that can claim such an extensive series of campaign honours as they.

In this distinguished roll of war and conflict, the Howling Griffons are notable for having been at the forefront of a great many battles and campaigns whose names have echoed down the ages, such as the defeat of the Black Crusades of Abbadon the Despoiler, and the overthrow of the Necroteks of Naath whose pocket-empire rose during the Plague of Unbelief. Their worthy record has continued into recent history and has included the casting down of the mad regent of Amar and their involvement in the bloody Tri-Unity Wars where they fought as one Chapter and bested the Orks on Gunnerdark, saving an entire campaign salient from being overrun by the xenos.

The Chapter is justly proud of its ability to engage almost continuously in conflict and fight the most bitterly contested campaigns, and is notably well-provided for in both arms and wargear. In order to maintain this advantage, the Chapter's extensive forges on their home world of Mancora tirelessly work to keep the Howling Griffons supplied and make good battlefield losses as they occur. Such is the enviable capacity of their armouries that they are not only able to keep pace with the Chapter's aggressive nature, but they are also able to manufacture and maintain some of the rarer Space Marine battle materiel, such as the Land Raider Prometheus and advanced Mark VIII Errant pattern power armour in noteworthy numbers.

Thanks in no small part to its glorious record, the Howling Griffons Chapter has gained the right and title to recruit its initiates from several different worlds in order to sustain a high level of induction and attrition in its ranks, the most principal of these worlds being Mancora itself. This planet, whose overlordship the Chapter has long held, has been kept as an active pre-industrialised world divided between feudal and near-continuously warring city-states – an arrangement which maintains a

bias towards a heavily martial local culture and strong stock well-suited to the Chapter's recruiting needs.

No description of the Howling Griffons Chapter however would be complete without acknowledging a dark shadow that has long fallen over the Chapter's otherwise glorious history, and this is their bloody vendetta against the being that would become the Daemon Prince Periclitator the Foresworn, and the Word Bearers Legion from which the vile entity sprang. The root cause of this enmity, which exceeds even that usually encountered between the Space Marines and their renegade kin, remains lost in the past. Scattered evidence exists that the Howling Griffons have specifically sought out the Word Bearers to do battle with on many occasions, and the Word Bearers likewise in their turn have targeted the Howling Griffons for attack. One of the blackest episodes in this history of bloody enmity was the ambush of the Howling Griffons Chapter Master's battle barge at Arios Point in 220.M38. Attacking in overwhelming force by ambush as the mighty ship voyaged back to Mancora to celebrate the fifth millennium anniversary of the Howling Griffons founding, the warband of the Chaos Lord Periclitator and his allies ravaged the warship



Brother Peleus
Howling Griffons 2nd Company Tactical Marine
Assigned to the Legatine Guard



Veteran Sergeant Otho
Deachment Commander
Baron of Tides Protection Force



Chapter Approved Armaments:
MkIII Ultima Pattern Bolt Pistol
MkVII Incaladion Pattern Storm Bolter
Mandato-Angelus Pattern Power Axe



Veteran Brother Xaran,
Awarded the Iron Skull After the Battle of Khymara
Sole Survivor of his Brethren

and forced the survivors down to the surface of Arios Quintus in a series of fierce battles. Finding no refuge or respite on the barren world, and beset on all sides by Word Bearers and Night Lords Chaos Space Marines, degenerate mutants and summoned daemons, the Howling Griffons had no avenue of retreat and surrender was unthinkable, despite the mocking demands of their enemies to bend their knee to the Ruinous Powers. Instead the doomed company of Howling Griffons held faith and died to a man in a desperate last stand, accounting for hundreds of the enemy before the last of the Emperor's warriors fell.

The Chapter later recovered the desecrated body of its master, Orlando Furioso, impaled on the front of a Thunderhawk drifting in orbit of the planet a month later. This defeat and desecration was a bitter blow, for not only had they lost their revered master at their enemies' hands, but along with him also much of their veteran 1st Company, their 8th Company and a venerable battle barge that had served the Howling Griffons in countless battles over a thousand years. For this grievous wound to the Chapter's honour, every Howling Griffon that takes up his place as a full battle-brother swears an oath to avenge those that fell at Arios whenever able, and the Howling Griffons have sworn to destroy Periclor whatever the cost, even though the Chaos Warlord's many atrocities saw him elevated to the ranks of daemonhood some millennia after the Arios attack. If one day the Chapter must make war in the very depths of hell to have their revenge for their fallen brethren, they will not balk at the task.

Organisation

The Howling Griffons are a Chapter organised along the strict lines of the Codex Astartes, seeing it not so much as holy writ but simply as the finest military treatise ever written. To them it is a work penned by the foremost of the Emperor's Primarchs, and a volume whose wisdom on matters of war craft has never been bettered. As such the

Chapter strives to remain within its tenets, keeping to its division of companies and disposition wherever possible. As avowed generalists, the Chapter has a policy of maintaining an even as possible ability in the many types of warfare the Codex identifies, from armoured assault to planetary strike operations to boarding actions, and insists that all battle-brothers master each discipline in turn as the Codex dictates. Competition within the Chapter for excellence is strong, but is never allowed to spill over into discord.

Also of note is the Chapter's tradition of powerful battle-psykers in its ranks. This is in no small part due to their primary source of initiates, as Mancora's population is known to have a higher than average incidence of psyker-births. This is a factor which has contributed to a strong Chapter Librarium down the centuries, with the Howling Griffons' own Codicers taking an active role in policing Mancora's people and weeding out those whose unregulated or weak psychic talent would leave them open to the touch of the Warp.

SELECTED BATTLE HONOURS

The Dennar IV Suppression [109.M40]

During their long search for the Word Bearers warband of Deklamus the Vaunted, the Howling Griffons 3rd company under Captain Penvath Joachim responded to a planetary distress call from the Agri world of Dennar IV in the Sangramentia sector. An important supply world of wide savannah plains with vast herds of thunderhorn, ugrox and other megafauna, and ruled from fortified slaughter-cities, Dennar IV had succumbed to rot from within as the worship of the dark powers took root amid its flenser-cults and cull-clans. As the Howling Griffons descended on Dennar IV, they found only a handful of its city-states holding out against the horde of cultists and daemon-possessed madmen, their walls packed with refugees fleeing the tide of mass-murder that had engulfed the planet. Vastly outnumbered, the Howling Griffons deployed to the savannah

and using the Codex Astartes as their guide, wielded their superiority in armour and air power to stay mobile and spearhead assaults against the heretics, smashing cult forces in great scything sweeps, before driving onwards to relieve the city sieges. The loyal inhabitants of Dennar greeted the Howling Griffons as divinely-sent saviours, and gladly rallied to aid them in liberating their world from the dark forces that assailed it, selling their lives alongside the Space Marines. The remaining campaign was bloody and ruthless, ever-afterward casting a nightmarish pall over the memory of Dennar's people. Since this victory the Howling Griffons have kept a lasting oath to protect the planet and the memory of the many martyred there for their loyalty to the Emperor, while the people of Dennar IV have kept faith with their saviours in providing them with victuals and the pick of their youth as Chapter recruits.

The Jorun Retaliation [143.M41]

One of the greatest battle honours ever won by the Howling Griffons Chapter came about because of the vital part they took in the Jorun Retaliation of 109.M41. Following the treachery of General Jorun of the 15th Heraklion Ironclads, an entire Imperial battle group that should have been on its way to reinforce the lines of the Gothic War instead turned traitor, slaughtered their commissariat attachments and went renegade. The Imperium was moved to act with decisive force as the foul taint of the Xenos known as the Dark Eldar was found to be at the root cause of this perfidy, with Jorun and his personal cadre laid low and corrupted by addiction to the aliens' foul psychotropics and depraved practices. Thanks to the dark arts of the Cabal of the Crimson Libation, the Heraklions danced like puppets to their new masters' tune. The humans to them were no more than disposable tools they used to enslave planetary populations by treachery and brute force, and with little risk to the aliens themselves. This could not remain unpunished, and the retaliation force the Imperium launched was fully intended to

smash down on the Heraklons and their dark allies with brutal and overwhelming power, annihilating them without regard or mercy. The taskforce was comprised of the full active power of the Howling Griffons Chapter (then about eight companies in effective strength) who were given command, and reinforced with supporting companies from the Ultramarines and Sons of Orar Chapters. The Space Marines intercepted the traitor guard as they made planet-fall on the feral world of Asturia. Caught unprepared for such a fierce counter-assault over five thousand renegade guardsmen died in the first hour of the Space Marine attack, torn apart on their landing zones with much of their heavy armour yet to be unlimbered. As the battle was joined in full, the task of destroying the traitor command fell to the Howling Griffons 4th battle company who executed a drop pod assault into the heart of the disoriented enemy. Confronting not only the elite of General Jorun's Ogyrn cadre, but also the inhumanly lithe and cruel shadows that rose around him, The Howling Griffons despatched them with bolter shell, fire and unshakable resolve. It was Chaplain Armand Titus who fought his way to the traitor general and delivered the Emperor's judgement despite suffering grievous wounds tainted with vile poisons, cleaving Jorun's skull in half with his Crozius Arcanum. The traitors' morale collapsed with the death of their leader and the swift desertion of their foul Xenos allies that followed. The disordered and panicking Heraklons were ruthlessly hunted down and slain in the aftermath; with the renegade forces utterly wiped out within six hours of the battle's opening salvos.

On the Howling Griffon's return to their fortress monastery on Mancora, Chaplain Titus, who had finally succumbed to his many injuries was enshrined with all due reverence within a Dreadnought sarcophagus, in order to continue his service to the Chapter.

BADAB WAR DISPOSITION

The Howling Griffons Chapter became involved in the Badab War in mid-906.M41, when along with the Novamarines Chapter, they were called to battle to provide additional support for the Loyalist cause. The Howling Griffons involvement in the Badab War to prove one of the darker hours in the Chapter's history.

The Howling Griffons task force was relatively small in number, consisting of no more than two hundred and fifty Space Marines drawn from the remnants of their 4th Battle Company and elements of their 6th and 10th Companies, reinforced by several Terminator squads. These Space Marines were the survivors of a recent lengthy search-and-destroy sweep of the Caradryad Sector and had suffered substantial losses during this last campaign. In particular the Howling Griffons contingent was under-equipped in planetary assault assets such as Thunderhawks and Drop Pods owing to prior combat attrition, and had been unable to return to Mancora to fully rearm before the call came to join the Loyalist cause, – a call honour would not let them ignore regardless of any purely practical difficulties in fighting two heavy campaigns so close together. As a result the Howling Griffons contingent were initially assigned to garrison duties by the Loyalist command rather than be included in the forward line of battle, while several smaller forces were split off as convoy protection detachments. The Howling Griffons' largest single deployment was to garrison the airless moons of the Khymara system and secure them from Secessionist control. At Khymara they re-occupied a series of vital defence stations and listening posts on the edge of the Maelstrom Zone with the aim of rebuilding them as a staging post for a future Loyalist assault on the Badab Sector itself. Although their initial efforts were unopposed, this was a course of action which unbeknownst to them put the Howling Griffon's forces directly into the path of the oncoming Executioners Chapter,

the bulk of which were en route to the war to give battle on the Secessionist side in payment of their Chapter's blood oath to Huron.

Suffering a massive surprise assault by the Executioners Chapter, the Howling Griffons were systematically destroyed by the relentless onslaught of this enemy from an unseen quarter. This disastrous series of battles also resulted in the catastrophic destruction of their strike cruiser *Augeias* as well as the death of the revered Chaplain Dreadnought Titus which struck a hammer-blow to the Howling Griffons Chapter's morale. With the Khymara system's defence platforms and listening stations destroyed, the Executioners forces withdrew suddenly from the system, leaving the Howling Griffons garrison with more than 70% casualties. It was noted at the time by observers from both sides that the Executioners could have pressed their advantage if that had chosen to do so, and wiped out the remaining Howling Griffons utterly, but instead they pointedly ceased fire once their primary military objectives were achieved and withdrew.

As a result of the disaster at Khymara, the Howling Griffons taskforce was left scattered and savagely reduced in strength, and without the assistance of the Novamarines who rapidly responded to the area to reinforce the Loyalist lines, the entire war zone might have lapsed into Secessionists' control. Even so reduced in strength, the remaining Howling Griffons continued to doggedly fight on, refusing to shirk their responsibilities to the Loyalist cause until officially relieved from the Badab War in 909.M41. The few survivors of the Chapter force returned to Mancora shortly afterwards to rejoin their comrades, bearing the remains of their fallen on commandeered Warp-capable vessels seized from the renegade worlds





Veteran Sergeant Parthus
Commander Combat Squad Parthus, Howling
Griffons 4th Battle Company, Deployed to
Khymara Outpost Garrison

Note: *Combat Squad Parthus, as with many of the Howling Griffons stationed at the Khymara system, still maintained their Codex Approved Night World Battle Livery from their prior deployment in the Caradyrad Sector.*

COMBAT SQUAD PARTHUS

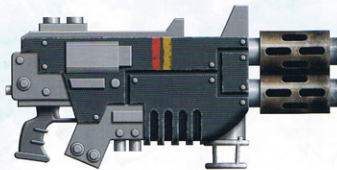
4TH BATTLE COMPANY



Howling Griffons Chapter Icon,
Common Armorial Use



MKIIIc Combi-Flamer, Personal Weapon
Veteran Sergeant Parthus



Maxima Pattern Multi-Melta
High Utility Anti-Armour Support Weapon



MKIII Ultima Pattern Bolt Gun
Standard Squad Issue



Brother-Adjutant Sabin
Lost, The Defence of Outpost VI
The Battle of Khymara



Brother Thrace
Survivor, The Defence of Outpost VI
The Battle of Khymara



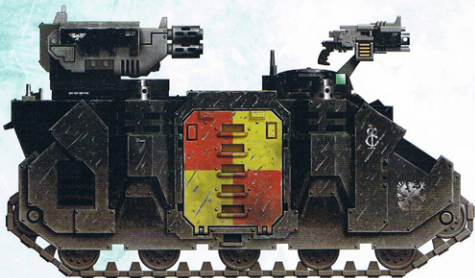
Brother Alturian
Taken to the Emperor's Grace,
The Defence of Outpost VI
The Battle of Khymara



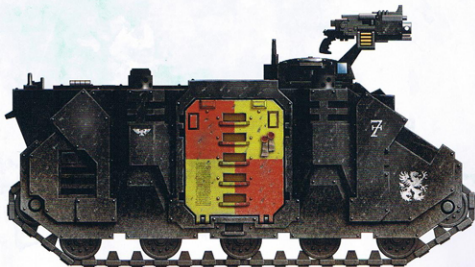
Brother Palatinus
Entombed by Wreckage and Slain,
The Defence of Outpost VI
The Battle of Khymara



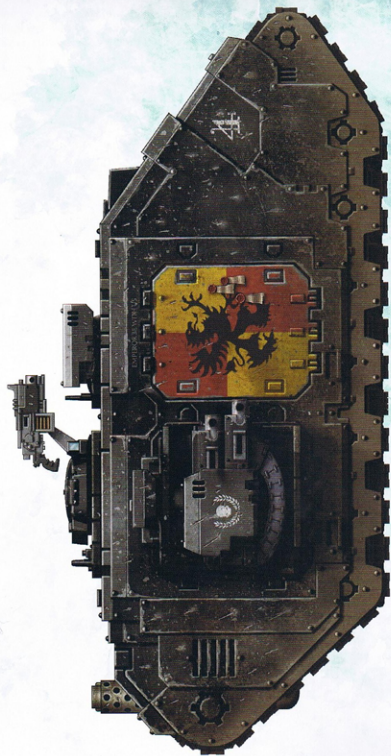
Howling Griffons Heavy-Bolter Equipped Tarantula
Deployed to Khymara Watch-Bastion 9-19,
Destroyed in Action



Howling Griffons Razorback, Destroyed in Action at Khymara VI-C
(Note extensive hull micro-meteor damage)



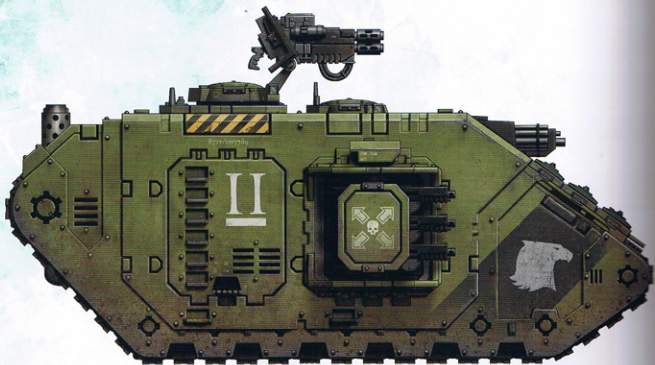
Howling Griffons Rhino Transport,
Vehicle originally belonging to a 7th Company Detachment, which had been wiped out during the Caradryad Campaign,
and re-issued to the 4th Company for operations at Khymara



The 'Shield of Mancora': Howling Griffons Land Raider Prometheus
4th Company Strategic Command Vehicle
Immoblised and Captured by the Executioners Chapter
During the Defence of Khymara



THE BADAB WAR CAMPAIGN



Raptors Chapter Land Raider Crusader
Attached to Assault Spearhead Forces, Gargathea War Zone

THE BADAB WAR CAMPAIGN

The following section is designed as a campaign 'tool kit' to let you and your friends re-enact the dark struggles of the Badab War in your own exciting tabletop battles of Warhammer 40,000. This purpose-designed campaign is intended to reflect the 'historical' story of the Badab War, but also lets the players themselves decide the ultimate outcome of the narrative through their games, and encompasses just about any kind of game of Warhammer 40,000 you might want to play and a number of different options to choose from.

Will Lugh Huron's Secessionists prevail or will the Imperium crush the Tyrant for his hubris? – What happens next is up to you!

THE STRUCTURE OF THE CAMPAIGN

The Badab War campaign is fought in a 'faction' format between two sides (or teams): the Loyalists and the Secessionists. Each player should choose one of these sides to be part of for the campaign.

The Badab War campaign is broken up into five phases, each corresponding to different broad stages in the epic narrative of the Badab War. The first four phases represent the tides of the war and build up to the climatic fifth phase; the battle for Badab Primaris itself.

Each phase of the campaign is based around playing games. One team plays the side of the Imperial Loyalists and the other team Huron's Secessionists. For each win, loss or draw, each game will gain the player's side a particular number of Campaign Points (or CPs) appropriate to the kind of game played (see the description of each phase for more on this).

The total number of Campaign Points garnered from each side's wins, losses and draws in each particular phase should be tallied at the end to determine who has won that particular phase. Winning a particular phase will gain an advantage for the victorious side in the phases that follow (see

pages 137 & 138 for the details). Winning or losing each phase will also have a special effect on the campaign's grand finale, the Battle for the Palace of Thorns. At the start of each subsequent phase after the first, the Campaign Points counter is reset to 'zero' again for both sides and the contest begins again.

The important thing is that in each phase a number of games are played, and in each game one player counts their results towards the Loyalist cause and the other the Secessionist. It is the results for each side that are tallied and decide the outcome of the campaign, not the performance of an individual player (although it's fun to track this as well!)

The victor of the campaign's final, climatic phase wins the Badab War campaign.

Note: Because of this, in practice, the number of players 'per side' in the campaign doesn't actually have to be equal. An odd number of players just means that the side with the fewer players is going to end up having to play more games per player. Also, you can have 'guest' players who just drop in and have a 'pick-up' games during the campaign, so long as their results are logged correctly.

CAMPAIGN ALTERNATE: MAP NODES

Rather than just follow a loose faction format, one alternative is to tie the action to a series of locations as well, with each map node fought linked to a phase of the campaign. The map on page 136 has been set up for this as an example.

DIFFERENT KINDS OF GAMES

The Badab War campaign has been deliberately designed to allow for different kinds of games and different scales of games to be played along the way, for standard games of Warhammer 40,000 to table-quaking games of Apocalypse, and any kind of game will count from Epic to Gothic if you wish to play them, just so long as one side is fighting for the Secessionists and the other for the Loyalists. Five unique special missions and an entirely new form of play: Boarding Assault missions, have also been included as part of the campaign to allow you to fight brutal ship-to-ship boarding actions in the murderous void of deep space and recreate some of the crucial turning points of the Badab War. All of which should add up to a truly unique and memorable campaign!

It is suggested that each campaign phase lasts until a certain number of games have been played or a total of three weeks of 'real time' has passed, with the exception of the last phase, which is composed of a single, climatic Apocalypse game! This gives both sides a definite structure to what's going on and a clear goal to aim for, not to mention having a timed cut-out in this way keeps things moving along.

HOW MANY PLAYERS DO WE NEED?

The Badab War campaign can be fought with as few as two players, and with no real upper number limit except practicality! However, somewhere between three and six players a side will let you get the most out of the range of games and missions available. Regardless it's always a good idea to appoint one willing soul with the task of being campaign bookkeeper whose job it is to record the outcomes of the battles played (and it's everybody else's job to help them out!)

The minimum number of games per phase should allow every player in the campaign to play at least one game each. A desirable total is perhaps twice this minimum number per phase to enable a breadth of games to be played.

If you have a lot of players (or just a few) you might want to shrink or expand how long each phase lasts in your campaign accordingly. You could after all simply play through the five special missions one after the other, (one for each phase) for a very high speed turn through the Badab War. Or, if you are part of a large club where you can get a half dozen games in per club night, you might want to have twenty or thirty games per phase if you have the numbers to handle it for a truly epic re-enactment of the war!

THE BATTLES WITHIN EACH PHASE

Each phase has a certain 'weighting' towards a particular kind of game, which reflects the events in the narrative story of the Badab War. This means that winning at a particular kind of game will gain you more 'points' in a particular phase. So for example, Phase III is about the Loyalists battling to assault the Secessionist-held territories, a stage of the war epitomized by enemy Chapters manoeuvring for advantage like predatory beasts and clashes of

SELECTION OF MODELS

Playing the Badab War campaign is a great excuse to build a new Space Marine army or just re-purpose or add to one you already own. There's nothing to stop you going the whole hog and selecting a very specific Chapter from the war that takes your fancy and using the colour plates and profiles in the book as your guide to create a whole new army for yourself. However if you already have one you can of course just proxy a stand-in Space Marine army you happen to have for one of the Chapters involved in the conflict for the campaign.

company-level Space Marine forces. As a result winning an Apocalypse game will net the victor 3 Campaign Points towards their side's total this phase, Battle Mission games 2 CPs and winning in any other kind of game 1 CP. Remember, different kinds of games are never 'forbidden' in the first four phases (you can play anything you like), but if they don't link in specifically with the narrative, these will only score 1 Campaign Point each for a win.

Special Missions

Also included within this section of this book are five new unique missions, each one corresponding to a particular event in each of the phases of the war's storyline. The use of these missions is entirely optional, but victory in them will give a particular side a boost to their Campaign Points for the phase and may prove decisive. No special mission should be usually played more than once per campaign, so in campaign

where there are lots of players per side, you can either wave this restriction or work out in advance which particular players get to fight for it (with each side selecting their champion, so to speak).

Imperial Armour 10, the Badab War Part II will also contain extra missions, additional special characters and new Space Marine vehicles for use in the Badab War Campaign.

CHOOSING YOUR SIDE

One important and fun choice for any Badab War campaign player to make early on is just what side to play on and which Chapter they will be representing on the table top. There are a number of ways of doing this, and by far the best way in general is to get all the players in the campaign (or at least the core who are going to play the most games) together before the campaign begins and decide between you who is going on what side (even if it's by dice rolls!) and what Chapter each will be



using. There are a number of options you can use here depending on how stringently you want to follow the official story of the Badab War or go almost entirely your own way, which are further detailed in the following section.

ARMY SELECTION

The Badab War is a war between Imperial Space Marine Chapters at its most fundamental level, but within this, there are three broad levels of restriction you can impose on those playing the Badab War campaign. This range of selection types has been used to make playing the Badab War campaign as an inclusive experience as possible as well as accommodate those who want a very 'accurate' campaign. One of these selection types should be chosen before the campaign begins, all are perfectly valid choices and can be based both on the personal taste of the participants and also the availability of models and other practical reasons.

The Loyalist Forces

- The Fire Hawks
- The Marines Errant
- The Novamarines
- The Red Scorpions
- The Fire Angels
- The Howling Griffons
- The Raptors
- The Salamanders*
- The Minotaurs*
- The Sons of Medusa*
- The Exorcists*
- The Carcharodons*
- The Star Phantoms*
- Imperial Guard (Karthars/Inquisitorial tithed forces)

The Secessionist Forces

- The Astral Claws
- The Mantis Warriors*
- The Executioners*
- The Lamenters
- The Tyrant's Legion
- *These Chapters, including their special characters, etc, are covered in Imperial Armour Volume 10, The Badab War part II*

Selection Type 1: Faithful to the Story

Each player should select a single Chapter, either Loyalist or Secessionist from the named Chapter's involved. Ideally at least one Secessionist player should take on the mantle of the Astral Claws and one Loyalist player either the Red Scorpions or Fire Hawks.

- All armies should be chosen from *Codex Space Marines* for all of the named Chapters involved except the Lamenters, who should be chosen from *Codex Blood Angels*. Loyalist players may also select to play an army from the *Codex Imperial Guard* and Secessionist players the Tyrant's Legion army list found elsewhere in this book.
- Special characters are limited to those found within the codex in question (representing a similar hero from within the Chapter), and the Lords of Destruction section of this book for the chosen Chapter.

- The character casualty rules (see page 137) are in effect for any special characters used, including those from standard codex lists.

Selection Type 2: Representative Force Selection

Each player should select a side, either Loyalist or Secessionist and stick to it. It may also be helpful for each player to express a preference as to which particular army or Chapter they will be using, and avoid duplications to increase the variety of forces at play in the campaign.

- In any game, the player can use any of the armies available to their side as shown in the 'Faithful to the Story' section previously, including appropriate special characters from the codex and the Lords of Destruction section. The player is not bound to use the same Chapter/ army type in each game they play.
- However, even in large battles, no more than a single 'unique' model can be used per side, regardless of the number of players involved (settle any disagreements amicably!) The character casualty rules are not used.

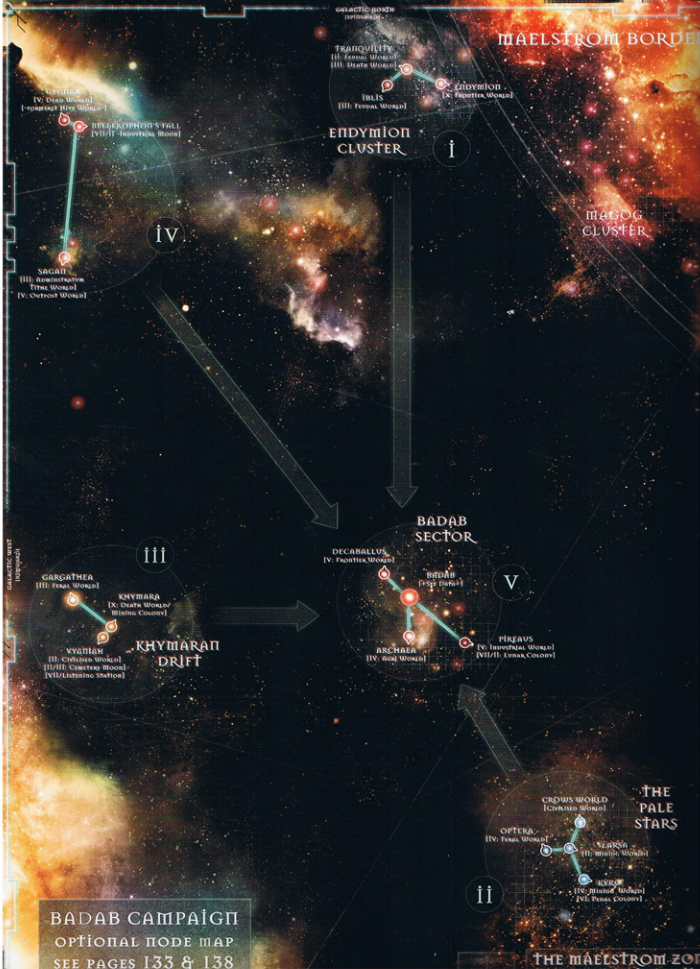
Selection Type 3: Open Force Selection (Two Options)

Each player should select a side, either Loyalist or Secessionist to uphold, regardless of their army choice in each battle, any Campaign Points they earn go towards their chosen side.

- (Option 'A') The player may choose to use any army they wish throughout the campaign, including armies drawn from other Codexes than those mentioned previously. They may choose special characters appropriate to their chosen Codex, and may only take characters chosen from the Lords of Destruction section if they are using the *Codex Space Marines* as a basis (or *Codex Blood Angels* in the case of Lord Malakim Phoros).
- (Option 'B') The character may 'import' variant Space Marine Codexes into the Badab War with the agreement of the other players, either swapping them out wholesale or use them to represent one of the Chapters taking part in the Badab War. In this case, the named character for the Chapter may be used with that Codex, although some modification of their special rules may be required for them to fit in. (For example, Black Templars could stand in for Fire Angels or Minotaurs, Space Wolves for the Carcharodons or Executioners, Dark Angels for Star Phantoms or Astral Claws, Grey Knights for Exorcists and so on).
- Even in large battles, no more than a single 'unique' model can be used per side, regardless of the number of players involved, (settle any disagreements amicably!) The character casualty rules are not used.

LORDS OF DESTRUCTION

Further on in this section of the book can be found the Lords of Destruction. These are no fewer than twelve unique characters for those Chapters in this book, (and with the other Chapters featured in Book 2, the same) with every Chapter involved in the war represented by at least one character of their own.



These characters, some of which alter the way armies that contain them can be structured and fight, are principally to bring additional variety and interest to your games. Although intended for use in the Badab War campaign, they are all fully playable in standard Space Marine armies (one of them in a Blood Angels army) and there's no reason you shouldn't be able to use them in your regular games of Warhammer 40,000 and Warhammer 40,000 Apocalypse, etc. As a side note, Forge World is very unlikely to get round to producing separate models for anything like all of them so feel free to get converting!

THE TYRANT'S LEGION

Also found further on in this book is the Tyrant's Legion army list. In the Badab War campaign, this army is available only to the Secessionists as it represents Lufgt Huron's own defence forces in the Maelstrom Zone. The Tyrant's Legion army however has been designed as a fully playable stand alone Warhammer 40,000 army in its own right, albeit a somewhat unusual one!

FORCES OF RUIN (OPTIONAL)

There may be times over the campaign where you have an uneven number of players and somebody from one side is forced to stand in with the opposition to make the numbers up, or somebody wishes to join in for a pick-up game but doesn't have an appropriate army to do so. One option to consider here is to have the odd player take

on the mantle of the Forces of Ruin for this battle. In the narrative of the Badab War, the Forces of Ruin are a collective name for outside agencies from Ork Freebootas to Daemonic incursions which sprang up to plague both Loyalist and Secessionist alike in the wake of the conflict, serving neither cause.

When playing against the Forces of Ruin, a Loyalist or Secessionist force can gain only a single Campaign Point for winning. If the Forces of Ruin win or a draw is a result then neither the Loyalists nor Secessionists gain any Campaign Points, regardless of the kind of game played. In order that this doesn't become a spoiling factor, try to limit the involvement of the Forces of Ruin to one or two games per phase at most.

THE CAMPAIGN PHASES

The Badab War campaign is broken down into five phases of battles fought for supremacy of the Maelstrom Zone. Each phase has a particular theme related to the story of the war, with particular emphasis placed on a representative type of battle from this period. Winning these battles will gain the victor greater Campaign Points than others, thanks to their strategic importance to the wider war. At the end of each phase total the CPs won by each side, if there is a clear victor then they gain the bonus to all their games in subsequent phases listed for their side. If the scores are deadlocked, then there is no clear

winner and neither side gains the bonus. At the start of each new phase, the CPs counter is reset to 'zero' again and everything is once again to play for this phase.

PHASE I: SHADOWS OF WAR

Storm clouds gather in the Maelstrom Zone as the hubris of Lufgt Huron and the greed of the Karthan Administratum light the kindling of war. Soon Imperial shipping is attacked and Space Marines turn their hands against Space Marines and a bloody legend is writ across the stars.

- Victory in a Boarding Action (1,000 pts a side or more): 3 CP
- Victory in a game of Battlefleet Gothic (500 pts a side, each may use any Imperial Force): 2 CP
- Special Mission: The Massacre at Bellerophon's Fall: 4 CP to the winner.
- Other Victories: 1 CP

Loyalist Victory Bonus:

Command of the Space Lanes: +1 to all Reserve rolls for the Loyalist side in campaign phases II, III and IV in games of Warhammer 40,000.

Secessionist Victory Bonus:

Corsair Traffic: Each Secessionist player may re-roll Deep Strike scatter dice in campaign phases II, III and IV in games of Warhammer 40,000.

CHARACTER CASUALTIES (OPTIONAL RULE)

When playing campaign games, one extra exciting element can be determining the fate of a particular special character between games; have they fallen never to rise again or will they be back with a vengeance?

If a unique named special character* is removed as a casualty during a campaign game (this includes falling back off the board, etc) after the game has concluded, roll a D6 for the character, the results of which shown here apply. If you won the game add +1 to the roll.

**Note: This includes proxies such as 'your Chapter's version of Pedro Kantor', etc; you can never have more than one of each unique character if this rule is being used.*

D6 Result

- | | |
|----|---|
| 1 | Casualty: The character may not be used again in this campaign phase. |
| 2 | Wounded: The character must start the next game they are used in with one wound fewer than normal (to a minimum of 1). |
| 3 | Shaken: The character must fight the next game they are used in with -1 LD. |
| 4+ | Survived: The character has escaped permanent injury, and may be used again freely if you wish in the next game. |



PHASE II: TIDE OF DESTRUCTION

The sword of battle is drawn in earnest and more Space Marine Chapters are pulled into the vortex of civil war. Sin and heresy, betrayal and treachery most foul are revealed as the Loyalists press their attack and the Secessionists seek to hold their ground.

- Games of Warhammer 40,000 (2,000 pts a side or more): Victory 3 CP for the Loyalists, 2 CP for the Secessionists. Draws 1 CP for the Secessionists only.
- Special Mission: Betrayal At Grief: 4 CP to the winner
- Other Victories: 1 CP

Loyalist Victory Bonus:

Attacking on All Fronts: Fast Attack units count as scoring units in campaign phases III and IV in games of Warhammer 40,000.

Secessionist Victory Bonus:

Thunder of the Big Guns: Heavy Support units count as scoring units in campaign phases III and IV in games of Warhammer 40,000.

PHASE III: THE BLOODY STARS

There is no relenting or respite as the Badab War reaches its zenith. Whole worlds are laid to waste, dark forces gather, monsters are unleashed and terrible deeds done by both sides.

- Victory in a game of Apocalypse (5,000 pts a side or more): 3 CP
- Victory in a *Battle Missions* Expansion book game (2,000 pts a side or more) or victory in a game of Battlefleet Gothic (500 pts a side, each side may use any Imperial fleet): 2 CP
- Special Mission: The Murder of Sagan: 4 CP to the winner
- Other Victories: 1 CP

Loyalist or Secessionist Victory Bonus:

Monsters of Destruction: Each player in the victorious side gains a single Orbital Bombardment (as per the Space Marine Chapter master rules)

per game in addition to any they may have normally from their army list in games of Warhammer 40,000 played in Phase IV where appropriate.

PHASE IV: THE FALL OF THE TYRANT

Outnumbered and overwhelmed, the forces of the secession are scourged by the Imperium, and Lugt Huron, although unbowed is driven ever more insane as his allies are cut away from him and the Badab Sector itself comes under attack.

- Victory in games of Planetstrike (2,000 pts a side or more): 3 CP for the Secessionists, 2 CP for the Loyalists, also, Draws 1 CP for the Loyalists only.
- Victory in a Boarding Action or Cities of Death game (1,000 pts a side or more): 2 CP
- Special Mission: The Angstrom Incident: 4 CP to the winner
- Other Victories: 1 CP

Loyalist or Secessionist Victory Bonus:

Battlefield Supremacy: Extra Apocalypse Stratagems in the Traitors Gate special mission (see page 144 for more details).

PHASE V: THE PALACE OF THORNS

Only Badab remains, and as the sky rains fire, Lugt Huron, the Tyrant of Badab still screams defiance and his followers swear to sell their lives dearly as the wrath of the God-Emperor descends to end their world.

The final battle can take place in one of two ways, depending on how many players you have with the Traitors Gate special mission representing the key event of this climatic struggle; the final fate of Lugt Huron, Tyrant of Badab. On this last phase the fate of the whole Badab War campaign is decided.

- This is a single Apocalypse game, with multiple players a side, using the Traitors Gate special Apocalypse mission. The winner of this battle wins the Badab War Campaign.

The Apocalypse Stratagems used in this game are determined by the outcome of the preceding phases (see the Traitors Gate Mission for more details).

- If you have more players than can be crammed around a single Apocalypse table comfortably, then a group of simultaneous games should be played on multiple tables if enough players are involved. These games are played to decide the final fate of Badab Primaris itself, and all of the players in the campaign who are available should take part. One game (which may have multiple players) should be the Traitor's Gate special Apocalypse mission as detailed above. Traitor's Gate is worth 5 CPs to the victor, any other victories are worth 1 CP each. After these games have been resolved, the side with the greatest number of CPs for this phase wins the Badab War campaign!

Special: The Balance of the War

Before entering into Phase V, The Palace of Thorns, determine if one side won on balance more of the first four phases of the campaign than the other. If this is case then the balance of the war has tipped in their favour, and in the final battle or battles, they should be awarded an extra 25% in points of the total to use than the enemy. If the Loyalists have the upper hand, then they have fully encircled their enemy, but if the Secessionists have the upper hand, then the Tyrant remains strong if somewhat isolated, and his final escape to wreak his vengeance on the Imperium is all the more likely. If neither side has the upper hand then no bonus is awarded, then the final fate of Badab is too close to call!

USING MAP NODES

If you are using map nodes, simply match each listed phase to one of the nodes (clusters of battle locations) shown on the campaign map. Overall victory in the 'node' equates to overall victory in the same numbered phase. Fight each node in order, with at least one battle fought at each planet location with a node, the order of which follows the campaign narrative to the end.

THE MASSACRE AT BELLEROPHON'S FALL

PHASE 1 SPECIAL MISSION

The following is a variant of a standard Warhammer 40,000 Battle Mission.

Through a cunning series of feigned flights and manoeuvres, the Mantis Warriors have managed to isolate and encircle the Loyalist Marines Errant force on the ruined industrial moon of Bellerophon's Fall. Descending in ambush on the Loyalist command force with murderous fury, they hope to decapitate the enemy Chapter's leadership in a single devastating blow before they can bring up reinforcements, perhaps even forcing the Marines Errant from the war. The Marines Errant are not easy prey however...

FORCES

The Loyalists have 2,000 points of forces available to them, chosen as normal for a battle mission. They must however must take three independent character HQ choices for their army (one more than they would normally be allowed).

The Secessionists also have 2,000 points of forces available to them, chosen as normal for a Battle Mission. However they may, if they wish, exchange the ability to make Heavy Support choices for additional Fast Attack choices as they wish on a one for one basis.

OBJECTIVES/VICTORY CONDITIONS

The game has three objectives in the shape of the Loyalist HQ models. For each one that remains alive and on the table at the end of the game, the Loyalist player counts as having an objective in their possession. For every one removed as a casualty or having left the table, the Secessionist player counts as having an objective. In addition, Kill Points are counted as normal for this mission, and if one player scores a higher Kill Point tally than the other, they count as having gained an extra objective for their side. The side with the greatest number of objectives at the end is the winner. If the score is even, the game is deadlocked and neither can claim victory.

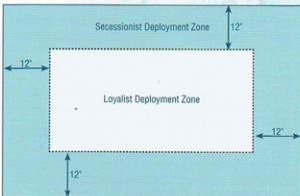
SET-UP

This mission uses a 6' by 4' playing area with a 12" border area around the edge. Terrain for the game is set up as normal and should reflect an ash waste/industrial area.

DEPLOYMENT

The Loyalist player sets up first, deploying their force into the central area of the table. Unless they have the ability to deep strike, no Loyalist forces may be held in reserve. All other models must be deployed in this central area.

The Secessionist player then deploys their forces anywhere outside the Loyalist deployment zone as long as they are not within 6" of an enemy model. As much of the Secessionist force as they wish may be held in reserve, and any units that cannot be placed for space reasons are automatically held in reserve. Unless deep striking, Secessionist reserves may enter from any table edge.



THE FIRST TURN

Roll off between the two sides, the highest claims the first turn. If the Secessionists start the game with fewer units on the table than the Loyalists, they gain +1 to the roll's result.

SPECIAL RULES

Twilight Assault: Roll a D6 at the beginning of each game turn. On a result of 4+, the rest of the game is played using the Night Fighting special rules.

Rust Zone: Bellerophon's Fall is a planet shrouded in metallic dust and debris, scrambling auspex signals and making the ground underfoot extremely treacherous. It is this in no small part that has enabled the Mantis Warriors to so readily mount a surprise attack but it also makes for an unstable battlefield. All hills are counted as difficult terrain for infantry and the insides of any buildings or ruins count as dangerous terrain.

Game Length: Roll a D6 at the end of game turn five. If a 3+ is rolled a sixth full turn is played. On a roll of 1 or 2 the game ends. The game finishes at the end of turn six automatically.



BETRAYAL AT GRIEF

PHASE 2 SPECIAL MISSION

The following is a variant Warhammer 40,000 Boarding Assault mission, and unless noted, the rules for such missions apply as normal.

It is 906.M41, a parley between the Loyalist commander Verant Ortyx and the Tyrant of Badab on a ruined space station in the grief system has collapsed in murder and betrayal. Amid the fire and fury of the star battle going on in the void outside, the Red Scorpions Chief Librarian Sevrin Loth leads a desperate counter-assault to recover the body of his fallen lord and retain the honour of the Chapter.

FORCES

The Loyalists have 1,000 points of forces available to them with the usual restrictions imposed on the attacker in a Boarding Assault mission (see page 146) as well as the Red Scorpions special character Sevrin Loth (see page 165) at no cost. This force should be divided into a spearhead force and a reserve, as per a standard Boarding Assault Mission.

The Secessionists have 800 points of forces available to them with the usual restrictions imposed on the defender in a Boarding Assault mission (see page 146). This force should be divided into a spearhead force and a reserve, as per a standard Boarding Assault mission.

No boarding stratagems are available to either side in this mission.

OBJECTIVES

This mission has a single objective – the recovery of the slain body of the Red Scorpions Chapter Master Verant Ortyx, represented by an appropriate objective marker on a 20mm base. Unlike most objective markers it is mobile, but may only be moved by Loyalist models. Any Loyalist model in base contact with the model may move it with them as long as they move no more than 6" that turn (so no running, jump moves, etc) and they may not assault while carrying it, but may defend themselves if charged and fight normally. If the model moving the objective is killed, the objective is simply left where it falls.

SET-UP

This mission uses a 4' by 4' playing area divided into quarters, with a circular area at the centre of the board marked out with a 12" radius from the centre point, just as for a standard Spearhead mission. Terrain for the game is set up as standard for a Boarding Assault mission using the Vault variant with the exception that no terrain or scatter scenery should be placed within the area's central 12" zone, except Space Marine casualty models if you have any.

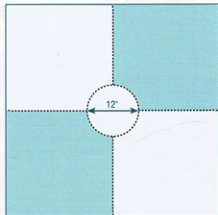
DEPLOYMENT

The Secessionist player may pick any single table quarter as their deployment zone and deploys first, placing their spearhead force anywhere within this area, but they may not

place models in the 12" area at the centre of the board.

After the Secessionist player has deployed, the Loyalist player may pick any of the remaining table quarters they wish and deploys second. The Loyalists may place their spearhead force anywhere within this area, but they may not place models in the 12" area at the centre of the board.

Reserves for either side may arrive from their own deployment zone table edges.



THE FIRST TURN

The Secessionist player has the first turn by default in this mission, but the Loyalist player may steal the initiative by rolling a 6 on a D6, taking the first turn instead.

VICTORY CONDITIONS

The Loyalists must end the game in uncontested possession of the objective if they are to win the game. A Loyalist model carrying the objective may also exit (i.e. voluntarily leave) the table via the Loyalist deployment zone edge if they are able. If this is done, the game immediately ends in a Loyalist victory. On any other result than these, the Secessionists claim victory.

SPECIAL RULES

Death Before Dishonour: Any Loyalist unit within 6" of the objective is Fearless.

Night Fighting: The Night Fighting rules are in effect throughout the game (although this can be affected by a Power Surge).

Catastrophic Damage: The Boarding Assault Catastrophic Damage rules are in effect throughout the game.

Game Length: The game lasts for six turns or until the Loyalists have exited their deployment zone table edge with the objective.

THE MURDER OF SAGAN

PHASE 3 SPECIAL MISSION

The following is a variant Warhammer 40,000 Cities of Death mission, and unless where noted the rules for such missions apply as normal.

The Loyalist counter-invasion of Sagan was a turning point of the Badab War, and the battle to retake control of the Administratum title world was particularly savage. Forced into unthinkable measures, the beleaguered Secessionists resorted to using forbidden weapons in an effort to either force the Loyalists from the surface. The Loyalists, discovering this plan, organised a last-ditch defence, blocking off the path of transports carrying the weapons, knowing that they must hold the line at all costs, even at the price of their own lives.

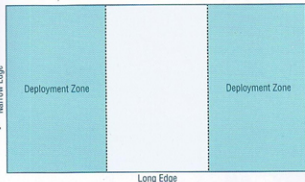
FORCES

The Loyalists have 1,500 points of forces available to them chosen as normal for a Battle mission.

The Secessionists have 2,000 points of forces available to them chosen as normal for a Battle mission. In addition they have a number of modified Rhinos (see mission special rules).

OBJECTIVES/VICTORY CONDITIONS

The Secessionists' task in this mission is to detonate their virul and toxin bomb carrying Rhinos in the Loyalist deployment area. If they succeed in detonating four Rhinos, they have scored a victory, if the Loyalists prevent them from doing this the Loyalists have won. No other objectives or victory conditions are used.



SET-UP

This mission uses a 6' by 4' playing area. Terrain for the game is set up as normal for a Cities of Death game for a table of this size. The table is divided into three sections lengthways, with the two end zones comprising the deployment zones for the game.

DEPLOYMENT

The Loyalist and Secessionist players roll off. The winner picks which of the two end zones of the table will be their deployment zone, the loser takes the other end to be their deployment zone.

The Loyalist player sets up first within their deployment zone. They may place as many units as they wish in reserve. Unless they enter play using the Deep Strike rule, units may enter play from reserve from any point on their table edge.

The Secessionist player sets up second, and may deploy anywhere within their deployment zone. They may place as many units as they wish in reserve, and unless they enter play via the Deep Strike rule, units that enter play from reserve may do so from any point on their deployment zone's table edge.

THE FIRST TURN

Roll off between the two sides, the highest claims the first turn.

SPECIAL RULES

Weapons of Mass Destruction: The Secessionist player begins the game with four additional Rhinos which have been fitted out with self-destruct devices attached to viral and toxin canisters concealed within them. In all ways these are treated as normal Rhino APCs* without any optional upgrades (see the *Space Marine Codex*) except that they may not transport models (as they are full!) These Rhinos may be indistinguishable from other transport Rhinos in the Secessionist force, so mark them in some way to avoid argument (i.e. a label or number on the underside). The goal of the Secessionist side is to detonate these inside the Loyalist deployment zone. This is done in the Secessionist Shooting phase, the Rhino is removed from play and everything within 2D6" suffers a wound on a 3+ with an AP of 4 (vehicles are unaffected). If the Rhino suffers a destroyed result because of enemy fire, etc, the bomb will only detonate on a D6 roll of 5+. Each time a bomb-carrying Rhino is destroyed, another may enter play from reserve the next turn.

** If you don't have enough Rhino models, use stand-in vehicles of roughly the same size, but still use the rules for the Rhino.*

Hold the Line: All Loyalist models are Stubborn as per the Universal special rule as long as they remain within the Loyalist deployment zone.

Cities of Death Stratagems: The Secessionist player may select two *Cities of Death* Stratagems from the Key Building and Armoury Stratagems lists. The Loyalist player may select two *Cities of Death* Stratagems from the Key Building and Dirty Tricks Stratagem lists.

Game Length: Roll a dice at the end of game turn five. If a 2+ is rolled a sixth full turn is played, on a roll of 1 the game ends. At the end of turn six, roll a dice on a roll of 4+ a seventh and final turn is played. Alternately, if the Secessionists manage to detonate four bomb-carrying Rhinos in the Loyalist deployment zone, the game immediately ends in a Secessionist victory.



THE ANGSTROM INCIDENT

PHASE 4 SPECIAL MISSION

The following is a variant Warhammer 40,000 Planetstrike mission, and unless noted the rules for such missions apply as normal.

In 907.M41 the Loyalist forces under Lord Commander Cullin conducted a daring secret raid on the hitherto neutral Adeptus Mechanicus controlled system of Angstrom. They attacked the landing zones, disrupting the Secessionists' collection of vital war supplies after infiltrating a strike force which lay in wait on the volcanic surface of Angstrom XIII, sparking the so called Angstrom Incident with the world's secretive masters.

The following mission represents just one part of that wider operation.

FORCES

The Loyalists have 3,000 points of forces available to them chosen as normal for an Attacker in a Planetstrike mission. If they wish they may also purchase Thunderhawk Gunships as part of their force as Heavy Support choices for the usual points cost. (See *Warhammer 40,000 Apocalypse* for details).



The Secessionists also have 2,000 points of forces available to them, chosen as normal for a Defender in a Planetstrike mission.



OBJECTIVES/VICTORY CONDITIONS

Unlike a standard game of Planetstrike, this mission has three objectives: the cargo shuttles on the landing pads. The Loyalists must destroy these cargo shuttles and the vital supplies they contain. Each is treated as a vehicle with an Armour Value of 12, and needs a Destroyed result inflicted on it in order to take it out of action, although an Immobilised result will prevent it from using the Blast Off! mission special rule. If the landing pad a cargo shuttle is on is destroyed, then the shuttle on it takes an automatic penetrating hit.

STRATAGEMS

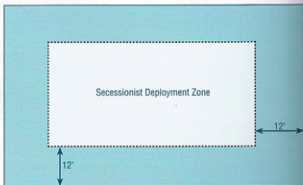
The Secessionists have the Machine Spirit Planetstrike Stratagem (for their bastion). Each of the landing pads has the Void Shield Planetstrike Stratagem (and this has to be defeated before the cargo shuttles on their backs can be targeted).

The Loyalists have the Confusion Reigns and Ground Observer Planetstrike Stratagems. No other stratagems are used.

SET-UP

This mission uses a large 8' by 4' playing area with a 12" border area around the edge. Terrain for the game is set up as normal and should reflect a barren lunar surface dotted here and there with heavy machinery and pools of molten lava (impassable terrain). This terrain should be placed by the Secessionists as they wish.

- Placed within 24" of the centre of the board by the Secessionists as they wish are three Imperial Skyshield Landing Pads (or other similar terrain pieces if you don't have access to these). All operate in Shielded mode throughout the game. (See the *Planetstrike* expansion book for more details.)
- On each of these pads should be placed a model to represent a cargo shuttle (this is only for representative purposes and you could use a Valkyrie, Arvus Lighter or merely a large can for this!)
- The Secessionists also have a single bastion and two Ageis defence lines, each equipped with a single interceptor gun of their choice, to place anywhere they wish within the border of the table.



For each cargo shuttle destroyed, the Loyalists gain an objective, for each cargo shuttle that survives or has blasted off, the Secessionists gain an objective. The side with the greater number of objectives at the end wins the game. Otherwise the game is a draw.

DEPLOYMENT

The Secessionist player sets up first, deploying their force into the central area of the table. Unless they have the ability to deep strike, no Secessionist forces may be held in reserve, all other models must be deployed in this central area.

The Loyalist player may set up and deploy as normal as per a standard Planetstrike game, excepting that all table edges count as their drop zone.

THE FIRST TURN

The Loyalist attackers have the first turn in this mission.

SPECIAL RULES

Shock Tactics and *Scramble!* as per the *Planetstrike* expansion (see Deployment for amendments). Note that there is also a firestorm as normal

Blast-off! At the beginning of each turn, the Secessionist players can attempt to launch one of their cargo shuttles to safety. If they succeed they claim it as a taken objective and it cannot be destroyed. The roll to achieve this on the first turn needs a 6+, the second turn needs a 5+, the third turn and subsequent turns a 4+. This means if the Secessionist player is extremely lucky, they can get all three cargo shuttles clear and win the game in three turns! Making their destruction an absolute priority for the Loyalist player.

Hellish Environment: Angstrom is an infernal volcanic world plagued by frequent storms of burning cinder ash. Roll a D6 at the start of every game turn. If a 6 is rolled, the following applies for this turn:

- The Night Fighting rules are in effect.
- Infantry treat all open ground as difficult ground and all skimmers and flyers on the table suffer an automatic glancing hit.
- Cargo shuttles may not blast off this turn.

Ending the Game: The game continues until all the cargo shuttles are either destroyed or have escaped, or until six full game turns have elapsed.



//RED SCORPIONS HOLD THE LINE
AGAINST ASTRAL CLAWS COUNTER-
STRIKE// THE ANGSTROM INCIDENT

TRAITOR'S GATE

PHASE 5 SPECIAL MISSION

The following is a variant Warhammer 40,000 Apocalypse mission and unless noted the rules for such missions apply as normal.

During the final siege of Badab, the Tyrant Lugh Huron was trapped within his citadel, the Palace of Thorns, a stronghold that now threatened to become his tomb. As the planet is shattered around him and the last vestiges of the rebellion are bitterly crushed, Lugh Huron attempts to make his escape.

FORCES

The Loyalists have 7,500 points of forces, and a Reaver Titan (or other super-heavies equivalent in points value if this model is unavailable) with which to assault the Palace of Thorns.

The Secessionists have 7,500 points, the special character Lugh Huron and the benefit of the Fortress Walls (see page 145) which also mount two Icarus lascannons and has two bastions, each mounting quad interceptor guns.

OBJECTIVES

The mission has two physical objectives set up behind the fortress walls. These physical objectives may only be claimed by Space Marine models with the Infantry unit type in this mission.

SET-UP

The game requires a large rectangular playing area, at least 9' long by 6' wide. This is split into three equal sections (see map). The middle section of the board is No-Man's Land, at one extreme of the table is the Secessionist's deployment zone, the other the Loyalists.

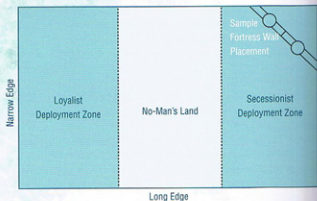
The Secessionist player sets up fortress walls in the Secessionist's deployment zone comprising a gate and two wall sections, placing it as shown on the map so that the two ends of the wall terminate against a table edge. The gate towers each possess a flak turret as shown in the fortress walls description. The Secessionists should leave an area behind their fortress walls extending at least 8" between the inner side of the gate and their narrow table edge. They should also set up two defence lines of barricades up to 12" and D3+1 craters in their deployment zone as they wish.

The Loyalists have their deployment zone set up as a ruined city, with multi-level scenery equivalent in total footprint to around one quarter of its area, spread out as the Loyalist player wishes.

No-man's land should be devoid of scenery except D3+2 craters or wrecked vehicles scattered randomly.

DEPLOYMENT

The Secessionists deploy first and have 15 minutes to do so. Any units not deployed in this time are automatically placed in reserve.



The Secessionists may deploy up to half of their units in their table section. The rest arrive as reserves as per a standard Warhammer 40,000 Apocalypse game, entering play either from Deep Strike or from behind their fortress walls.

The Loyalists deploy second and have 15 minutes to do so. Any units not deployed in this time are automatically placed in the reserve.

The Loyalists may deploy up to half of their units in their table section. Reserves may enter play from any of their deployment table edges or by Deep Strike (see special rules).

STRATEGIC ASSETS AND BONUSES

The strategic assets and bonuses for this game are largely determined by the course of events in the prior campaign (see page 145). Each phase listed here gains a single Strategic Asset for that phase's winner in this game. This means the better one side has done over the other in the campaign phases leading up to this battle, the greater their advantage will be in fighting it.

PHASE	FACTION	REWARD
Phase I	Loyalist	Strategic Redeployment (40KA)
	Secessionist	Ambush (40KA)
Phase II	Loyalist	Replacements (AR)
	Secessionist	Shield Generator (40KA)
Phase III	Loyalist	Careful Planning (40KA)
	Secessionist	Tunnels (40KA)
Phase IV	Loyalist	Orbital Bombardment (40KA)
	Secessionist	Indiscriminate Bombardment (AR)

In addition, the Loyalists have the Strategic Asset Trophy Kill [Lugh Huron] and the Secessionists have the Strategic Asset Heroic Stand, also focused on Huron. This means that all friendly models within 6" of Lugh Huron become Fearless and gain the Counter Attack universal special rule. No other Strategic Assets are used in this game.

VICTORY CONDITIONS

In order to claim victory, the Loyalists must claim more objectives than the Secessionists at the end of the game. On any other result the Secessionists win!

SPECIAL RULES

Nowhere to Run: The Secessionists know they are utterly surrounded and have nowhere to run. All units in the Secessionists forces may re-roll failed Morale tests (but not Pinning tests).

The Tyrant Cornered: The Tyrant has been cornered in this section of the Palace while trying to make his escape as a Loyalist counter-attack is about to hit the walls. He must begin the game on the table, somewhere in the Secessionists' deployment zone.

Palace Lightning Shield: The Palace of Thorns is covered by an atmospheric lightning shield capable of incinerating anything trying to pass through it and blocking teleporter transmissions. The shield is starting to destabilise however and is anchored now only by the projector pylons concealed in the outer walls.

Unless two adjacent sections of the fortress walls are collapsed, the following rules are in effect for the entire game:

- Any model deep striking onto or behind the fortress walls, or any flyer, jetbike, jump infantry or skimmer crossing them is automatically destroyed (this includes models that deviate there, including drop pods as their inertial guidance systems are scrambled).

Game Length: The game last for six turns or until the Loyalists are in possession of both objectives and Huron is dead.

FORTRESS WALLS

Fortress Walls used in this mission are divided into three different types of section: Walls, Towers and the Gate. Each section has an Armour value of 14 on all facings and a number of Structure Points (noted below). When a section has no Structure Points left it is destroyed. All damage results which do not reduce its Structure Points are ignored. A Fortress section must be targeted separately from any unit on top of its ramparts

WALL SECTION 50 POINTS EACH

Each Wall section has 4 Structure Points

A unit may be deployed to the ramparts on top of the wall gaining, a 3+ Cover save.

A destroyed Wall becomes rubble, giving a 4+ cover save and is treated as difficult terrain. Any model on or in a Wall section when it is breached takes a single wound (armour save as normal).

A Wall section can be upgraded to include a Wall Bunker for +50 pts. A single unit of up to twenty models can be deployed inside the Bunker just as if being transported in a vehicle, and may use 5 fire points in any direction. If the Wall is breached then any unit inside the bunker is destroyed in the collapse.

TOWER 75 POINTS EACH

Each Tower has 6 Structure Points.

Each tower may house troops exactly as shown in the Wall Bunker description shown previously.

A destroyed Wall becomes rubble, giving a 4+ cover save and is treated as difficult terrain.

Any models inside the tower when it is destroyed take a single wound (armour save as normal), and must move to an adjacent Wall section if they are able (otherwise they end up in the rubble).

Any Tower may be upgraded to include a flak turret with a twin-linked range 72" autocannon with an AA mount for +50 points, or an Icarus Lascannon or quad Interceptor gun for +25 points each. These weapons are used at BS 2 if the Tower is unoccupied or by using the BS of the unit within when occupied.

Any Tower may be upgraded to include a buttress-mounted Sentry gun with twin-linked heavy bolters at +15 points, or twin-linked lascannons at +25 points.

GATE 150 POINTS

A Gate has 3 Structure Points.

The Gate may be open or closed at the start of any of the owning players' turns. Once destroyed, the Gate is open and troops can move through it as normal. Models caught on the ramparts suffer 1 wound. No armour saves apply.

A unit may be deployed onto the Gate's ramparts gaining a 3+ Cover save.

Each Gate also has two towers (with 6 Structure Points each etc), one on either side. The basic cost of which is included above and can be upgraded as shown previously.



BLOOD IN THE VOID

Space Boarding Actions Rules for Warhammer 40,000



NOVAMARINES DEFEND THE MERCHANT
FRIEGHTER 'VIOLETTA' FROM
LAMENTER'S ATTACK, BALE SYSTEM

The following rules present the chance to fight out some of the savage and desperate ship-to-ship boarding actions that played a key part in the struggles of the Badab War. Boarding actions between star vessels are truly deadly affairs, vicious and swift close-quarter duels in the most treacherous and dangerous environments imaginable. In short the kind of conflict at which Space Marines excel!

The vessels of the 41st Millennium range in size and scope from small interplanetary shuttles, to mighty battleships with crews numbering in the thousands. Even larger than these are the Chartist High Conveyers tens of kilometres in length, while unfathomably ancient drifting space hulks that dwarf even these. In the case of these larger vessels, regardless of whether they are an engine of war or a merchant hauler, their sheer size grants them weaknesses to be exploited, just as their immense bulk makes them difficult to destroy by more conventional means. For these mighty ships, damage done to specific vital regions inside them can be as fatal to them as poison injected into a living heart. The best way of doing this is often by breaching the hull of an enemy vessel and assaulting it with troops, if they are victorious then this can allow the ship to be crippled, captured intact or even destroyed from within.

Only the most skilled and able attackers are selected to undertake boarding assaults and attrition among them is always high, as is the glory gained should they succeed. The shipboard defenders who repel a boarding assault must fight with all the courage and ferocity they can muster if they are to save their ship. For the loser death is certain, as aboard a star vessel surrounded by the infinite darkness of the cold and silent void, there is nowhere to retreat or run to.

Designer's Note: These boarding assault rules are intended to offer a new and exciting variation on playing games of Warhammer 40,000. They are also unashamedly designed to be fatal and chaotic affairs, as fighting on a burning star vessel in the middle of a space battle ought to be! It's the kind of game where all sorts of odd situations are going to be thrown up from time to time and sudden reversals will occur, so have fun with it. Hyper-competitive players will be better served elsewhere!

Fighting a Boarding Action

All boarding missions must have an Attacker and a Defender. Which player takes which side must be decided before play. This may be done by mutual agreement or by rolling off and the winner picking which they will be, etc.

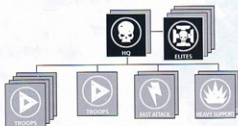
Because boarding actions are fought in quite dense terrain, and without the assistance of transport vehicles to get around in a smaller gaming area can often improve the experience of play. As such it is recommended that a 4' by 4' area is used for games of 1,500 pts a side or less.

FORCE SELECTION

Each force should be selected using the following Force Organization chart for boarding actions:

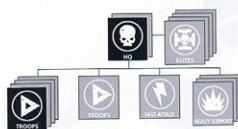
Attacker:

2 HQ (1), 4 Elites (1), 2 Fast Attack, 5 Troops, 2 HS



Defender:

2 HQ (1), 4 Elites, 1 Fast Attack, 5 Troops (1), 3 HS



Forces selected for fighting in a boarding action should be chosen from their codex as normal with the following exceptions:

Units may not select dedicated transport options.

Vehicles except Walkers and Artillery mounted on no larger than a 60mm base* may not be chosen.

In a Codex Space Marine army, assault squads without jump packs count as Troops choices for boarding assault missions.

**Note: The terrain may still confine your use of these models, so caveat emptor!*

SPECIAL RULES

The rules for Reserves, Scouts and Infiltrators remain unchanged unless otherwise stated by a specific mission description. However only units which are described as being able to teleport or materialise from the Warp may use the Deep Strike special rules. Barrage weapons cannot be used to fire indirectly in boarding action games.

Hazardous Ground: Fighting within the environment of a star vessel or station is a dangerous and treacherous affair, and one in which even light vehicles can flounder or damage themselves, unexpectedly crashing through buckled deck plating, or contacting exposed power conduits with deadly results. Bikes, artillery and walkers treat all difficult terrain they encounter as dangerous terrain as well. Should any of these use a turbo boost, they must take a Dangerous Terrain test regardless of the ground they cover.

All models counted as jump infantry which move more than 6" in the Movement phase must take a Dangerous Terrain test every time they do so.

The Cold Void: One of the greatest dangers of shipboard fighting is the icy void itself, and while many battles will be fought behind sealed bulkheads and within pressurised sections, others will not, and be all the deadlier for it as a ripped suit or broken armour seal can quickly kill or disable their victim.

When the Cold Void special rule is in effect, the following apply:

All weapons and attacks with a strength of 4 or higher now cause the Rending effect, unless their target is Void Hardened, has an Armour Value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first. All weapons and attacks which already have the Rending effect now rend on a roll of 5 or 6, unless their target is Void Hardened, has an Armour Value (AV) or has a save of 2+. In the case of attacks against mixed units, apply these rending wounds to the more vulnerable targets first.

Weapons and attacks which have the Blast special rule also now cause pinning if they didn't already.

CATASTROPHIC DAMAGE

Most boarding actions take place amid the backdrop of fierce space battles in which immensely destructive forces quite beyond the combatant's control, are unleashed that may even destroy the very ship over which they fight. Even when the boarded ship is not taking direct hits in the battle, the effects of prior damage can cause secondary explosions to rip through its hull, and the vessel itself may be caught in a crossfire, or ride through the blast waves of dying ships and lethally spinning debris.

These effects are represented in the game by the Catastrophic Damage table. When the Catastrophic



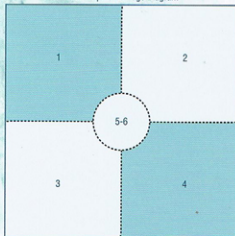
Damage special rule is in effect, each player should roll D6 each at the beginning of each game turn. The results of these rolls are added together and the results on the following table apply for this turn:

CATASTROPHIC DAMAGE TABLE

2D6	Result
2-3	Hull Quake
4-5	Power Surge
6-9	No Effect
10-11	Wildfire
12	Structural Collapse!

No Effect: Although the hull cracks and moans and the distant thunder of explosions can be heard, the effect is not strong enough to play a part in the battle this turn.

Catastrophic Damage Diagram



Power Surge: The ship's energy systems go into violent spasm, blowing out lighting arrays and either plunging the area into darkness or flooding it with a blaze of sparks. If this result is rolled then the Night Fighting rules are in effect this turn (if they were already in effect, they no longer apply this turn instead as a power surge unexpectedly fires them). Additionally, if they are being used, bulkhead and airlock doors may either open or shut on their own on a D6 roll of '5+' (roll once separately for each one).

Hull Quake: The ship's hull bucks and shakes, and gravity fluctuates wildly. All clear terrain is counted as difficult for this turn, and already existing difficult terrain is counted as both difficult and dangerous terrain for this turn.

Wildfire: A series of secondary explosions bracket the area of the battle as conduits erupt into flame and areas of the deck plating collapse or are blown in. Divide the board into sectors as shown on the Catastrophic Damage diagram. Roll a D6+1 to see how many explosions occur in total.

Randomise the location of the explosions, rolling a D6 and referring to the diagram to find the starting point (with the 5 or 6 indicating the centre of the table), and then use the Scatter dice and 3D6 to determine where each one occurs. Explosions which scatter off the table are assumed to be lost. Place the large blast marker on the point where each explosion occurs, any unit or model caught in the blast suffers a Strength 5, AP 5, Pinning attack.

Structural Collapse! The hull screams and shudders before part of it catastrophically fails and breaks apart, either blasting out air and debris into the beyond or shattering around the unfortunate combatants. Roll a D6 and consult the Catastrophic Damage diagram to determine in what area the collapse occurs, if a 5 or 6 is rolled, all areas are affected equally.

All models with a Toughness score in the effected area suffer an immediate Strength 4 Rending hit, and models with an Armour Value (including special terrain and so on) suffer a glancing hit on a 4+. From this point on the Cold Void special rules are in effect for the rest of the battle if they were not previously.

SHIPBOARD BATTLEFIELDS

In boarding action games, the terrain and unique nature of the battlefield is of particular importance. This area of conflict represents the internal spaces and decks of a mighty star vessel rather than ground terrain, but what this means in practice can vary immensely depending on what part of the ship is being fought over.

Ship Vaults

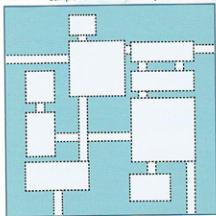
Most large Imperial vessels have numerous cavernous holds, cargo bays, weapons batteries and flight decks which can run to thousands of square metres in volume and provide natural battlegrounds and strategically vital rallying areas in a boarding action. Shipboard vaults represent the standard 'default' form of battlefield fought over in a boarding action.

Vaults can be represented by the square or rectangular area on which should be placed terrain with a total footprint roughly a quarter of the surface, arranged roughly evenly across the table. Packing crates, barrels, cargo pods and machinery of all shapes and sizes are perfect examples of terrain for a vault. Buildings and even ruins can also be freely used to represent sealed compartments, control rooms, particularly large areas of machinery as well as access towers to other decks. Vault terrain also benefits if your terrain collection can run to this, and ganties, companionways and landings as part of the scenery will all add to the feeling of fighting within the hull of a massive ship or space station. Likewise deadfalls and impassable pits can represent cavernous drops into lower levels and swing bridges can be used as strategic choke-points across them.

Deck Levels

In between the major bays and vaults of any large vessel are labyrinthine sub-levels and decks often filled with tangled corridor networks, small chambers and holds that can prove a bad place in which to try to fight a battle, as each turn may see you separated from allies or encounter enemies unexpectedly, and no battle line stays static for long.

Sample Deck Level Board Layout



Putting together a deck level board can require a little more effort than usual, as it is made up of confined spaces. You may already have sets of tiles or boards suitable for this in your collection (particularly if you happen to have a copy of *Space Hulk* handy!) If you don't, the simplest thing to do is get hold of some card or thick paper and create a number of corridor and room sections to play on. Individual corridors should be on the whole no less than 2" wide and 6" long (to allow for the passage of miniatures) while rooms and chambers should be larger than this and each 'quarter' of the board should have at least one or two large chambers, and perhaps twice the number of corridors in order to make things interesting.

Each table edge should have one or more points of ingress into the playing area (basically corridors or chambers that terminate at the edge of the board). These are the avenues from which reserves may arrive during play.

Scatter terrain such as barrels, barricades, small pieces of machinery, crates, etc. are excellent for use in chambers, while bulkhead doors are best for corridors.

When laying out a deck level from scratch, it's often easier to place the rooms and chambers first and then link them up with corridors, until you are happy with the end result.

You can either just lay out the deck level in a mutually agreed fashion between the players, use an impartial third party to lay it out, or agree on a total quantity of chambers and corridors and take it in turns each laying out the chambers, then the connecting corridors and so on, making sure that every table quarter has at least one 'exit' leading off it.

Because of the confined spaces involved, deck level layouts are better suited to smaller games, (and models with large bases are going to have problems!) with a total of a maximum of 25 models a side recommended. Experienced players may also wish to ignore the standard unit coherency rules for this kind of game – each unit in essence being treated as a squad of a single model. If this is the case and Kill Points are being used, assume that each model is worth a single Kill Point, except independent characters and walkers which are worth 5 KPs each.

There are a great many more layers of detail you can add to deck level games if you wish, such as incorporating a deck level 'alongside' a vault or even outer hull board in a big multi-player game. You can add elements such as deadfalls and swing-bridges or stairwells and elevators, the latter allowing you to play in '3-D' with several smaller deck layouts constituting a stack of vertically adjacent decks! If you find yourself enjoying this sort of game, don't be afraid to experiment a bit!

Outer Hull

The expanses of a gigantic ship's outer hull skin can itself form a battlefield, and some of the most desperate and bloody boarding actions are fought simply to force a breach in a colossal ship's hull.

In boarding actions of this kind, the outer hull surface of a ship forms the battlefield you are playing on, with attackers seeking either to force airlocks or breaches inside or damage vital structures on the hull's surface.

Terrain on an outer hull table should be sparse, covering no more than a quarter of the table in footprint in total and should be made up of large regular structures and objects, along with antenna, gun towers and other forms of machinery representing the ship's systems. Obviously no natural terrain or anything 'loose' to the ground should be used.

SPECIAL RULE: The Hungry Stars

When fighting on a ship's outer hull, the Cold Void special rules are always in effect. In addition any blast attack that causes a Pinning check may instead have a chance of sending its victim spinning helplessly into the void! Instead of causing a Pinning test, any model caught in the blast which survives (must immediately roll equal or under their strength on a D6 or be removed as a casualty (a roll of a 6 is always counted as a failure)). Jump infantry may re-roll this test if failed.

PLANETSTRIKE

Rather than using the full boarding rules presented here, in large games you may wish instead to use the rules from the *Planetstrike* expansion instead to represent a major assault against a colossal star vessel or space station's outer hull. Play the Planetstrike game as normal, but apply the Hungry Void and Catastrophic damage rules as shown here, but be warned this will make for a spectacularly lethal and anarchic way to play Warhammer 40,000!

THE BOARDING ASSAULT MISSION

The following special mission represents a savage boarding assault with command of a vital area of a star vessel in combat at stake. This mission is recommended for use with the Vault type of battlefield terrain set-up as described previously. Terrain should be set up before deployment or a mission goal is determined.

SPECIAL RULES

This mission uses the Catastrophic Damage special rules.

Both players roll a D6 each at the start of the mission. If the total result of the two dice is 7 or more, then this area of the ship being fought for has been exposed to vacuum already and the Cold Void special rule is in effect.

If either of the dice has rolled a 6, the lighting in the area has failed or been shut down and the Night Fighting rule is also in effect.

OBJECTIVES

Depending on the Mission Goal (see below) objectives may be used. In this case they should be represented by a model or marker on a 40mm base or some suitable alternative.

SCORING UNITS

In the Boarding Assault mission units drawn from either the Troops or Elites allowance count as scoring units where this is called for by the mission. A scoring unit may claim an objective by being within 6" of it at the end of the game if no enemy units are also present in this area. A unit may only ever claim one objective at a time.

ENDING THE GAME

The game has a variable game length as per a standard mission (see page 90 of the *Warhammer 40,000* rulebook).

WIPE-OUT!

Regardless of any other condition, if at the end of the game your enemy has no units left on the table then you are victorious!

DEPLOYMENT

Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units. They must then decide which of these two forces is to be their spearhead and which is to be their reserve. This arrangement represents an attacking force working its way through the ship, and the ship's defenders rallying to meet them.

The gaming table is then divided into four quarters, and both players roll-off to choose a deployment zone. The winner then picks which is to be their deployment zone and deploys their spearhead force anywhere in this area but not within 6" of the centre of the board.

The other player then rolls a D6, on a roll of a 4+ they may choose any of the three remaining areas in which to deploy their spearhead, otherwise they must deploy their spearhead in the area opposite that of their opponent.

Reserves arrive normally, entering the board from any table edge in their player's deployment zone.

MISSION GOALS

Before the game begins, either mutually agree or roll a D6 to determine the goal of the Boarding Assault:

D6	Result
1-2	Search and Destroy
3-4	Force the Breach!
5-6	Sabotage

Search and Destroy: This mission represents the vicious struggle to take hold of a ship deck by bloody deck, destroying the enemy forces in detail. Kill Points are used to determine the victor, with one Kill Point scored for each enemy unit, independent character or walker destroyed. At the end of the battle, the side with the highest tally of Kill Points is the winner.

Force the Breach! This represents the Defenders trying to maintain hold of a vital area of the ship, whilst the Attacker must rest it from them. The Defender places three objectives, one in their own deployment zone and one in each of the zones in which neither player has deployed. These objectives may not be placed within impassable terrain, or less than 6" away from the table edge or the centre of the table. If the Attacker is in control of more objectives than the Defender at the end of the game they are the winner. If any other result is the case, then the Defender is the winner.

Sabotage: The Attacker's goal is to destroy vital systems of the enemy ship. The Defender places D3+2 sabotage objective markers on the table. These markers represent control panels and systems junctions vital to this area of the ship. The markers may be placed anywhere on the table other than within 6" of a table edge or 12" of each other. They also may not be placed in impassable terrain.

The Attacker must attempt to destroy these objectives by any means they can. Each has an Armour Value of 11, and will be destroyed by any successful glancing hit or penetrating hit scored against them. Because their Attackers cannot be certain of destroying them properly at distance, these objectives count as having a 4+ Invulnerable save against any shooting attack or blast damage they suffer and cannot be harmed by events on the Catastrophic Damage table.

At the end of the game, the Attackers gain 1 Victory Point for each sabotage objective destroyed, and the Defenders 1 Victory Point for each sabotage objective still on the table. The side with the most Victory Points is the winner.

BOARDING ASSAULT STRATEGEMS (OPTIONAL RULE)

The use of boarding stratagems is an optional rule that allows unique and unusual tactics, terrain and equipment to play a part in your boarding assault games. The use of such stratagems is neither compulsory nor strictly speaking needed, but they can add new dimensions and a few nasty surprises to your games. They also represent a great excuse to indulge your modelling prowess and make some special terrain pieces and purpose-built boarding conversions. Wherever possible, you should endeavour to represent stratagems suitably on the gaming table, and make absolutely sure your opponent knows what they are, – as this is only fair.

As well as there being different stratagems to select, some are only available to the Attacker or the Defender. As a result, stratagems should only be chosen after which player is taking which role has been decided, but before the forces are deployed or the mission goal has been assigned. You may even want to sort out who is going to be the Attacker and who the Defender well in advance of the game if you can, so you know what models to bring!

There are many possible stratagems and only a handful are listed here. You can find different stratagems in both the *Planetstrike* and *Cities of Death* Warhammer 40,000 expansion books intended for use in those games which you may wish to modify and use where appropriate in your boarding assault games, and of course you can make up your own as well by mutual agreement.

Unless specified in their description, each stratagem may only be taken once per force.

STRATAGEM POINTS

Some stratagems are simply more powerful than others or just more useful in general, this is reflected by a cost in Stratagem Points. Stratagem Points are also handy for keeping a check on the use of stratagems and making sure they don't get out of hand in the game. In a Boarding Assault mission it is recommended that each side has an allowance of 1 stratagem point, plus an extra 1 Stratagem Point for every full 500 points of their force (so a 1,000 points boarding force would have 3 Stratagem Points to spend, etc).

DECLARING THE USE OF STRATEGEMS

Players should declare the use of their stratagems when indicated in their description. In most cases this will be readily apparent anyway such as in the case of extra units or special terrain. If for any reason both sides have a stratagem whose effects would occur at the same time, they should roll-off to determine which one takes effect first.

SPECIAL TERRAIN

Some stratagems provide unique terrain pieces with game effects. If this is the case then these should be placed by the owning player after the deployment zones have been decided on, but before any models in the force are deployed.

Some special terrain stratagems are powered (and marked by a star symbol) and may blow up if destroyed. Unless stated in their descriptions, treat the stratagem model as having an Armour Value of 10 all round, and it will be destroyed if it suffers a glancing or penetrating hit. If this occurs, roll a D6 and on a result of a 4+ it explodes with a blast radius of a D6 inches, inflicting a Strength 3, AP - hit on anything caught in the blast.

EXTRA UNITS

Some stratagems provide the player with extra small units to aid them. These units may be placed as part of their spearhead or reserve forces normally as they desire. However they never count as scoring units, and any special rules that apply to the owning player's forces or would be otherwise granted by the special rules of a model or independent character joining a unit do not apply to them. They are temporary allies, nothing more.

SPECIAL WEAPONS & GEAR

Some stratagems grant models or units special gear. Wherever possible these should be present or otherwise indicated on the model being used.



BOARDING ASSAULT STRATAGEMS

GENERAL STRATAGEMS

The following stratagems are available to both the Attacker and Defender.

TUNNEL ACCESS [TERRAIN]

Your forces have gained access to the conduits and service tunnels in this area of the ship, providing you with a significant advantage – just so long as they don't collapse or vent into space first!

3 STRATAGEM POINTS

Declared when placed. You may place three hatch markers anywhere on the table no less than 12" apart from each other, and not in impassable terrain. Should you wish it, any units with the Infantry type in your reserve may enter the game via the Deep Strike rules using one of these hatches only as the chosen arrival point from which their arrival may scatter as normal.

SPEARHEAD SENTRY GUN [TERRAIN/UNIT]

2 OR 3 STRATAGEM POINTS [*]

Spearhead Sentry Gun	Armour			
	BS	F	S	R
	2	10	10	10

Type:

- Artillery (60mm base)

Wargear:

- Searchlight

Weapon:

Choose one of the following weapons:

- [2 SP] Twin-linked heavy bolter or twin-linked heavy flamer or single missile launcher or single assault cannon.
- [3 SP] Twin-linked plasma cannon or twin-linked lascannon or two twin-linked heavy stubbers.

Deployed with spearhead forces. Both Attacking boarding forces and Defenders often deploy automated weapons systems to provide them with fire support, usually covering a vital area such as a hull breach or important access chamber. This weapon is equivalent to an Imperial Tarantula, heavy gun servitor or defence platform. It may not move once deployed but may freely engage enemy targets in the Shooting phase with a 360 degree arc of fire. So choose its location wisely!

VOID HARDENED ARMOUR [GEAR]

1 STRATAGEM POINT

Choose a single unit in your force of any type. This unit has been equipped with specialised additional armour and life support systems and now counts as being Void Hardened (see the Cold Void Mission special rules).

This stratagem may be taken multiple times.

LAS-CUTTERS [GEAR]

1 STRATAGEM POINT

Shown on models. Choose a two infantry models (other than Independent Characters), that are not already equipped with a weapon bought as a unit upgrade. Each of these models are now equipped with a las-cutter, a powerful industrial tool that can be used for cutting through armoured bulkheads or as a makeshift but devastating close-quarter weapon.

A las-cutter armed model can forgo their usual attacks in assault (including any bonus for charging) and instead make a single Strength 9 attack allowing no armour saves, at Initiative 1. This stratagem may be taken multiple times.

FLANKING COUNTER-ASSAULT [TACTIC]

2 STRATAGEM POINTS

The player has sent a portion of their forces off in an attempt to outflank the enemy forces in the hopes of cutting them off, enabling them to be isolated and destroyed. Before the game begins, the player may nominate (by writing it down) a single unit that is to be held in reserve to be their flanking force. When this unit becomes

available to enter play normally via the Reserves rule, it may use their opponent's deployment zone table edge to do so if they wish.

GRAVITON GUN [GEAR]

2 STRATAGEM POINTS

Little understood even by the Adeptus Mechanicus, the term 'graviton gun' refers to a group of esoteric gravity projector devices whose sophistication is such that what few of them remain now are relics of a lost age. Some Space Marine Chapters still field a handful of such weapons which may prove extremely useful when fighting on a star ship or a null gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and crack bones even inside armour, but its primary use is to impede the enemy and damage machinery without the risk of secondary explosions.

Special Rules: The graviton gun is used as a weapon with the following profile:

	Range	STR	AP	Type
Graviton Gun	18"	*	3	Heavy 1, 3" Blast, Pinning

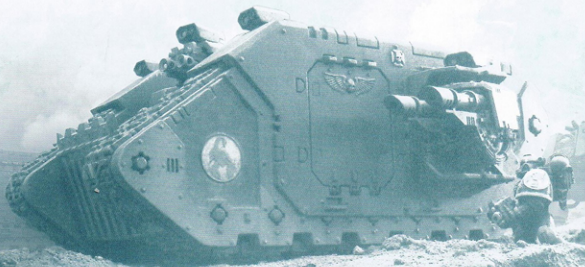
However instead of rolling to wound normally, any model caught in its blast must instead roll equal or under their Strength on a D6 or suffer a wound (a roll of 6 always counts as a failure). Targets with an Armour Value instead suffer a glancing hit on a roll of 5+ instead. After the graviton gun has been fired, leave the blast marker in place, this area now counts as both Difficult and Dangerous terrain for the next turn thanks to the gravity flux. Unlike most weapons, the using player need not specifically target an enemy model; they may simply target a point on the board within range and line of sight instead.

BOARDING SHIELDS [GEAR]

1 STRATAGEM POINT

Soldiers making the first assault through a storm-breach (or facing one for that matter) can expect to face a hail of enemy fire through which little can survive. One crude method of protection against this is the use of boarding shields, fashioned from heavy ablative plasteel, sometimes fitted with basic field generators to strengthen them. Although only a shadow of the storm shields carried by assault Terminators, they can still prove surprisingly effective at warding off heavy fire.

Shown on Models. Chose a single squad in your army with the infantry type, that squad is now equipped with boarding shields. Boarding shields provide their users with a 5+ Invulnerable save. However they are cumbersome and models equipped with them may not opt to run in the Shooting phase, and cannot claim the extra attack for being armed with an additional close combat weapon.



ATTACKER'S STRATAGEMS

The following stratagems are available to the Attackers only.

FIRE WASP [UNIT] 1 STRATAGEM POINT

	WS	BS	S	T	W	I	A	LD	SV
Fire Wasp	2	2	3	4	2	2	1	10	3+

A Fire Wasp is an Astartes combat drone used since the time of the Great Crusades in boarding actions to venture ahead of assault parties and help clear them a path. Sent in ahead of a squad and intended to trip mines and other booby traps, the Fire Wasp is an extremely robust device, if a poor fighter. Most standard patterns are equipped with an inbuilt flamer weapon and searchlight device to aid in their mission.

Unit Composition

- 1 Fire Wasp

Unit Type

- Infantry (40mm base)

Wargear

- Flamer
- Searchlight
- Void Hardened Armour
- Close Combat Weapon

Special Rules

- Fearless
- Move Through Cover

SHOCK AND AWE [TACTIC] 1 STRATAGEM POINT

The assault force calls in a thunderous barrage of ship-to-ship fire, cluster grenades or even teleporter charges in an attempt to disorient and throw the defenders off guard. However such attacks are seldom as precise as the attacker would like.

This stratagem may be declared and used at the start of any of the Attacker's turns in the Movement phase. The Attacker rolls a D6 for every defending unit in play and not engaged in an assault, on a 4+ the target takes a Pinning test. The Defender now does the same for Attacker units not engaged in an assault, and they suffer a Pinning test on a 6.

SUSTAINED ASSAULT [TACTIC] 3 STRATAGEM POINTS

The forces of the attackers greatly outnumber those of the defenders, allowing them to press on heedless of casualties with reinforcements close at hand.

Before the game, the Attacker may choose a single infantry unit taken as a Troops choice for the army and then secretly marks it down. Should that unit be wiped out or fall back, the Attacker may reveal this stratagem and remove the unit from play (if still present) and return it at full strength to their reserves. This may only be done once.

INTERDICTION ASSAULT [TERRAIN] 2 STRATAGEM POINTS

Either through the use of advanced phase-field generators to render part of the hull out of sync with the surrounding matter, or the rather more brute force approach of blasting out intervening deck plates with melita-charges, the attacker makes a major breach in either the ceiling, floor or walls from which they have troops poised to make a storm assault.

Declared When Placed. During the Attacker's first turn, they may place a 3" blast marker anywhere on the board that is not either touching an enemy model, impassable terrain or an objective. This then scatters D6" (with the Hit symbol indicating the breach is bang on target). If this scatters off the table or into impassable terrain, simply move it as close as possible away from the terrain or board edge. This blast marker now represents the breach point and remains in place for the rest of the battle. Up to one infantry unit per turn arriving as reserves may use this breach to enter play as normal.

	WS	BS	S	T	W	I	A	LD	SV
Drone	2	-	3	5	1	1	-	10	4+

Devastation drones are mobile demolition bombs armed with implosion charges designed to inflict maximum damage within a highly confined area (and thus reduce the risk to the ship they are used on). They are compact, man-sized and quite sturdily constructed in order to resist enemy fire until they have reached their target zone. Many are often mounted on heavy track units to keep them mobile, although the best-fashioned have anti-grav plates instead.

Unit Composition

- 1 Devastation Drone

Unit Type

- Infantry (20mm base)

Wargear

- Implosion Charge
- Void Hardened Armour

Special Rules

- Fearless
- Move Through Cover

Implosion Charge: The Devastation Drone may be detonated at any point in one of the owning player's Shooting phases. Place the 5" blast template over the centre of the drone. Everything caught by the blast suffers a Strength 8 AP 3 hit and the Devastator Drone along with any removable terrain models (including bulkhead doors) are removed from play. The Drone may be detonated even if the Drone is in assault combat at the time.

If the Devastation Drone suffers a wound, the Attacker should roll a D6. On a roll of a 1 the Drone detonates where it is as per the Implosion Charge rules shown above. On a 2+ the Drone is removed normally.



DEFENDER'S STRATAGEMS

The following stratagems are available to the Defender only.

DEFENSIVE STRONGPOINT [TERRAIN]..... 3 STRATAGEM POINTS [*]

The defenders have control of a fortified strongpoint which commands this area of the ship.

Declared When Placed: After deployment areas are worked out but before any models are deployed, the Defender may either nominate one enclosed or semi-enclosed area of terrain to be their defensive strongpoint. Alternately a new piece of terrain such as a small pill

box or square of Aegis line may be added. A small model should also be placed within this area to represent the strongpoint's power generator. Defending troops within the strongpoint benefit from a 3+ cover save, and in addition while the strongpoint's power generator is intact models within the strongpoint may re-roll failed shooting attacks which roll a 1 to hit, and the Defending side gets a +1 to all Reserve rolls.

BARRICADES [TERRAIN] 1 STRATAGEM POINT

The defenders have had enough time to get ahead of their Attackers and meet them on prepared ground, utilising barricades and other barriers as protected positions and killing zones.

Declared When Placed: This stratagem may be taken multiple times.

The Defender has three 4" wide barriers or barricades they can place anywhere on the board after their deployment area has been decided, but before any models are deployed. These barriers provide a 4+ cover save for any model firing from behind them and count as difficult ground for any model trying to cross them.

CREW GANG [UNIT] 1 STRATAGEM POINT

	WS	BS	S	T	W	I	A	LD	SV
Crewman	2	2	3	3	1	3	1	7	5+

It may be the case that a defender is forced to press a ship's crew into the defence of their vessel as well. Equipped with armoured void suits and emergency weapons, these crewmen are often far from the best trained soldiers, but will be well motivated, as nothing but death or slavery awaits them should the ship be taken.

Unit Composition:

- 6 crewmen

Unit Type:

- Infantry

Wargear:

- Close combat weapon
- Shotgun or laspistol
- Void Hardened Armour

TRAPS [TERRAIN]..... 2 STRATAGEM POINTS

The defender has been able to seed the area with anti-personnel mines, tripwire-bombs, rad-fields and hidden deadfalls, making it a potential death-trap for attacking forces.

Declared When Placed: This stratagem may be taken multiple times.

The Defending player gains six trap markers (you can use models on a 20mm base, poker chips or any other convenient counters to represent these). These may be placed by them anywhere on the board after the deployment areas have been decided, but before any models are deployed.

Any model moving within 2" of the centre point of one of these markers during the game has a chance of setting off a trap. In the case of squads, move the whole squad before seeing if the trap goes off. If this happens roll a D6 and apply the listed effect:

D6	Result
1	No effect: Remove the marker from play.
2-3	Not this time: Nothing happens, but the marker remains where it is.
4-6	Boom: Place the 5" blast marker centred on the centre point of the trap marker. All models caught in the blast suffer a Strength 4 AP 5 hit. Models with an AV are hit on their rear armour. The trap marker is removed from play.

SECURITY AIRLOCKS AND BULKHEAD DOORS [TERRAIN]

1 STRATAGEM POINT

The defender has control over a series of armoured airlocks and bulkhead doors in this section of the ship.

Declared When Placed.

This stratagem may be taken multiple times. The Defender gains D3+1 airlocks and bulkhead doors. They may be placed at any sensible point in a corridor or where a chamber opens out onto another space. Given that a ship is under attack, it is up to the defender which of these doors is open or locked at the start of the game.

The Defender may open a door by having any of their models pass through it during the Movement phase and may choose whether it is left open or shut again after they go through it.

The Attacker may not pass through a shut door except by destroying it. Bulkhead doors count as having an Armour Value of 12 and may be shot at or assaulted normally (close combat attacks hitting automatically). Any glancing or penetrating hit will remove the bulkhead door/airlock from play.



LORDS OF DESTRUCTION

PART ONE



Chaplain Dreadnought Titus
Howling Griffons Chapter
Destroyed in action at Khymara

CHAPLAIN DREADNOUGHT TITUS

Revered Dreadnought Confessor of the Howling Griffons

A true legend within the annals of the Howling Griffons and an example to his Chapter, Chaplain Armand Titus had been entombed within a Dreadnought sarcophagus since the fatal poisoning of his body by the wicked blades and barbs of the Cabal of the Crimson Libation during the Jorun Retaliation. As a revered Dreadnought Confessor, Titus remained an inspiration to the Chapter, unwavering in his faith and a rock of conviction and righteous hate whose wisdom and spiritual teachings shaped generation after generation of Space Marines. The booming oratory shouted from his vox-systems stoked the fires of wrath in the hearts of the Howling Griffons on thousands of battlefields in his seven-century tenure encased within a shell of adamantite and ceremite.

It is perhaps a tragic irony that it was at the hands of other Space Marines that Chaplain Dreadnought Titus was at last to fall. Awoken first from his dreamless slumber to do battle in the Caradryad Sector, he remained with the Howling Griffons strike force as it was

re-deployed to the Badab War, and was with his brethren caught by the massed attack of the Executioners Chapter in the Khymara system. As they were overrun and decimated on the airless dust moons, and with their commanders destroyed, it remained to Dreadnought Chaplain Titus to rally the reeling Howling Griffons. With implacable zeal and unafraid of the firestorm surrounding him, the venerable dreadnought led a desperate counter attack which bought his Chapter the chance to re-group and mount a fighting defence at the cost of his long life. After the Executioners had withdrawn from the field, the surviving Howling Griffons found that their foe had honoured Titus' glorious sacrifice by laying out the wreck of his sarcophagus within a ring of broken weapons, placing one of their own shattered standards in the war machine's lifeless grasp.

CHAPLAIN DREADNOUGHT TITUS 205 POINTS

	WS	BS	S	Armour			I	A
				F	S	R		
Titus	5	5	6(10)	12	12	10	4	3

Unit Composition:

- 1 (Unique)

Unit Type:

Vehicle (Walker)

Wargear:

- Dreadnought Close Combat Weapon with inbuilt Heavy Flamer or Storm Bolter
- Lascannon or Assault Cannon
- Extra Armour
- Smoke Launcher and Searchlight

Special Rules:

- Living Icon of the Chapter
- Venerable
- Litany of Hate

Living Icon of the Chapter: Friendly Space Marine models within 12" of Chaplain Dreadnought Titus are Fearless.

Venerable: Chaplain Dreadnoughts are very hard to destroy and Titus is no exception. Whenever he suffers a Glancing or Penetrating hit, the owning player may ask their opponent to re-roll the result rolled on the Damage chart. However the second result stands even if it is worse!

Litany of Hate: Even though encased in a Dreadnought sarcophagus, the Chaplain's ire for the enemies of the Imperium remains undimmed. On a player's turn in which the Chaplain Dreadnought charges, it may re-roll failed rolls to hit in close combat.

Chaplain Dreadnought: Chaplain Dreadnought Titus is a HQ choice for a Codex Space Marines army.



LUGFT HURON

Master of the Astral Claws, Scourge of the Maelstrom, the Tyrant of Badab

Feared, reviled, respected and worshipped in turn, Lugft Huron was the Chapter Master of the Astral Claws and self-appointed ruler of the entire Badab Sector. It was by his machinations, pride and paranoia that the Badab War was birthed.

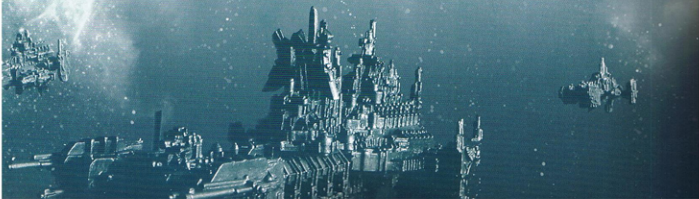
There are those who now say that a man of flawed character such as Lugft Huron should never have been allowed to rise to the command of a Space Marine Chapter, or that he became tainted somehow by the influence of the alien or the whispers of the Warp, but all of these assertions miss a single, undeniable fact – Lugft Huron was a truly exceptional warrior. By his deeds alone he would have been counted as a legendary warrior of any proud Astartes Chapter in whose ranks he served before the fall of the Astral Claws to heresy. Lugft Huron was a masterful and charismatic leader, as well as a skilled general whose abilities were said to rival the heroes of a bygone age. His presence on the battlefield bolstered the morale of those around him and his tactical acumen was such that he could outwit even fellow Space Marine commanders in the field as the battles of the Badab War would prove.

Although much of the records pertaining to the Astral Claws have been lost or purged since the Badab War, evidence remains that Lugft Huron first came to prominence within his Chapter as a scout novitiate during the later stages of the Ribos Crusade. Fighting as part of the Astral Claws destruction of the outcast Eldar Exodite world of Lylogir, and even though under direct psychic assault, the young Huron succeeded in fighting his way through the enemy's murderous phantasms to kill an Eldar Warlock with his bare hands in order to save his squad. Later assigned to his Chapter's devastator reserve upon becoming an initiate, he likewise proved himself to be a highly able natural leader and insightful tactician in a number of battles. As time progressed he also proved himself to be unusually skilled in plotting out fire support patterns which quickly gained him further honours and a reputation as an uncommon master of ordnance and the application of firepower which he saw as a worthy mental challenge in its own right. Rapidly moving through the ranks, his skills were applied to service within both his Chapter's 3rd Battle Company and later the Astral Claws 1st Company Veterans, where Lugft Huron's skills saw him raised to command over Space Marines with decades more practical experience than he.

Both as a leader and a warrior, Lugft Huron excelled, and was soon appointed to the Captaincy of the Astral Claws 4th Battle Company. It was in this role that his true abilities blossomed; his strategic prowess and innovative tactics saw forces under his command defeat enemies many times their own size and power. His rapid ascension was not universally accepted at first within the Chapter however, and some saw the fanatically loyal following his personal magnetism created among those that served him a threat, – this was a loyalty some suspected was greater than that to Chapter or even Emperor. After his elevation to the rank of Chapter Master in 697.M41 following the death of his predecessor in battle, Lugft Huron began to stamp his mark on the Astral Claws Chapter in an almost unprecedented manner, wielding the power of the other Maelstrom Warlord Chapters as none had done before. Delivering victory after victory despite the direst circumstances and against fearful odds, Huron's leadership swiftly silenced his detractors.

This charmed record was not to last however, and when conditions in the Maelstrom Zone worsened and matters turned against the self-proclaimed Tyrant and his plans became thwarted by causes beyond his control, he became increasingly dictatorial and paranoid, at least to the eyes of outsiders, and embarked on the dark course that would eventually lead to the Badab War. Blinded by their past relationships and personal loyalties, not only his own Chapter the Astral Claws, but those allied to them followed Lugft Huron to their mutual ruin.

Throughout the Badab War, Lugft Huron remained a brilliant, if increasingly unstable commander who favoured strategies of stalwart defence married to high-speed counter attack and subtle flanking actions. He turned his considerable skills against his fellow Space Marines, often turning his enemies' reliance on the Codex Astartes to his advantage in outwitting them. He also led many of his strike forces from the front line where he could, and the sight of his heavily gilt-armoured form smashing through enemy ranks served to inspire the warriors that followed him and assure them of the righteousness of their cause. Lugft Huron fell during the final battle for the Palace of Thorns, although whether he survived or was truly slain remains a shrouded mystery, as his body was borne away by his closest followers and escaped the death of Badab Primaris.



	WS	BS	S	T	W	I	A	LD	SV
Lugft Huron	6	5	4	4	3	5	3	10	2+

Unit Composition:
1 (Unique)

Unit Type:
• Infantry

Living Legend: Allied Space Marines can always opt to use Huron's Leadership rather than their own while he is in play (modifiers apply to this as normal). An army featuring Lugft Huron can also always re-roll failed attempts to steal the initiative at the start of the game where this rule is used.

The Big Guns Never Tire: Lugft Huron was never one to enter battle without fire support, be it either from mobile artillery, fleet-based firepower or the legendary 'big guns' of the Badab system itself. Huron has the ability to use one Orbital Bombardment per game, as per a standard Space Marine Chapter Master as listed in the Space Marine Codex, but his strike is Ordnance 2.

Shadowed Fate: Lugft Huron is touched by a dark destiny as later events would prove. The first time Huron would be removed from play as a casualty for any reason, leave him on his side on the table. At the end of the turn where this has happened, roll a D6 and on a 2+ he instead survives with a single remaining wound, (this includes attacks causing Instant Death, and multiple wounds which remove him from play caused by a particular model's attacks, etc) and is placed back in play as close to where he fell as possible. This special rule does not apply to any subsequent damage he takes after he has escaped death once in the game.

Wargear:

- Terminator Armour
- The Ghost Razors
- Heavy Flamer
- Iron Halo

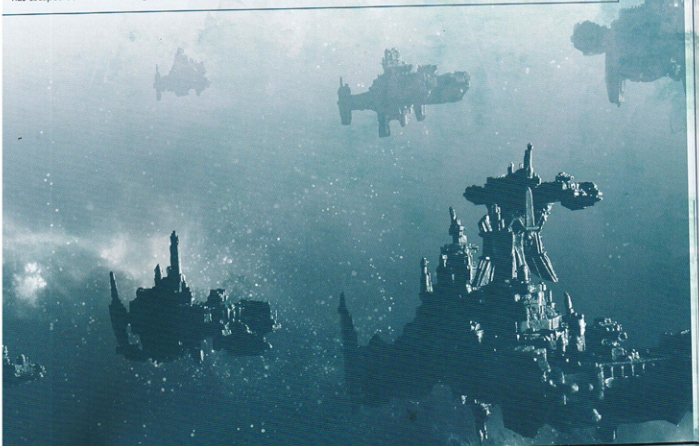
Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- The Big Guns Never Tire
- Living Legend
- Shadowed Fate

The Ghost Razors: This unique lightning claw was a long-cherished artefact of the Tiger Claws Chapter and gifted to Huron as a mark of their gratitude. Its strange pale blades flicker with a ghostly light when activated and the technology which powers the weapon is an utter mystery to even to Valtheek, the Astral Claws' savant master of Techmarines. As well as working as a lightning claw, successful invulnerability saves made against wounds caused by the Ghost Razors must be re-rolled, (the results of the second roll count as normal).

Special Note: Lugft Huron may be taken as a HQ choice both for a Codex Space Marine army and also for the special Tyrant's Legion army list found in this book. When used with the Tyrant's Legion he also gains the Tyrant's Due special rule.

Chapter Master: If you use Lugft Huron in your army, then you may take no other Space Marine Chapter Master, named or otherwise. If Lugft Huron is in your army, you may also include one Honour Guard squad. This unit does not count towards your HQ allowance.



CAPTAIN CORIEN SUMATRIS

The Tyrant's Champion, Warden of Piraeus, Captain of the Astral Claws 2nd Company

A mysterious figure, even within his own Chapter, amber-eyed and grey of countenance, Corien Sumatris rose swiftly to prominence first as one of Lugft Huron's honour guard during the Crusade of Wrath, slaying the Chaos reaver lord Scora Pleasuremaw in single combat in a bloody boarding action off Draka, and later during the deadly assaults into the nightmare realms of the Flesh-Haunters of the Howling Gyre. Renowned for his fierce savagery and utter contempt for his enemies, Corien Sumatris' bloody reputation paved his way up the ranks, and by the outbreak of the Badab War he had not only been made captain of the Astral Claws 2nd Battle Company, but also awarded the wardenship of the world of Piraeus in the Badab Sector. He had also won the coveted title of the Tyrant's Champion, slaying the Chapter's 1st Company Captain in order to attain the honour in

ritual combat. One of Huron's most trusted officers, Sumatris was often placed in command of strike forces, as his master trusted him implicitly to achieve his strategic goals no matter the cost. This favouritism was distrusted by some within the Chapter who believed him a 'lost son', which is to say a scion of the Tiger Claws Chapter given a new identity and concealed in the Astral Claws' ranks prior to the war.

Corien Sumatris was believed to have been killed in action leading the defence of the fortress station of Sentinel-Sigma on the edge of the Badab system just before the final siege of Badab Primaris, although his body was never conclusively identified afterward by the Inquisitorial forensic conclave.

CAPTAIN CORIEN SUMATRIS 165 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Corien Sumatris	7	4	4	4	3	5	3	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power Armour
- Storm Shield
- Spectre Pattern Bolter
- Goldenfang
- Digital Weapons
- Frag and Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- The Tyrant's Champion

The Tyrant's Champion: Fierce and merciless, Corien Sumatris' combat skills are legendary in his Chapter, and the highly trained fighters of the 2nd Company under his charge seek to excel all others in the Tyrant's service. Corien Sumatris has the Furious Charge universal special rule which he also confers to any Codex Space Marine unit he joins. Space Marine infantry units in his force (but not independent characters) also gain +1 to their WS while within 12" of him.

Goldenfang: This shimmering blade is a master-crafted power sword, in addition while using the weapon Corien Sumatris gains two extra attacks on a turn when he assaults, rather than the usual one.

Spectre Pattern Bolter: Crafted for him by Armenneus Valthex the Astral Claws Master Techmarine, this compact weapon is fitted to a servo-frame allowing it to be aimed and fired via mind-impulse link, leaving his hands free to wield his blade and shield. The spectre pattern bolter has the following profile:

	Range	Str	AP	Type
Spectre Pattern Bolter	12"	4	5	Assault 2

Company Captain: As a Company Captain, Corien Sumatris is a HQ choice for a Codex Space Marines army, and allows you to take a Space Marine Command squad in your army. This unit is a HQ choice and does not count against your army's HQ allowance.

ARMENNEUS VALTHEX

The Alchemancer, Honoured Patriarch of the Forges of the Astral Claws

Armenneus Valthex was an individual of great importance to the Astral Claws during the Badab War as Luftt Huron's chief armourer and most loyal servant. A man of singular intellect and driven curiosity, Valthex's skills as a crafter of poisons and chemical weaponry were as infamous as his abilities as a forge-wright and tech-smith were famed. It was he Luftt Huron turned to in order to expand his Chapter's military might to keep pace with its increasing ranks. A true genius and polymath, Valthex was known to have been singled out for his technical brilliance even as a young recruit, and in his later career the Magos of the Adeptus Mechanicus consulted him on certain matters pertaining to the deeper mysteries of Astartes technology on which he was widely regarded as one of the greatest living experts.

During the Badab War, Valthex fought as a field commander and as chief siege engineer, and it was believed that it was he that carried away his fallen Lord's body into the Maelstrom after the apocalyptic final battle for the Palace of Thorns.

As the Astral Claws chief of Techmarines, Valthex was also entrusted with a device known as the Indynabula Array; a relic handed down the centuries as a symbol of his office. This ancient machine, believed to predate the Chapter's founding is a servo-mechanical system of maddening complexity and wide-ranging ability which far supersedes that carried by normal Techmarines in their duties. Valthex was not only able to master this mysterious device but further added to it a powerful conversion-beam projector of his own construction.

ARMENNEUS VALTHEX

145 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Armenneus Valthex	4	5	4	4	2	4	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Artificer Armour
- Bolt Pistol
- Conversion Beamer
- Frag and Krak Grenades
- Indynabula Array

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Battle Alchemy
- Blessings of the Omnissiah
- Bolster Defences
- Lord of the Armoury

Battle Alchemy: If Valthex is present in the army, then both he and one chosen Space Marine infantry squad in the army may upgrade their bolt guns, bolt pistols or storm bolters to use specially modified Hellfire rounds at no cost. This means these weapons gain the Poisoned (2+) ability, though otherwise their weapon profiles remain unchanged. Which squad is selected for this upgrade must be noted down before the battle.

Blessings of the Omnissiah: See *Codex: Space Marines*.

Bolster Defences: See *Codex: Space Marines*.

Lord of the Armoury: Armenneus Valthex is the Astral Claws chief Master of the Forge, and as such if he is included in the army, then Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices

Indynabula Array: The array allows Armenneus Valthex to re-roll failed Blessings of the Omnissiah attempts, and in addition it incorporates numerous field generators and energy-charged lash-tendrils he can use in combat. As a result Armenneus Valthex counts as being equipped with two power weapons (the extra attack for this are included in his profile) and has the Counter-Attack universal special rule. The Array also grants him a 5+ Invulnerable save.

Master of the Forge: Armenneus Valthex is a Master of the Forge (see *Codex Space Marines* for details) and is a HQ choice for a Space Marine army. If you take him in your force you may have no other Master of the Forge in your army, named or otherwise.



LIEUTENANT COMMANDER ANTON NARVAEZ

Master-locum of the Marines Errant, Captain of the Star Jackal

A warrior that would have greatness thrust upon him by the dark tide of history, for Anton Narvaez the Badab War's unforeseen and bloody events were a travail which would see him survive against the odds and be appointed the de facto master of the surviving Marines Errant contingent by the end of his Chapter's role in the conflict.

Although a seasoned warrior who had battled among unknown stars as part of his Chapter's ancient pact with the Rogue Trader house of Ecalle, Narvaez was young for his rank and considered by some to be an untried leader when he was given command of the Marines Errant 4th Company; a role which also brought with it the flag-captaincy of the strike cruiser *Star Jackal*, the company's principal warship. The newly anointed officer was to show his mettle first during the disastrous ambush of convoy Urdaneta 1-2/3 by Secessionist forces. Outnumbered and vastly outgunned, the convoy was surrounded and overwhelmed by the Astral Claws and their allies in brutal ship-to-ship combat. Raked with fire and assailed by multiple boarding

squads, it was only the effective tactics, honed by experience in countless void battles in the Rogue Trader's service and decisive leadership of Narvaez that succeeded in repelling the boarders, and so allowed the *Star Jackal* to escape the trap and break free; the only Loyalist capital ship to do so. By a twist of fate, it was only recurrent problems caused by damage sustained in this battle that forced the *Star Jackal* and Anton Narvaez to fall behind in the Marines Errant's pursuit of the Mantis Warriors to Bellerophon's Fall where so many of the Chapter's commanders and high officers were to die. It fell to Narvaez to mount the rescue mission after the deadly battle, in which he succeeded in saving the besieged survivors in a daring counter-raid.

In the aftermath it was also Narvaez who was left as his Chapter's last surviving commander in the war, and Anton Narvaez that managed to reform them into a fighting force again, although a mere shadow of their shattered strength.

LIEUTENANT COMMANDER ANTON NARVAEZ

135 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Anton Narvaez	5	5	4	4	2	5	3	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power Weapon
- Bolt Pistol
- Thundershock
- Frag and Krak Grenades
- Actinic Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Dark Void Elite
- Independent Character

Dark Void Elite: If Anton Narvaez is included in your army, one Tactical squad also included in your army may be chosen to represent the veterans of the Chapter's long voyages into the outer-galactic darkness. Both Anton Narvaez himself and this chosen squad have the Move Through Cover and Scout universal special rules, and counts as having Void Hardened Armour in battles such as boarding actions where this is relevant, all at no additional cost.

Actinic Halo: A highly charged power-field generator, the Actinic Halo provides a 3+ invulnerable save, however should this be failed and Narvaez survives, roll a further dice and on a 4+ the Actinic Halo continues to work, otherwise it cannot be used for the rest of the battle.

Thundershock: A pre-Imperial artefact acquired when Narvaez was fighting as a veteran sergeant under the banner of Rogue Trader Ecalle, Thundershock is a master-crafted plasma-gun.

Company Captain: Lieutenant Commander Anton Narvaez is a HQ choice in a Codex Space Marines army. As a company Captain, Anton Narvaez allows you to take a Space Marine Command Squad in your army. This unit is a HQ choice but does not count against your army's HQ allowance.

MAGISTER SEVRIN LOTH

Chief Librarian of the Red Scorpions, Witch-Bane

Sevrin Loth is Magister, or Chief Librarian, of the Red Scorpions Chapter. He is also one of the most potent battle-psykers in his Chapter's history. Across all of the Chapters of the Adeptus Astartes there are few able to match let alone exceed his destructive psychic power on the battlefield.

Sevrin Loth was born to the family of a feudal warlord on a frontier world deep in the Ordon Rift and offered up to the Red Scorpions not long after his birth. It was during his time as a young neophyte taken by the Red Scorpions that his psychic potential unexpectedly manifested when on the training grounds his focused anger and fighting spirit alone proved able to shatter the bones of his sparring partners without laying so much as a blade-point on them. Sevrin Loth's progression through his Chapter's ranks was marred only by a barely controlled battle-lust that tempered into restraint and wisdom with age and experience, although uncommonly for a Librarian, he still favoured spending time matching his martial skills against his

fellow battle-brothers rather than being locked away meditating over arcane secrets. This, along with his raw power as a psyker, has long earned him a reputation as a relentless fighter in battle, and one who takes no greater delight than in hacking down enemy sorcerers and witches in personal combat.

At the time of the Badab War's beginning, Sevrin Loth was a veteran of centuries of battle, and had already served as Magister to two Lord Commanders of his Chapter, and further added to his legend by leading the mission to recover Lord Commander Verant Orty's body following the betrayal at Grief. With the ascension of Carab Cullin to the rank of Lord Commander, Sevrin Loth became his closest advisor and most trusted field commander, fighting on the front lines of the second battle of Sagan and the conquest of Piraeus.

MAGISTER SEVRIN LOTH

205 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Sevrin Loth	5	5	4	4	2	4	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- The Armour of Selket
- Force Weapon
- Bolt Pistol
- Frag and Krak Grenades

Special Rules:

- Fearless
- Combat Tactics
- Independent Character
- Master Psyker

Master Psyker: Sevrin Loth is a hugely potent Psyker and may use up to three psychic powers per turn, but may not use a single type of power more than once in a turn.

The Armour of Selket: The armour of Selket is a suit of Artificer armour that incorporates a Psychic Hood. In addition, the wearer can use their own psychic energies to empower the suit's defences further. At the beginning of his turn, by passing a psychic test, Loth's 2+ armour save becomes a 2+ Invulnerable save which lasts until the beginning of Sevrin Loth's next turn. This counts as one of Sevrin Loth's uses of a psychic power for that turn, but may not be negated by outside forces (such as by an enemy's Psychic Hood for example).

Revered: As the Red Scorpions' Chief Librarian, Sevrin Loth is held in high regard by the Chapter and his loss to them would be a bitter blow. While the Red Scorpions Commanders know they cannot keep the irascible old warrior from the front lines, the Chapter does its best to keep him alive. Sevrin Loth is a HQ choice for a Codex Space Marines army. If you include Sevrin Loth in your army, you may also include one Honour Guard squad (see the Space Marine Codex), this does not take up any of your HQ slots.

Psyker: Loth has the following psychic powers (see Codex Space Marines for details): Smite, Machine Curse, The Avenger, Quickening, Null Zone and Vortex of Doom.



Lord High Commander Carab Culln

Chapter Master of the Red Scorpions, Commander of the Loyalist Forces

Taking up the mantle of Lord High Commander of the Red Scorpions during the Badab War, after the perfidious death of Verant Orty's during the infamous 'Betrayal at Grief' incident, the war would be Carab Culln's making as Chapter Master and prove him to be both a cool-headed and indefatigable leader for both his Chapter and the wider Loyalist forces.

Inducted into the Red Scorpions shortly after his birth on the isolated primitive world of Zaeus Minoris, Culln's record of service to his Chapter has proved to be exemplary. From a raw recruit he has risen steadily through countless campaigns by displaying great fortitude, uncommon valour and steadfast dedication to the creed of his Chapter.

Over the years of his service Carab Culln has become something of an icon to his Chapter, a veteran of some of the most terrible wars and battles in the Red Scorpions' recent history such as the bloody Siege of Vraks and the doomed exploration of the doomed Anphelion Project, he has survived where lesser individuals, both man and Space Marine would have died in his place. His actions during the ill-fated mission to Beta-Anphelion earned him and his Chapter the ire of some factions within the Ordo Xenos, but to others Carab Culln and the Red Scorpions represent a Space Marine ideal of military power, purity and devotion to duty. As a Veteran Sergeant Carab Culln was awarded the highest honour his Chapter could bestow, the Talisman Martial, for taking field command and battling through to victory against the daemons and warped followers of Slaanesh. It was little surprise that some years later he was appointed as Commander of the honoured Red Scorpions.¹¹

Company following the death of Commander Usamlon in battle against Ork marauders aboard the Space Hulk *Vulgator*. Forthright, proud, and above all fiercely loyal to the Red Scorpions Chapter and its beliefs, Carab Culln has grown in time to become the very image of a Space Marine hero as his Chapter defines such things. For this reason above all others he was viewed as Orty's natural successor, and his transition to Lord High Commander was greeted with wide acclaim by his battle-brothers and most importantly blessed by the Chapter's Chief Librarian, Sevrin Loth, who oversaw the change of command and quelled any dissent.

During the Badab War, Carab Culln proved to be a perhaps surprisingly subtle strategist based on his past record, not just simply an able front line commander, and displayed a gift for applying the differing skills and preferences in modes of warfare of the diverse Space Marine Chapters under his command where they would best be served to achieve victory. He also trusted to his commanders on the field to be generals in their own right when detached from his immediate sphere of control with great success. This was to serve him well when dealing with fiercely individual or notably fractious Chapters under his banner such as the Sons of Medusa and the Minotaurs. He personally held himself up to the highest traditions of the Red Scorpions, leading several key assaults in which the Chapter was heavily engaged (such as the infiltration and attack at Angstrom XIII), and refused to disguise his presence or shun the thickest fighting whatsoever, despite being perhaps the highest value target for the enemy on any given battlefield where he fought.



	WS	BS	S	T	W	I	A	LD	SV
Carab Culln	6	5	4	4	3	5	4	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Terminator Armour
- Teleport Homer
- Iron Halo
- Master-crafted Storm Bolter
- The Blade of the Scorpion

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Orbital Bombardment
- Chapter Tactics
- Proud to Live, Proud to Die, Hard to Kill

Chapter Tactics: The Red Scorpions are renowned above all for their absolute dedication to preserving the sanctity and purity of their gene-seed. If you include Lord Commander Culln then all units in your army may opt to lose the Combat Tactics special rule. Instead, the Veteran Sergeants in your Tactical squads may be replaced with Apothecaries if you wish at no additional cost (with a profile and wargear exactly as per the Apothecary in a standard Space Marine Command squad.) If more than one model in your army has the Chapter Tactics special rule, you must choose which version will apply.

Chapter Master: Lord High Commander Carab Culln is a HQ choice for a Codex Space Marines army. If you use Lord High Commander Culln in your army, then you may take no other Space Marine Chapter Master, named or otherwise. If Lord High Commander Culln is in your army, you may also include one Honour Guard squad. This unit does not count towards your HQ allowance. Lord High Commander Culln may also not be used in conjunction with Commander Culln as found in *Imperial Armour Volume 4: The Anphelion Project* as this represents the same man earlier in his career!

Proud to Live, Proud to Die, Hard to Kill: Lord High Commander Culln benefits from the Eternal Warrior universal special rule, and in addition, while Lord High Commander Culln is alive he and all other Red Scorpion units within 12" add +1 to their total score for the purposes of determining combat resolution in any given assault. Note that this bonus does not stack for multiple Red Scorpions squads involved in a single combat or with any other similar bonus.

The Blade of the Scorpion: This ancient and deadly artefact has for millennia served to arm the masters of the Red Scorpions and few foes can withstand its baleful energies. The Blade of the Scorpion is a master-crafted Relic Blade, and if Carab Culln's Weapon Skill is greater than the highest Weapon Skill of the enemy or enemies he is fighting, (squad or character), he gains a bonus number of attacks equal to the difference in their Weapon Skill characteristics (i.e. if Culln is fighting a mob of Orks with Weapon Skill 4, he gains +2 attacks).

Orbital Bombardment: See *Codex Space Marines* for details.



CAPTAIN TARNUS VALE

Praetor of the Fire Angels 3rd Company, the Hero of the Askerlon Plains

One of the finest warriors his Chapter has to offer, Tarnus Vale is Praetor (or Captain) of the Fire Angels 3rd Battle Company, famed for his indifference to danger and his uncommon flare for mechanised warfare. Tarnus Vale has proven himself a stalwart commander, unphased by the anarchy and thunder of the battlefield, relying on the skill of his Chapter's armourers and the providence of the Emperor to keep him safe through shot and shell. In fact, the sight of his upright figure advancing through enemy barrages, waving on his men with his chainblade into the attack has become a familiar one to the Fire Angels battle-brothers, as is the utterly rigorous and unceasing drill he puts his Company through, which has made them some of the most proficient tank-killers in the Chapter.

Tarnus Vale fought at the forefront of his Chapter's involvement with the Badab War. During the deadly Astral Claws counter attack in the second battle of Sagan, it was Tarnus Vale's 3rd Company that

famously held the line as the Astral Claws Rhinos, laden with suicide troops and viral warheads began to crash through the tangled arterial road network in an attempt to penetrate the Loyalist held city-blocks and detonate their deadly cargo. It was Praetor Tarnus Vale's swift thinking and unflagging resolve that saved the Loyalists from a massacre as he quickly redeployed his mechanised forces to meet the attackers head on to stop them at all costs. Tarnus Vale himself suffered viral damage from contaminated shrapnel, but despite grievous wounds that saw an Apothecary at his side for the rest of the battle keeping him alive, Vale stayed conscious long enough to direct the defence from his Land Raider's holo-sphere. It was several standard months afterward before Tarnus Vale, now equipped with biomechanical osmotic lungs to replace his destroyed flesh, could return to battle and re-join his Chapter's decimated forces at Endymion, where witness to the actions of the Carcharodon Chapter he was instrumental in removing the Fire Angels from the Badab War.

CAPTAIN TARNUS VALE

175 POINTS

Tarnus Vale	WS	BS	S	T	W	I	A	LD	SV
	6	5	4	4	3	5	3	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Chainsword
- Bolt Pistol
- Plasma Pistol
- Frag and Krak Grenades
- Melta Bombs
- Iron Halo

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Independent Character
- Chapter Tactics
- No Retreat, No Surrender
- Master Gunner

Chapter Tactics: Vale is a master of the mechanised assault and anti-armour warfare for which the Fire Angels have become famed among their fellow Space Marines. If you include Captain Vale then all units in your army exchange the Combat Tactics special rule for the Tank Hunter universal special rule. Additionally, any Rhino or Razorback bought as a dedicated transport option for squads affected by this change gains the Extra Armour upgrade for free. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.

No Retreat, No Surrender: Tarnus Vale and any Space Marine squad he joins are Stubborn.

Master Gunner: Any vehicle with the subtype (Tank) in which Captain Vale is being transported gains the benefit of his Tank Hunter special rule if his Chapter Tactics are being used.

Company Captain: Tarnus Vale is a HQ choice for a Codex Space Marine army. As a Company Captain, Tarnus Vale allows you to take a Space Marine Command squad in your army. This unit is a HQ choice but does not count against your army's HQ allowance.

LIAS ISSODON

Chapter Master of the Raptors, 'the Grim'

A noted warrior who first came to the wider Imperium's attention during the dark days of the Fourth Quadrant Rebellion, Lias Issodon is in many ways the living embodiment of the Raptors Chapter's favoured arts of war. A consummate strategist as well as being one of the best shots in the Chapter, he has a talent for ambush, infiltration and sabotage that borders on the supernatural, and cares little for glory or regard, simply for victory. Under his command the Raptors have fought and won many times against forces far superior in numbers or resources than they; their enemies lethally tangled in the shadows and feints the Raptors have woven, slowly bled to death from a thousand cuts or set up for a single, devastating killing blow.

As for Lias Issodon himself, he is an extremely taciturn and private character, communicating little even to his own Space Marines unless needed, which, coupled with his dark eyes and expressionless countenance, have earned him the nickname of 'The Grim' within his Chapter, and outsiders would go so far as to call his silent, watchful presence sinister. Although hardly the most charismatic leader the Raptors have had during their history, he is however a highly effective one and recognised as such by the Space Marines that follow him. They know that any plan of his they are called on to execute will be well-conceived and cunningly wrought, designed to inflict the maximum damage for the cost of the minimum of their own casualties.

LIAS ISSODON 140 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Lias Issodon	5	6	4	4	3	5	3	10	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power Armour
- Power Weapon
- Bolt Pistol
- Frag and Krak Grenades
- Malice

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- Cunning Strategist
- Chapter Tactics
- Independent Character
- Infiltrate, Isolate and Destroy

Chapter Tactics: If you include Lias Issodon in your army, then all units in your army exchange the Combat Tactics special rule for the Stealth universal special rule where appropriate. If more than one character in your army has the Chapter Tactics special rule, you must choose which version will apply.

Cunning Strategist: Enemy reserve rolls suffer a -1 penalty if Lias Issodon is present in your army.

Infiltrate, Isolate and Destroy: If your army contains Lias Issodon, you may select a single enemy unit which is either an enemy squad, monstrous creature or vehicle that is present on the battlefield at the beginning of the game as the victim of assassination or sabotage. After any Scout moves are made but before the game begins, the chosen unit suffers either D6 wounds distributed as shooting hits (AP-) if a squad or monstrous creature. If the target is a vehicle, it takes a single glancing hit instead. Independent characters cannot be targeted by this attack.

Malice: This weapon is a highly customised Omen pattern bolt gun that Lias Issodon has carried into battle ever since his days in the Raptors Scout Company. Malice has the following listed profile and can instead also use any of the specialised ammunition usually available only to Sternguard squads in the Space Marine Codex.

	Range	STR	AP	Type
Malice	30"	4	5	Assault 2 or Heavy 4, Special Ammunition

Chapter Master: Lias Issodon is a HQ choice for a Codex Space Marines army. If you use Lias Issodon in your army, then you may take no other Space Marine Chapter Master, named or otherwise. If Lias Issodon is part of your army, you may also include one Honour Guard squad. This unit does not count towards your HQ allowance.



MALAKIM PHOROS

Master of the Lamenters, Lord of Ruin, Watcher of the Deeps

Lord and master of the cursed Lamenters Chapter, Malakim Phoros is the exemplar of his brethren's grief and resilience, as well as the black rage that coils within their souls. Clad in ancient gold and chequy armour and fair of face, Malakim Phoros is to an observer like a statue of an Imperial saint given life, but beneath this exterior calm lays a bitter emptiness and an indomitable will that strives to keep the darkness within from taking control. A figure of awe and reverence for his Chapter, any member of which would follow him into fire and death without a second thought, there are still whispers that his control is slipping and he has already gone to the brink of the black rage several times only to pull himself back from the abyss. Every incident has sapped a little more of his humanity and soon he will pass over and be lost forever. A survivor of the ill-fated destruction of

the Space Hulk *Unhallowed Heart*, Malakim Phoros has long held a distrust of the Adeptus Terra after the castigation of his Chapter and the centuries of distrust and opprobrium they had faced. This would prove to be a flaw that would be exploited by Lugft Huron to bring the Lamenters into the Secession and make them firm believers in the Tyrant's cause.

Malakim Phoros was believed slain during the destruction of the battle barge *Daughter of Tempests* during the Battle of Optera when the Lamenters Chapter was battered into submission by the Minotaurs. Certain rumours since the Badab War have claimed however that he survived floating unseen in the wreckage to be eventually recovered and joined his brethren in exile, but such stories cannot be confirmed.

MALAKIM PHOROS

175 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Malakim Phoros	6	5	4	4	3	5	4	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Artificer Armour
- Glaive Encarmine
- Catechist
- Frag and Krak Grenades
- Iron Halo

Special Rules:

- Fearless
- Independent Character
- Lord of Ruin
- Bloodline of Sanguinius

Lord of Ruin: An aura of palpable grief and bitter hatred surrounds and suffuses Malakim Phoros, steeling his followers with near suicidal determination and filling the hearts of their enemies with despair. Any Lamenters unit he joins becomes Fearless, and enemy units that lose a combat that involves Malakim Phoros must re-roll successful Morale checks to prevent falling back.

Bloodline of Sanguinius: The Lamenters are a Chapter formed from the Blood Angels, and Lord Malakim Phoros is a special character to be used in conjunction with a Lamenters army drawn from the *Blood Angels Codex* and counts as a Blood Angels model (see the *Blood Angels Codex* for more details and rules pertaining to this).

Rage unto Death: At the sight of his own blood, Malakim Phoros's self-control begins to slip and he begins to become overwhelmed by the curse within his veins. Once he has lost one or more wounds, Malakim Phoros' Strength and Attacks are both increased by +1, but he gains the Rage universal special rule for the rest of the battle, and also confers the Rage rule to any Lamenters unit he joins.

Glaive Encarmine: This is a two-handed, master-crafted power weapon.

Catechist: This weapon is Malakim Phoros' ancient infernus pistol. It has the following profile.

	Range	STR	AP	Type
Catechist	6"	8	1	Pistol, Melta

Chapter Master: Malakim Phoros is a HQ choice for a Codex Blood Angels army. If you use Malakim Phoros in your army, then you may take no other Chapter Master, named or otherwise. If Malakim Phoros is part of your army, you may also include one Blood Angels Honour Guard squad. This unit does not count towards your HQ allowance.

CAPTAIN MORDACI BLAYLOCK

Captain of the Novamarines 1st Company, 'The Stormbreaker'

One of the greatest warriors his Chapter have known in their long and illustrious history, Mordaci Blaylock, is a cold-blooded, no-nonsense commander whose physical bravery is legend, even among those who know no fear. A grizzled veteran whose advancing years have not dimmed his strength or wits, Mordaci Blaylock has commanded the Novamarines 1st Company for the last five decades, marking the summit of a career that has seen him do battle on countless worlds and against enemies unnumbered. Despite his many triumphs, Mordaci Blaylock has little love of glory or titles, eschewing the many laurels of victory that have been his due over the years as mere trinkets of vanity, but one name given by his battle-brothers; 'Stormbreaker' has stood uncontested. This title was given to him after the defence of Uaxactun Septus against the ravages of the

Eldar Swordwind of Autarch Amyntal. The honour reflects that it was Blaylock's Terminators that were the rock against which the Eldar storm was broken, and Blaylock himself who crushed the life out of the Autarch, having first imprisoned the alien's glimmering blade between his ribs where Blaylock had been impaled by it.

During the Badab War, Captain Mordaci Blaylock commanded the Novamarines contingent on the side of the Loyalists, notably coming to the aid of the all but shattered Howling Griffons forces, and performing a crucial role in combating Secessionist raiders, as well as conducting punishing attacks against Orks and other marauders who sought to use the anarchy of the war to their own advantage.

CAPTAIN MORDACI BLAYLOCK.....195 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Mordaci Blaylock	6	5	4	4	3	5	3	10	2+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Terminator Armour
- Iron Halo
- Foe Ripper
- Storm Bolter

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Hard as Stone
- Terminator Attack
- Combat Tactics

Hard as Stone: Mordaci Blaylock is a figure of almost superstitious awe among his Chapter and the veteran of hundreds of battles in the God-Emperor's name. He and any Terminator squad he joins may choose to either pass or fail any Morale test they are called on to make and cannot be pinned.

Terminator Attack: If your army includes Mordaci Blaylock, your Terminator and Terminator Assault squads count as scoring units.

Foe Ripper: Foe Ripper is a master-crafted chainfist.

Company Captain: Mordaci Blaylock is a HQ choice for a Codex Space Marines army. As a Company Captain, Mordaci Blaylock allows you to take a Space Marine Command squad in your army. This unit is a HQ choice but does not count against your army's HQ allowance.



KNIGHT-CAPTAIN ELAM COURBRAY

Grand Champion of the Tournament of Flame, 'The Young Master', Captain of the Fire Hawks 8th Company

Reigning warrior supreme of the Fire Hawks Chapter, Elam Courbray is an extraordinarily skilled fighter whose reactions in combat are incredibly swift, even for a Space Marine. Moreover he has also proven himself to be a formidable battle-leader, able to inspire those under his command to heights of excellence and righteous fury. His talents quickly earned him the right and title to command the Fire Hawks 8th Company. The 8th is the Chapter's assault reserve and this suits the young captain well, as he has little time for any tactics other than those of direct attack. Courbray's arrogant confidence in his own prowess would be deemed unseemly in many other Chapters, but within the prideful Fire Hawks, his bellicose attitude is not only respected but seen as his right by mastery of arms. A further mark of his favour in the Chapter, and a visible sign

that he is heir presumptive to the rank of Chapter Master of the Fire Hawks, is the sword Excellus. An ancient power sword of unusual design, when active its blade is shrouded in white-hot plasma; a well-placed blow from Excellus can sear through the strongest armour and burn its victim to cinders.

As the Badab War grew, so did Elam Courbray's reckless fury and his hatred for the Secessionists. While his Chapter suffered terrible losses at the hands of their enemies, Elam Courbray was the only Fire Hawks Captain to hold the rank that survived (along with his bitter-hearted Chapter Master, Stibor Lazarek), to see its conclusion and wreak a savage vengeance on those that had defied them.

KNIGHT CAPTAIN ELAM COURBRAY

185 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Elam Courbray	6	4	4	4	3	6	3	9	3+

Unit Composition:

- 1 (Unique)

Unit Type:

- Infantry

Wargear:

- Power Armour
- Iron Halo
- Jump Pack
- Bolt Pistol
- The Sword Excellus
- Frag and Krak Grenades

Special Rules:

- And They Shall Know No Fear
- Independent Character
- Combat Tactics
- Firefall
- Martial Contempt
- Chapter Tactics

Chapter Tactics: Knight-Captain Courbray's tactics epitomise the Fire Hawks Chapter's love of murderous assaults and purging flame. If you include Knight-Captain Courbray in your army then all units in your army lose the Combat Tactics special rule. Instead all flamers and heavy flamers in the army count as twin-linked and Assault squads and Vanguard Assault squads count as scoring units.

Firefall: Knight-Captain Elam Courbray is an outstanding warrior and an inspiring leader, renowned for his speed and lightning-swift attacks. He and any Jump Pack equipped Space Marine squad he joins have the Counter Attack and Hit and Run universal special rules.

The Sword Excellus: Excellus is a power weapon that also has the Rending special rule. In addition, when he charges into an assault, Knight-Captain Elam Courbray can forgo his usual number of attacks (including the bonus attack for charging) to make a single special attack which is a Strength 8, Power Weapon, Rending attack.

Martial Contempt: If Knight-Captain Elam Courbray is in base-to-base contact with an enemy independent character at the start of any assault in which he is involved, then he must direct all his attacks against them. Also, if charging into assault with a squad containing an enemy independent character, Courbray must be placed in base-to-base contact with them if possible. If more than one enemy character is eligible as a target to attack, Courbray's owning player may decide which to focus on.

Company Captain: Knight-Captain Elam Courbray is a HQ choice for a Codex Space Marines army. As a company Captain, Knight-Captain Elam Courbray allows you to take a Space Marine Command squad in your army. This unit is a HQ choice but does not count against your army's HQ allowance. This Command squad may be equipped with jump packs for +50 points.

THE TYRANTS LEGION

DEFENDERS OF BADAB



THE TYRANT'S CHESS-PIECES

Within decades of first assuming the mantle of 'Tyrant' in 718.M41 Lught Huron began to re-forged the planetary defence forces of the systems under his command to his own specifications, forming the core and basic pattern of what would later become known as the Tyrant's Legion. Lught Huron spent many years preparing his domain for the possibility of all out war long before he first shed the blood of his fellow Astartes, although whether he saw his enemies being the denizens of the Maelstrom he had sworn to purge, the corrupt degenerates of the Karthargo Sector with whom his long feud simmered or the serried ranks of the Imperium itself, no man could truly say.

The Tyrant's Legion were a highly effective force, allowing the Secessionist cause to defend the territory to which they had laid claim, and provided the Tyrant with what was effectively a shadowy parallel to the Imperial Guard, loyal only to Huron and the Astral Claws who to the human conscripts in its ranks were no less than living gods touched by the Emperor. As the Badab War raged, the role of the Tyrant's Legion proved vital. Foremost they enabled the Secessionists to hold ground, a task for which Space Marines are generally unsuited in temperament and gift, not to mention number. But as mere men and women forced to take to the battlefield against the

superhuman warriors of the Adeptus Astartes, they were to pay a heavy price for their loyalties; their lives spent in the tens of thousands before the war's end in a cause both lost and damned.

Huron's concept of the Legion was in some senses far from an original one, but instead it can be viewed as a historical anachronism with more in common with the armies of Terra during the Great Crusade - a combined force of human conscripts and soldiers directly commanded by and tactically integrated with Space Marine contingents. In practice such arrangements created on an ad hoc basis in wartime are still common in the Imperium, particularly during lengthy crusade service or in isolated warzones bereft of help, but Huron's conscious transgression was to formalise this arrangement and integrate the chain of command on a standing basis. In doing so Lufth Huron fundamentally broke a tenet of the Imperium's status quo that had been largely upheld for millennia since the dark days of the Horus Heresy, a tenet that had been enshrined to prevent any one Space Marine commander from wielding absolute power in the Imperium's affairs again. The formation of the Legion was also far from Huron's only deliberate move to concentrate all military power within the Badab Sector in his own hands and that of his Chapter, as through a system of patronage, charisma, might and political skill he also inveigled the noble houses and commercial interests of those worlds he protected under his direct control, and even suborned the local officers of the Maelstrom Fleet squadron under his personal authority.

For Huron and the Astral Claws, the Tyrant's Legion was to serve two specific strategic purposes, the first of which was territorial occupation and defence. The Space Marines at Huron's command (even given the expansion in ranks that Huron envisioned for his Chapter), simply lacked anything like the manpower to garrison and impose command on the far flung and often perilous

worlds of the Maelstrom Zone alone, and the Tyrant's Legion would allow a force directly under Huron's control to be in place on every world his claw touched. More importantly, this force would be Huron's, heart and soul, neither as fractured or near sighted as the scattered network of unequal planetary defence armies that had existed previously in the Maelstrom Zone's Imperial worlds, and unlike standing Imperial Guard regiments, were beholden to no wider chain of command (to be countermanded or redeployed at the whim of faceless autocrats over whom Huron had no control). Secondly, the Tyrant's Legion would also serve at first to hide Huron's true intentions for the expansion of his Chapter. The Astral Claws detachments placed within the Tyrant's Legion's ranks before the outbreak of war were presented to outside scrutiny as being tasked with the purging and improvement of the lacklustre and often corrupt defence armies of the Badab Sector. The Legion's Tribunes were, in all cases passed off as the force's commanders. This succeeded in hiding the numbers of his growing Chapter from prying eyes, while dispersing them across Huron's domain, hidden within the Tyrant's Legion.

When the Badab War broke out in earnest, the perfidy of the Tyrant and the Astral Claws rapidly became apparent, as did their true commanders, and the Tyrant's Legion followed their master in lockstep, and were without falter in taking up arms against any who would challenge the Tyrant's domains. In the early years of the conflict, the integration of the Astral Claws into the Legion often took their foes by surprise, serving as a 'force multiplier' for the Astral Claws, who used them aggressively as an ablative shield to preserve their Space Marine forces and soak up enemy firepower, while in defence (the task for which the Legion had been created), they bitterly resisted the Loyalists, blunting even the murderous force of Space Marine assaults on occasion, although the casualties they sustained were often immense.

Legion Auxilia

Ultimately an ignorant army of disposable pawns, the Legion's human Auxilia died for their Tyrant, believing that it was they that were defending the Imperium from rebellion, and not as usurpers themselves. Organisationally and in terms of equipment, the Tyrant's Legion was based fundamentally on the existing pattern of Planetary Defence Coda approved by the Departmento Munitorum and largely standardised across the Imperium, the Coda itself a strong echo of the established structures and strictures of the Imperial Guard. Abiding by ancient local custom on Badab, these forces were referred to as Defence Auxilia, and were traditionally formed around a core of professional troops drawn from the household armstrongs of Badab's ruling elites supplemented in times of crisis by conscript militia from the general population. Huron's innovation was to raise these temporary forces to permanent activity, and instil in them a bloody-handed regime of discipline where simple obedience to orders was favoured over any other military merit. Although most lacked the wider training or skill of frontline Imperial Guardsmen (this was particularly the case in the latter stages of the Badab War, where conscripts often received little or no training before being sent into battle), they were given basic psycho-indoctrination to ensure their loyalty, and they fought and died well enough to serve the Tyrant's purpose. Although in a war where giants walked and gave battle, it would be the Space Marines, not they who would ultimately decide matters.

The equipping of the Legion Auxilia was dependant on two factors; what could be locally produced in the manufactura of the Badab Sector and prioritisation of resources amongst the Secessionist cause. In the first, the Auxilia were relatively well provided for in small arms and munitions, as well as basic artillery and tank designs, although they lacked anything like the full breadth and scope of weapons and machines available to the Imperial

Guard, what they did possess however they were often able to field in abundance. In the second the human Auxilia suffered because of the hubris and disregard of their masters; to the Astral Claws the Auxilia were eminently disposable, their lives to be spent with no more value than that of a bolter round, and for exactly the same purpose. As such, more valuable and resource intensive technology was denied to them as a matter of course as being considered wasteful, and as a result, for example, plasma weaponry and lascannons were mostly reserved for the Astartes. The only exceptions being the Legion's officer class and their retainers (who often relied on family connections to supply them) and heavy armour.

Legion Space Marines

The Astral Claws Space Marines represented both the hidden power and ultimate masters of the Tyrant's Legion forces; lions lurking among jackals. Huron's ultimate aim with the creation of the Legion was to supplement the fighting power of the Astral Claws Chapter, not supplant it, and while he devoted roughly a third of his Astral Claws battle-brothers to deployment in the Legion, the rest continued to fight in the familiar pattern and style of a Space Marine Chapter and deployment of individual Space Marines was often fluid between the two. Huron instead used the Tyrant's Legion to concentrate the battlefield potential of tightly deployed groups of Astral Claws in the field, and to provide those battle-brothers with an ablative shield of human lives to increase their own survivability and drain their enemy's resources, weakening them for a killer blow delivered by the Astral Claws.

The Tyrant's Legion was also created to be a force that Huron could trust to be loyal above all else, and while it relied on the military nobility of the Badab Sector for its field officers, it was always the Astral Claws themselves who had absolute final authority, and any Tyrant's Legion detachment of any real size in the war was assigned its own Centurion. Each Centurion was an Astral Claws

veteran who could be entrusted with both tactical command and to make bloody examples to shirkers, cowards and those that failed their masters. To the human ranks below them, these armoured giants were literally seen as Angels of Death, and were figures both of holy awe and terror.

Irregular & Support Forces

As a general of great strategic acumen, Huron recognised the value of each aspect of his armed forces working together as an integrated whole in any grand plan. This entailed the Astral Claws to provide the elite killing ability and the Auxilia the flesh and bone manpower and depth to the Legion, and he looked to other forces to bridge perceived gaps in their operations. Foremost of these he used the Maelstrom fleet (into which he had pumped considerable additional resources from the withheld planetary tithe), to provide the Tyrant's Legion with air support both in attack and defence, aided in this by use of confiscated and locally produced non-military lighter craft and shuttles to provide the Legion with additional air mobility where possible, although the success of this plan was moderate at best and worsened considerably as the war took its toll.

Of a more complex and sinister dimension however was Huron's use of outside and irregular forces, something which he kept secret even from his close allies right up until the end of the war. Displaying a highly unusual grasp and even enjoyment of intrigue and espionage for a Space Marine Chapter Master, Huron had long cultivated contacts and agents among those recidivists, outsiders and renegades in the Maelstrom Zone that it was both his sworn duty and passion to hunt and kill. It was intelligence gathered from these channels that contributed to many of the Maelstrom Warders successes before the Badab War, and as the conflict worsened for the Secessionists, Huron turned to many of his erstwhile agents and through a mixture of fear, blackmail and bribery brought them to fight directly in aid of his cause, although they seldom did so willingly.

WHY COLLECT A TYRANT'S LEGION ARMY?

The Tyrant's Legion allows you to do something a little different than the norm; field a combined force of Space Marines and (what are effectively) Imperial Guard in battle, but it does so in a way that will both 'feel' and play very differently than using them together as allies in a run-of-the-mill sense. The Tyrant's Legion is based around an extreme idea; it takes the difference between the superhuman Space Marines and the all-too human Auxilia and follows the 'military logic' (if you like) of this discrepancy to a very dark conclusion, namely that the humans are not only expendable but deliberately expended to protect the Space Marines so they can go about dealing damage to the enemy. The Tyrant's Legion is not a Chaos force, but they certainly aren't on the side of virtue and righteousness either (even as far as the rest of the blood-soaked Imperium might be) and the Tyrant's Legion is very deliberately a dark reflection of the Imperium's usual forces: The Space Marines are merciless killers and its foot soldiers are brave but ultimately doomed, it is an elite army contained within a masking horde, a sledgehammer, not a rapier. It's designed to let a player very closely simulate being Huron himself, with the 'Big Guns' at his back and his Astral Claws waiting to deliver the death-blow, playing games of cruel chess with the lives of men.

Although the Tyrant's Legion is very much a part of the narrative of the Badab War, there's nothing to stop you using it in other games and campaigns of your own (in fact we positively encourage it!). While very deliberately focused on its theme, it has been prepared and designed to allow for competitive friendly play, and should give any other Warhammer 40,000 army a run for its money if used with skill.

You could also use this army list to represent other Space Marine forces with closely integrated allies, as might happen on a long crusade, during the siege of an isolated world or during a

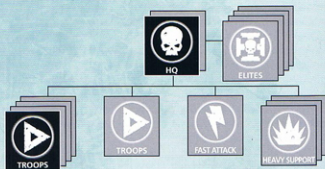


particularly tumultuous era where the normal run of the Imperium's order has broken down for a time, and the Space Marines step in to take charge heedless of the lives of those fragile humans fighting beside them. A more extreme variation would be to replace the Space Marine squads and options here with their equivalents from *Codex: Chaos Space Marines*, creating a well-organised Chaos Renegade or Traitor Guard force enslaved to the will of a Chaos Space Marine warband, such as might be found in the ranks of the Iron Warriors or Alpha Legion.

TYRANT'S LEGION MODELS

All of the units within this army list can be made up from the Space Marine and Imperial Guard ranges from Games Workshop and Forge World, and they cover a wide spread of troop types and vehicles although the army doesn't have full access to everything from either codex by a long shot. The Space Marine core of the Tyrant's Legion is made up from the Astral Claws Chapter, and colour schemes, photos and profiles of which you can find dotted throughout this book. The Legion's human Auxilia are founded on many different worlds throughout the Tyrant's domain, and almost any scheme you like is perfectly usable for these forces, although the original Legion raised on Badab Primaris have urban grey fatigues and grey-black flak armour. Throughout the Tyrant's Legion the symbol of the Tyrant's Claw is common, as well as conventional Imperial markings. Irregular troops such as renegade marauders could appear as just about anything from underhive scum to guild enforcers to heretek archeopirates, not to mention strange xenos life forms and sub-humans. Necromunda miniatures offer a lot to work with here, although this offers a perfect opportunity to use your own conversions and make a unit with its own unique character.

The following illustration represents the force organisation chart used for standard battle missions, others may be found in the special missions found elsewhere in this book and in other Warhammer 40,000 supplements. For more information on force organisation charts and using army lists, please refer to the *Warhammer 40,000* rulebook.



USING THE ARMY LIST

Decide on a points total for the game you will be playing (this may also depend on the mission if you have chosen a specific one in advance). Build your army by making choices from the army list. To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and what upgrades you want to give that unit (if any) from those available in its listing. Remember you should not field models equipped with weapons and wargear not shown on the model itself. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points before making another choice and so on. Continue with this until you have used up all the points to the total that you will be using in the game.

Some units have their own restrictions on use in addition to their place in the force organisation chart; these will be listed in the individual unit entries. The most pertinent example of this in this army list is the Legion Auxilia, which has a '1+' restriction, which means you must always select at least one of these units when building your army.

USING A FORCE ORGANISATION CHART

This army list is intended to be used with a force organisation chart as found in the *Warhammer 40,000* rulebook depending on the mission you will be playing. Each chart is split into five categories that correspond to the sections shown here in the army list, and each category has one or more boxes shown. Each light tone box indicates that you may take one choice from that section of the army list, while a dark tone box means that you must make a compulsory choice from that section.

Note that unless a model or vehicle forms part of a squad (Cohort, etc) or squadron, it counts as a single choice from those available to the army.

SPECIAL RULES

Note that this army list has been designed to be used in conjunction primarily with *Codex Space Marines*, and a table of weapons for the army list has been compiled for reference at the end of the list. Also note that while the human troops in the Tyrant's Legion use Imperial Guard style organisation and gear, they are nowhere near as cohesive or well-trained and do not have all of the options or special rules pertaining to the Imperial Guard.

The Tyrant's Due

To the Astral Claws Space Marines, the human foot soldiers of the Legion are nothing but cannon fodder, lives to be expended as needs be in the Tyrant's great and glorious cause. Any Space Marine with this special rule may claim +1 to any cover saves granted because of fire passing through an Auxilia infantry unit to reach them (a 4+ becoming a 3+ and so on). However if this bonus is claimed, the Auxilia infantry unit immediately suffers D3 wounds per unit firing through them against which this save bonus has been claimed. Wounds inflicted this way are distributed as per wounds from normal shooting attacks and have no AP value.

And They Shall Know No Fear

See *Codex Space Marines*

Combat Tactics

See *Codex Space Marines*

Chapter Tactics

See *Codex Space Marines*

Universal Special Rules

Furious Charge, Counter-Attack, Feel No Pain, etc, see the *Warhammer 40,000* rulebook.

WARGEAR

Refractor Field: The refractor field is a compact energy shield projector, a rare and highly valuable piece of technology often utilised by members of the Imperium's nobility and high ranking military officers for personal defence. It provides a 5+ invulnerable save.

Combat Shield: A combat shield is a wrist mounted shield or buckler containing a small field generator which enables it to withstand great amounts of damage. Although its smaller size and weaker field means it offers nothing like the protection offered by an Astartes Storm Shield, it has the advantage of being easier to produce and is light enough to leave the user's hand free to wield another weapon. A combat shield confers a 6+ invulnerable save.

Narthecium: While the Apothecary that carries this specialised medical and alchemical gear is still alive, all Space Marine models in their squad and any Space Marine independent characters that have joined it have the Feel No Pain universal special rule.

Las-cutters: See page 152

Autoguns: Treat as a lasgun (simply modelled differently)

IMPERIAL NAVY AIRCRAFT UPGRADES

The following upgrades are available to Imperial aircraft where listed in their profiles:

Flare or Chaff Launcher: (One use only). If the vehicle is subject to an Immobilised result on the damage tables, they can re-roll this but must abide by the second result.

Armoured Cockpit: If the vehicle is subject to a Crew Shaken or Crew Stunned result on the damage table, this may be ignored on a D6 roll of 4+.

Infrared Targeting: The vehicle has the Night Vision/Acute Senses universal special rule.

Illum Flare: (One use only). Used in Missions where the Night Fighting special rule is being used, one target spotted by the carrying vehicle may also be illuminated with this flare, allowing any other friendly unit to target it in the next turn (as long as they are within range and line of sight, etc).

Distinctive Paint Scheme or Decals: (One use only). While the owning vehicle is in play, one friendly unit within line of sight of the vehicle may re-roll a single failed Morale test. Distinctive paint scheme/decals must be represented on the model.

COMBINED ARMS

The Tyrant's Legion is made up of a mixture of Astral Claws Space Marine units and human auxiliary troops used as cannon fodder by the Tyrant. In certain situations and for the purpose of special rules where this may be a factor, the following list divides the two for clarity:

Space Marine Units: *Luftt Huron, Legion Centurion, Corpse Taker, Legion Retaliator Squad, Legion Space Marine Cohort, Space Marine Rhino, Space Marine Razorback, Legion Iron Hunter Squadron, Legion Sentry Gun Battery, Astral Claws Chapter Support.*

Human Auxilia Units: *Legion Auxilia Command Detachment, Legion Auxilia, Auxilia Armsmen Cadre, Auxilia Chimera, Auxilia Hellhound Flame Tank Squadron, Auxilia Battle Tank Squadron, Auxilia Siege Defence Squadron, Auxilia Fire Support Cohort, Auxilia Heavy Ordnance Battery, also Artillery Barrage, Maelstrom Fleet Lighters, Renegade Marauders and Maelstrom Fleet Naval Detachment.*



HQ

LUGFT HURON, THE TYRANT OF BADAB235 POINTS

See page 160 for details

The Tyrant's Shield

If LUGFT Huron is part of the army, then you may also include a single Elites choice chosen from Codex: Space Marines as one of

this army's Elites choices if you wish, as well as the Honour Guard squad made eligible because Huron is a Chapter Master (see Codex: Space Marines for more details).

LEGION CENTURION55 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Centurion	4	4	4	4	2	4	2	9	3+

The Centurions were veteran Astral Claws Space Marines, chosen to both command and if needs be punish the human Auxilia of the Tyrant's legion, and selected for their might at arms and utter devotion to Huron's cause. They were objects of religious awe and genuine terror by those they commanded, and also served as the eyes and ears of the Tyrant across his fledgling pocket empire.

Unit Composition:

- 1 Centurion

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Bolt gun
- Frag and Krak grenades

Special Rules:

- Independent Character
- And They Shall Know No Fear
- Angel of Death
- The Tip of the Claw
- Combat Tactics
- The Tyrant's Due

Dedicated Transport:

- None

Options:

- The Centurion may replace their bolt gun or bolt pistol with one of the following options:
 - Chainsword Free
 - Combat shield +5 points
 - Storm bolter +5 points
 - Combi Melta, combi plasma or combi flamer +10 points
 - Plasma pistol +15 points
 - Power weapon +15 points
 - Power fist +25 points
- The Centurion may also have Melta bombs +5 points

Angel of Death: It is possible for the Centurion to be part of an Auxilia unit when it breaks from combat. In this case the Centurion will automatically regroup as normal as per the *And They Shall Know No Fear* rule, and if this occurs, the squad they are with will immediately also take a test to regroup regardless of casualties, unit strength, etc. If they pass this test then the unit regroups as normal but suffers D3 wounds (as the Centurion restores order by making a bloody example of shirkers). If they fail the test, then the Centurion stays where he is and the rest of the unit continues to flee, but the fleeing unit still suffers D3 wounds. Wounds should be allocated as per shooting and have no AP value. If caught by a sweeping advance, the Centurion and any human Auxilia unit they have joined are subject to the *No Retreat!* Rule while the Centurion survives.

The Tip of the Claw: The Centurions represent the Tyrant's direct control over the Legion. As such a Centurion is a compulsory HQ choice in any Tyrant's Legion army of 1,500 points or more, regardless of the force allocation chart being used for the mission.

HQ

LEGION AUXILIA COMMAND DETACHMENT45 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Tribune	4	4	3	3	2	3	2	8	5+
Prefect									
Commander	3	4	3	3	1	3	2	8	5+
Bodyguard	3	4	3	3	1	3	1	7	5+
Heavy Weapons									
Team	3	4	3	3	2	3	2	7	5+

Drawn from the military aristocracy and civil powers of the worlds of the Maelstrom Zone, the human Auxilia's tactical command and the day-to-day administration was left in the hands of the prefect commanders and tribunes (the latter being the traditional title given to the colonels of the local Badab Sector defence forces). Although they lacked the erudition in warfare and strategic schooling of true Imperial Guard officers, they were both valiant and proud, accustomed to leading their men from the front and fighting at the thick of the fray. Thanks to their connections and rank they were better equipped than most of the Legion, although in the eyes of their Space Marine masters they were no more than overseers, hardly less disposable than the conscripts they commanded.

Unit Composition:

- Prefect Commander
- 4 Bodyguards

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun or close combat weapon
- Laspistol
- Frag Grenades
- Refractor Field (Tribune only)

Special Rules:

- Field Commander (Prefect Commander/Tribune)

Dedicated Transport:

- The Auxilia Command Detachment may take a Chimera as a dedicated transport at the appropriate cost (see page 183).

Options:

- Up to two Bodyguards in the detachment may exchange their Lasgun or Laspistol for one of the following weapons:
 - Flamer+5 points
 - Grenade Launcher+5 points
 - Meltagun+10 points
 - Combat Shield+2 points
- The detachment may be accompanied by an additional bodyguard heavy weapons team carrying one of the following:
 - Heavy Bolter+20 points
 - Autocannon+20 points
 - Heavy Flamer+20 points
 - Missile Launcher+20 points
- Any model may exchange their lasgun for a shotgun free
- The entire detachment may also be equipped with Krak grenades+5 points
- The entire detachment may be upgraded to wear carapace armour+20 points
- The Prefect Commander may be upgraded to a Tribune+20 points
- The Prefect Commander/Tribune may replace either their laspistol and/or close combat weapon with one of the following options:
 - Bolt pistol+5 points
 - Plasma pistol+15 points
 - Power weapon+10 points
 - Power fist+15 points
- The Prefect Commander/Tribune may also have Melta bombs+5 points

Field Commander: When within 18" of this model, all human Auxilia units may use the Prefect Commander's/Tribune's Leadership rather than their own for determining Morale tests and Pinning tests (modified as normal by the conditions of the test), unless the Prefect Commander/Tribune themselves are already falling back.



ELITES

CORPSE TAKER 50 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Apothecary Vivisector	4	4	4	4	1	4	2	9	3+
Dissection Servitor	3	3	3	3	1	3	2	8	4+

As the Badab War unfolded, the sins and malice of the Tyrant became clear for his enemies to see. One dark development on the battlefield was the arrival of the Apothecary Vivisectors, or 'corpse takers' to give them the fearful nickname they were known by the human Auxilia of the Tyrant's Legion. In a blasphemous perversion of the duty of a normal Space Marine Chapter Apothecary, the Vivisector's purpose was to recover the gene-seed not only of the Astral Claws but of any fallen Space Marine they could harvest from the battlefield, and in the case of the enemy, regardless of whether their subject was living or dead. With this gene-seed, Huron intended to secure the Astral Claws continued increase in numbers and eventual victory, but to the Loyalist Space Marines there could be no greater insult or more hateful crime.

Unit Composition:

- 1 Apothecary Vivisector
- 2 Dissection Servitors

Unit Type:

- Infantry

Wargear:

- Power armour (Apothecary)
- Bolt pistol or bolt gun (Apothecary)
- Frag and Krak grenades (Apothecary)
- Narthecium (Apothecary)
- Chainsword (all)

Special Rules:

- And They Shall Know No Fear (Apothecary)
- Combat Tactics (Apothecary)
- Dark Harvest (Apothecary)
- Mindlock (Dissection servitors)
- The Tyrant's Due

Dedicated Transport:

- The unit may take a Rhino or Razorback as a dedicated transport at the appropriate cost (see page 182).

Options:

- The Corpse Taker squad may include up to seven additional Dissection Servitors +10 points per model
- The Apothecary may replace their chainsword with a power weapon +10 points
- The Apothecary may upgrade their bolt gun to use Hellfire rounds +10 points

Dark Harvest: The principal duty of the Corpse Taker is to recover gene-seed stocks from fallen Space Marines, indiscriminate of their origin. In games where Kill Points are being used, any enemy Space Marine infantry squad wiped out within 12" of a Corpse Taker unit counts as double for the Kill Points score.

Mindlock: Unless the Servitors are accompanied by the Apothecary Vivisector, roll a D6 at the start on each turn. On a 4+ the unit operates normally, otherwise it (including any attached characters, etc) may do nothing at all that turn other than defend itself in a close combat if engaged.



ELITES

RENEGADE MARAUDER SQUAD55 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Marauder Chief	4	4	3	3	2	4	2	8	5+
Marauder	4	3	3	3	1	3	2	7	5+
Brute	4	2	4	4	3	2	3	7	5+

The Tyrant of Badab was a cunning political operator as well as a master strategist of rare skill, with the ability to think what to other Space Marine commanders would be the unthinkable. One such 'unthinkable' act was to employ his enemies against themselves, garnering agents and mercenaries among the marauders and renegades of the outer Maelstrom Zone, and particularly in the Badab War's later stages when the Tyrant's forces were running out of allies and options, they were co-opted into service in battle.

Unit Composition:

- Marauder Chief
- 4 Marauders

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun/autogun or shotgun or laspistol (Marauder and Marauder Chief only)
- Close combat weapon
- Frag Grenades

Special Rules:

- Specialists
- Brutes
- In It For The Money
- Rendering close combat attacks (Brutes only)

Dedicated Transport:

- If the Marauder squad numbers ten models or less it may take an Arvus Lighter as a dedicated transport, or if twelve models or less a Chimera, each at the appropriate cost (see page 183).

Options:

- The squad may include up to five additional Marauders at+10 points each
- The squad may include up to two Brutes at+30 points each
- Up to two Marauders may exchange their lasgun for one of the following weapons:
 - Flamer+5 points per model
 - Grenade launcher+5 points per model
 - Sniper rifle+5 points per model
 - Meltagun+10 points per model
 - Heavy stubber+10 points per model
 - Power weapon+10 points per model
- The Marauder Chief may replace either their laspistol and/or close combat weapon with one of the following options:
 - Bolt pistol+5 points
 - Bolt gun+5 points
 - Plasma pistol+15 points
 - Power weapon+10 points
 - Power fist+15 points
- The Marauder Chief may also have any of the following:
 - Melta bombs+5 points
 - Refractor field+10 points
 - Demolition charge+25 points

Specialists: The Tyrant would not tolerate such scum to live unless they served his purpose well. Choose one of the following special abilities for the Marauder unit:

- **Stalkers:** The squad gains the Acute Senses, Stealth and Move Through Cover universal Special rules.
- **Murder Cultists:** The squad gains the Furious Charge and Scout universal special rules.
- **Hereteks:** The squad's armour save is increased to 4+ and the entire unit gains Krak grenades.

In It For The Money: Renegade marauders are pure mercenaries, with little love lost for a master that was once their enemy and is likely to one day be so again. If they fail a Break test for any reason they may not regroup.

Brutes: These creatures (or creations) represent savage xeno-forms, combat servitors, feral Ogryn and even foul heretek abominations such as the murder gholem, all employed by the Marauders for their ability to rend and shred their enemies. They can come in a variety of forms but are treated as being identical in so far as the game is concerned and should be modelled on a 40mm base. Brutes count as two models each for the purposes of determining vehicle transport occupancy.

ELITES

LEGION RETALIATOR SQUAD 100 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

When Huron seized control of Badab and made himself Tyrant, the Astral Claws stepped outside the bounds of normal Space Marine operations. It quickly became necessary to organise special units to exert the Astral Claws control directly where needed, and so were the Retaliator Squads born. Drawn initially from the Astral Claws Reserve Assault Company which had long specialised in close quarter assault and space-borne boarding actions, they were now also to sow terror and enforce loyalty by bloody example. The Retaliator squads were expanded with the advent of the Tyrant's Legion, and formed its feared spearhead strike force, freeing the Chapter assault reserve to fulfil its tactical duties in the wider war.

Unit Composition:

- 4 Space Marines
- 1 Veteran Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Combat Shield
- Chainsword
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- The Tyrant's Due

Dedicated Transport:

- The unit may take a Rhino or Razorback as a dedicated transport at the appropriate cost (see below).

Options:

- The Retaliator squad may include up to five additional Space Marines. +15 points per model
- One model in the squad may replace their combat shield or chainsword for one of the following:
 - Flamer Free
 - Meltagun +5 points
 - Plasma pistol +10 points
 - Power weapon +10 points
 - Heavy bolter +10 points
 - Lascutter +5 points
- The Veteran Sergeant may replace his chainsword with one of the following options:
 - Plasma pistol +15 points
 - Power weapon +15 points
 - Power fist +25 points
- The entire squad may have Melta bombs +20 points

Void Armour: In boarding action scenarios, Retaliator squads automatically count as having Void Hardened armour at no cost (see page 152)

DEDICATED TRANSPORT

RHINO 35 POINTS

RAZORBACK 40 POINTS

Certain Space Marine units in the Tyrant's Legion force may include Rhinos or Razorbacks as dedicated unit transports as indicated within their army list entry, and may take the appropriate upgrades and options as normal. See *Codex Space Marines* for details of these vehicles.

DEDICATED TRANSPORT

AUXILIA CHIMERA ARMoured TRANSPORT 55 POINTS

		Armour		
	BS	F	S	R
Chimera	3	12	10	10

The most commonly utilised armoured vehicle of the Imperial Guard, the Chimera is a durable vehicle with an excellent transport capacity and capable of mounting a variety of squad support weapons. Supplies of the Chimera were limited, and it was usually only fielded within the Tyrant's Legion by the more highly valued Armsmen units and command detachments (with the Secessionists' limited production capacity of the hull more often devoted to other war machines).

Unit Composition:

- 1 Chimera

Unit Type:

- Vehicle (Tank)

Wardgear:

- Multilaser
- Heavy bolter
- Searchlight
- Smoke launchers

Transport Capacity:

- Twelve models (may not transport models in Terminator armour)

Fire Points:

- Five (Top Hatch)

Special Rules:

- Amphibious

Options:

- A Chimera may exchange its multilaser for a:
 - Heavy bolter Free
 - Heavy flamer Free
 - Twin-linked heavy bolter +10 points
 - Autocannon +5 points
- A Chimera may exchange its hull heavy bolter for a:
 - Heavy flamer Free
- A Chimera may take any of the following:
 - Pintle-mounted storm bolter or heavy stubber +10 points
 - Hunter-killer missile +10 points
 - Dozer blade +10 points
 - Extra armour +15 points
 - Camo netting +20 points

Amphibious: A Chimera treats all water features as clear terrain when it moves.

AUXILIA TROJAN SUPPORT VEHICLE **35 POINTS**

		Armour		
	BS	F	S	R
Trojan	3	10	10	10

Utilising the same basic hull and design as the Chimera, although with a considerably more powerful engine, the Trojan is employed as a battlefield towing and supply vehicle by the Imperium's armed forces. It is a measure of the importance the Tyrant's Legion placed on its heavy guns that the production and repair of the Trojan was granted a higher priority than the Chimera on which it was based.

Unit Composition:

- 1 Trojan

Unit Type:

- Vehicle (Tank)

Wargear:

- Heavy bolter

Transport capacity:

- None

Fire Points:

- None

Special Rules:

- Amphibious
- Towing Vehicle

Options:

- A Trojan may exchange its heavy bolter for a:
 - Heavy flamer Free
- A Trojan may take any of the following:
 - Pintle-mounted storm bolter or heavy stubber +10 points
 - Hunter-killer missile +10 points
 - Dozer blade +5 points
 - Extra armour +15 points
 - Camo netting +20 points
 - Searchlight & smoke launcher +5 points

Towing Vehicle: The Trojan's main role is as an artillery towing vehicle and supply hauler. To limber or unlimber an artillery piece takes an entire turn in which the Trojan cannot move and during this turn the artillery piece in question cannot fire. When a towed artillery piece is deployed from a Trojan it may be placed facing any way the owning player wishes.

Amphibious: A Trojan treats all water features as clear terrain when it moves, unless it is towing anything, in which case this rule no longer applies.

TROOPS

LEGION SPACE MARINE COHORT 150 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Veteran Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

The beating heart of the Tyrant's Legion were the Astral Claws themselves; units drawn from the expanding Chapter who hid their growing numbers among the sector's human defence corps in the guise of training and field command. Huron deployed and organised these 'Cohorts' along the lines of the Space Marine Legions of old, with his distant dream of re-conquering the Maelstrom in the name of the Emperor his long term goal. Even after that dream was to wither and he was to set himself and his Chapter against the Imperium, the Cohort deployments persisted as the brutal and irresistible killing hand of the Legion forces.

Unit Composition:

- 9 Space Marines
- 1 Veteran Sergeant

Unit Type:

- Infantry

Wargear:

- Power armour
- Bolt pistol
- Bolt gun
- Frag and Krak grenades

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- The Tyrant's Due

Dedicated Transport:

- If the unit numbers 10 models it may take a Rhino as a dedicated transport at the appropriate cost (see page 182)

Options:

- The Cohort may include up to ten additional Space Marines +15 points per model
- For every 5 models in the cohort, one Space Marine may exchange their bolt gun for one of the following weapons:
 - Flamer +5 points per model
 - Meltagun +10 points per model
 - Plasma gun +15 points per model
 - Power weapon +10 points per model
 - Heavy bolter +10 points per model
 - Missile launcher +15 points per model
- The Veteran Sergeant may replace his bolt pistol and/or bolt gun with one of the following options:
 - Chainsword Free
 - Storm bolter +5 points
 - Combi-melta, combi-plasma or combi-flamer +10 points
 - Plasma pistol +15 points
 - Power weapon +15 points
 - Power fist +25 points
- The Veteran Sergeant may also have Melta bombs +5 points



TROOPS

1+ LEGION AUXILIA70 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Prefect	3	3	3	3	1	3	2	7	6+
Auxiliary	2	2	3	3	1	3	1	5	6+

The meat and bones of the Tyrant's Legion was its human Auxilia, conscripts drafted from among the able bodied of the worlds at the heart of Huron's domain. They were subjected to perfunctory military training and heavily indoctrinated, believing without question that it was they who fought for the Emperor not against his forces. All that was required of them was that they could stand their ground and obey without question, and failure to do either often proved fatal. Although their equipment was patterned after the Imperial Guard, it was often substandard or reclaimed from the dead, although this mattered little when faced with the might of the Loyalist Space Marines.

Unit Composition:

- 19 Auxiliaries
- 1 Prefect

Unit Type:

- Infantry

Wargear:

- Sub-Flak armour
- Lasgun or autogun (Auxiliary)
- Las pistol (Prefect)
- Close combat weapon

Special Rules:

- Prefect's Discipline

Dedicated Transport:

- None

Options:

- The Auxilia may include up to 20 additional Auxiliaries +3 points per model
- For every 10 models in the cohort, one Auxiliary may exchange their lasgun or autogun for one of the following weapons:
 - Flamer +5 points per model
 - Grenade Launcher +5 points per model
 - Heavy Stubber +10 points per model
- The entire Cohort may also be equipped with frag grenades +10 points for the entire Cohort
- The Prefect may replace either his laspistol or close combat weapon with one of the following options:
 - Shotgun Free
 - Bolt pistol +5 points
 - Power weapon +10 points
- The Prefect may also have Krak grenades +2 points

Prefect's Discipline: The Tyrant's human auxiliaries were trained to follow the orders of their prefects without question, and the slightest infraction of discipline was punishable by death. While the Cohort's Prefect is still alive, the squad may always attempt to rally, even if at less than half strength.



TROOPS

AUXILIA ARMSMEN CADRE50 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Master At Arms	4	4	3	3	1	3	2	7	5+
Armsmen	3	3	3	3	1	3	1	7	5+
Heavy Weapons Team	3	3	3	3	2	3	2	7	5+

In addition to the masses of the conscripted Legion Auxilia, the Tyrant also folded a number of trained military forces into the Tyrant's Legion in order to give its human soldiery a core of professional troops. Most of these came from the standing private armies of the sector nobility who were forced to contribute to the Secessionist cause or face destruction, along with Commercial enforcer cadres, mercenary companies and Maelstrom fleet Armsmen. Although as the war dragged on, underhive criminal gangs and worse were also drafted on pain of death.

Unit Composition:

- 9 Armsmen
- 1 Master At Arms

Unit Type:

- Infantry

Wargear:

- Flak armour
- Lasgun
- Laspistol
- Frag Grenades

Special Rules:

- Weapons Drill

Dedicated Transport:

- A Legion Armsmen cadre may take a Chimera as a dedicated transport at the appropriate cost (see page 183) if it numbers 12 models or less.

Options:

- The cadre may include up to ten additional Armsmen+5 points per model
- One model in the cohort may exchange their lasgun for one of the following weapons:
 - Flamer+5 points
 - Grenade launcher+5 points
 - Meltagun+10 points
 - Heavy stubber+10 points
- For every 10 models in the cadre, two Armsmen may be exchanged for a heavy weapon team carrying one of the following:
 - Heavy bolter+10 points per model
 - Autocannon+10 points per model
 - Heavy flamer+15 points per model
 - Missile launcher+15 points per model
- Any model may exchange their lasgun for a shotgun or close combat weapon free
- The entire cadre may also be equipped with Krak grenades+10 points
- The entire cadre may be upgraded to wear carapace armour+25 points
- The Master at Arms may replace either his laspistol and/or close combat weapon with one of the following options:
 - Bolt pistol+5 points
 - Plasma pistol+15 points
 - Power weapon+10 points
 - Power fist+15 points
- The Master At Arms may also have Melta bombs+5 points

Weapons Drill: As long as the squad has remained completely stationary that turn, the squad may re-roll results of '1' to hit with their lasguns or shotguns but may not assault afterwards in the same turn. Note that the entire squad must remain stationary for this option to work (and they may not embark or disembark from vehicles, etc).

FAST ATTACK

LEGION IRON HUNTER SQUADRON 155 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Huntmaster	4	4	4	4(5)	1	4	2	9	3+
Iron Hunter	4	4	4	4(5)	1	4	1	8	3+

The Astral Claws had a long tradition of highly adept biker units in its battle companies stretching back for millennia before Huron's accession to power within the Chapter. Known as Iron Hunters, these rapidly moving squadrons were used by the Chapter principally in harrowing and running down a broken or scattered foe, and to counter-assault against flanking attacks or breakthroughs by numerically superior enemies in the field. As the secret expansion of the Chapter got underway, Huron expanded the Iron Hunter squadrons at his disposal, deploying them to the Tyrant's Legion in sizable numbers, providing the Legion's often unwieldy ranks with a hard-hitting and rapid moving strike force.

Unit Composition:

- 4 Space Marine Iron Hunter Bikers
- 1 Space Marine Huntmaster

Unit Type:

- Bikes

Wargear:

- Power armour
- Bolt pistol or chainsword
- Frag and Krak grenades
- Space Marine bike with twin-linked boltguns

Options:

- The squadron may include up to 5 additional Iron Hunter bikers +25 points per model
- For every 5 models in the squadron, one Iron Hunter may exchange their bolt pistol or chainsword for one of the following weapons:
 - Flamer +5 points per model
 - Meltagun +10 points per model
 - Plasma gun +15 points per model
- The Huntmaster may replace his bolt pistol or chainsword with one of the following options:
 - Combi-melta, combi-plasma or combi-flamer +10 points
 - Plasma pistol +15 points
 - Power weapon +15 points
 - Power fist +25 points
- The Huntmaster may also have Melta bombs +5 points

Special Rules:

- And They Shall Know No Fear
- Combat Tactics
- The Tyrant's Due
- Counter Attack

AUXILIA HELLHOUND FLAME TANK SQUADRON 130 POINTS PER MODEL

	BS	Armour		
		F	S	R
Hellhound	3	12	12	10

Produced in large quantities by the civil defence manufactura on Badab Primaris and Vyaniah, and fuelled by high grade promethium extracted from the resource-worlds of the Pale Stars, the burning wrath of the Auxilia Hellhounds were one of the great strengths of the Tyrant's Legion. Highly effective in fighting in built-up areas and also for visiting the Tyrant's judgement on civilian populations that defied him, as the Badab War progressed, being assigned as crew of a Hellhound was often viewed as a death sentence, as the Loyalist Space Marines never failed to treat the Hellhound as a primary target.

Unit Composition:

- 1-3 Hellhound Flame Tanks

Unit Type:

- Vehicle (Tank, Fast)

Wargear:

- Heavy bolter
- Inferno Cannon

Options:

- Any model may exchange its heavy bolter for a:
 - Heavy flamer Free
 - Multi-melta +15 points per model
- Any model may take any of the following:
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Searchlight +1 point per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +10 points per model
 - Extra armour +15 points per model
- The entire squadron may take:
 - Camo netting +20 points per model
 - Smoke launchers +5 points per model



FAST ATTACK

LEGION SENTRY GUN BATTERY 45 POINTS PER BATTERY

		Armour			
	BS	F	S	R	
Sentry Gun	2	10	10	10	

One of the weapons technologies readily available to the Astral Claws during the Secession was the various patterns and types of Tarantula and Widowmaker class Astartes Sentry Guns. Although seldom used except for emergency defensive purposes and securing hostile landing zones by most Space Marine Chapters, the Astral Claws' forges were able to produce these machine-spirit guided systems in large numbers, and used them frequently in forward positions in battle. It is thought the Astral Claws favoured them not least because although limited, they deemed them more reliable than mere humans in the face of the Loyalists' onslaught.

Unit Composition:

- 3 Sentry Guns

Unit Type:

- Artillery (Immobile)

Wargear:

- Twin-linked heavy bolter

Special Rules:

- Fire Modes
- Automated Targeting

Options:

- The sentry gun battery may include up to three additional sentry guns at +15 points each.
- Any sentry gun may exchange its twin-linked heavy bolter for one of the following weapons:
 - A single multi-melta free
 - Twin-linked lascannon +15 points per model
 - Twin-linked assault cannon +20 points per model

Firing Modes: Sentry guns are machine spirit-controlled weapons with limited targeting abilities and must be pre-set to operate in a particular mode before battle. The owning player must declare what mode a particular sentry gun is using before the game begins, and once determined this cannot change during play. The three firing modes are as follows:

- **Point Defence Mode:** The sentry gun is set up with a fixed firing arc, usually providing covering fire over a particular area of the battlefield. In this mode the sentry gun can engage enemy targets up to 36" away (or its maximum weapon range) which are within a fixed 90° arc to its front.
- **Sentry Mode:** In this mode, the sentry gun is programmed for close defence and may target enemy models within 18" to which it can draw line of sight. In this mode the sentry gun can fire all around itself.
- **Interceptor Mode:** (Planetstrike games only): In games using the Planetstrike Expansion and rules, sentry guns can be set to fire in interceptor mode (see page 18 of Planetstrike). If this is done, they may only fire as interceptor guns for this game.

Automated Targeting: Which enemy unit within range is the sentry gun's preferred targeted is determined by its armament. If no preferred target exists in its line of sight it will simply attack the nearest enemy target in range.

- A heavy bolter or assault cannon equipped sentry gun will fire at the nearest enemy non-vehicle target according to its fire mode.
- A lascannon or multi-melta equipped sentry gun will fire at the nearest enemy vehicle or monstrous creature according to its firing mode (note that immobilised vehicles are still counted as viable targets, only destroyed vehicles will be ignored).

HEAVY SUPPORT

AUXILIA BATTLE TANK SQUADRON

(SEE BELOW) POINTS

	BS	Armour			
		F	S	R	
Leman Russ Battle Tank	3	14	13	10	
Leman Russ Annihilator	3	14	13	10	
Leman Russ Exterminator	3	14	13	10	

The majority of the Tyrant's Legion's heavy armour was made up of Leman Russ main battle tanks drawn from the Badab Sector's defensive armouries, although they lacked the breadth of variant patterns found in the Imperial Guard. Powerful and reliable, the Legion's Russ tanks were crewed by experienced and well trained troops, and provided much of the Legion's mobile heavy firepower in the field, although they suffered heavily in the close confines of city fights where the Loyalists were able to engage them at short range, negating their long range armament and advantageous frontal armour.

Unit Composition:

- The battle tank squadron is composed of 1-3 of the following tanks in any combination:

Leman Russ Battle Tank	
.....	150 points per model
Leman Russ Annihilator	
.....	130 points per model
Leman Russ Exterminator	
.....	150 points per model

Unit Type:

- Vehicle (Tank)

Wargear (all):

- Heavy bolter
- Searchlight
- Smoke launcher

Wargear (specific):

- Leman Russ:
 - Battle cannon
- Leman Russ Annihilator:
 - Twin-linked lascannon

Leman Russ Exterminator:

- Exterminator autocannon

Special Rules:

- Lumbering Behemoth

Options:

- Any model may exchange its heavy bolter for a:
 - Heavy flamer Free
 - Lascannon +15 points per model
- Any model may take a pair of Sponsons armed with:
 - Heavy bolters +20 points per model
 - Heavy flammers +20 points per model
 - Multi-meltas +30 points per model
 - Plasma cannons +40 points per model
- Any model may take any of the following:
 - Pintle-mounted storm bolter or heavy stubber +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +10 points per model
 - Extra armour +15 points per model
- The entire squadron may take:
 - Camo netting +20 points per model

Lumbering Behemoth: A Leman Russ that moves at combat

speed or that has remained stationary can fire its turret weapon in addition to any other weapons it is usually allowed to fire in turn (even if the turret weapon is Ordnance!). However, a Leman Russ travelling at cruising speed can only move up to D6+6" — roll every time it moves at this speed.

Camo Nets: A vehicle with this upgrade counts as having the

Stealth universal special rule as long as it did not move in the previous friendly Movement phase.



HEAVY SUPPORT

AUXILIA SIEGE DEFENCE SQUADRON(SEE BELOW) POINTS

	BS	Armour			
		F	S	R	
Thunderer					
Siege Tank	3	14	13	11	
Medusa	3	12	10	10	
Basilisk	3	12	10	10	

As the Badab War began to go against the Secessionists and stronghold after stronghold held by the Tyrant's forces began to come under close siege, the Legion was forced to rely ever more heavily on support weapons carriers such as the Medusa and Basilisk to mount a mobile defence. Only their heavy calibre guns stood a reliable chance of breaching the heavily armoured Land Raiders of their enemies, although such matches were often suicide missions for their crews owing to the gun carriers' limited armour, designed as they were for artillery support, not short ranged fire-fights. The Thunderer pattern siege tank was far better suited to the task, and many unused Leman Russ hulls secured from the Sagan armouries as well as recovered battlefield wrecks were retrofitted with demolisher cannon into this pattern, but ultimately they too would not serve to stem the tide of defeat.

Unit Composition:

- The siege squadron is composed of 1-3 of the following vehicles in any combination:

Thunderer
 140 points per model
 Medusa
 135 points per model
 Basilisk
 125 points per model

Unit Type:

- Vehicle (Tank)
- Open topped (Medusa & Basilisk only)

Wargear (all):

- Searchlight
- Smoke launcher

Options:

- Any model may take any of the following:
 - Pintle-mounted storm bolter or heavy stubber. +10 points per model
 - Hunter-killer missile +10 points per model
 - Dozer blade +10 points per model
 - Extra armour +15 points per model
- Any Medusa may take any of the following:
 - Enclosed crew compartment +15 points per model
 - Bastion Breacher shells +5 points per model
- Any Basilisk may take:
 - Enclosed crew compartment +15 points per model
- The entire squadron may take:
 - Camo netting +30 points per Medusa/Basilisk
 - +20 points per Thunderer

Enclosed Crew Compartment: A vehicle with this upgrade no longer counts as being Open Topped.

Wargear (specific):

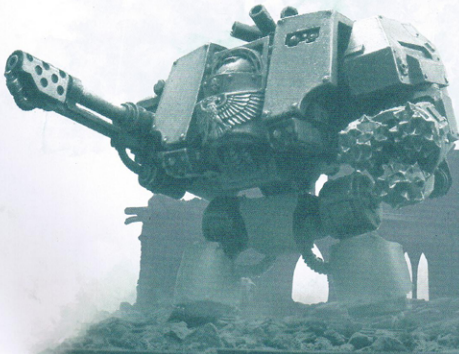
- Thunderer:
 - Demolisher cannon

Medusa:

- Heavy bolter
- Medusa siege mortar

Basilisk:

- Heavy bolter
- Earthshaker cannon



HEAVY SUPPORT

ARTILLERY BARRAGE

(SEE BELOW) POINTS

Type	Points	Cost	Str	AP	Type
Bombard Strike	100	8	3	3	Ordnance, 7" Blast
Basilisk Strike	70	9	3	3	Ordnance, 5"
Mortar Strike	50	4	6	6	Heavy 3, 3" Blast

Wherever possible the Tyrant's Legion fought within the shadow of the Secessionists' own guns, from Basilisk tank squadrons moving up behind the lines to the scores of bombardments and macro cannon that lined the city walls of worlds right across the Badab Sector. On many battlefields, assaulting the Tyrant's Legion meant having to attack through a storm of shot and shell, and no victory was achievable before the big guns were silenced.

Unit Composition:

- 1 Artillery Barrage, chosen from the options above

Unit Type

- Special (off-table support)

Special Rules:

- Reserves
- (In)accuracy
- Pinning

Reserves: The barrage always uses the Reserves special rules, even where the mission would normally prevent or change this. Once the barrage is successfully rolled for it lands in the turn of the owning player's Shooting phase.

Placement: When the barrage begins, the owning player may select any point on the table visible to one of their models to be the target of the barrage; this can be an enemy unit or simply a point on the table. Place a marker to represent this. After the barrage has begun, it will continue to land on this point in each of the owning player's Shooting phases until the end of the game.

(In)accuracy: Each barrage will scatter from its target point each turn, roll normally for scatter, except that if a miss is rolled, the distance the shot scatters is double that shown on the 2D6. A hit remains a hit. This is not modified by BS.

Pinning: All types of artillery barrage cause Pinning tests for units that suffer casualties from them.

In games of Warhammer 40,000 Apocalypse, the Tyrant's Legion may only include one Artillery Barrage per 2,000 points in their force.

AUXILIA FIRE SUPPORT COHORT

45 POINTS

	WS	BS	S	T	W	I	A	LD	SV
Prefect	3	3	3	3	1	3	2	7	6+
Auxiliary weapons team	2	2	3	3	2	3	2	6	6+

The standard practice within the Tyrant's Legion was to concentrate its portable heavy weapons into combined squads to maximise their firepower rather than disperse them through the ranks. This served to somewhat overcome the often low levels of accuracy and experience shown by the Auxilia themselves by sheer weight of fire, and was also well-suited to the defence of prepared choke points and bastions.

Unit Composition:

- 3 weapons teams
- 1 Prefect

Unit Type:

- Infantry

Dedicated Transport:

- None

Wargear:

- Sub-Flak armour
- Lasgun or autogun (weapons team)
- Mortar (weapons team)
- Laspistol (Prefect)
- Close combat weapon (Prefect)

Special Rules:

- Prefect's Discipline (see page 185)

Options:

- The Auxilia Fire Support Cohort may include up to three additional weapons teams for +15 points each.
- Any weapons team may replace its mortar with a:
 - Twin-linked heavy stubber +5 points per model
 - Heavy bolter +5 points per model
 - Autocannon +5 points per model
 - Missile launcher +10 points per model

HEAVY SUPPORT

MAELSTROM FLEET NAVAL DETACHMENT (SEE BELOW) POINTS

	BS	Armour			
		F	S	R	
Thunderbolt	3	10	10	10	
Lightning	3	10	10	10	
Vulture	3	12	12	10	

The Tyrant's Legion was often employed as part of a wider strategic plan involving the combined arms at the Secessionists' disposal. Part of this wider war was the close air support provided by the veteran pilots of the Maelstrom fleet, although as the war progressed this proved to be a dwindling resource as attrition took its toll.

Unit Composition:

- 1-3 of the following assault aircraft in any combination:

Thunderbolt Fighter	
.....	180 points per model
Lightning Fighter	
.....	145 points per model
Vulture Gunship	
.....	105 points per model

Unit Type:

- Vehicle (Flyer),
- Vulture only: Flyer* (Hover mode)

Wargear (Thunderbolt):

- Two twin-linked autocannon with AA mounts
- Twin-linked lascannon

Wargear (Lightning):

- Long-barrelled autocannon with an AA mount
- Twin-linked lascannon

Wargear (Vulture):

- Heavy bolter
- Twin-linked multilaser
- Two Hellstrike missiles
- Searchlight
- Extra armour

Options:

- The Thunderbolt or Lightning may also carry:
 - Four Hellstrike missiles +40 points per model
 - Four Bombs +40 points per model
 - Four Hellfury missiles +40 points per model
 - Six Skystrike missiles +50 points per model
- The Lightning may replace its long barrelled autocannon with:
 - Two Hellstrike missiles free
 - Two Bombs free
- The Vulture may replace its twin-linked multilaser with:
 - Twin-linked autocannon free
 - Twin-linked missile launchers +10 points per model
 - Twin-linked lascannon +20 points per model
 - Two multiple rocket pods +20 points per model
- The Vulture may replace both its Hellstrike missiles with:
 - Two Hellfury missiles +20 points per model
 - Six bombs* +60 points per model
 - Six hunter-killer missiles +40 points per model
 - Two multiple rocket pods +30 points per model
- The Vulture may replace both its Hellstrike missiles and its twin-linked multilaser with:
 - One twin-linked Punisher cannon +50 points per model

Any model may take any of the following:

- Flare/Chaff launcher +10 points per model
- Armoured cockpit +20 points per model
- Illum flares +5 points per model
- Infra-red targeting +10 points per model
- Distinctive paint scheme/decals +10 points per model

*In non-Apocalypse games, treat the Vulture as a Fast Skimmer instead.

**Apocalypse games only, used only in Flyer mode.

ASTRAL CLAWS CHAPTER SUPPORT (SEE BELOW) POINTS

The Tyrant's Legion often served as little more than an ablative shield or disposable weapon in the hands of the Astral Claws Chapter. It was far from uncommon to encounter war machines from the Chapter's armories providing extra spine to a Legion force holding or assaulting an objective, while the bulk of the larger Space Marine forces were deployed fighting elsewhere.

As long as at least one Legion Space Marine Cohort is also included in the army, the Tyrant's Legion force may include Heavy Support options drawn from *Codex Space Marines*, representing reinforcement from the Astral Claws armories. However, the number of Heavy Support choices chosen in this way may not exceed the number of Legion Space Marine Cohorts in the army.

See *Codex Space Marines* for details of the units available.



HEAVY SUPPORT

AUXILIA HEAVY ORDNANCE BATTERY(SEE BELOW) POINTS

	BS	Armour				WS	BS	S	T	W	I	A	LD	SV
		F	S	R										
Heavy Artillery	3	11	11	11										
Armsman Crew	3	3	3	3	1	3	1	7	5+					

Huron had been an advocate of close artillery support as a key pillar of victory both in attack and defence long before the Secession. This preferred strategic doctrine influenced the Legion's set up from its formation, with only the crème of the Legion's raw recruits devoted to the Legion's heavy gun batteries. These were drilled and trained to a far higher standard than was expected of much of the Auxilia.

Unit Composition:

- 1-3 heavy artillery pieces each with four Auxilia Armsmen crew:

Earthshaker Cannon

..... 75 points each

Medusa Siege Gun

..... 100 points each

Unit Type:

- Artillery (immobile)

Wargear:

- Either an Earthshaker Cannon or Medusa Siege Gun
- Flak armour (crew)
- Lasgun (crew)
- Frag grenades (crew)

Dedicated Transport:

- Any battery may also include Trojan towing vehicles for +35 points each. If this is chosen, one Trojan must be purchased for each artillery piece in the battery.

Options:

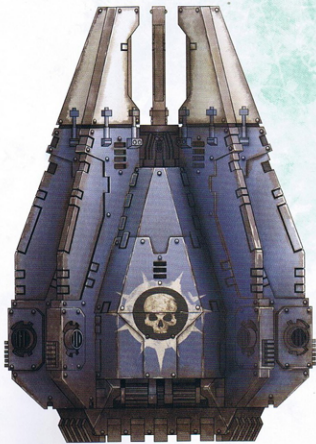
- Any heavy artillery piece may include up to four additional Armsman crew for +6 points each.
- Any Medusa may take any of the following:
 - Bastion Breacher shells +5 points per model
- The entire battery may take:
 - Camo netting +30 points per model



APOCALYPSE

RULES APPENDIX

This section contains a condensed reference of the rules for Warhammer 40,000 Apocalypse, updated where relevant to the 5th edition of the Warhammer 40,000 rules.



Novamarines Death Storm Drop Pod
Deployed to the surface of Galen during the Suppression Campaign

LAND RAIDER 'IRON EXEMPLAR' COMMAND SPEARHEAD

POINTS: 100+ MODELS

Counted within the pages of the Codex Astartes as a particular formation of Land Raiders for use by elite Space Marine forces engaged in open armoured warfare, the 'Iron Exemplar' formation is intended to ensure the maximum survivability of those onboard during spearhead attacks in order

to reach their targets. The concentrated firepower of the Land Raiders is used to punch a hole in an enemy defence line, while the Marines on board, led usually by a Captain, force a breach through which the rest of the Space Marine forces can advance.

'Mir'san's Fire'
Salamanders
Command Spearhead
The Invasion of Sagan

COMMAND SQUAD



TACTICAL SQUAD



TERMINATORS



FORMATION

- One Land Raider of any type with a Space Marine Command Squad and Space Marine Captain (named special characters may be used).
- Two to four Land Raiders of any type — each of which must have one of the following squads which treat the Land Raider as their dedicated

transport: Space Marine Tactical Squad, Space Marine Terminator Squad, Space Marine Terminator Assault Squad, Space Marine Sternguard Veteran Squad or Space Marine Vanguard Veteran Squad (this squad type may not have jump packs).

SPECIAL RULES

Command Vehicle: The Land Raider containing the Space Marine Captain and Command Squad is the squadron command vehicle. All Land Raiders within the formation must be deployed within 12" of this Command vehicle, or, if coming on from reserve, they must enter the table within 12" of the point entered by the Command vehicle.

Inviolate Armour: The Land Raiders in a Command Spearhead are the finest war machines their Chapter has to offer and crewed by the most skilled Techmarines and drivers available. As a result every Land Raider in the formation begins the game with a single Inviolate Armour marker

(for this you can use any handy token you might have that won't get confused with any other markers used in the game) which should be placed with the tank itself. The first time a particular Land Raider in the formation suffers a Penetrating hit in the battle, other than one caused by a weapon with the Destroyer special rule, the counter is discarded and the Penetrating hit is ignored. Note that this only happens once per tank!

Hearts of Iron: While they are within 6" of their particular Land Raider, squads bought as part of this formation have the Stubborn universal special rule.

THUNDERHAWK 'REAPER ANGELS' ASSASSINATION FORCE

POINTS: 100+ MODELS

In any given conflict zone there exist enemy commanders, be they talented strategists, charismatic leaders or baleful masters of the dark arts on whose fate the rise and fall of an entire battle, or even a whole war can be swayed. To end the lives of these key figures sacrifices must sometimes be made, and Space Marines are more than willing to risk almost certain death by

carrying out a targeted assassination mission with the stakes so high, and it is considered both an honour and a source of great glory among them. Indeed some Chapters use these tactics as a matter of course to sow terror and confusion and to show that no enemy is safe from the Angels of Death, even at the heart of their strength.

THUNDERHAWK



COMMAND SQUAD



TERMINATOR SQUAD



TERMINATOR SQUAD



TACTICAL SQUAD



Strike Force 'Blade of Wrath'

Deployed against the Tyrant's Legion on Vyaniah

FORMATION

- One to three Thunderhawk Gunships
- Each Thunderhawk must fill its transport capacity with at least 20 models in a force comprising a single HQ choice character model from *Codex Space Marines* (such as a Captain, Chaplain, etc) per Thunderhawk,

supplemented by any of the following units from *Codex Space Marines*: Tactical Squad, Command Squad, Honour Guard, Terminator Squad, Terminator Assault Squad, Sternguard Veteran Squad, Techmarine and Servitors; Assault Squad, Vanguard Assault Squad.

SPECIAL RULES

Precision Strike: All the models in this formation and any units they contain are set aside both from the owning player's normal deployment and their Strategic Reserve. This formation may then arrive on any one of the player's first three turns as chosen (entering play the third turn regardless). They arrive in addition to any other forces they are entitled to deploy from their reserve that turn. When they first arrive, the Thunderhawks in the formation must deploy within 36" of each other.

Marked for Death: The formation automatically comes with the Strategic Asset Trophy Kill (see *Apocalypse Reloaded*) – however for

this to be used, the targeted model must be destroyed (ie, lose its last wound causing it to be removed from play) by a member of this formation.

Only in Death Does Duty End: Sworn to complete their objectives and kill their target at any cost, members of the formation are counted as being Fearless while their chosen target is still alive, and may re-roll any to wound rolls of '1' against the subject of their Trophy Kill.



TYRANT'S LEGION 'BLOOD PRIDE' BATTLE SQUADRON

POINTS: 75+ MODELS

The Tyrant's Legion was a force whose principal strengths lay in numbers and brutally imposed discipline in the ranks. While they did possess armour support and tanks, these were comparatively few in number compared to similarly sized Imperial Guard forces and were often limited to basic

designs that the Badab Sector's manufactoria could support and maintain. The Legion concentrated its relatively few super-heavy units and rarer tank variants in so-called 'Blood Pride' battle squadrons, supported by escorting Leman Russ crewed by the most experienced tank crews in the Legion.

BANECLADE



'Black Claw Pride'
Tyrant's Legion Battle Squadron
The Second Battle of Sagan

LEMAN RUSS VANQUISHER



LEMAN RUSS VANQUISHER



LEMAN RUSS VANQUISHER



LEMAN RUSS VANQUISHER



FORMATION

Four to eight Leman Russ tanks of any type and one Company Command vehicle chosen from either a Baneblade or Stormlord super-heavy tank which must purchase the Command Tank upgrade.

SPECIAL RULES

Predator Tactics: The Tyrant's Legion tank forces were drilled in aggressive tactics, closing swiftly and using numbers to swarm enemy super-heavies in the hopes of isolating and outflanking them. As a result when firing at the rear quarter of any super-heavy vehicle, tanks in the Squadron may add +1 to their results on the Vehicle Damage table.

The Tyrant's Chosen: As the Badab War progressed, Lughf Huron refused to entrust his dwindling supplies of super-heavy tanks to merely

human crew, instead outfitting many to be operated by his Astral Claws instead. The Command Tank has a BS score of 4.

Strike Force: All vehicles in the company must be deployed within 24" of the Company Command vehicle, or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command vehicle.

APPENDIX I: SPECIAL RULES

ANTI-AIRCRAFT MOUNT

These weapons are designed to track fast flying targets. Weapons with this special rule on their profile (often shortened to 'AA mount') can hit flyers using their normal Ballistic Skill, rather than needing a 6. If a weapon that normally does not roll to hit (like a blast weapon) is mounted on an anti-aircraft mount, it will now roll to hit against flyers, hitting them on the roll of a 6. If it misses, do not work out any scatter – just discard the shot.

Note that all weapons that are described as pintle-mounted also automatically have the AA mount special rule.

BOMB

See Bombing Runs on page 94 of the *Apocalypse* rulebook for details.

CO-AXIAL WEAPON

These weapons share their mount with a larger gun, and are designed to fire tracer rounds against the target, making the main gun's fire more accurate. Weapons that are defined as co-axial in their description must be fired at the same target as the main weapon (ie, the weapon they are attached to), and any Damage result that affects the main weapon affects them as well. On the other hand, if the player fires the co-axial weapon before the main weapon and scores at least one hit on the target unit, he may re-roll missed rolls to hit with the main weapon (or re-roll the Scatter dice in the case of ordnance).

DESTROYER

Also known as Titan-killers, weapons with this special rule on their profile deliver an immense amount of damage to their target. If a weapon has a 'D' instead of a Strength value in its profile, it means it is a Destroyer. If a Destroyer weapon hits a vehicle (including partial hits from a Destroyer weapon using a blast marker), there is no need to roll for armour penetration – it automatically scores a Penetrating hit.

This hit can still be downgraded to a Glancing hit by rules that have that effect with the exception of cover, which cannot obscure the vehicle as the Destroyer weapon just blasts its way right through.

In addition, when rolling on the appropriate Vehicle Damage chart, add +1 to the result (note that this is the equivalent bonus to that which AP 1 weapons have).

If a Destroyer weapon hits a non-vehicle model, there is no need to roll to wound – it automatically scores a wound. If the target fails to save this wound (no cover saves are allowed, as described above, but invulnerable saves do apply) the weapon always inflicts Instant Death, regardless of the target's Toughness. If the target is immune to Instant Death, then the Destroyer will cause one wound as normal.

HOVER MODE

See the Flyers section on page 202 for details.

INFRANOID

See the Flyers section on page 202 for details.

PRIMARY WEAPON

This is a weapon characteristic of very large guns, often carried by Super-Heavy vehicles and Gargantuan Creatures.

Primary weapons always count as ordnance for the purposes of rolling for armour penetration and on Vehicle Damage charts.

In addition, because of the extra shielding and powerful back-up systems, whenever a Primary weapon is affected by a Gun Crew Shaken or Weapon Destroyed result, the controlling player must roll a dice. On a result of 1-3 the Primary weapon is shaken/destroyed as normal, but on a 4-6 the hit has no effect.

TITAN CLOSE COMBAT WEAPON

Some Super-Heavy walkers have the option of exchanging one of their arm's long range weaponry with a gigantic close combat weapon, often surrounded by a crackling energy field.

Titan Close Combat weapons confer three extra close combat attacks to the profile of the Super-Heavy walker. They also confer the Destroyer rule to all of the walker's close combat attacks. Note that the Stomp special attack is not affected by either of these bonuses as it is carried out with the vehicle's legs.

The enemy may apply a Weapon Destroyed result against a Titan Close Combat weapon, which counts as a Primary weapon. If the roll to avoid being destroyed is failed, the Titan Close Combat weapon is destroyed – the walker loses the three extra Attacks and the Destroyer rule in close combat.

POWER FIELDS

Some Ork Super-Heavy vehicles are protected by a number of energy barriers called power fields. Each hit scored against such vehicles from a distance of 12" or more will instead hit a power field. Close combat attacks, and ranged attacks from a distance of less than 12", come from inside the field and therefore are not stopped at all. Power fields are the equivalent of Armour 12. Each Glancing or Penetrating hit scored against the fields causes one field to collapse. After all of the fields have collapsed, further hits are resolved against the vehicle's real Armour value as normal.

VOID SHIELDS

Certain Super-Heavy vehicles of the Imperium are surrounded by a number of protective energy fields called void shields, which utilise warp technology to displace incoming attacks. These work exactly like power fields, with the exception that collapsed void shields can be raised again. This process is slow and requires vast quantities of energy, supplies of which can be quite erratic in combat conditions. To represent this, at the end of any of its turns, roll a dice for each Structure Point the vehicle has left. Any result of 5+ immediately restores one collapsed shield.

ELDAR TITAN HOLO-FIELDS

Eldar Titans have holo-fields that are even more effective than the ones the Eldar use on its smaller vehicles. Every time a hit is scored against an Eldar Titan that moved in the previous turn, the Eldar player rolls a dice. On a result of 4 or more, the hit is discarded. If a Titan did not move in the previous turn, it does not get this holo-field save.



APPENDIX II: SUPER-HEAVY VEHICLES

From the lumbering Baneblade tanks of the Imperial Guard to the clunky Gargants of the Orks and the elegant Revenant Titans of the Eldar, all war engines that fall into this category are huge armour-clad constructs, carrying enough firepower to vaporise, smash or incinerate an entire army. Super-Heavy vehicles behave on the battlefield like all other vehicles, with the exceptions below. The main difference is that they have Structure Points, which work similarly to wounds for other models.

MOVEMENT PHASE

Super-Heavy vehicles are slower than normal vehicles – they can only move up to 6" in the Movement phase, unless specified.

Super-Heavy vehicles are affected by difficult and dangerous terrain like other vehicles, but can always re-roll a result of 1.

In addition, if their second roll is another 1, they are not immobilised, but suffer a Drive Damaged result, as described in their Damage tables later.

SHOOTING PHASE

Super-Heavy vehicles may fire all of their weapons, regardless of how far they moved. Each weapon may be fired at a different target (each target must be within the weapon's fire arc).

Because Super-Heavy vehicles vary greatly in size, for the purposes of establishing line of sight from a Super-Heavy vehicle, use real line of sight as normal, working this out from the barrel of the weapon they are firing. The rules for area terrain apply normally.

In the same way, always use the real line of sight when enemy units are targeting Super-Heavy vehicles. Again, the rules for area terrain apply as normal.

ASSAULT PHASE

Super-Heavy vehicles follow the same rules as normal vehicles, depending on their type (see Vehicle Types later).

STRUCTURE POINTS

To represent the greater amount of damage a Super-Heavy can withstand before being destroyed, in their datasheets they are assigned a number of Structure Points (sometimes shortened to 'SP'). Glancing and penetrating hits have a chance of inflicting the loss of Structure Points, and only by reducing their Structure Points to 0 can a Super-Heavy vehicle be destroyed.

Against Super-Heavy vehicles, enemies roll to hit and to penetrate armour exactly as with normal vehicles. If a Glancing or Penetrating hit is scored, the player must then roll a dice and consult the Super-Heavy Damage table. If a glancing hit is scored, subtract -2 from the dice score, and when a Destroyer weapon scores a hit (see page 96 of the *Apocalypse* rulebook), add +1 to the dice score.

If a result reduces the target Super-Heavy vehicle to 0 Structure Points, it is destroyed. Immediately roll one dice on the Catastrophic Damage table and apply the result.

It is a good idea to record the damage results suffered by each Super-Heavy vehicle on a sheet of paper (a photocopy of the datasheet is fine!) as these huge war engines can accumulate a great amount of secondary damage before finally being wrecked.

SUPER-HEAVY VEHICLE TYPES

All Super-Heavy vehicles belong to one (or more) vehicle type, just like normal vehicles. Super-Heavy vehicles can be: open-topped, fast, tanks, skimmers and walkers. These vehicles follow the rules attached to their vehicle type given in the *Warhammer 40,000* rulebook, with the exceptions below for each type.

SUPER-HEAVY OPEN-TOPPED VEHICLES

No extra clarification needed.

SUPER-HEAVY FAST VEHICLES

These vehicles may move up to 12" and fire all of their weapons in the ensuing Shooting phase, or they may move up to 18" and fire no weapons.

SUPER-HEAVY TANKS

A unit that is tank-shocked by a Super-Heavy tank takes its Morale test with an extra -1 to its Leadership.

SUPER-HEAVY SKIMMERS

No extra clarification needed, note that Super-Heavy skimmers with Structure Points are still destroyed as normal if Immobilised while moving Flat Out.

SUPER-HEAVY WALKERS

Instead of following the movement rules for Super-Heavy vehicles, Super-Heavy walkers move 12", exactly as if they were Gargantuan Creatures (see appendix IV), except that their maximum movement may be reduced by Drive Damaged results, as normal for Super-Heavy vehicles.

In the Assault phase, Super-Heavy walkers once again follow the same rules as Gargantuan Creatures (including ignoring armour saves, extra armour penetration, dealing ordnance-level damage, stomp special attacks, the 'Terrifying' special rule, etc).

SUPER-HEAVY TRANSPORTS

Some Super-Heavy vehicles have a transport capacity, often allowing them to transport multiple friendly units and even other friendly vehicles!

These vehicles' transport capacity is expressed as a number of models (30 for example) and friendly infantry models normally count as one (so the vehicle in the example could carry up to 30 infantry models). Larger friendly models will take up proportionally more space (Terminators count as two, a Dreadnought counts as ten models, for example), as shown in the Super-Heavy Transport chart on page 198 of the *Apocalypse* rulebook.

Unless otherwise specified, each access point on a Super-Heavy transport vehicle allows a separate unit to embark/disembark in a turn. If the vehicle is open-topped, all transported units may disembark at once.

Transported models are forced to disembark from a Super-Heavy transport only if the enemy reduces the vehicle to 0 Structure Points and is treated just like any other unit whose transport vehicle is destroyed (see page 67 of the *Warhammer 40,000* rulebook). In this case, transported units must immediately perform an emergency disembarkation. Any units that may not disembark (not enough access points, for example), are destroyed.

Units being transported on Super-Heavy vehicles which suffer an Apocalyptic Explosion result on the Catastrophic Damage table however, are automatically and immediately destroyed, with no saves or invulnerable saves allowed.

SUPER-HEAVY DAMAGE TABLE

D6	RESULT
1 or less	Gun Crew Shaken
2	Driver Stunned
3	Weapon Destroyed
4	Drive Damaged
5	Structural Damage
6+	Chain Reaction!

MODIFIERS

Glancing hit:	-2
Penetrating hit:	0
AP 1/Destructor hit	+1
(See special rules)	

Modifiers are cumulative, so a Destructor hit that has been downgraded to a glancing hit would have a total modifier of -1 when rolling on the table.

DAMAGE RESULTS

Gun Crew Shaken: One weapon (chosen by the attacker) cannot fire in the next turn. If all gun crews have been shaken, treat this result as a Driver Stunned result instead.

Driver Stunned: Until the end of its next turn, the vehicle may not move, has its Attacks reduced by 1 (to a minimum of 1) and may not use its Stomp special attack. If the driver is already stunned, treat this result as a Gun Crew Shaken result instead.

Weapon Destroyed: One weapon (chosen by the attacker) cannot shoot for the rest of the game. If all weapons have been destroyed, treat this result as a Drive Damaged result.

Drive Damaged: The vehicle's maximum movement is permanently halved (normally to 3", but Walkers are reduced to 6", and Fast vehicles are reduced to either move 6" and shoot or move 12" and cannot shoot). If a second Drive Damaged result is suffered, the vehicle is Immobilised. An Immobilised Super-Heavy walker has its Attacks reduced by 1 (to a minimum of 1) and may not use its Stomp special attack. If already Immobilised, treat this result as Weapon Destroyed.

Structural Damage: The vehicle loses 1 Structure Point.

Chain Reaction! The vehicle loses 1 Structure Point and the enemy rolls again on this table (applying the same modifiers).

Note: If a vehicle suffers a Weapon Destroyed or Drive Damaged result, and is already Immobilised and has no weapons left, it suffers a Structural Damage result instead.

CATASTROPHIC DAMAGE TABLE

D6	RESULT
1	Wrecked
2	Wrecked
3	Wrecked
4	Explosion
5	Explosion
6	Apocalyptic Explosion!

CATASTROPHIC DAMAGE RESULTS

Wrecked: The vehicle is destroyed. The model is left in place and will count as a wreck from now on.

Explosion: All models within 2D6" suffer a wound on a 4+. Saves apply as normal. Vehicles are unaffected. The Super-Heavy vehicle is removed from the table and replaced with a crater or area of rubble of a roughly appropriate size, if such a terrain piece is available.

Apocalyptic Explosion! All models within 3D6" suffer a Strength 9 AP 2 hit! Vehicles within range are hit on their side armour. The Super-Heavy vehicle is removed from the table, along with any removable terrain feature touched by the blast and replaced by a crater or area of rubble of an appropriate size, if such a terrain piece is available.

PSYCHIC POWERS

Because of their sheer size, large crews and multiple back-up systems, Super-Heavy vehicles are less susceptible to psychic powers. Just like Gargantuan Creatures, they are not affected by psychic powers (either friendly or enemy) with the exception of those that have attacks with a given Strength value, which affect them normally.

DAMAGE CONTROL

At the beginning of any of his turns, the controlling player may announce that a Super-Heavy vehicle is diverting all resources to damage control. This means that the vehicle is doing absolutely nothing for the duration of the turn (no moving, shooting or assaulting). This cannot be attempted by a Super-Heavy walker that is engaged in combat with another Super-Heavy walker or a Gargantuan Creature.

In return, the player immediately rolls a dice for each Structure Point the vehicle has left. For each result of a 5+, the player can repair one weapon that suffered a Weapon Destroyed result or repair a drive, cancelling the effect of the Drive Damaged result.

Note that this cannot be used to restore Void Shields (see page 96 of the Apocalypse rulebook), which are rolled for separately.

APPENDIX III: FLYERS

Flyers were introduced in Apocalypse because normal games of Warhammer 40,000 represent too small an area for these incredibly fast-moving units. Rather than dealing with high-level bombers that are flying way out of range of any weapon on the battlefield (such things are better represented by strategic assets), we decided to concentrate on attack craft that are employed in close support of friendly troops on the battlefield.

A flying model follows the normal rules for its unit type given in the *Warhammer 40,000* rulebook, with the following exceptions:

MOVEMENT

Flyers always begin the game in Strategic Reserve.

When the flyer arrives from Reserve, it can be placed anywhere on the table except on top of other models. It can be placed over any piece of terrain, but never counts as being inside it. Note that this is not a Deep Strike, and the model does not scatter.

In each of its subsequent Movement phases, the flyer can be placed anywhere on the table, facing any direction, but the new position must be more than 36" away from its former position.

A flyer may disengage instead of moving, and is removed from the table. It may return in any following turn, and is placed anywhere on the table. If, at the end of the game, the flyer has disengaged and is not on the table, it is not considered destroyed.

Flyers do not block movement for other models (unless using Hover mode).

FLYERS SHOOTING

Flying models always count as stationary for the purposes of firing their weapons. When hitting a non-flyer vehicle, flyers always attack the target's side armour, regardless of the relative positions (representing hits against the top armour of the target). When shooting at other flyers, armour aspects are used as normal.

When determining line of sight from flyers, always ignore all intervening terrain and models, as the flyer will be higher up than anything on the battlefield. The only exception is area terrain occupied by the target, which is not ignored.

SHOOTING AT FLYERS

When shooting at a flyer, all models need a 6 to score a hit, regardless of their Ballistic Skill. In addition, when measuring the range to a flyer, all weapons' maximum range are reduced by 12", to represent the elevation of the shot (this means that weapons with a maximum range of 12", such as pistols, cannot hit flyers).

Weapons using any teardrop-shaped template cannot hit flyers.

Weapons that do not roll to hit using Ballistic Skill (such as weapons which use blasts) cannot hit flyers, unless these weapons also have the anti-aircraft mount special rule (see the Special Rules section on page 96 of the *Apocalypse* rulebook for more details).

When shot at, flying vehicles follow the same rules as skimmers moving Flat Out and counts as Obscured (gaining a cover save of 4+) when fired at.

However, against flyers, Stunned results always count as Shaken, and if flyers are Immobilised, they are automatically destroyed.

A flyer that suffers a Destroyed result or worse (explosions, etc) is always removed from play and does not damage models on the ground.

When determining line of sight and cover to flyers, always ignore all intervening terrain and models as the flyer will be higher up than anything on the battlefield.

ASSAULTS

Flyers may never assault nor be assaulted.

VICTORY

Flyers never count as scoring units.

SUPER-HEAVY FLYING VEHICLES

Flyers that are Super-Heavy treat Driver Stunned results as Gun Crew Shaken, and Drive Damaged results as Chain Reaction. Super-Heavy flyers cannot use the Damage Control rule.

HOVER MODE

Some vehicles combine the features of a skimmer and a flyer, having the ability to land vertically, hover very close to the ground or fly at high speed and height. These extremely flexible vehicles have the Hover Mode special rule on their datasheet.

When you are about to move such a vehicle, you must decide to move it either as a skimmer or as a flyer for that turn. The model will follow all the rules for either flyers or skimmers (depending on how you chose to move it) until the beginning of your next turn. For example, if a vehicle moves as a skimmer that turn, transported troops can disembark normally, the vehicle may not execute a bombing run, and the vehicle counts as a scoring unit if it is the last turn of the game!

Vehicles with the Hover Mode special rule can start the game in Strategic Reserve or be set up normally as a skimmer during deployment. If kept in Strategic Reserve, when they become available they can choose to enter the game either moving as a flyer (appearing anywhere on the table) or as a skimmer (moving onto the table from the appropriate table edge).

FLYING TRANSPORTS

Models transported in a flyer may disembark only if they are jump infantry, in what is called a 'drop run'. This is worked out in the same way as a bombing run, but instead of dropping bombs, any number of transported jump infantry units may Deep Strike, choosing a target point anywhere along the bombing corridor (much in the same way as a bomb), and then rolling for scatter. Normally infantry may only embark or disembark from a flyer using the Hover Mode rule (see page 94 of the *Apocalypse* rulebook).

Needless to say, if a flying transport is destroyed, all transported troops are also destroyed!

BOMBING RUNS

In order to use a weapon with the Bomb special rule, a flyer must execute a special manoeuvre called a bombing run. The player must announce this when he moves the flyer. Flyers on a bombing run are always moved at the end of the Movement phase, so that their bombs hit the ground immediately at the beginning of the ensuing Shooting phase.

Leave a marker in the original position of the flyer and then move the flyer as normal.

Draw an imaginary line between the marker and the flyer's final position. This is the flyer's bombing run corridor.

At the beginning of the Shooting phase, pick any one point along the bombing corridor as the target point. If the flyer just entered the table, the target point can be anywhere on the table.

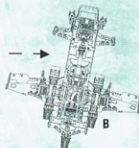
Place the Apocalyptic Barrage template (see page 97 of the *Apocalypse* rulebook) centred on the target point, and then resolve the hits as described in the appropriate model's datasheet.



A



The target can be anywhere along the line of the bombing run, maximising the potential targets.



B

BOMBING RUN – The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Apocalyptic Barrage template on the point shown. Finally, he rolls the appropriate number of dice to determine where each bomb hits the ground (as explained overleaf).

The flyer can end its move facing in any direction, and can go on to fire any other weapons.

INFERNO!

Some bombs are not designed for precision bombing, but saturate an area with incendiary liquids or lethal gases. If a weapon has the Inferno! special rule, it uses the Hellstorm template.

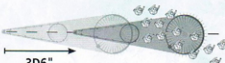
Execute a bombing run as described above and then place the Hellstorm template anywhere along the bombing corridor, with the large end towards the flyer (see diagram). The template is then moved 3D6" forward along the

bombing corridor towards the flyer. Once the template is in place, hits are determined as described in the flyer's datasheet (no cover saves apply).

If a model is a flyer with Hover Mode, it may only make a bombing run and use its bombs on a turn it moves as a flyer rather than as a skimmer (it needs the altitude to drop the bombs).



A



3D6"



B

INFERNO! – The flyer in the diagram moves from position A to position B at the end of the Movement phase. Immediately afterwards, at the start of the Shooting phase, the player places the Hellstorm template on the point shown. Then, they roll 3D6 and move the template that many inches towards its final position along the bombing corridor to determine where the template ends.

Remember that the template will be moved forward from its initial position, so you will have to judge carefully in order to cause a direct hit.

NEW BLAST MARKERS AND TEMPLATES

Apocalypse uses some new (and much bigger!) blast markers and templates, whose names and rules are presented here. Be aware that to save space in the datasheets, we normally do not use their full name, but instead refer to them (as well as to the normal Large Blast) with their size in inches. So, for example, the 'Massive Blast' is referred to as the 7" Blast, etc.

HELLSTORM TEMPLATE

Weapons with the Hellstorm template rule use the large teardrop-shaped template and the same rules as template weapons to determine which models are hit (no cover saves are allowed).

APOCALYPTIC BLAST MARKER

Weapons with the Apocalyptic Blast rule use a 10" diameter round blast marker and use the same rules as other blast weapons to determine which models are hit.

MASSIVE BLAST MARKER

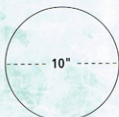
Weapons with the Massive Blast rule use a 7" diameter round blast marker and the same rules as other blast weapons to determine which models are hit.

APOCALYPTIC BARRAGE TEMPLATE

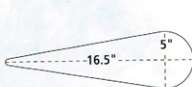
Weapons with the Apocalyptic Barrage rule use the special multiple blast template. To use this blast template, place it with its centre on an enemy model anywhere in line of sight of the weapon firing and then measure the range (if applicable). If the centre is in range, the weapon has hit and the barrage is left in place, otherwise it is removed. The player may rotate it around its centre to any final position he wishes. Once this is done, roll a number of dice equal to the number in the brackets and compare the results with the numbers on the template. Each dice result indicates which one of the round areas making up the template has been covered by the explosion. Models completely or partially under the area covered by an explosion are hit at full strength (much in the same way as template weapons, except that cover saves apply as normal). Resolve the explosion on each area in turn, in any order chosen by the firer.



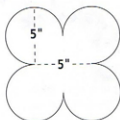
MASSIVE
BLAST MARKER



APOCALYPTIC
BLAST MARKER

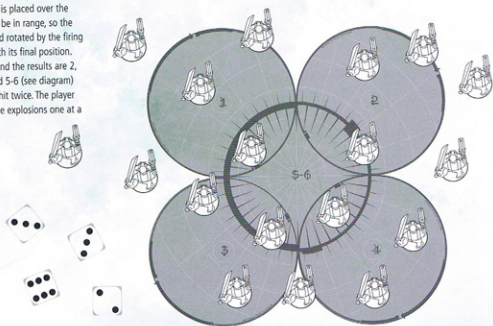


HELLSTORM
TEMPLATE



APOCALYPTIC
BARRAGE TEMPLATE

A weapon with Apocalyptic Barrage (4) is fired. The centre of the template is placed over the target model and found to be in range, so the template is left in place and rotated by the firing player until he is happy with its final position. Now four dice are rolled, and the results are 2, 3, 3 and 6. The areas 2 and 5-6 (see diagram) are hit once and area 3 is hit twice. The player resolves the effects of these explosions one at a time, in any order he likes.

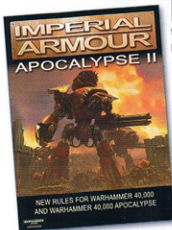


IMPERIAL ARMOUR

IMPERIAL ARMOUR – APOCALYPSE

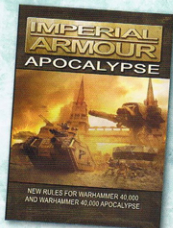
ADDITIONAL RULES FOR WARHAMMER 40,000 AND WARHAMMER 40,000 APOCALYPSE

Our Imperial Armour Apocalypse books collate and update rules to enable you to include all of your Forge World models in games of Warhammer 40,000 and Warhammer 40,000 Apocalypse. These books feature a plethora of datasheets for use in your games as well as lavish full colour photographs of the models themselves.

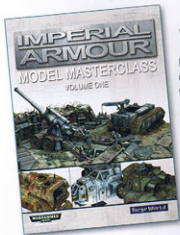


Imperial Armour Apocalypse covers war machines and monsters for all the armies, from the crushing power of Imperial Guard super-heavy tanks like the Shadowword, Macharius and Malcador, to the awesome power of the Chaos Warhound Titan and the mighty Daemon-Lords, as well as gargantuan Tyranid creatures like the Scythed Heirodule and Trygon, as well as many new battle formations such as the Eldar Guardian Serpent Rider Host, Winged Tyranid Swarm and Tau Pathfinder Search & Destroy Cadre to the Necron Undying Legion and Daemon Engine Coven.

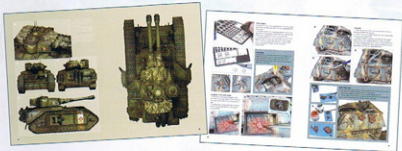
Imperial Armour Apocalypse II covers all of our latest models and releases, and features datasheets for the Imperial Guard, Chaos, Space Marines, Forces of the Imperium, Orks, Eldar and Tau, including the devastating power of the Reaver Battle Titan, the Greater Brass Scorpion and Valdor Tank Destroyer, as well as the arch-demon Aetaos'rau'keres and the advanced Tau XV-9 battlesuit. It also features numerous battle formations as well as updated rules, and new options and missions for your Apocalypse games.



IMPERIAL ARMOUR – MODEL MASTERCLASS VOLUME ONE



Whether you are building and painting a centrepiece model for your army or constructing a detailed diorama for display, this book is packed with innovative techniques for construction and painting to help you create stunning models. All the techniques are demonstrated in step-by-step detail in extensive construction and painting sections that range from painting tanks to constructing a diorama, to building wargaming scenery and terrain.



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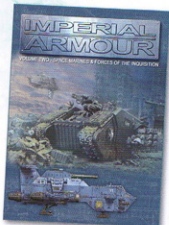
IMPERIAL ARMOUR

VOLUME TWO – SPACE MARINES & FORCES OF THE INQUISITION

This book provides detailed information on the war engines and weapons of the 41st Millennium. From Land Raider battle tanks, Rhino armoured personnel carriers and Whirlwind missile launchers, to Tarantula sentry guns, Dreadnought armour and Super-heavy aircraft, like the Thunderhawk gunship, this book describes them all in superb detail.

It contains information, in exacting detail, on 30 vehicles, weapons and aircraft with background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles in games of Warhammer 40,000.

Heavily illustrated with 100 colour and black & white pictures, 150 full-colour vehicle profiles, over 130 technical drawings, plus organisation charts, tactics and combat formations to add new depth and character to the Warhammer 40,000 universe.



VOLUME THREE – THE TAROS CAMPAIGN

When the Imperium discovers that the Planetary Governor of Taros has been illicitly trading with the alien Tau Empire, selling valuable mineral resources, the Imperium are forced to remove the traitor. The Tau respond in force, and the desert mining world of Taros plunges into war. This book details the history of that war, the units involved, the strategies employed and the battles won and lost.

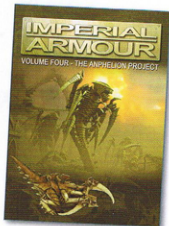
This 320 page hardback book provides information on Tau vehicles, aircraft, their allies and the Tau fleet. Also covered are new fighting machines of the Imperium. There is background, interior details, technical specifications, illustrations, colour schemes and rules for using all these vehicles and aircraft in games of Warhammer 40,000. Heavily illustrated with 120 colour and black and white pictures, 110 full-colour vehicle profiles, over 80 technical drawings, plus organisation charts, tactics and scenarios to add new depth to the Warhammer 40,000 universe.



VOLUME FOUR – THE ANPHELION PROJECT

When Ordo Xenos Inquisitor Solomon Lok receives orders to investigate the loss of astropathic communications from a moon in the Anphelion system, he begins a journey into darkness, horror and treachery. Assisted by Space Marines of the Red Scorpions Chapter, Elysian Drop Troops of Special Detachment D-99 and Cadian Guardsmen of 266th regiment, Lok's forces are faced by mist-enshrouded swamps and a deserted laboratory facility. They set about discovering the secrets within. Unknown to the Imperium's forces they are not alone. Soon Lok and his men encounter the horror of the laboratory's escaped subjects – the Tiranids. Amongst the ammonia-swamps of Beta Anphelion IV, and along the corridors of the Anphelion base, Lok must fight to recover the lab's secret data and escape before being overrun by the Tiranids lurking outside.

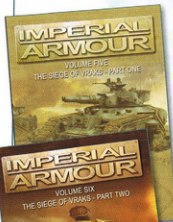
Inside this book you'll find information on new Tiranid creatures spawned by the Hive Mind. Also covered are new fighting machines of the Imperium. There is also an army list for the Elysian Drop Troop veterans of Detachment D-99, new background and rules for the Red Scorpions Space Marine Chapter and details of Inquisitor Lok and his retinue.



IMPERIAL ARMOUR – THE SIEGE OF VRAKS

The Siege of Vrats is an epic three volume Imperial Armour campaign detailing the brutal struggle to control the vital armoury world of Vrats. The nightmarish forces of Chaos descend on Vrats as it succumbs to treachery and heresy from within, and in response the Imperium seeks to crush the rebellion with the armoured fist of the Imperial Guard and the deadly Space Marines. But all is not as it seems and dark powers are moving in the shadows to decide the embattled world's destiny, and the fate of millions hangs in the balance.

Each volume of the Siege of Vrats is a lavishly illustrated colour hardback filled with technical drawings, colour vehicle profiles, organisation charts, army listings and scenarios and extensive background stories detailing the course of this devastating war, and adds fantastic new depth to the universe of Warhammer 40,000.



VOLUME 5 THE SIEGE OF VRAKS PART 1

Once an impregnable fortress, the Citadel of Vrats has fallen into the hands of the renegade forces of Apostate Cardinal Xaphan and the Death Korps of Krieg and Dark Angels lay bloody siege to the traitor forces. This volume includes army lists for the Death Korps of Krieg Siege Regiment and the Vratsian Renegades, and a large campaign poster map.

VOLUME 6 THE SIEGE OF VRAKS PART 2

The bitter fighting for Vrats rages on and ever more armies are pulled into its whirlpool of destruction as the Chaos Space Marines descend on Vrats in relentless fury. This volume includes the Servants of Slaughter army list, the rules for the mighty Reaver Titan, the Red Scorpions Space Marines and more, along with a large campaign poster map.

VOLUME 7 THE SIEGE OF VRAKS PART 3

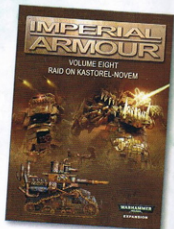
The third and final volume of the trilogy depicts the climatic conflict of the Siege of Vrats as daemons stalk the ravaged world and the forces of the Inquisition are called in to do battle against them. This volume includes army lists for the Krieg Armoured Battle Group and the Heretics and Renegades of Nurgle, as well as rules for the Chaos Reaver, new daemons, tanks and armoured vehicles as well as new Apocalypse formations and a large colour poster.



VOLUME EIGHT – RAID ON KASTOREL NOVEN

Waaagh! Garaghak is cutting a murderous swathe across the Forsarr Sector and one by one Imperial worlds topple before the might of the Ork onslaught. But the mysterious Raven Guard Chapter have uncovered the secret of the greenskin's power, the insane genius of a single Ork; Mek Boss Buzzgob ensconced on the conquered Imperial refinery world of Kastorel-Novem, deep behind enemy lines where his factories churn out endless war machines for the greenskin cause. The plan is hatched for a desperate and deadly raid by the Raven Guard and their allies from the Elysian drop-regiments of the Imperial Guard. Can Shadow-Captain Korvydae and his forces find and kill Buzzgob in time, or will the savage Orks claim all their lives?

This 224 book lavishly illustrates the Forsarr conflict, with full background and rules for a host of Ork war machines from the Wartrakks to Kill Krushas to Mega Dreads as well as Ork clans and the Raven Guard and Elysians. It also contains an Ork Dread Mob army list and an Elysian Drop Regiment army list, (including rules for the Tauros rapid assault vehicle and Valkyrie Sky Talon), new Apocalypse formations, a Kustom Stompa builder and more. Also featured in this book is a large Ork poster featuring artwork by Paul Bonner.

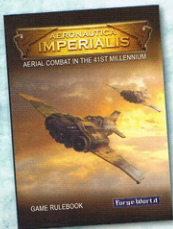


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AERONAUTICA IMPERIALIS™

THE GAME OF AERIAL COMBAT IN THE 41st MILLENNIUM



In the dark future of the 41st Millennium, Mankind must fight for survival in a hostile galaxy full of dangerous alien threats. The galaxy-spanning Imperium of Man is the greatest empire in human history, but it must battle for its very existence. Wars rage across every planet in the Imperium, by land and now – in the skies, as the Imperial Navy, the Aeronautica Imperialis, joins the battle for Mankind's survival.

Aeronautica Imperialis is a tabletop wargame for two or more players where you command the aircraft of the Imperial Navy or one of its many alien enemies. This book provides you with all the rules you need to play, and guides you through collecting and painting your own squadrons of Forge World miniatures.

TACTICA AERONAUTICA A SUPPLEMENT FOR AERONAUTICA IMPERIALIS

Inside you'll find new and expanded rules for Aeronautica Imperialis, including aircraft upgrades for all races, expanded squadron lists and guidance for designing and building ground installations.

Detailed background and colour profiles are provided for seven new aircraft. You'll find the Imperium's Marauder Colossus and Marauder Vigilant, brutal Ork Bombers and Blasta Bombers, Tau Empire Remora drone fighters and the Tigershark AX-2-2, and the huge and powerful Chaos Harbinger heavy bomber.

Details of the Typha-IV campaign are provided, including background, a campaign system and historical scenarios. You'll also find hobby articles, a battle report, rules questions and answers, tactics articles and designer's notes.



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IMPERIAL ARMOUR

VOLUME NINE

THE BADAB WAR – PART ONE

Civil war wracks the Imperium and the Maelstrom Zone is steeped in blood as the pride and ambition of one man, Lugft Huron, Master of the Astral Claws Space Marines and self-styled Tyrant of Badab, turns brother against brother in deadly conflict.

The year is 903.M41 and Lugft Huron declares the secession of his domains from the Imperium, taking with him four entire Chapters of the Adeptus Astartes into rebellion. The scene is set for an epic clash of arms between Space Marines, loyal and secessionist, that will see armies crushed, fleets shattered and entire worlds reduced to lifeless cinders in one of the most dangerous internecine conflicts the Imperium has known in a thousand years.

History will call Lugft Huron a madman and a traitor, and condemn him as a pawn of Chaos or an alien puppet, but history is written by the victors, and in the grim darkness of the far future, the truth is seldom so simple...

Inside this book, the first volume in Forge World's two-part exploration of the infamous Badab War, you will find for the first time a detailed account of the shadowed origins and savage birth of the Badab War and uncover terrible secrets hidden by the Inquisition about the mighty Tyrant of Badab and his Chapter. You will also find information on the malevolent Warp-storm of the Maelstrom itself, as well as the dangerous and forlorn worlds of the Maelstrom Zone that border it.

Also detailed are full histories and dispositions of the nine Space Marine Chapters who played the most significant part in the Badab War's early stages: The Astral Claws, Fire Hawks, Marines Errant, Red Scorpions, Raptors, Novamarines, Fire Angels, Howling Griffons and Lamenters, each Chapter illustrated with extensive colour profiles.

This volume also contains a complete army list, The Tyrant's Legion, representing those forces who defended Huron's conquered realms from the Imperium's wrath, and a purpose-designed Badab War campaign system for you to fight your own Badab War in exciting games of Warhammer 40,000. Also included are five unique campaign missions and a special Boarding Assault mini-expansion for Warhammer 40,000, allowing you to fight brutal ship-to-ship combats on the tabletop. This book also contains three new Apocalypse formations and twelve new special characters representing mighty warriors from the Space Marine Chapters featured in this book, as well as 15 colour pictures, 120 full colour Space Marine and vehicles profiles and 10 detailed colour space maps, all adding fantastic new depth to the Warhammer 40,000 universe.

Also included in this book is a large double sided poster featuring a map of the Maelstrom Zone.

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