

NIRVANA, OF DREAMS AND NIGHTMARES

Nirvana is the home world and Chapter Planet of the Dark Crusaders. The entire planet is literally imbued with incredible amounts of psychic energy, and this has had many effects on both its inhabitants and the planet itself.

The inhabitants of Nirvana have, over the years, developed far more psykers than five normal Imperial worlds combined. Every year millions of psykers are born, but less than a hundred of these will be inducted into the ranks of the Dark Crusaders. The other millions will either stay on Nirvana and use their talents to earn a living, or leave the planet and find work in Imperial Guard regiments or Planetary Defence Forces. For those who are accepted into the Dark Crusaders they will become Psychic Wardens and eventually work their way up to the Librarium.

The planet itself is affected in far more complex ways. Nirvana follows a 360-year cycle where it will travel around the galaxy, thus making it incredibly difficult to track if one does not know the movements involved in the cycle. It will travel from within a few light-years of Cadia to being a part of the solar system of Terra. The latter, though, only happens for a few milliseconds and so will only leave the inhabitants confused about what just happened. This cycle is the sole reason the planet has not been bombarded with an Exterminatus, as the Inquisition simply cannot find it.

The planet also harbours every conceivable type of environment in a seemingly patchwork order. Deserts lie right next to lush rainforests and deathworld-style areas. This is also as a result of psychic energy. As such, cities are diverse and it is almost impossible to become bored with the geography of Nirvana – although they long ago gave up trying to teach it in schools as a subject. Now, they look at the geography of only their region.

With so much psychic energy upon the planet, it is impossible that there will not be daemonic incursions. Thus the Chaos Warders always keep some of their number upon the planet in case the denizens of the Warp do attack, although the planet has an incredible number of defences against these incursions in place that the attacks are few and far between. Only once has a major incursion ever occurred, and that was led by the Daemon Primarch Angron. Although the daemons were beaten back, an entire district of Nirvana was completely scoured of all life to weaken Angron enough for the Chapter Master Galandros to banish him. Galandros was killed in the final epic confrontation, but without the Daemon Primarch to hold the wards at bay the lesser daemons were utterly destroyed in a matter of milliseconds as all the energy that had been stored was released – and directed at them.

This confrontation occurred nearly two hundred years ago, and since Galandros' death Isaiah Eden has commanded the Dark Crusaders. Nirvana has been prosperous since then, its citizens among the happiest in the Imperium. The last daemonic incursion was eleven years ago.

Nirvana's capital city is Revilus, home of the gargantuan fortress-monastery of the Dark Crusaders. It is a sprawling metropolis of which over the fortress-monastery looms, bristling with armaments and cannon. It can scourge any territory on Nirvana, turning it into a lifeless husk with continual pounding of psyblasts and the fury of a small Exterminatus. These armaments are a sure-fire defence against all invaders, mortal, immortal or daemon. Although most of Nirvana has at one point or another been contested the fortress-monastery has never come even close to being destroyed or seized.

ORIGINS OF THE DARK CRUSADERS

The Dark Crusaders were created along with the rest of the Space Marine legions. Their Primarch, Genesiah, was sent to Nirvana and landed amidst a battleground. At that time, Nirvana was a war-torn hellhole, with different tribes led by shamans battling for dominance. The shaman-lord Vasiil adopted the young Primarch and took him as part of the tribe.

Vasiil was the leader of a very large and powerful tribe, and he raised Genesiah in the arts of war. From a very early age, the Primarch demonstrated incredibly psychic potency and at the age of nine he could do more with his mind than all of the tribe's psykers combined. Vasiil began to feel threatened by Genesiah and so removed him from the tribe.

So began the Primarch's crusade to unite all the tribes of Nirvana. By trickery, intimidation, domination or duels, in twenty years he had control of all Nirvana. His physical form was far more powerful than the other residents and his mental power was unlimited. He was the uncontested master, and to celebrate his triumph Genesiah ordered a massive fortress to be built. This fortress would be not only a symbol of the unity of Nirvana, but a focal point for psychic energy, as it was located upon a nexus of psychic lines that crisscrossed Nirvana. It was to be the greatest fortress that had ever been created upon the whole planet.

Genesiah then set about advancing technologies. When the Emperor arrived, almost immediately after Vulkan had been found, he discovered a planet that had gone from waging war with crude rifles, tanks and uncontrollable psychic powers to a civilisation to rival that of Terra. Demanding to see the one who had caused this rapid technological advancement, the Emperor was taken immediately to Genesiah, who almost immediately recognised the Emperor for who he was. The Primarch, however, acted as though he was ignorant of the Emperor's true identity. Genesiah used his wit to avoid answering the Emperor's questions, until the Lord of the Imperium eventually got fed up with the doublespeak and said, "Are you going to come with me on the Great Crusade, or not?"

To that, Genesiah replied, "Of course."

Genesiah was given command of the second legion, which he christened the Dark Crusaders in honour of his pilgrimage across Nirvana. He then interred the ancient Vasiil as regent of Nirvana and left with the Emperor for Terra.

All reports indicate that Genesiah showed a fierce rivalry with Magnus the Red, Primarch of the Thousand Sons legion. They both had powerful psychic ability, and though Magnus' was greater, Genesiah was a far more adept physical warrior. Despite this rivalry, Genesiah was one of the Emperor's favourites, although he was treated with some suspicion by the citizens of the Imperium.

Their suspicion was well founded. Unbeknownst to even the Emperor, Genesiah was experimenting with his Chapter's gene-seed. The reason for this was that unlike the other Primarchs Genesiah was nothing like his legion. His time on Nirvana had resulted in him bearing a small incident of what is now known as the Darkened syndrome. When his laboratory was discovered by Horus, Genesiah realised he had to detach himself from the Imperium and flee. This he did, taking his Legion and laboratory with him. It is said that these experiments have allowed the creation of female Space Marines within their ranks.

Nirvana proved to be the ultimate stronghold for the fugitives, its 360-year cycle enabling the Dark Crusaders to evade

capture. Over the years, though, their numbers diminished greatly until by the end of the Horus Heresy they numbered only one and a half thousand – less than a fifth of what they once were. Genesiah was dead, him and his honour guard ambushed while on Cadia by the forces of the Black Legion. It took ten Sorcerors, a Chaos Lord and nearly fifty Chaos Marines to end the Primarch, of which only the Lord and less than ten Chaos Marines survived to tell the tale.

This marked the beginning of the war between the Dark Crusaders and most of the galaxy. Hunted by the Inquisition, Captain Antaron took over command, reforging the Dark Crusaders as a Chapter in an ironic mockery of the Codex Astartes and what it stood for. Since then, the Dark Crusaders have fought a running battle against both the enemies of the Imperium and those who would purge them.

They cannot keep running forever though, and someday, be it this millennium or in five, Nirvana will be attacked with a full-scale Inquisitorial invasion, and the Dark Crusaders will be utterly wiped out. On that day, a legend will be lost.

GENESIAH'S LEGACY

When Genesiah died at the close of M31, Captain Antaron became the first Chapter Master of the Dark Crusaders. He commanded the Chapter for over six hundred years, when his body was ravaged by an Ork horde and he was interred into a Dreadnought. He then gave the mantle of Chapter Master to the Captain of the 1st Company, Alessandro Cortini. The second Chapter Master led a series of raids into the Eye of Terror itself, seeking to claim the head of Abaddon and redeem the Chapter. These raids ultimately failed, and Cortini was reported killed by Huron Blackheart. The third Chapter Master was Lord Suphais, who engineered a furious counterattack against the Inquisition, crippling many of their forces. One night, during mid-M32, he simply disappeared, and no word has since been heard of him, though a comet was seen flashing through the sky that night.

Suphais was succeeded by the first Galandros, a legendary figure who commanded the Chapter for nearly one and a half thousand years. Fifteen Chaos-controlled planets were purged of all life in his crusade. He was the first Marine in Dark Crusaders Chapter Command to be captured by the Inquisitor, but he killed himself before he could be interrogated.

At the beginning of M34, the Chapter was commanded by Asen Suthanon, who ordered the creation of the legendary force axe Revelations and the combi-flamer Judgements, which are still borne by the Chapter Master to this day. After Asen's death the records are lost until M40, when the Dark Crusader's war with the Inquisition reached a brutal campaign spanning across half the galaxy. Within less than a thousand years, no less than fourteen Chapter Masters lived and died until suddenly Antaron rose from his slumber in Nirvana's catacombs, where he had been sleeping since the disappearance of Suphais. Antaron took command of the Dark Crusaders and used his formidable psychic might to defeat the Inquisitors responsible. With their deaths, he returned to slumber and ceded the rank of Chapter Master to the second Galandros.

Galandros died in the seventh century if M41, killed by Angron. Isaiah Eden then took command of the Chapter, and it was obvious in the first few years that he was a military genius to rival that of the Primarch Genesiah himself. When Antaron recently re-awoke, all expected him to command the Chapter again but he left Isaiah as its master, stating that Isaiah was a far more adept Chapter Master than he had ever been. Although a lesser warrior, Isaiah was incredibly adept at the administrations required, and so to this day Nirvana has prospered and flourished, still breathing after 10000 years.

CHAPTER ORGANISATION

Chapter Command

Grand Master Isaiah Eden
10 Honour Guard
3 Heroic Psykers
1 Heroic Veteran
7 Councillors
Venerable Brother Antarion

The Reclusium

Master of Sanctity Isaiah Eden
8 Reclusiarchs
30 Chaplains
4 Scholarchs

The Librarium

Astus Callidex
11 Epistolaries
24 Codicers
30 Lexicaniums
8 Acolytum

The Apothecarium

Lord Apothecary Talhedron
14 Apothecaries

The Armoury

50 Psy-Constructors
5 Condemner Pattern
Psytanks
9 Land Raiders
20 Predators
6 Vindicators
40 Banescythes & variants

The Fleet

1 Emperor-Class battleship
(*Dawnshadow*)
2 Battle-barges
3 Strike Cruisers
11 Thunderhawks
7 Rapid Strike Vessels

1st Company

Captain Ashaya Veridas
40 Terminators
17 Avenger Terminators
30 Darkblade Veterans
15 Psyflame Veterans
15 Steelstorm Veterans
15 Wrathguard Veterans

2nd Company

Captain Charin Ezekius
60 Tactical Marines
20 Assault Marines
20 Devastator Marines
50 Psychic Wardens
5 Dreadnoughts

3rd Company

Captain Kharus Dominon
60 Tactical Marines
30 Assault Marines
30 Devastator Marines
4 Dreadnoughts

4th Company

Captain Shalia Reth
60 Tactical Marines
30 Assault Marines
30 Devastator Marines
6 Dreadnoughts

5th Company

Shar'Khar the Scarred
76 Darkened
30 Darkened Hungerers

6th Company

Lord Vayellith
100 Chaos Warders

7th Company

Captain Saurial Geherras
100 Tactical Marines
1 Dreadnought

8th Company

Captain Kalain Irascus
100 Assault Marines
4 Dreadnoughts

9th Company

Captain Selena d'Argent
100 Devastator Marines
3 Dreadnoughts

10th Company

Lord Syrannon
150 Neophytes
17 Castellans

Psychic Orders

30 Mind Bleeders
30 Night Binders
20 Blood Magi
10 Shadow-Shaman

Stormriders

40 Stormriders
5 Harbingers
10 Psy-constructors

The Dark Crusaders have never followed the traditional organisation of the Codex Astartes, although they have divided into ten companies, each containing ten squads of ten Marines. Each squad is led by a Sergeant, many of who have powerful psychic abilities. The Sergeants lead the squad in battle, keeping them in order and inspiring them to greater feats of heroism.

The first of these companies is the Veteran Company – commanded by the genius but arrogant Ashaya Veridas, they are the most formidable fighting force in the entire Chapter.

The Second Company is led by Charin Ezekius, and it is the most psyker-heavy of all the Companies, as it contains the Psychic Wardens as well as more psyker sergeants than any other company.

The third company is one similar to the Second and Fourth companies but has almost unlimited access to armoured support. Its Captain, Kharus Dominon, is the Master of the Armoury and is in himself a deadly combatant.

The Fourth Company was recently crippled by the Dark Eldar and as such has the most Dreadnoughts of any company. Its Captain, Shalia Reth, has taken her company on a personal vendetta against all Dark Eldar and has ordered her company to specialise in anti-aircraft weapons.

The Fifth Company is the main divergence from Codex Astartes. Commonly referred to as a 'shadow company', the Fifth Company contains only those who have fallen to the Darkened Syndrome and ascended to darkness. Shar'Khar the Scarred is the de-facto leader of the fifth company as he is by far the most powerful Darkened every to set foot in the galaxy.

The Sixth Company is another shadow company, but instead of Darkened it contains the order of Chaos Warders and their master, Lord Vayellith. This mysterious order stands at an eternal vigilance from Chaos threats, and react with swift, decisive and terrifying force when daemonic powers show their hand. No sector, no planet in the galaxy is safe from their eyes. They are always watching.

The Seventh, Eighth and Ninth Companies are the reserve companies. They contain a hundred Tactical Marines, a hundred Assault Marines and a hundred Devastator Marines, respectively. They are rarely fielded as a complete force, rather they will complement one of the other companies on the field of battle. On the occasion that they do fight as a whole company, it will be a crushing onslaught of close-range firepower, assault forces or long-range destruction.

The Tenth Company is the Neophyte Company. Instead of fielding Scouts, the Dark Crusaders considers their recruits better suited for a more close range role, instead of a scouting or sniper role. Neophytes are already Space Marines in body, and their time in the Tenth Company is learning to adjust to their new bodies. It will be at least four years before a Neophyte is inducted into one of the other companies, but they are a patient lot.

Note: If you want to make rules for any of the Captains or other important figures in the Chapter that are not already represented here, then bear in mind their personal traits or strategies. For example, Shalia Reth would probably have Preferred Enemy: Dark Eldar, to represent her vendetta against them for what they did to her and her Company.

Also remember if making rules for characters that many of them are psykers, and that just because most of your force is based around a single company, there is no reason you can't include Darkened or the like, as specialised units are often fielded as shock troops or in support roles, sent to assist their normal brethren.

DARK CRUSADERS HONOUR BADGES

The Dark Crusaders value both individual heroism and excellent teamwork when giving out honour badges to those who have deserved them. While awards are not given out as freely as within chapters like the Ultramarines and Imperial Fists, this only serves to make the awards given mean even more to the recipients.

The honours and awards given to the Dark Crusaders are:

The Black Crucifix: This award is the greatest that can be given to a Dark Crusader, and only the most heroic, genius, mighty and adaptable warriors will receive one.

The Black Crucifix is awarded to a Marine who was the only survivor of his squad, and finished his mission while on his own. Although they may be the only survivor, often the recipient will have rallied the few Dark Crusaders who survived and led them to victory.

The Black Crucifix is an almost instantaneous offering to join the First Company, and is required to become an Avenger Terminator.

Anointed Blade: An Anointed Blade is a weapon bathed in the blood of enemy psykers. It is given to a Sergeant who has led his squad to over fifty battles without a single casualty. This award is presented to the entire squad, and the Sergeant will carry it to every battle. It symbolises endurance and with the conclusion of every victory the bearer of an Anointed Blade will soak it in the blood of the enemy commanders.

Veteran's Hood: Given to each Marine when they reach the 1st company, the bearer of a Hood is assured a place in the Chapter's Hall of Heroes.

BATTLES OF THE DARK CRUSADERS

Throughout the history of the Chapter it has been that the Dark Crusaders have always been at war with some foe or another, be it daemonic forces, Orks, Tyranids, Eldar or the Inquisition itself. Although many great battles have been fought over their 10000 year history, only the greatest are stored in the fabled Hall of Heroes itself. Massive marble statues on enormous plinths decorate the hall, all magnificent but overshadowed by the monolithic portrayal of the divine Primarch Genesiah. This Hall is a library of epic deeds and continuing sagas. Contained are the life stories of the Chapter Masters, and in the largest shelf is the hundred-tome saga of Genesiah and his life.

The battles that are stored in the Hall are among the greatest that have ever been fought in the entirety of the Imperium.

THE SHARD OF CHAOS UNLEASHED

When word of the Shard of Chaos Unleashed first reached the ears of Captain Ashaya Veridas of the 1st Company she was decisive in her reaction. The Shard was a powerful weapon for Chaos, and since only the Dark Crusaders knew of it then they must be the ones to destroy it. Ashaya gathered her company and set off on a mission to bring about the destruction of a most powerful Chaotic artefact.

The Shard itself had a long story. Abaddon had created it out of the Spirit Stone of an Eldar Farseer with the help of Slaanesh, and it had later been stolen by a Chaos Sorcerer, who was betrayed by his daemonic minions, who took it and were then themselves banished and the Shard taken from them by the Alpha Legion. It was now in the possession of the Chaos Lord Albarach the Reviled, whose fleet was going back to the Eye of Terror after a short but violent assault on Imperial space.

Ashaya was about to intercept the Chaos fleet when an Eldar strike force materialised in the midst of the fleet and stole the Shard. Utterly furious, Ashaya consulted chapter records and determined that Alaitoc was the Craftworld responsible for the theft. Using powerful psychic navigations she located the elusive Eldar Craftworld and assaulted it, striking swiftly to the Dome of Crystal Seers, confronting the Farseer responsible for the theft. This was no full-scale invasion, though; the Dark Crusaders did not have the numbers for a long and drawn-out battle of attrition and were here for one purpose and one purpose only.

Before the defences of the Craftworld was fully mobilised, the Dark Crusaders had invaded the Dome of Crystal Seers. While Ashaya duelled with the Farseer, though, Albarach's Sorcerers stole the Shard as the Captain struck the killing blow.

Although the Dark Crusaders and the Eldar were wary of each other, they realised that they had a common enemy and struck an uneasy alliance to go after the Shard. Both sides realised that only one could come away with the Shard.

The alliance met Chaos above the skies of Tartarus and a massive space fight broke out between the two sides. Though they fought with the fury of a beast unleashed, the Chaos fleet was outnumbered and was soon blown down to the planet's surface.

The Dark Crusaders wasted no time in turning on their allies, most of the Eldar fleet torn apart by psyflame and the rest sent

running back to Alaitoc. Free of opposition, the 1st Company made planet fall to claim the Shard and take it with them.

THE END IS STILL FAR AWAY

Upon landing on Tartarus, Ashaya immediately noticed that the Chaos ship's crash landings had opened rifts into the Warp, and that daemons of all sorts were pouring in. She set a defensive perimeter of Veterans and Chaos Warders while she and her Avenger Terminator bodyguard searched the Chaos flagship for the Shard. Elusive as it was, Ashaya found it in the hand of the dead Chaos Lord. The search was over... or so it seemed.

Many of the Dark Crusaders are psykers, and the Shard was an incredibly powerful artefact, so it was almost inevitable that they should attract the attention of the Tyranids and Hive Fleet Leviathan. Worse than that, Necrons had begun awakening underneath Tartarus and as the first Warriors emerged Ashaya decided it was time to retreat.

The Dark Crusaders fled Tartarus, closely followed by the Necrons and Tyranid bio-ships. Ashaya led her pursuers in a chase through the Warp and realspace in an effort to lose them, but to no avail. The Tyranids virtually ignored the Necrons in their efforts to reach Nirvana's scions, and the metallic warriors were more concerned with those who had interloped upon their ravaged homeworld. Worse still, vengeful Eldar from Alaitoc and Ulthwé had materialised from the webway and were now in hot pursuit. Seeing that there was no way they could lose their tail, Ashaya ordered a warning sent to Nirvana and instructed her crew to make haste for the planet.

THE BATTLE FOR NIRVANA

Mere hours before the relative safety of Nirvana was reached, a massive Chaos armada materialised in the midst of Ashaya's fleet. Avoidance manoeuvres were made but the warp-spawned renegades had already destroyed one of the captain's ships and another three were damaged. Ordering her flagging convoy to one final effort, the Dark Crusaders put on a burst of speed and reached Nirvana.

The Chaos fleet struck minutes later. They did not know this planet, but to them it was just another to be destroyed for the glory of the Chaos Gods. Fire from their weapons ripped through Nirvana and was answered by a returning fusillade of psychic energy from the orbital defence systems. Dozens of Chaos ships burnt in the fury unleashed but there were more to fill out the ranks. Hell Talons were released from the ships, and though most were utterly incinerated hundreds got through to strike at the planet itself.

The fourth company, under command of Shalia Reth, mobilised to deal with this threat. She set up her Devastator squads to target individual Hell Talons and wipe them out one at a time. For every one that the Dark Crusaders destroyed, two more took its place until it seemed like the 4th Company would be overrun. Suddenly, armoured support in the shape of all five of the Chapter's Condemner Pattern Psy tanks as well as the awe-inspiring Shadow Titan Ultima Umbrax appeared, the conscious tanks and Emperor Titan using psychic locators to determine where the Hell Talons would move and react accordingly. This new assault rapidly picked up the rate of Hell Talons being destroyed and within minutes the invading aircraft retreated.

Elsewhere, the battle was raging even more fiercely. Tyranid Mycetic Spores had landed in the midst of the prime orbital defence control spot, and thousands of Hormagaunts and Termagants were overrunning the base. Ashaya, ever amused by irony, had sent squadrons of Darkblade Veterans armed with Venom Flame Arcs – a flamer based upon Tyranid bio-weapons – to thin the forces that were attacking while Steelstorm Veterans mopped up what was left. More Mycetic Spores kept landing, though, and the 1st Company was in danger of being overrun.

From Revilus Fortress, Isaiah Eden directed the defences of the entire planet. Aware of the 1st Company's plight, he sent a Land Raider Redeemer and a Land Raider Crusader to assist them, and then called on the Chaos Warders to hunt down Chaos Sorcerers on the planet to stop them summoning daemons. Psychic Wardens, Psyflame Veterans and Mind Breakers were unleashed to use the Warp to combat the Necrons, while the entire 9th Company was sent to destroy a hidden webway portal the Eldar were deploying out of. His personal Honour Guard were split up to assist on different battle fronts and relay information back to the Chapter Master.

Venerable Brother Antarion then joined a part of the battle. The Necron Overlord and his Lychguard had emerged on the planet's surface and with the aid of Immortals and Doomsday Arks were tearing apart the 7th and 8th Companies, who had been kept in reserve. Antarion commanded another six Dreadnoughts and one Venerable Librarian to assist him in ensuring the survival of the reserves. The six Dreadnoughts used every tactic they knew and the Librarian every power he had learnt, but in truth it was Antarion who was responsible for the devastation wreaked upon the Necrons. With psychic might and righteous fury he pummeled the Lychguard into utter oblivion, and then crushed the Overlord's head in with his adamantium fist.

Despite these victories, the Dark Crusaders could not defend every area of the planet and over a third of it had already been lost. Thus it was that Isaiah directed a more localised defence and squad by squad, company by company the Dark Crusaders withdrew, making their foes pay for every step in blood. The Space Marines were outnumbered but still they fought, with fire in their hearts and fury in their veins.

Upon the armoury-city of Detestus the 4th Company was directed to stay and hold the line. Detestus was a vital location, and if it fell then the Dark Crusaders would lose much of their supplies and ammunition. Such it was that when the Chaos Marines came upon the city, they found a determined defence waiting for them. Cultists were thrown at the walls of the city, yet were killed in their thousands and driven back by disciplined bolter fire. Marauding Hell Talons were sent on bombing runs; they were all shot from the skies. It was then that the Chaos Marines themselves advanced with missile launcher and meltagun. The five Condemners pummeled the traitor Marines until the attackers had sustained such critical losses that they had to fall back.

When they had arrived at the webway portal, the 9th Company had found a crossfire of Rangers and Aspect Warriors ready to confront them. Fire Dragons had targeted and obliterated the Company's armoured support and the Marines were being torn apart by a furious hail of shurikens, deathspinners and needle rifles. Their cries for help were not answered quickly enough, and although they reaped a bloody toll the Company were wiped out to the man. In their final stand, their Devastator squads inflicted heavy damage to the webway portal. Although it was not destroyed, the Eldar reinforcements were coming in slower.

Captain Charin Ezekius of the 2nd Company had one of his precognisant visions in which a Tyranid assault would rain from the sky and land right inside Revilus. He called forth all the psykers in his company and led them in weaving a psychic ward around the fortress-monastery. When the Tyranids did send their Mycetic Spores down, the Hive Ships found that they had grievously miscalculated the co-ordinates and the Spores landed right in the midst of a Necron advance. The two xenos races opened fire upon each other and both forces were all but destroyed. Charin's wards had done their work.

The 1st Company had just vanquished their Tyranid foes and saw an opportunity to regain some ground that had been lost in the furious defence. Calling for the 8th Company to defend the relay, Ashaya mobilised her surviving forces and charged at the next Tyranid waves. In this force, though, there was a powerful Hive Tyrant. The Company's psychic powers were harder to control with the mighty synapse creature around, and it was a powerful combatant.

Ashaya noticed that the Company was being outflanked by another wave of Hormagaunts and Termagants. Leaving her Avenger Terminator bodyguard, the Captain retaliated at the head of the beast – the Hive Tyrant itself.

The two combatants fought with unmatched fury. The Hive Tyrant's four limbs struck with inhuman swiftness, but Ashaya was always elsewhere when the blows fell, her sword darting in and out, striking at the synapse monstrosity. The damage she dealt to it was superficial, though, and the captain of the 1st Company knew that she was losing the battle.

The end came when the Hive Tyrant was struck by a stray plasma bolt. Screeching in pain, the creature lashed out wildly, one of its scything talons impaling Ashaya and knocking her away. It seemed like the captain would meet her end there, but her Avenger bodyguards had finished with the Tyranid Warriors they had been battling and moved in to defend their mistress.

The Hive Tyrant was driven away by controlled storm bolter and assault cannon fire from the Avenger's guns as they evacuated their unconscious commander from the battlefield. Sensing that the battle was lost, the Avengers ordered a retreat. The crippled 1st Company withdrew back to the relay.

In the next hour, the relay itself fell.

The Darkened and Chapter Neophytes had struck out in an attempt to force the Necrons back, and were now locked in a vicious melee and firefight in which both sides took many casualties. Many of the Necrons that were knocked down got back up again and shot more volleys into the Dark Crusaders.

Shar'Khar the Scarred was the one who singled out the leaders of the Necrons and struck them down. The Necron Phaeron responded and the two heroes met in the centre of the battle in single combat. They both struck mighty blows that would have torn apart a normal warrior – but neither was a normal warrior.

The 7th Company had been deployed to assist the destroyed 9th Company, but instead found an Eldar advance force marching on them. The 3rd Company was holding the line at Tower Point, a vital strategic location that held the only safe pass through the Ice Mountains to Revilus. The two Companies attempted to stall the Eldar advance there, but the battle was hopeless. As the last tower fell, the two Companies fell back.

DELIVERANCE

Then, the skies split open to reveal a welcome sight. Not one but five Astartes Chapters had responded to an earlier sent distress signal and were dropping down in full force. The Ultramarines, Raven Guard, Blood Angels, White Scars and Crimson Fists Deep Struck in drop pods, turning the tide of battle once again.

Chaos forces had finally breached the walls of Detestus and the 4th Company was fighting a desperate battle to keep the traitors from the resources in the city. Then, in the space of a few heartbeats, Ultramarine Drop Pods landed and disgorged Tactical and Assault squads. Captain Cato Sicarius and the Master of Sanctity, Ortan Cassius, spearheaded an assault into the traitor's ranks and drove them back. Emboldened by this, the 4th Company counterattacked and soon Detestus was safely in the hands of the Dark Crusaders again.

The 7th and 3rd Companies, with the assistance of the Blood Angels, pushed back against the Eldar in an attempt to retake Tower Point. The two sides were evenly matched, but as the day finished, the White Scars outflanked the xenos force and drove them back.

As night fell, the fighting continued, raging harder than ever. Isaiah Eden rose from his throne, and declared an ultimatum: the battle had gone on long enough.

To the Eldar Farseer he sent a psychic message challenging her to single combat. The reply came soon after; they would meet at the fairly neutral ground of Tower Point.

The Farseer was an incredibly adept psyker, but she underestimated Isaiah's mental capabilities. From the start, the battle was one-sided in the favour of the Chapter Master and barely three minutes later the Eldar fell back, their leader slain and their forces demoralised. The 3rd and 7th Companies pressed their advantage and advanced with the White Scars at their side, the Blood Angels having moved on.

With the arrival of the Raven Guard to the battlefield, the melee was turning against the Necrons, who could not react quickly enough to the swift assaults of the Darkened and Raven Assault Squads. In a last-ditch effort, the Phaeron called in all his reinforcements. The single second it took for this to happen was enough for Shar'Khar to gain an advantage and decapitate his foe with a mighty strike. Without their leader, the Necron forces soon fell before the brutal close combat prowess of the Space Marines.

Isaiah had arrived at the scene of the pitched battle between the Dark Crusaders and the Tyranids. The Hive Tyrant and Chapter Master scanned and found each other. Recognition flared in their eyes and they moved to meet in single combat. Though weakened by the wounds it had sustained fighting Ashaya, the Hive Tyrant was a ferocious foe, but it had underestimated Isaiah's powers. The final blow came when the Hive Tyrant, three of its arms hacked off, collapsed. Isaiah placed his combi-flamer in its mouth, and fired both the flamer charge and a bolter round at the same time. The synapse beast's head exploded into fire, creating a synaptic feedback which sent the Tyranid horde running.

The only foes left now which provided any real opposition were the forces of Chaos. With much of the planet free of battle, most of the Chapter and their five allies battled outside Detestus with the Chaos Space Marines. The Imperial Fists siege skills proved invaluable in rebuilding the defences of the city as the armies clashed outside.

The war was won, not on the ground but in space. The Dark Crusaders Emperor-class battleship *Dawnshadow* sent a

massive Tyranid bio-ship crashing down to flatten half of the Chaos army. As this happened, the assault from the Space Marines on the ground intensified. The Chaos Lord was a victim of the crossfire, his body riddled with so many injuries it was impossible to tell which one was the killing blow.

Although their foes were vanquished, there was still much for the Dark Crusaders to do. As their allies departed, Isaiah Eden commanded Astus Callidex to wipe the memories of the five Chapters to prevent word of the event ever reaching the all-hearing ears of the Inquisition. As the Chapter Master's will was carried out, the dawn broke and the sun rose over Nirvana – the planet beaten but still alive.

SHALIA'S PERIL

Isaiah had a greater burden than most Chapter Masters, for he not only had to respond to the threats other Chapter Masters do but also to Inquisitorial attacks upon the Chapter's resources. Thus so, when the Inquisition was probing the space near where Nirvana was at the time, he reacted very quickly and dispatched Shalia Reth and half of her 4th Company to stop them.

If he had known what would have happened, he would have reacted with more force.

The operation itself was a complete success – the Inquisitorial base was annihilated and the Inquisitors and their minions killed. By chance, though, Shalia found her forces under attack by a swift assault from the evil Dark Eldar. The 4th Company fought heroically, but were overpowered by sheer weight of numbers and Shalia and many of her brethren were captured, the captain herself incapacitated by the Archon and taken back to Commorragh.

Word of this reached the ears of Isaiah Eden, who reacted with typical swift and decisive force. They would never see Shalia and half of the 4th Company again if they did not react, and to leave them in the hands of the xenos scum would be to give them a painful death. Such a thing could not be allowed – no, they must attempt to save the Marines that had been captured. Even if they were too late...

Though the warriors of the 4th Company had been sold to Commorragh's Wych Cults, Shalia herself had been presented as a tribute to the Supreme Overlord Asdrubael Vect. The Captain herself had no misgivings about her fate, but knew very well that escape was futile. She did not waste her time, though, for she had brought with her a homing beacon to assist Isaiah in the inevitable rescue attempt.

It would be months before the attack on Commorragh would be underway. Although the Chapter forces were mobilised they had no way of getting into the Dark City; thus Isaiah decided to watch and see when the next xenos raid would occur.

When it did happen, he was ready. With speed and precision, Isaiah shot through the portal while the raid was going on and following him on *Dawnshadow* were the three Strike Cruisers *Darkness*, *Flamebringer* and *Hand of Hatred*. This swift assault caught the guards of the webway portal completely by surprise and they were killed and the portal jammed open.

Isaiah had sent the entirety of the 1st, 2nd and 3rd Companies to rescue Shalia as well as Chaos Warders from the 6th Company. Shar'Khar the Scarred had decided to take some of his 5th Company with him, although for what purpose nobody knew. The force of nearly four hundred superhuman warriors struck with incredible speed towards Shalia's homing beacon signal. Vect, however, had other plans.

The Supreme Overlord had foreseen a rescue operation and had kept Shalia both far away from his citadel and under heavy guard. When *Hand of Hatred* first came into view it was pelleted with the assault of nearly a dozen Raider and Ravagers. Sustaining critical damage, the strike cruiser withdrew but *Darkness* and *Flamebringer* had also arrived. The two craft unleashed their full might onto the sleek xenos gunships, all but annihilating the xenos threat.

Meanwhile, *Dawnshadow* had come under heavy assault from what seemed like the entirety of the Black Heart Kabal's forces. Isaiah watched grimly as attacking Razorwings and Voidravens darted away from the returning fire and flew back in to strike again. Opportunity came with another vision, though; seeing that there would be a vicious assault to the rear of the ship Isaiah ordered the crew of *Dawnshadow* to turn the Emperor-class battleship around and scorch the area with broadside fire. The Ravagers and other Dark Eldar craft that had been massing there, unprepared for such a furious counterattack, were wiped out with only ash falling from the sky. This small victory did nothing to raise Isaiah's hopes, though, as the Chapter Master saw another threat rising: Asdrubael Vect had deigned to join the battle, tearing through the skies on the legendary Dais of Destruction. In despair, Isaiah saw focused lance fire disintegrate one of *Dawnshadow's* weapons systems. From upon the Dais, the voice of Asdrubael Vect found its way into the emperor-class battleship, challenging Isaiah to a duel. Not trusting the Archon, but seeing no other way out of the situation, he accepted, confident in his abilities to defeat Vect.

Meanwhile, *Flamebringer* and *Darkness* had found Shalia's prison and were working on freeing her. With most of the Dark Eldar forces occupied with holding off *Dawnshadow* they were free to operate without fear of any massed counterattack. Upon *Flamebringer* Captain Ashaya Veridas sent a message to the Chapter Master's battleship to tell Isaiah that they would be able to leave soon. To her dismay, she found that Isaiah had engaged in single combat with Vect. Leaving *Darkness* to finish freeing Shalia she took her strike cruiser to come to the aid of the Chapter Master.

The battle between Isaiah and Vect should have been one-sided in the way of the Space Marine, but the Supreme Overlord was much faster. If any of Isaiah's blows had landed Vect would have been rent into pieces, but the Dark Eldar nimbly evaded every blow struck at him, and though his returning strikes were individually less powerful Vect had already landed a dozen. The Chapter Master realised that he would have to resort to other measures to defeat the Black Heart archon. Scanning through his memory for information about Commorragh, an idea came to him.

Meanwhile, *Flamebringer* drew ever closer, the Space Marines upon it eager for vengeance and to shed xenos blood.

The battle between Isaiah and Vect was drawing to a close. First blood had gone to the Supreme Overlord, his sceptre piercing the Chapter Master's artificer armour and tearing open the forearm. Isaiah focused his mind, and drew upon his psychic powers to smite Vect, sending him flying.

That was not the ultimate objective, though. All over Commorragh, rifts were opening and daemons of Slaanesh were pouring through. Horrified, Vect retreated and ordered his Kabal to deal with the daemons and return for the Dark Crusaders later. At that precise moment, *Flamebringer* arrived and obliterated the nearest Ravager, further prompting to leave the area.

Now free to leave the Dark City, the two ships collected *Darkness* and the now-free Shalia and began an evacuation. Within minutes, the three ships had escaped from hellish Commorragh and returned to realspace, their objective complete. It would be years before the fourth company was back up to full strength, but the Dark Eldar would forever think twice about raiding the warriors of Nirvana ever again.

INQUISITOR'S VENGEANCE

When the Inquisition reacted to the destruction of their base of operations by the fourth company, they reacted with their full force and power. Foolishly convinced that there were daemons on Nirvana – a suspicion false in every way – they sent not only the Tallarn 67th Regiment but also a Brotherhood of Grey Knights. The Dark Crusaders were one of the few Chapters that knew about the existence of the Grey Knights, although this didn't make them any less apprehensive. Isaiah did not want to fight Imperial forces, knowing that to kill the Grey Knights would be to weaken the Imperium's defences against daemonic incursions, but seeing no way out of the situation without doing so. Thus it was that the Darkened were sent to combat the Grey Knights, Isaiah knowing that their very nature would render the Knight's psychic powers nigh on useless. To make sure of the outcome, the Chapter Master also sent Lord Vayellith and two squads of Chaos Warders, as well as keeping some forces in reserve.

Shar'Khar the Scarred intercepted the Inquisition and Imperial Guardsmen upon Miskal Prime. The Lord of Darkened knew that a battle in space would only go one way, and that was the way of the Inquisition. Thus, he coaxed them down into landing on the planet, where the battle would be a lot more even.

The Grey Knights and Tallarn 67th responded, the Imperial Guardsmen landing and preparing to establish an artillery line. They were not prepared for a hundred silent monstrosities leaping into their ranks and snapping necks, disembowelling bodies and mutilating the Guardsmen. Panicking, the Tallarn 67th began to fall back, and even the efforts of their Commissars could not stop them when Shar'Khar the Scarred grabbed the Imperial General and physically tore him limb from limb with his bare hands.

The Inquisitors then sent the Grey Knights down. Upon emerging from their Drop Pods, they found themselves beset by the Chaos Warders. The first wave was crippled, but the next was pouring in. The Brotherhood Champion moved to defeat Vayellith in single combat, confident in his abilities.

With astounding ease, the Master of the 6th Company crushed the Champion in a dazzling display of weapons skill. The remaining Grey Knights realised that to stay and fight would be suicide, the skill of the Chaos Warders so great that the Knights could not even land a blow. The Grey Knights, too, fell back.

Both Inquisitorial forces met in Miskal Prime's capital city. There they put up a valiant defence, but when Shar'Khar spearheaded an assault that breached the city walls and opened a path the outcome of the battle was no longer in question. Despite a last-ditch counterattack by the Grey Knights which would have crippled a normal Space Marine force, the Darkened merely shrugged off the wounds and fought on. With this, a general retreat from the planet was ordered and the Inquisitorial armada fled back to regroup and try to find another way to destroy the Dark Crusaders chapter.

Scions of the Emperor

The Dark Crusaders, although hated by the Inquisition, still serve the Emperor as best they are able. From Darkened and Chaos Warders to Veterans and Captains, they live to bring death to the foes of the Imperium.

Long kept a secret by the Inquisition, they have broken free of the propaganda, The time of the Dark Crusaders is now.

In this section you will find a complete list of rules for the Dark Crusaders army, from basic Tactical squads to Grand Master Isaiah Eden. In the second section, it describes all the powerful wargear that the Chapter uses.

An entry is divided into two parts itself— firstly, you will have the background of a unit. Then, you will have its statline and rules. Any non-unique wargear and special rules are detailed elsewhere.

And They Shall Know No Fear

Dark Crusaders automatically pass tests to regroup, and may take such tests even if the squad has been reduced to less than half strength by casualties, though all other criteria apply. Usually troops that regroup cannot move normally and count as moving whether they do or not, but these restrictions do not apply to models subject to this special rule. If Dark Crusaders are caught in a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the No Retreat! rule in this round of close combat and might therefore suffer additional casualties.

Crusade

Dark Crusaders, empowered by chants and the blood of their enemies, gain momentum as the battle continues.

Units with this special rule that wipe out an enemy unit will give the army a Crusade point. Once the army gets 6 Crusade points give every unit in your army the first bonus on the table below. When the army gets 7 Crusade points, apply the second, 8 Crusade points, the third, 9 Crusade points, the fourth, and on 10 Crusade points your units will have all bonuses

1. The unit gains +1” of movement.
2. The unit gains +1 Attacks.
3. The unit gains the Fleet universal special rule.
4. The unit gains the Counterattack universal special rule.
5. The unit gains the Fearless universal special rule.

Forsaken

Forsaken units may never benefit from the effects of Crusade, or generate Crusade points. However, as Forsaken units are an anathema to gods and divine beings, at the start of the game choose one of these bonuses for the unit to have:

- A 6+ Invulnerable save.
- A 3+ Invulnerable save against psykers and psychic powers.
- Preferred Enemy against psykers or daemons.

Combat Squads

A number of ten-man units in the Space Marines army have the option of breaking down into two five-man units, called combat squads. The decision to split the unit into combat squads, as well as which models go into each combat squad, must be made when the unit is deployed. Both combat squads can be deployed in separate locations. The one exception to this is a unit that arrives by Drop Pod. The player can choose to split such a unit into combat squads when it disembarks from the Drop Pod.

If you decide to split a unit into combat squads, then each combat squad is treated as a separate unit for all game purposes from that point.

Avenger Terminators

Avenger Terminators are, simply put, the most powerful fighting unit the Dark Crusaders can muster. The elite of the elite 1st Company, it is nigh on impossible to stop a squad of Avengers as they stride effortlessly around the battlefield, gunning down all enemies foolish enough to cross their path. The mere presence of an Avenger squad can turn the tide of a Battle, as the Dark Crusaders rally under the inspiring presence of their Avenger battle-brothers.

The Avengers are revered by even the rest of the 1st Company. To become an Avenger, one needs to have fought in Terminator armour for at least 50 years, as well as have received the Black Crucifix Honour. As such, most Avengers are very old and there have never been more than 20 at one time. They are utterly devoted to their Captain Ashaya, and often follow her as a retinue. Such loyalty and devotion has earned them the undying respect of many other Space Marine chapters—even the Inquisitors have to admit that the Avengers would not possibly conceive to betray their Commander unless he or she turned to a heretic.

The armaments of Avenger Terminators are a mix of those from Assault and Tactical Terminator squads. As such, they are a very flexible fighting force, but completely unable to be expended.

If an eligible Terminator is chosen to be tested as an Avenger, he must then complete the Ten Trials. The Trials together form a long quest which takes a hundred years to complete. Firstly, the would-be Avenger must venture into the Eye of Terror and steal a powerful Chaos artifact. They must then purify it by submersing it in the golden waters at Nirvana's core. The aspirant then has to venture around the galaxy and collect 150 spirit stones from Eldar psykers that have been defeated by the aspirant in psychic combat. These spirit stones will be used in conjunction with the Chaos artifact to open a Daemon portal and defend themselves from the assaults of daemons for a night and a day. When this time is up, for the fifth trial they must go through the portal and destroy the daemon fortress on the

other side. The daemon portal will be closed and the aspirant must then seek his way back to Nirvana on the sixth quest, and when he returns the aspirant must be in possession of another artefact they got on their journey. They must then find Astus Callidex in a time warp, and upon this the seventh quest is completed. The Chief

Librarian will then imbue the artefact with the ability to twist the time line of a single xenos lord. The Avenger must then seek this lord following a series of clues, and then defeat that Lord using only the imbued artefact.

This Lord will be in possession of a key. Returning to Nirvana is the ninth quest, and when the aspirant returns he meets with the Chapter Master, who then reveals that the entire purpose of the quests was to find that key.

The reason the aspirant was sent after that key was simple—the Dark Crusaders know that the Black Library truly does exist, and they are searching for the keys to it. These keys, though, are hidden among decoy keys. Upon the revealing of this, the aspirant truly does become an Avenger and the tenth quest begins—identify their key. Some day, the Dark Crusaders may be in possession of all of the keys to the Black Library and they may gain entrance, with the Avengers at the forefront. If this does happen, the Chapter will be in possession of power unbelievable, and the entire galaxy will tremble before their might.

	WS	BS	S	T	W	I	A	Ld	Sv
Avenger	5	5	4	4	2	4	3	10	2+

Wargear

Terminator armour, Terminator honours, power sword, storm bolter

Special Rules

And They Shall Know No Fear, Crusade, Psyker Squad, Combat Squads

Psychic Powers

Fear of the Darkness, The Shadow's Hatred

Chaos Warders

Chaos Warders are the members of the Shadow 6th Company, dealing directly with stopping Chaos sorcery and other forms of daemonic psychic powers. Untrusted by even the Marines of the Dark Crusaders, they wield odd double-bladed weapons called 'glaives' or 'warglaives'. Some wield dragon glaives, circular adaptations of the original weapon. They wear artificer armour inscribed with Darkened runes, however they have never fallen into the Final Shadow. They have their own, different beliefs from the rest of the Chapter, and some say that they have a greater motive for their actions. What that is, though, no-one can truly tell, as these of the 6th company are the most secretive, save the Darkened, in the Chapter.

Chaos Warders

WS	BS	S	T	W	I	A	Ld	Sv
6	4	4	4	1	4	*	9	2+

Wargear

Artificer armour, frag and krak grenades, storm bolter

Glaive: A glaive is a power weapon that adds +2 Initiative.

Dragon Glaive: A Dragon Glaive is a glaive that adds +1 to the D3 roll when determining a Chaos Warder's attacks.

Special Rules

And They Shall Know No Fear,
Forsaken

Blade Fury: A Chaos Warder strikes in a flurry of blows directed at any opening in the opponent's defences. They have D3 Attacks, plus bonuses for assaulting and banners, etc.

No-one truly remembers when the Chaos Warders were founded—save them themselves. Since then they have led the battle on countless fields, wielding their glaives with enviable skill. Fear them, for I most definitely do. Fear them. Fear... them... fear... fear... fear... them...

Colonel Iratus, driven mad by Chaos Warder rituals witnessed.

++Analysis of fighting style++

Chaos Warders are much more skilled at arms than normal battle-brothers. They are incredibly agile if not necessarily fast, and can pop up anywhere in a combat in the blink of an eye. The Glaives they wield are of an odd construction which makes the speed of their attacks random and unpredictable. This is exemplified by their style itself. Watching a Chaos Warder battle is like watching a dance.

-Inquisitor Mirokopeth

Condemner Pattern Psytank

++Analysis of the Condemner++

The Condemner Pattern Psytank is thought by many Imperial citizens to be a psyker—the truth is, it's just powered by psychic energy. The Inquisition has asked the Dark Crusaders to grant the plans for the psytank for use by the Grey Knights, but they have refused so far. New methods are being used to try and convince the renegade Chapter to give up the plans, but they have not worked as of yet.

How the Condemner works is incredibly fascinating. Inside the hull of the tank is a psychic receptor that is attached to the guns and various parts on the outside of the tank. The guns use an energy loop to steal the life essence of corpses killed by the tank. It is then funnelled from the guns when the loop returns through to the receptor, which converts the life essence into psychic power and channels that to the parts of the tank that need the power. The hull is also sensitive to the touch of psychic energy, and so the touch of a psychic power will also charge the vehicle.

There are only four Condemners currently in operation, and each has different weapon and wargear outfits. Condemners are incredibly adaptable and outfitted with all

	BS	Fr	Sd	Rr
Condemner	4	14	13	11

Wargear

None, but there's a massive options list!

Special Rules

Powered by Psychic: The Condemner starts the game with 5 Psychic tokens. Every time it takes an action, it consumes a token. However, the Condemner can convert energy from the enemy into power for itself. To represent this, every time the Condemner kills 5 or more enemy models in a single phase, it gains D3 Psychic tokens. Friendly Psykers within 12" can use a psychic power which gives the Condemner D3 Psychic tokens. In addition, whenever a psychic power of any sort targets the Condemner it gains a Psychic token. The Condemner can also fire one more weapon than it usually could.

types of weapons from heavy bolters to the massive Solar Cannon. No two Condemners are alike, and this is what makes the model so special to the Dark Crusaders.

End of report.

I must admit, I am impressed with the Condemner Pattern. It makes rather good company, as well—the machine spirit inside the one I saw had wit and could talk, even if it insisted on trying to chat me up. In the end, I nearly accused it of heresy.

Although the Chapter is night heretical, the Condemner is a fascinating machine, possessing of a consciousness that far outweighs that of even a Land Raider. As such, a Condemner has no need for a crew.

-Inquisitor Valeria

++Reviler Pattern Psytank++

The Reviler Pattern Psytank is rumoured to be a more powerful super-heavy version of the Condemner, a mythical monster capable of laying waste to entire cities. One has never been seen by a member of the Imperium, so even the possibility of one or more existing is suspect.

Banescythes & Hatescythes

The Banescythe is a skimmer vehicle created by the ingenuity of the Chapter's Psy-Constructors. Originally intended as a swift method of transport around Nirvana, it was soon modified for purposes in war. The chassis proved an excellent mount for arrays of weaponry, and as bolt weaponry was available in many other places in a Company it was decided that the Banescythe was to bear the xenos-based weapons that a Darkblade Veteran was privileged to. The vehicle itself is crewed by a dedicated team of three Marines—one to pilot the craft, and the other two to manage one of its 'xenos arrays' each. As the Banescythe was initially designed for transport, this is what it was first used for in combat, although it also serves a dual role as a gunship, although with less firepower and armour than the Condemner Pattern Psytank or a Land Raider.

Variants of the Banescythe were also created for purposes in war. The first of these variants, the Hatescythe, sacrificed its transport capabilities for a row of powerful one-shot missiles. Though other variants were created, the Banescythe was the first of its kind and it holds a very special place in the hearts of the Psy-Constructors who designed it.

The Banescythe was an innovation that surpassed even the Condemner Pattern Psytank for its ingenuity and adaptability. As such, a Dark Crusaders assault is often spearheaded by a squadron of sleek craft, raining death down upon all of their foes.

	BS	Fr	Sd	Rr
Hatescythe	4	12	11	11

Wargear

2 Xenos arrays, smoke launchers

4 Hatescythe Missiles: The Hatescythe Missiles are deadly missiles that contain a payload of concentrated heat energy. A missile can be fired with the following profile:

	Range	S	AP	Type
Hatescythe Missile	48"	8	3	Heavy 1, Blast, 1 Shot Only

Special Rules

Target, Lock!: The Hatescythe may fire all of its missiles even if it moved at Cruising Speed.

	BS	Fr	Sd	Rr
Banescythe	4	12	11	11

Wargear

Smoke Launchers

Two Xenos Arrays: The Banescythe has two arrays of three of the following weapons: Shredderbolters, Gauss Bolters, Venom Flame Arcs. The two arrays can be used to 'broadside' a target—they may fire at two different targets, though the guns in the same array must fire at the same target.

Special Rules

Assault Vehicle

"Some value firepower over speed, some speed over firepower. Why should I choose when I can have both?"

Bloodscythes & Wrathscythes

The other two variants of the Banescythe are the Bloodscythe and Wrathscythe. These two were created at roughly the same time, but for very different purposes.

The benefits of a weapon like a flamer was realised during close-quarter battles with foes like the Tyranids, where victory in such battles is often reliant upon weapons such as that. As such, it was decided that the Banescythe would be modified for purposes such as this, and the first concept of the Bloodscythe was created.

The Bloodscythe is outfitted in the fearsome Blood Arc, but the machinery required for such a weapon replaced all but two of the xenos array guns that made the Banescythe famous. Nevertheless, the Bloodscythe is the absolute terror of massed heavy infantry, and there can be no doubt it serves its purpose.

	BS	Fr	Sd	Rr
Wrathscythe	4	12	11	11

Wargear

2 Xenos arrays, smoke launchers

Nerveflay Launcher: The Nerveflay launcher employs psychotropic gases to mind control enemy targets.

	Range	S	AP	Type
Nerveflay	36"	n/a	n/a	Heavy 1, Blast, Mind Control

Mind Control: The Nerveflay Launcher scatters 3D6", or 1D6" if a hit is rolled. All models hit by the Launcher are mind controlled on a 5+.

The story of the Wrathscythe is very different. While the Bloodscythe was created for anti-horde duties, the Wrathscythe was designed to 'convert' warriors to the Dark Crusader's cause. It employs powerful psychotropic gases in its hull-mounted Nerveflay Launcher to mind control all that it targets. The downside to the Nerveflay is that the mechanism required to propel the gas canisters also makes the launcher extremely inaccurate. Still, if the missile hits, not even the heaviest armour or the best weapons will protect the target from having control of his body ripped from him.

Continual exposure to Nerveflay gas renders the mind control permanent, ergo some victims are sent to infiltrate the bases of their former comrades. Whether the victim has enough thought left to be horrified is open for debate, but none can doubt the results.

	BS	Fr	Sd	Rr
Bloodscythe	4	12	11	11

Wargear

2 Xenos array weapons, smoke launchers

Blood Arc: The Blood Arc fires a stream of electromagnetic energy which attaches to the iron in blood and causes the targets to explode out of their blood vessels in a horrifically gruesome fashion.

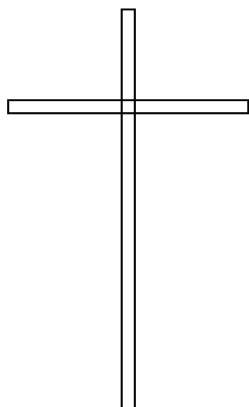
	Range	S	AP	Type
Blood Arc	12"	6	1	Heavy 1, Arc

Arc: To fire the Blood Arc, measure a 45 degree angle and 12" out. All models (friend and foe!) are hit.

Darkblade Veterans

Darkblade Veterans are among the most powerful combat units available to a Dark Crusader commander. For those Marines who have stayed with a Tactical squad and eventually become an absolute master, they will be offered a place in the 1st Company as a Darkblade Veteran. What makes the Darkblades different from normal Tactical Marines is their weaponry—a Darkblade Veteran can expect to be in possession of some of the most powerful weaponry available—provided that weapon is maneuverable enough, as the Wrathguard are the ones in command of the heavy weapons.

Darkblade squads will often consist of



ten Marines, up to four of these armed with guns unique to the Dark Crusaders. Some of these are used by Tactical squads; such as the Shredderbolter and Disintegrator Carbine, but many of the weapons the Darkblades wield are unique, such as the Gauss Bolter and the Pulse Blaster.

On the rare occasions when Tactical squads and Neophytes simply cannot attain victory, then the Darkblade Veterans will be called in. Never has there been a battle where the ferocious onslaught of controlled bolter, pulse, gauss, venom flame, shredder or plasma fire has been beaten back.

The Darkblade Veterans are not used only for wanton destruction, though. They follow commands to the letter and as such are very good at holding objectives. Sometimes they are even sent as assassins, or on a suicide mission. If the latter then more often than not they will return without losing a Marine.

When a battle is turning against the Dark Crusaders each Captain is in possession of a beacon which will send drop pods full of Darkblade Veterans plummeting down to the ground. The Marines inside are a mobile force, adept at fulfilling any battlefield role required of them. Like the other Veterans of the Chapter, the Darkblade Veterans will swap between roles as a Veteran and as a Terminator as their Captain commands.

Darkblade Veterans are the elite of the Chapter, and as such are revered. Some will go on to become Captains, but most will live and die, content in the knowledge that they will be remembered with their own page in the Hall of Heroes.

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

Wargear

Power armour, boltgun, frag and krak grenades, bolt pistol

Special Rules

And They Shall Know No Fear, Crusade

Darkened

++The Creation of a Darkened++

Accounted by Cpt. Ashaya Veridas
We had tied him to the wall when the spasms started. Now, boils were erupting over his body, black blood gushing from them. He cried out in pain as his voice deepened. Blood dribbled out from the corner of his mouth. I saw his muscles ripple and grow, bulging and growing, his body mutating with his mind. Finally, the process neared completion. He roared, snapping his bonds and leaping up, grabbing a chainsword from the wall. Immediately, it burst into flames. He swung it around, and cried out his true name.

Virimann...

“Greetings, Virimann,” I said. “Welcome to the Dark Crusaders 5th company. May you serve the Emperor still.”

Then, Shar’Khar the Scarred arrived and took Virimann away. I saw him once again, in a battle against Chaos. He fell, fighting a summoned Greater Daemon, his final strike decapitating it.

Such is the fate of the Darkened.

The Inquisition ran multiple tests to determine the physical changes of a Darkened.

The subject was secured with metal bonds and placed in a prison made of adamantium-reinforced concrete. He promptly smashed his way out. The test subject was then shot in the limbs and torso with bolter rounds. The wounds caused by the rounds should have killed a normal Marine, but though the Darkened was injured the wounds regenerated in less than a minute. In addition, the Darkened did not seem to feel the pain from his wounds as much as he should have. The speed of the subject and of an Ultramarine volunteer were compared, and the Darkened was significantly faster.

Stronger, faster, with increased regeneration and tolerance for pain; something has triggered this physical mutation in the Darkened. We just need to find out what.

++Theories concerning Darkened++

There are many theories as to what provoked to Darkened Mutation. The most likely is that the mutation is a result of overexposure to psychic energy. The possibility of a bargain with Chaos is also likely.

One of the more unlikely theories, but one that would explain a lot, is that they are guardians of the Black Library, and the price they paid for that was their souls. Whatever the theory, it is certain that the Darkened are a deadly force in battle, and for now we must be content with only that.

I pity the Darkened, but maybe they are more to be honoured. Although their forms are mutated, they still serve the Emperor as best they can. Although I find it very difficult to respect the Dark Crusaders, I must admit (no matter how much I dislike doing so!) that the Darkened are, for the moment at least, loyal to the Emperor. There is the possibility that there is daemon blood in their veins or that they have made a pact with the Chaos gods, but the majority of Dark Crusaders do not believe this and I feel it is for the best if the common citizens of the Imperium never hear these theories. We don’t want a panic.

Although the Darkened are likely tainted by Chaos we do not have the means to eradicate them.. We must let them live until we have a way to destroy the whole Chapter.

-Inquisitor Valeria

Darkened

	WS	BS	S	T	W	I	A	Ld	Sv
Darkened	4	4	5	4	1	4	2	9	3+

Wargear

Power armour, close combat weapon, bolt pistol

Dark Signum: A Dark Signum is an artifact inscribed with runes of unknown origins. A model with a Dark Signum has a 5+ Invulnerable save.

Daemon Weapon: A Daemon weapon is a power weapon that adds +D6 attacks.

Special Rules

And They Shall Know No Fear, Forsaken

Darkened Mutation: Darkened are often mutated by their transformation. At the start of the game, roll a D6 and apply the result to the table below.

1: +1 Attacks

2: +1 Strength

3: +1 Initiative

4: Gains Furious Charge.

5: Gains Feel No Pain.

6: Gains any 2 of the possible mutations.

Neophytes

When a would-be Space Marine is recruited into the ranks of the Dark Crusaders, he or she becomes a Neophyte. Neophytes are trained by a Castellán, both on the battlefield and in the halls of Nirvana. Neophytes also act as servants to the fully fledged Marines, and so on the field of battle they may accompany but a single Marine as a retinue. This Marine may not be an important officer; he may just be a single being who wishes to assist in the training of the new generation of Dark Crusaders.

On the battlefield, Neophytes are expected to work as a team and to guard objectives and locations, sending enemies who would claim it scurrying under powerful bursts of bolter fire. Outside of war, however, their duties are very different. Neophytes will serve as messengers and servants, keeping the halls of Nirvana's fortress in order. They will spend even more of their time on devotions than the full-fledged Marines.

The life of a Neophyte is mostly monotonous and boring—a harsh beginning heralding a life of glory.

	WS	BS	S	T	W	I	A	Ld	Sv
Neophytes	3	3	4	4	1	4	1	8	4+
Castellan	4	4	4	4	1	4	2	8	3+

Wargear

Neophytes: Neophyte's Robes (4+), Boltgun

Castellan: Castellán's Robes (3+), Boltgun, Bolt Pistol

Sacrificial Knife: A Sacrificial Knife is carried by a Castellán. It counts as a close combat weapon. In addition, if a model carrying a Sacrificial Knife kills an enemy in close combat, it counts as 2 for the purposes of combat resolution.

Hood of Servitude: A Castellán with a Hood of Servitude can take a single Dark Crusader Space Marine in the squad for +25 points. The Marine will confer the Crusade special rule to the unit. The Hood also gives +1 Leadership.

Special Rules

Marines in Training: If the Neophyte unit destroys an enemy unit roll a D6. On a 4+, the Neophyte's training advances and they gain the And They Shall Know No Fear special rule.

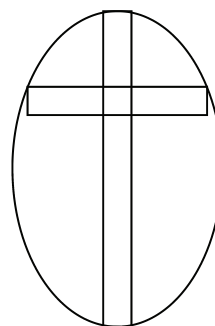
Psychic Wardens

Long ago, when it was discovered that the Dark Crusaders possessed far more psychic potential than other Chapters, the Librarium was joined by other psychic orders within the Chapter. The order of Psychic Wardens was one. Now, they are among the most recognized Dark Crusaders by the Imperium, even though the Wardens are not actually Space Marines themselves. The order itself is under the command of the Captain of the 2nd Company, currently Captain Charin Ezekius.

As with the rest of the Dark Crusaders, Psychic Wardens are mistrusted by the Inquisition for merely being affiliated with the Chapter. By and large, the order does not seem to care very much about this, simply continuing its duties to the Dark Crusaders.

Many Psychic Wardens will eventually become full Space Marines, in which case they are not assigned to the 10th company but instead go straight to another psychic order, that of the Mind Bleeders. There they will undergo extensive psychic training, and as such will have mastered two Psychic Arts—Warding, and mind-bending.

It is unknown why the normal citizens of Nirvana have a higher rate of psychic potential than other Imperial worlds, but the Chapter does not find this a problem. Nor do the citizens, it seems, for they are overjoyed to fight alongside the Dark Crusaders.



	WS	BS	S	T	W	I	A	Ld	Sv
Psy. Warder	3	3	3	3	1	3	1	8	3+

Wargear

Power armour, bolt pistol, close combat weapon

Special Rules

Crusade, Psyker

Psyker Squad: The whole squad of Psychic Wardens counts as a single Psyker. If a Perils of the Warp is suffered, only D3 models suffer it.

Psychic Powers

Psychic Warder squads can have any 2 of the following psychic powers:

Ward: Target a friendly unit within 6" - that unit gains a 5+ Invulnerable save for the turn.

Power of the Warp: The Psychic Warders gain +1 Attacks and Strength for the turn.

Warp Lash: Target an enemy Psyker within 24" - that Psyker immediately suffers a Perils of the Warp result.

Shield From the Warp: Target friendly Psyker within 24" is immune to Perils of the Warp for the turn.

Blood and Sacrifice: Remove a single model from the squad as a casualty. Then, target an enemy unit within 12" and deal D3 Wounds with no armour saves allowed to that unit.

Psyflame Veterans

Chanting songs of praise to the Emperor, the Psyflame Veterans charge into battle with weapons blazing and holy fire shooting from their hands. The Psyflame Veterans are the second-most powerful psyker force in the Chapter, just behind the Librarium itself for destructive power.

However, whereas the Librarium trains its recruits solely in psychic combat, the Psyflame Veterans also train in the art of close quarters devastation. Indeed, their psychic powers deal with harnessing fire to improve their combat capabilities, grant them increased stamina to last longer in combat, or softening up a target before a devastating charge. When their minds are combined, most, if not all, foes melt away before the destruction the Psyflame Veterans unleash upon the foe. Very few Space Marine Librarians of a normal Codex-adherent chapter can defeat a powerful Psyflame Veteran in a battle, for the slight edge the Librarian will have in mental powers is nullified by the crushing might of a Psyflame Veteran's melee assault.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Wargear

Power armour, force weapon, frag and Krak grenades

Special Rules

And They Shall Know No Fear, Crusade, Psyker

Psyker Squad: The whole squad of Psyflame Veterans counts as a single Psyker. If a Perils of the Warp is suffered, only D3 models suffer it. The squad may use one Psychic power per turn for every 5 models in the squad.

Psychic Powers

Purge the Unclean: This power is used at the start of the Dark Crusader's Assault Phase when the Psyflame Veterans charge. The unit or units that were charged suffer D3 S3 AP-hits per Psyflame Veteran in the squad.

Cauterize: Target a friendly unit within 6". That unit gains Feel No Pain (5+) until the end of the next player turn.

Ignite Blades: This power is used at the start of either Assault phase. For every '6' rolled by the Psyflame Veterans to wound, an additional D3 S4 AP-hits are inflicted.

Holy Fire: This power is a psychic shooting attack with the following profile:

	Range	S	AP	Type
Holy Fire	18"	4	4	Assault X*

*X is 2 for every model in the squad.

Dark Crusaders Predators

The Dark Crusader's isolation from the Imperium has had good side effects and bad ones.

Good in that they have been free to do whatever they want, bad in that they have lost many things which other chapters take for granted.

One of these was the Predator.

The Dark Crusaders lost all their Predator Destroyers and Annihilators three thousand years ago, and have had to improvise.

They took the Rhino pattern and modified it so it functioned like a Predator again. Instead of re-modifying it with autocannons again, the Chapter's psy-constructors instead fitted a disintegrator carbine to it.

Chaplains & Reclusiarchs

Chaplains are the spiritual leaders of the Dark Crusaders chapter, heroic warriors and devout servants of the Emperor all. They administer the rites, perform the rituals and guide their Chapter in the rituals of Initiation, Redemption and Vindication.

Chaplains are daunting figures, clad in skull-masks and their armour bears even more black than the other Dark Crusaders. In battle they wield their Crozius Arcanum with frightening skill to smite the foes of Nirvana, shouting a fiery liturgy to their battle-brothers as they do so. Every aspect of a Chaplain's armour is reminiscent of mortality and how the Dark Crusaders have mastered it. Beneath this armour is an individual no less grim of aspect and manner, a warrior for who faith is all. Unique among the Dark Crusaders, the Chapter Master also holds the position of Master of Sanctity, and as such the post is doubly important and honoured. Chaplains in the complex hierarchy of the Chapter are considered just as important as the Chapter Master's Honour Guard, those elite warriors who consist of the best in the Chapter.

Chaplains

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	4	4	4	4	1	4	2	10	3+

Wargear

Crozius Arcanum, power armour, boltgun, frag and krak grenades

Special Rules

And They Shall Know No Fear, Crusade, Liturgies of Darkness

Honour of the Chapter: A Chaplain utterly embodies the honour of the Dark Crusaders Chapter and everything it entails. He, and any squad he is with, are Fearless.

Squad Command: A Chaplain can lead a non-Darkened squad, so long as it has the respective Wargear of the squad it leads (eg, only Chaplains on Stormrider Discs may lead Stormrider squads).

Reclusiarchs are the next step up from Chaplain. They are the keepers of the Reclusium, the shrine at the heart of the fortress-monastery that contains the relics of the Chapter. Yet something dark lurks inside the Reclusium, something that may hold the secret to the psychic power of the Dark Crusaders.

During battles a Reclusiarch's faith will sometimes manifest in extraordinary ways. This 'Heroism', as it has been dubbed, is a scream of power which energises the Dark Crusaders in the same way as their Crusade. Few enemies can withstand this renewed onslaught, and as such a Reclusiarch alone can turn the tide of a battle.

Reclusiarchs are honoured and valued, and despite the secrets they keep—secrets only the Master of Sanctity is privy to—wherever the Dark Crusaders go, the Reclusiarchs will lead the way.

"When we lose all honour, then we lose all purpose."

-Master of Sanctity Isaiah Eden

Reclusiarch

	WS	BS	S	T	W	I	A	Ld	Sv
Reclusiarch	5	4	4	4	3	4	3	10	3+

Wargear

Crozius Arcanum, power armour, boltgun, frag and krak grenades

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Honour of the Chapter

Liturgies of Darkness: On a player turn in which he assaults, the Chaplain and any squad he has joined may reroll failed rolls to hit.

Heroism: Once per game, a Reclusiarch may declare a Heroism (but not on the first turn!). For the turn, all Dark Crusaders on the field gain +1" of movement and +1 Attacks. They also come under the effect of Liturgies of Darkness.

Stormriders

The Dark Crusaders have never have the means to use bikes, as well as many other elements that other Chapters take for granted. As such, they have improvised, and from that improvisation was born the Stormriders. Mounted upon flying discs they scream down from the skies and unleash the fury of their meltaguns to reduce enemy tanks to molten metal and fused controls. They then provide a support role and dash across the battlefield, assassinating enemy commanders and elite units.

The process of making a Stormrider's Disc is long, laborious and requires much psychic energy. Psykers are employed to first take the adamantium disc and carve ceramite sigils into it. They then imbue these sigils to allow the disc to hover and fly, making the Stormriders ideal for fast air strikes. The final step is to create psychic shields to better protect the assets they have taken so long to create.

Some Stormriders will also go to battle bearing heavier weapons for use in multiple battlefield roles. These are few and far between, though, for most Stormriders lust for the flare of a melta beam searing through the armour of the heaviest tanks to explode the fuel tanks. Other squadrons will be led by a Harbinger, a veteran who has spent many years flying. He will have even more options to powerful weapons and will often use them.

The Stormriders are a part of no Company but will instead be deployed by Chapter Command as they are needed.

	WS	BS	S	T	W	I	A	Ld	Sv
Stormrider	4	4	4	4(5)	2	4	1	9	3+
Harbinger	4	5	4	4(5)	2	4	2	9	3+

Wargear

Power armour, frag and krak grenades, bolt pistol, chainsword, meltagun.

Stormrider Disc: A model with a Stormrider Disc is Jump Infantry. They may Deep Strike onto the battlefield and are Relentless. The Disc also gives +1 Wounds and Toughness (the bonus Toughness is not counted for the purposes of calculating Instant Death, and the bonuses are already included in profile).

Special Rules

And They Shall Know No Fear, Crusade, Deep Strike

Librarian Psychic Powers

Each Librarian may have two of these psychic powers, chosen when the army list is made. Points costs for these psychic powers may be found in the Codex Summary later on in the book. The rules for the psychic powers are to be found here.

Dark Smite

Bolts of dark lightning shoot from the Librarian's hand, electrocuting his foes.

This power is a psychic shooting attack with the following profile:

Dark Smite	Range 12"	S 4	AP 2	Special Assault 4
------------	--------------	--------	---------	----------------------

Fear of the Darkness

Summoning the indescribable malice of the Warp, the Librarian strikes terror into the hearts of his foes, sending them fleeing in fear.

This power is a psychic shooting attack that automatically hits an enemy unit within 24". That unit must immediately take a Morale test with a -2 modifier. All normal modifiers and/or exceptions apply.

Mind in the Machine

Focusing his mind, the Librarian briefly seizes control over a vehicle.

This power is a psychic shooting attack that is cast at the start of the Librarian's shooting phase and automatically hits a vehicle within 18". The Librarian seizes control of the vehicle for that shooting phase.

Hellfire

The Librarian sends multiple fireballs screaming into his enemy's ranks.

This power is a psychic shooting attack with the following profile:

Hellfire	Range 18"	S 4	AP -	Special Assault 8, Rending
----------	--------------	--------	---------	----------------------------------

Empower

The Librarian's strength is increased Dramatically.

This power is used at the start of either assault phase. The Librarian immediately gains double Strength and rolls 2D6 for armour penetration against vehicles until the end of the next player turn.

Quicksilver

Empowered by psychic energy, the Librarian and his allies move faster than the eye can follow.

This power is used at the start of either player's Assault phase. The Librarian and his unit gain Initiative 10 until the end of the next player turn.

The Shadow's Hatred

The Librarian summons intense hatred of the foe into his ally's minds.

If the psychic test is successful, target a unit within 6" of the Librarian—that unit gains +1 Attacks and the Furious Charge and Rage special rules until the end of the next player turn.

Undying Malice

The Librarian calls the shadows to empower his Darkened allies.

This power only affects units of Darkened or Darkened Hungerers. If the psychic test is successful, that unit immediately gains +1 Strength and Attacks, and attacks made by them pierce armour saves. Lasts 1 turn.

Isaiah Eden

Grand Master of the Dark Crusaders

Age: 322

Alignments: Dark Crusaders

Status: Active

Inquisitorial status: To be watched

The first time I saw him was during an Ork invasion on Armageddon. It was a quiet attack, not very important. My battle-brothers were being overrun until a blast of psychic power laced through their ranks and killed hundreds of greenskins. It was followed by shadow creatures jumping out from the ground and killing the Orks. The rest of the black-and-white armoured Marines advanced, led by who I later found out was Isaiah.

After the battle he told me to not speak of this battle. I have rarely seen a Marine force like these unknown ones.

-Sergeant Thel'in, Salamanders

When I met Grand Master Isaiah for the first time it was entirely unexpected. When I asked him of his identity he ignored etiquette and gave me the barest answers. I threatened him with Exterminatus, as already I did not trust him, and he replied, "If you can find my home planet, maybe I deserve Exterminatus. Good luck finding me again."

From then on I have been looking for these Dark Crusaders, but to no avail.

-Inquisitor Valeria

Isaiah became Chapter Master of the Dark Crusaders in early M40. Little is known of him before then. Isaiah commands the Dark Crusaders by example, and values honour above all things. He led minor skirmishes on Armageddon and large battles in the 13th Black Crusade, amongst other wars. Untrustworthy, watch carefully. If necessary Inquisitors have authority to execute him.

Isaiah Eden

WS BS S T W I A Ld Sv
6 5 4 4 4 5 4 10 2+

Wargear

Artificer armour, iron halo, frag and Krak grenades, melta bombs

Revelations: This is a master-crafted force weapon that adds +2 to Isaiah's Strength.

Judgements: This is a combi-flamer. Due to the powerful psychic blessings on it it is fired with AP3 and the bolter is Assault 3.

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Eternal Warrior, Liturgies of Darkness, Honour of the Chapter, Heroism

Eternal Light: Isaiah literally radiates psychic energy—him, and any unit he has joined, gain +1 Attacks.

Divine Prophecy: Just before play starts, you can use Isaiah's Divine Prophecy. Designate D3 units you control—these units will have Counterattack and Preferred Enemy. In addition, they will gain rerolls to Wound against enemy HQs and may choose to advance D6" if they are shot at.

Psychic Powers

Fervour: Isaiah has rerolls to Wound for the turn.

Divine Beacon: For the turn, friendly units Deep Striking within 12" of Isaiah do not scatter.

Astus Callidex

Chief Librarian of the Dark Crusaders

Age: Timeless

Alignments: Dark Crusaders

Status: Active

Inquisitorial Status: To be studied

The air puckered, and where once there was nothing there was Astus Callidex. Epistolary Deuteron knelt before his chief Librarian.

“My lord,” he said, “The traitor Marines have us surrounded by their accursed daemonic allies. We cannot escape without alerting them.”

“Can we not fight our way out?” Callidex replied as his body shimmered.

This time, it was Captain Shalia who answered. “No, Astus. Their forces are too many. They have at least five hundred all up, while we have only a portion of my Company and a single squad of Terminators.”

Callidex smiled predatorily. “That’s plenty...”

He clicked a finger, and Time unwound itself.

The actions moved in reverse—the scene of his arrival replayed itself, as did the start of the siege until the Dark Crusaders had rewound until before they arrived and the Chaos Space Marines were left besieging an empty fortress.

Then, all hell broke loose.

Drop Pods flew down from the sky, crushing traitors and demons beneath their bulk. Space Marines leapt out, shooting the Chaos Marines without mercy. Shalia and Deuteron Deep Struck next to Callidex with her Command Squad.

“Fire on my target,” the Chief Librarian told her. “And don’t stop.”

She did as he bade, and Callidex tore bullets they fired in the past and future, pulling different time streams together. The effect was utterly devastating, and within seconds the Bloodthirster they had shot at collapsed and died. Callidex waved a hand, and a Raptor squad that had just closed with some Tactical marines moved back until they were too far away to do much—but still in range of the Tactical squad.

Under this devastating assault the Chaos Space Marines broke and ran. Deuteron congratulated Callidex.

“How did you do that?” an astounded Shalia asked.

Callidex smiled. “If knowledge is power, I did well,” he said cryptically.

In my time on Nirvana I could not determine what was real and what was not. I can remember things that didn’t happen and I am sure that Astus Callidex is the cause. His control of time has likely resulted in the Dark Crusaders discovering all sorts of Inquisitorial activities, and the worst part of it is that I don’t know what I have given away.

I would like nothing more than to snap his neck, but for now we must find out more.

-Inquisitor Valeria

Astus Callidex is unique even for a Dark Crusader. Many years ago, a psychic backlash blasted him out of synch with reality, effectively making him live outside of time. He has adapted his psychic ability towards warping the paths of time and is one of the Chapter’s most valuable assets. He enjoys twisting the lives of others in sadistic ways, and is believed to be quite mad. He has not aged and displays incredible psychic and physical abilities. Knowledge of him is in short supply as he prefers an aura of mystery and fear around himself. Callidex is, at heart, vain and arrogant, but he does his duty to his Chapter. Isaiah Eden keeps him in close council, although whether this is because Callidex is valued as an advisor or whether the Chapter Master wants to keep him under control is unknown. It is recommended he be watched carefully.

	WS	BS	S	T	W	I	A	Ld	Sv
Callidex	5	4	4	4	2	5	2	10	3+

Wargear

Power armour, frag and krak grenades, Psypistol, Psyblade, Psychic Hood

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Psyker (Mastery 3)

Outside Time: Astus is immune to Instant Death, and his saving throw is Invulnerable.

Timeleap: Astus allows the army to elect to use the Timeleap deployment described over the page.

Bend Time: Astus enables the player to reroll any roll once per game turn (even your opponent’s rolls).

Callidex's Psychic Powers and Timeleap Deployment

Psychic Powers

Temporal Blast: This power is a psychic shooting attack with the following profile:

	Range	S	AP	Type
Temporal Blast	12"	5	3	Assault 1, Large Blast

All enemy units hit by the Blast are more vulnerable to Time powers. To represent this, if they are hit by Temporal Blast again, the Strength of the power will be 1 higher. This effect stacks.

Phase: Astus moves him and his unit out of synch with reality, granting them a 5+ Invulnerable save for the turn.

Temporal Force: If Astus and his unit fire this shooting phase, they must reroll all failed rolls To Hit. Next turn, they must fire at the same target.

Rewind Time: This power is used at the start of the controlling player's Shooting or Assault phase. Move Astus and his unit back to where they were at the start of the Movement phase. They may then make another movement.

Skein Pull: Target an enemy unit within 12". As soon as legally possible, your opponent must move that unit to a location you designate, regardless of legal move distances. This distance cannot exceed 12".

Temporal Haste: This power is used at the start of either Assault Phase. For this assault, Astus and his unit have Initiative 10 and rerolls To Hit.

Timeleap Deployment

1. Write down the name of each of your units on a separate piece of paper. Put all the pieces of paper in a hat.

2. Count up the number of units in your army and divide that number by 4. The number should equal a quarter of the units in your army.

3. Every turn from 1—4 pull that many pieces (which should equal a quarter of your army) out of the hat. Those units must then immediately Deep Strike.

4. Any unit that Deep Struck that turn can elect to attempt to jump back into reserve at the end of the player turn, from where they count as being in reserve normally. This is only achieved on a D6 roll of a 4+. A unit can only jump back into reserve once.

Apothecary Talhedron

Age: 113

Alignments: Dark Crusaders

Status: Active

Inquisitorial Status: Tolerable

Talhedron became an Apothecary less than 30 years ago but he has already achieved notoriety for his numerous experiments on enhancements. Since these experiments are intended only to benefit and it appears that he plans to share the results with the rest of the Imperium he has not been given 'heretical' status. His Modifier is a subject of much debate as to how it works as he has not yet shared it with the rest of the Imperium. Watch and learn.

	WS	BS	S	T	W	I	A	Ld	Sv
Talhedron	4	4	4	4	1	4	2	9	3+

Wargear

Power armour, frag and krak grenades, storm bolter, narthecium

Modifier: Talhedron has experimented numerous times with augmenting the capabilities of his battle-brothers. His latest research has yielded the Modifier. All friendly units within 6" of Talhedron gain the Fleet special rule.

Drug Dispenser: Talhedron's drug dispenser is unpredictable and sometimes dangerous. Every turn, pick up to three dice and roll them. Apply the results to the table below, but beware. If a double is rolled, Talhedron has overdosed and suffers a Wound. He cannot take his armour save, but he can take his Feel No Pain save. If a triple is rolled, the overdose is fatal and Talhedron is removed as a casualty. All drug results fade at the end of the turn.

- 1 Talhedron gains +1 Attacks.
- 2 Talhedron gains +1 Strength.
- 3 Talhedron gains Furious Charge.
- 4 Talhedron gains rerolls to Wound.
- 5 Talhedron and his unit can run 2D6" instead of 1D6" this turn.
- 6 Talhedron and his unit gain Furious Charge.

Special Rules

And They Shall Know No Fear, Crusade, Independent Character

Ashaya Veridas

Captain of the Dark Crusaders 1st Company

Age: 204

Alignments: Dark Crusaders

Status: Active

Inquisitorial Status: Tolerable

Ashaya Veridas is one of the more polite and tolerable Dark Crusaders. How they got female Space Marines I will never know, but after seeing her in battle I will not doubt her skills. It frightens me that the Chapter closest to heresy has some of the greatest Marine generals ever known. I hope that if they turn traitor Ashaya will stay with the Emperor. Most of the others can rot in the Eye of Terror for all I care.

-Inquisitor Valeria

Believe me, even when I'm on her side, the swiftness and suddenness of her Deep Strikes scares me. I look up one second, down the next, then back up, and in the second I was looking down the sky has been filled with gunships disgorging Marines everywhere. More often than not, when I realize this, Ashaya is watching me and laughing, I just know it!

-Colonel Lachlin, Imperial Guard

Ashaya Veridas became Captain of the 1st Company when the Chapter Master Isaiah Eden recognized her skill at commanding lightning-fast sky raids, and put her in charge of the Veteran 1st company. She taught them Deep Strike tactics and now commands one of the most fearsome fighting forces in the entire Chapter. One of the more trustworthy Dark Crusaders as she has gone out of her way to help Imperial worlds.

Ashaya Veridas

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	3	10	2+

Wargear

Artificer armour, frag and krak grenades, Iron Halo, bolt pistol, melta bombs

Tempest's Hand: This is a power weapon that can also be used as a relic blade. Choose how you use it before you attack.

Special Rules

And They Shall Know No Fear, Crusade, Independent Character

Skysmatter: Ashaya has a preference for lightning raids from the sky—all Tactical, Devastator and Veteran squads in an army including her can Deep Strike.

Blitz: Ashaya and her squad can Deep Strike onto the battlefield. If they do, they may choose to immediately assault a unit (if possible) and do not scatter.

“Yes, I'm on this planet fighting you. But if you look up you should see my Wrathguard on your flagship, blasting it apart...”

-Ashaya Veridas to Eldar Autarch

Charin Ezekius

Captain of the Dark Crusaders 2nd Company

Age: 143

Alignments: Dark Crusaders, Psychic Wardens

Status: Active

Inquisitorial Status: To be watched

++The Raids on Biel'tan++

Charin Ezekius recently commanded an expedition to lower the threat of Eldar Craftworld Biel'tan. The Craftworld was encroaching upon the space around Nirvana and so the 2nd and 8th Companies were dispatched with regiments from the 5th and 1st Companies with the intent to weaken the forces of the Craftworld.

From the start the war was one of prescience. Charin matched his foresight against that of the Farseer Macha and both were evenly matched. The rapidly manoeuvring Eldar were pitted against the psychic fury of the 2nd Company and the melee superiority of the 8th Company. Both sides took heavy casualties, but in the end Charin secured victory for his forces. After placing squads of Darkened and five Avenger Terminators in a critical ambush location he summoned all his might to Mind War with Farseer Macha. The combatants struck at each other's minds for over half an hour, until the Eldar were attacked by the ambush. Realising she had been tricked, Farseer Macha was distracted for the second required for Charin to seize the upper hand in their duel and split her mind asunder.

With the Farseer fallen, Biel'tan lost all their wish to fight and faded away. With the xenos threat ended, Charin returned to Nirvana with another victory attained.

Charin Ezekius was the one to first bring the Psychic Wardens under the command of the 2nd Company. He is one of the Dark Crusaders who have an incredible prescience, although he has the clearest visions and interprets these to good use. He has also achieved much on the battlefield. It was he that single-handedly stood against a Daemon Prince and laid it low, winning the battle. He still remains untrustworthy.

	WS	BS	S	T	W	I	A	Ld	Sv
Charin Ezekius	6	5	4	4	3	5	3	10	3+

Wargear

Power armour, storm bolter, frag and krak grenades, iron halo

Psychic Hammer: Charin's favoured weapon follows the same rules as a thunder hammer. In addition, if he kills one or more models with it, they trigger a psychic reaction based on a D6 roll. Consult the table below to determine which one it is.

1-3—Psyk-out!: All enemy models within 1" of the target killed are reduced to Initiative 1 for the next Assault phase.

4-5—Explode: All enemy models within 2" of the target killed suffer a S3, AP6 hit.

6—Warp Hole: Place the large blast marker over the target killed. All models hit, excluding Charin, must pass an Initiative test or suffer a S10 AP1 hit that pierces Invulnerable saves on a To Wound roll of a 6.

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Psyker

Prescience: Charin's Prescience allows him to reroll the dice to determine who goes first.

Mind War: In the shooting phase, instead of firing, Charin may target an independent character within 18" and Mind War with them. Both sides roll a D6 and add their Leadership, modifying each roll by +1 if they are a psyker. Whoever has the highest number after all modifiers have been calculated wins the Mind War. The loser must take a Leadership test on 3D6. If they fail, they take Wounds equal to the number they failed by, no armour allowed.

Shar’Khar the Scarred

Age: Unknown

Alignments: Unknown

Status: Active

Inquisitorial Status: Heretical

Little is know about Shar’Khar the Scarred—not his age, motives, former identity, who he answers to, or much else. Like all Darkened, the only words he ever spoke when he completed his metamorphosis was his true name—Shar’Khar. All the other Darkened bow to him, as do the Legion of the Damned.

Inquisitor Coteaz suggests he be watched and killed if necessary, If he decides to attack the Imperium, little will be able to stand in his wake,

Inquisitor Valeria

Since becoming a Darkened, Shar’Khar has undertaken many actions. Firstly, he took command of the Darkened and Legion of the Damned. Secondly, he led a series of assaults on various Eldar craftworlds, only once returning with what looked like some sort of key. He then began roaming the galaxy, which he does to this day. He answers his Chapter’s call, but leaves as soon as his mission is done. I believe he is searching for the Black Library.

++Files: Shar’Khar the Scarred++

Shar’Khar was the first Darkened, turning over 50 years ago. He uttered his true name, and then never spoke again. Other Darkened and even the Legion of the Damned answer to him, why is not known but theorised. He often wanders the galaxy, killing enemies of the Chapter indifferently. His motives are unknown. Watch carefully.

	WS	BS	S	T	W	I	A	Ld	Sv
Shar’Khar	6	4	5	5	3	5	4	9	3+

Wargear

Power armour, dark signum, bolt pistol

Dark Redemption: This is a two-handed power sword that will pierce Invulnerable saves on a To Wound roll of a 6 and rolls 2D6 for armour penetration.

Special Rules

And They Shall Know No Fear, Forsaken, Independent Character, Darkened Mutation

Shadow in the Light: Units taking a Leadership test due to Shar’Khar suffer a –1 modifier.

The Darkened: Shar’Khar is a terrifying foe—every unsaved Wound he deals, be it in close combat or shooting, forces a Leadership test.

Eternal Hatred: Shar’Khar has rerolls to Wound against enemies.

And then came that I shall hear in every shadow’s fall,

Then said his true name that I shall hear for evermore.

*O, he cried it out in a voice that spoke of hell,
And forever must I live with that voice, that tolling bell.*

His eyes took on a dark red glow, burning with hell’s fire,

And I could not but be scared no matter what I tried.

For this Darkened was to lead them all.

Lead them now, for here and evermore.

Lord Vayellith

Master of the Chaos Warders

Age: 316

Alignments: Dark Crusaders, Chaos Warders

Status: Active

Inquisitorial Status: Renegade

++ Rubikon Assault Files ++

Assault on the Tau-held planet Rubikon was led by Chaos Warter Vayellith and Captain Shalia Reth of the 4th company. Entire Tau forces on the planet reacted and the battle was almost lost before Vayellith, according to sources, drew 'a dark orb swirling with the essence of captured spirits' and unleashed it. It destroyed nearly all the Tau military but left the Dark Crusaders alone. Many still theorize about this event.

The Warter Lord Vayellith is the master of the forsaken Chaos Warders, the Dark Crusaders that deal directly with stopping Chaos Sorcery. In combat, Vayellith is a ferocious foe, shredding his enemies with strikes from his Dragon Glaive. When I met him, he had the nerve to completely ignore me. I have to take the Chapter Master's word that he can speak.

Vayellith has just reinforced my opinion that the Dark Crusaders should be hunted down and destroyed. Any who are this close to Chaos are untrustworthy, to say the least.

Inquisitor Valeria

Lord Vayellith has been a Chaos Warter nearly all his life as a Marine—as a Scout he came to the Dark Temple and there, in secrecy, passed the tests the Chaos Warders set for him. He was quickly inducted into their ranks and rose rapidly to the top. Arrogant, disrespectful and haunting, he has no patience for idiotic leaders, and even idiots in general. It is said that Isaiah Eden is Chapter Master only because Vayellith lets him be. During the battles for Kaurava he led, in secrecy, a band of Chaos Warders to the Chaos fortress after it had been destroyed, and there he seized an artifact of unknown purpose. Watch him carefully, for no matter how dangerous he looks, he has a shrewd and plotting mind and is infinitely more dangerous than most realize.

Lord Vayellith

WS	BS	S	T	W	I	A	Ld	Sv
8	4	4	4	3	5	*	10	2+

Wargear

Artificer armour, dragon glaive, storm bolter, frag and krak grenades, dark signum

Special Rules

And They Shall Know No Fear, Forsaken, Blade Fury, Fearless, Independent Character

Blink: At the end of close combat, instead of consolidating, Vayellith may teleport up to 6". In addition, when he charges or is charged, you may place him anywhere in base contact with an enemy.

Die, curs!: Vayellith allocates the Wounds he deals in close combat.

Beyond his Peers: Vayellith's skills are greater than any mere Chaos Warter—he adds +2 to the D3 roll when determining his attacks. This means he has D3 attacks, +1 for the Dragon Glaive and +2 for Beyond His Peers, as well as any other bonuses.

Venerable Brother Antarion

Age: 9541

Alignments: Dark Crusaders

Status: Dormant

Inquisitorial Status: Dangerous

++Files: Lord Antarion++

Antarion was the successor to the Primarch Genesiah and has been a deadly foe of both Chaos and Inquisition. When he was interred into Dreadnought armour Antarion forfeited the title of Chapter Master and served until he went into Nirvana's catacombs at the disappearance of Lord Suphais in M32 and there slept until the M40 Wars. When they were over he returned to slumbering and later awoke during Isaiah's command. Since then he has drifted in and out of slumber. Antarion is currently sleeping.

	WS	BS	S	Fr	Sd	Rr	I	A
Antarion	6	5	6	12	12	11	5	3

Wargear

Dreadnought close combat weapon with built-in meltagun, smoke launchers

Ancient Vengeance: Ancient Vengeance is a staff created for use by Antarion. It is a Dreadnought close combat weapon with an underslung Heavy Flamer. It also incorporates a Flame Fist (see the Armoury).

Special Rules

Venerable, Crusade, Psyker (Mastery Level 2)

Legendary Relic: Antarion is nearly ten thousand years old, and inspires his fellow warriors. All friendly models within 12" have +1 Leadership. This bonus cannot bring a model's Leadership above 10.

Furious Avenger: Antarion re-rolls all failed rolls to hit.

Psychic Powers

Fear of the Darkness, Dark Smite, The Shadow's Hatred

Dark Crusaders Wargear

Assault Cannon:

The rapidly rotating, multiple barrels of an assault cannon unleash a storm of shells, each one capable of shredding a man. The sheer volume of fire means that an assault cannon can be turned against infantry or even vehicles, where the overwhelming salvo of shells is capable of shredding even the heaviest armour.

	Range	S	AP	Type
Assault Cannon	24"	6	4	Heavy 4, Rending

Boltgun: The boltgun, or bolter, is the ambiguous weapon for Space Marines. It is a shooting weapon with the following profile:

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

Bolt Pistol: The bolt pistol is a sidearm version of the boltgun, often used in conjunction with a Chainsword.

	Range	S	AP	Type
Bolt Pistol	24"	4	5	Pistol

Chainsword or Combat Blade: A Chainsword or combat blade is a close combat weapon.

Combi-weapons: Combi-weapons are bolters modified with either a flamer or a meltagun. The secondary weapon only has enough ammunition for a single shot, but the combination alone makes the weapon infinitely deadly. A Space Marine armed with a combi-weapon (combi-meltagun or combi-flamer) can choose to fire either the bolter, or the secondary weapon, each with the profile listed elsewhere in this section. The bolter can be fired every turn, but the secondary weapon can only be fired once per battle. You cannot fire both weapons in the same turn.

Crozius Arcanum: See the Chaplain entry on page XX.

Daemon Weapon: See the Darkened entry on page XX.

Dragon Glaive: See the Chaos Warders entry on page XX.

Flamers: Flamers spew a highly volatile cloud of liquid chemicals that ignites on contact with the air. Flamers are primarily used to scour the enemy from defended positions, their belches of superheated vapour, slaughtering the defenders in a fiery conflagration.

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1

Force Weapon: See the Warhammer 40,000 rulebook.

Frag Grenades: Frag grenades are hurled at an enemy prior to assault. The resulting storm of shrapnel will often buy the attackers enough time to close without retaliatory fire. Frag Grenades are assault grenades, as detailed in the Warhammer 40,000 rulebook.

Glaive: See the Chaos Warders entry on page XX.

Heavy Bolter: The Heavy Bolter is an enormous version of the boltgun, propelling fist-sized bolts with a staggering rate of fire.

	Range	S	AP	Type
Heavy Bolter	36"	5	4	Heavy 3

Heavy Flamer: The Heavy Flamer is the ultimate weapon for sweeping foes clear of cover.

	Range	S	AP	Type
Heavy Bolter	Template	5	4	Assault 1

Krak Grenades: Commonly used against tanks, krak grenades lack the power of a melta bomb, but are more portable, making them a reliable and useful weapon against vehicles. See the Warhammer 40,000 rulebook for details on how to use krak grenades.

Lascannon: There are few finer Imperial anti-tank weapons than the Lascannon. It fires a devastating energy beam that can split open even a Land Raider.

	Range	S	AP	Type
Lascannon	48"	9	2	Heavy 1

Lightning Claws: Lightning claws are heavily armoured gauntlets, each with power talons on the back of them. Commonly used in pairs, lightning claws cut through armour, flesh and bone with terrifying effectiveness. See the Warhammer 40,000 rulebook for details on how to use lightning claws.

Master-crafted weapons: A master-crafted weapon allows the bearer one failed roll To Hit per player turn when wielding one.

Melta bombs: Melta bombs release an intense burst of heat to reduce even the armour of the heaviest tanks to slag and molten metal. See the Warhammer 40,000 rulebook for details on how to use melta bombs.

Meltagun: The meltagun is a lethal and portable anti-tank weapon that fires a beam of focused heat energy.

	Range	S	AP	Type
Meltagun	12"	8	1	Assault 1

Missile Launcher: The missile launcher is a powerful dual-role weapon that fires either frag or krak rounds. The controlling player may choose which mode to fire the missile launcher in each round the weapon fires.

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

Multi-melta: The multi-melta is a larger version of the melta gun.

	Range	S	AP	Type
Multi-melta	24"	8	1	Heavy 1

Power Fist: A power fist is a cumbersome but terribly powerful armoured gauntlet surrounded by a disruptive energy field. See the Warhammer 40,000 rulebook for details on how to use power fists.

Power Sword: A power sword is a blade sheathed in a disruptive energy field. See the Warhammer 40,000 rulebook for details on how to use power swords.

Psyblaster: A Psyblaster is a powerful weapon that fires a focused blast of psychic energy. A Psyblaster has the following profile:

	Range	S	AP	Type
Psyblaster	24"	8	2	Heavy 2, Psyshock

Psyshock: A weapon with Psyshock will pierce Invulnerable saves on a To Wound roll of a 6,

Psypistol: A Psypistol is a smaller, hand-held version of the Psyblaster, intended for use as a sidearm.

	Range	S	AP	Type
Psypistol	12"	8	2	Pistol, Psyshock

Psyshredder: A Psyshredder is the largest variant of the Psyweapon in common use. It is a weapon designed to obliterate even the heaviest infantry protected by the best wards and forcefields.

	Range	S	AP	Type
Psyshredder	24"	8	2	Heavy 1, Psyshock, Blast

Relic Blade: Relic blades are two-handed swords or axes sheathed in an armour-sundering power field. Most have their origins in the dark days of the Horus Heresy, although some have been crafted in the long centuries since, in commemoration of other momentous events. Only a Space Marine of long and faultless service can earn the right to wield a relic blade.

A relic blade counts as a power weapon whose hits are resolved at Strength 6. Due to its size and weight, a model wielding a relic blade cannot get an extra attack for an additional close combat weapon.

Sanctifier Pistol: Only carried by Reclusiarchs, the Sanctifier Pistol is a smaller version of a flamer designed to root enemies out of cover.

	Range	S	AP	Type
Sanctifier	4" Template	4	5	Pistol

Storm Bolter: A storm bolter resembles two boltguns attached side by side. The storm bolter is capable of withering fire without hindering manoeuvrability, enabling the bearer to charge headlong into combat, firing on his enemy all the while.

	Range	S	AP	Type
Storm Bolter	24"	4	5	Assault 2

*Never forgive, never forget.
Through the fury of thy blade and gun,
And the hatred you bring as to them you run,
We shall teach them of their foolishness,
And never shall we stop, never shall we rest
Never forgive, never forget.*

-From the Hymnal of the Avenger

Darkblade Veteran Weaponry

Disintegrator Carbine: Based on a tank-mounted weapon from the foul Dark Eldar, the Disintegrator Carbine has been modified with a bolter to provide a different mode of fire at the cost of reduced range.

	Range	S	AP	Type
Disintegrator				
<i>Maximum</i>	24"	5	2	Heavy 3
<i>Mobile</i>	18"	4	3	Assault 2

Shredderbolter: Another weapon based upon Dark Eldar technology, the Shredderbolter fires a bolt like a boltgun, but when the round explodes it releases a razor-sharp mesh of adamantium wire to slice their foes apart.

	Range	S	AP	Type
Shredderbolter	12"	6	5	Assault 1, Blast

Venom Flame Arc: Based upon a Tyranid bio-weapon, the Flame Arc fires a gout of searing acid.

	Range	S	AP	Type
Venom Flame Arc	Template	X	4	Assault 1, Poisoned (3+)

Pulse Bolter: Adapted from Tau technology, the Pulse Bolter fires a 'bolt' of pulse energy to give it extra penetrating power.

	Range	S	AP	Type
Pulse Bolter	30"	5	5	Assault 2, Rending

Gauss Bolter: Similar to the Pulse Bolter, the Gauss Bolter instead uses Necron tech as its base.

	Range	S	AP	Type
Gauss Bolter	24"	5	3	Rapid Fire, Gauss

Melta Lance: When combining an Eldar Bright Lance with a meltagun, the melta lance was created. High armour penetration ability makes the melta lance one of the most devastating close-quarters weapons in a Dark Crusader's arsenal.

	Range	S	AP	Type
Melta Lance	18"	8	1	Assault 1, Lance, melta

Zzap Missile Launcher: Seeing a Zzap gun in action, it was decided that the concept of a Zzap gun would be combined with a missile launcher, and this was the result.

	Range	S	AP	Type
Zzap Missile	48"	6+D6*	D3*	Heavy 1

Pyrelance Pistol: A Pyrelance Pistol is a much smaller version of the melta lance.

	Range	S	AP	Type
Pyrelance	6"	8	1	Assault 1, Lance, melta

Vehicle Armoury

Solar Cannon: The solar cannon is a turret-mounted cannon that harnesses solar energy.

	Range	S	AP	Type
Solar Cannon	48"	9	2	Heavy 1, Large Blast

Psychic Locator: The Locator allows the Condemner to Deep Strike.

Flame Exhausts: Three times per game, after the Condemner moves, place the 4" template behind it. All models under the template suffer a S3 AP6 hit from the flames.

Warp Drive: A Condemner with a Warp Drive is a fast vehicle.

Heightened Consciousness: The Heightened Consciousness upgrade allows the Condemner to split fire. This must be declared before any shots are resolved.

Dark Crusaders Armoury

The Dark Crusaders Armoury is a unique feature based on 3rd Edition. All squad leaders and independent characters may take up to 5 options from the armoury for the points costs listed in these pages. Upgrades marked with an asterisk (*) may only be included once in the army. Upgrades marked with two asterisks (**) will have a number next to them—this is the number of times it may be included in the army.

Destructor.....20 points

A Destructor is a two-handed power weapon. A model equipped with a Destructor will benefit from +1 Strength.

Terminator Honours.....5 points

A model equipped with Terminator honours has +1 Attacks.

Forceshield (3).....10 points**

A forceshield is a device that either improves a forcefield currently active or grants one. A model equipped with a Forceshield has their Invulnerable save improved by +1. If the model does not normally have an invulnerable save, it gains a 5+ Invulnerable save.

Nightshroud (*).....20 points

A Nightshroud is an incredibly rare artefact that draws shadows to its bearer, providing them and their allies with cover wherever they go. A model with a Nightshroud will give a 6+ Cover save and the Stealth special rule to him and his unit.

Terror Bombs.....15 points

Terror Bombs are used to instil fear into even the most fearless of foes. A Terror Bomb can be fired once only in the shooting phase with the following profile:

	Range	S	AP	Type
Terror Bomb	6"	n/a	n/a	Assault 1, 1 Shot

An enemy unit hit by a Terror Bomb must take a morale check with a -2 modifier. This even applies to Fearless units.

Warp Shunter (2).....10 points**

A model equipped with a Warp Shunter can once only in the movement phase move as if the unit's type was jump infantry. If the model is attached to a unit, the whole unit moves this way.

Mind Shocker.....10 points

The Mind Shocker is often attached to the chest plate, gauntlet or helmet. It can be fired in the shooting phase with the same profile as a bolt pistol and in close combat counts as a pistol. This is compatible with a two-handed weapon, so if a model is armed with a relic blade and a Mind Shocker it will still get +1 Attacks for two close combat weapons! The Mind Shocker functions in the same way with power fists, lightning claws, thunder hammer and other weapons that would normally not get a bonus attack for being armed with two different close combat weapons.

Banner of the Fallen (*).....40 points

A model bearing a Banner of the Fallen is honouring the heroes of the Chapter. All friendly units within 6" can reroll any single dice roll once per turn. This includes the bearer and any unit he might be in.

Souldrinker.....35 points

A Souldrinker is a power weapon. For every unsaved Wound dealt by a Souldrinker, the bearer gains a Wound (up to a maximum of 10 Wounds).

Cloak of Shadows (*).....20 points

A cloak of shadows obscures the wearer in impenetrable darkness. It provides a powerful defence against both shooting and close combat attacks. Successful to hit rolls made against the bearer of a cloak of shadows must be re-rolled. If the bearer is a squad leader, then two successful to hit rolls made against the squad must be re-rolled.

Artificer Armour.....15 points

A model with artificer armour has his armour save upgraded to 2+.

Psychic Wards.....10 points

A model with psychic wards has a 3+ Invulnerable save against psykers and psychic powers.

Storm Shield.....15 points

A model with a Storm Shield has a 3+ Invulnerable save. A model equipped with a storm shield cannot gain a bonus attack from having two close combat weapons.

Flame Fist.....20 points

A flame fist is a gauntlet with a built-in low-powered flamer designed to distract enemies when they charge or are charged.

A model with a flame fist (and any unit he is with) count as having both assault and defensive grenades. Any enemy unit that assaults or is assaulted by a unit that has a model with a flame fist in it is reduced to half initiative for the duration of that assault phase.

Meltagun.....10 points

A meltagun is a ranged weapon with the following profile:

	Range	S	AP	Type
Meltagun	12"	8	1	Assault 1

Deathmarker (5).....10 points**

A model equipped with a Deathmarker has been tasked to take down a single unit or independent character. Select an enemy unit at the start of the game—the model always wounds that unit on a 2+.

Teleport Homer.....10 points

All friendly units that Deep Strike within 6" of a unit with a teleport homer do not scatter.

A warrior, no matter how skilled he may be, will die all the same if not equipped with the tools he needs.

-Captain Kharus Dominon, Master of the Armoury

Unleashing your Crusade

The Dark Crusaders are an elite army, even more so than normal Space Marines. As such, due to a very low model count in an army, they need nasty tricks to be victorious. These tricks come in the form of lots of psykers, mind-bending units like Astus Callidex and the Wrathscythe, and of course the Armoury. There is no doubt that the Dark Crusaders are a flexible army—it's all about the options on units like Darkblade Veterans and Tactical squads. They also have units that fill specialised roles—looking for a gunship to tear through the enemy at close range? The Bloodscythe is ready to rupture. Need a close combat unit that just won't die? Avenger Terminators are your best choice.

The Heart of the Crusade

At the heart of every Dark Crusaders campaign there is a commander, and there are a variety to choose from. The Captain is your basic combat unit, who can specialise for ranged or melee destruction. Reclusiarchs and Librarians are primarily support characters which can bolster your squads. Special Characters are designed to fulfil a specific purpose, however some can multi-task.

You will also need some Troops choices to flesh out your ranks. Dark Crusaders have four Troops to choose from. Tactical squads are good at range and have a variety of options, but will fold in close combat if they're charged by any dedicated close combat unit. Neophytes are great for sitting on mid-field objectives in squads of 25, and for tarpitting powerful units like monstrous creatures. Darkened are combat beasts and can cut through nearly anything short of Terminators or Incubi. Their Darkened Mutation special rule makes them incredibly adaptable to what they can charge and devastate. Psychic Wardens are support characters—not very good in shooting, average in close combat but they come with psychic powers and of course they have 3+ armour saves. Regardless of the units you choose you must have two. The choice is yours as to which will accompany you into battle.

Raining down Darkness

Now that you have your compulsory HQ and two troops, it's time to explore Elites, Fast Attack and Heavy Support. Dark Crusaders have an astonishing 10 elites choices to choose from, and rare is the list that doesn't have maxed-out elites. Chaplains will turn your squad of Psyflame Veterans or Chaos Warders from 'nasty' in close combat to 'disintegrates everything they touch'. Terminators and Avenger Terminators are tough as nails, while Chaos Warders and Psyflame Veterans are a finesse unit with powerful characteristics that will help them triumph in combat. Darkblade Veterans are like Tactical squads, but with double the number of special weapons and good close combat potential. Darkened Hungerers are Darkened that are even better at combat than their counterparts (though they can't claim objectives). Dreadnoughts are the only vehicles in Elites, and can specialise for shooting or close combat. And finally, Isaiah's Honour Guard are difficult to get access to and incredibly expensive, but they will walk all over any unit they touch. Fast Attack may seem a little bare compared to the other slots, but it is full of nasty tricks in itself, with the Banescythe variants and the Steelstorm Veterans in there. Heavy Support is also interesting, with four variant of Land Raider and many other tanks, such as the Condemner Pattern Psytank. Heavy Support is also where you will find your heavy weapons teams like Devastator Squads and Wrathguard Veterans.

Just remember that while the Dark Crusaders have a lot of units unique to them only, they have also lost a lot. Chief among these is plasma—the only form of AP2 weaponry in the Codex is anti-tank, psyweapons or the disintegrator carbine. Units-wise, the Codex has also lost bikes, Ironclad Dreadnoughts, Whirlwinds, Techmarines, assault terminators, Legion of the Damned, Land Speeders, Scouts and the Thunderfire cannon. Dark Crusaders lists as such typically have three flavours; the Tactical list, a Veterans list, and a list to mess with your opponent's mind (hint: Take Astus Callidex). Of course, there are many other possible builds out there—you just have to look!

HQ

ISAIAH EDEN.....295 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Isaiah Eden	6	5	4	4	4	5	4	10	2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear

Artificer armour, frag and krak grenades, melta bombs, Judgements, Revelations, psychic hood

Special Rules

And They Shall Know No Fear, Crusade, Psyker, Independent Character, Honour of the Chapter, Liturgies of Darkness, Heroism Inspiring Presence, Divine Prophecy

Psychic Powers

Fervor, Divine Beacon, Fear of the Darkness

CAPTAIN ASHAYA VERIDAS.....205 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Ashaya	6	5	4	4	3	5	3	10	2+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear

Artificer armour, frag and krak grenades, melta bombs, Iron Halo, bolt pistol, Tempest's Hand

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Skyshatter, Blitz

SHAR'KHAR THE SCARRED.....180 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Shar'Khar	6	4	5	5	3	5	4	9	3+

Unit Composition: 1 (unique)

Unit Type: Monstrous Creature

Wargear

Power armour, dark signum, Dark Redemption, bolt pistol

Special Rules

And They Shall Know No Fear, Forsaken, Dark Mutation, Shadow in the Light, The Darkened, Eternal Hatred

Lord of Shadows: Multiple units of Darkened can be taken in an army that includes Shar'Khar. You may not take Ashaya Veridas or Charin Ezekius if your army includes Shar'Khar.

CAPTAIN CHARIN EZEKIUS.....185 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Charin	6	5	4	4	3	5	3	10	3+

Unit Composition: 1 (unique)

Unit Type: Infantry

Wargear

Power armour, storm bolter, frag and krak grenades, iron halo, psychic hammer

Special Rules

And They Shall Know No Fear, Crusade, Prescience, Psyker, Mind War, Independent Character

Psychic Powers

Ward, Null Zone, the Gate to Infinity

HQ

CHIEF LIBRARIAN ASTUS.....260 points

	WS	BS	S	T	W	I	A	Ld	Sv
Callidex	5	4	4	4	2	5	2	10	3+

Psychic Powers: Temporal Blast, Phase, Temporal Force, Rewind Time, Skein Pull, Temporal Haste

Unit Composition: 1 (Unique) **Special Rules:** Crusade, And They Shall Know No Fear, Independent

Unit Type: Infantry **Character, Psyker (Mastery Level 3), Outside Time, Timeleap, Bend Time**

Wargear: Power armour, frag and krak grenades, Psypistol, Psyblade

LORD VAYELLITH.....170 points

	WS	BS	S	T	W	I	A	Ld	Sv
Vayellith	8	4	4	4	3	5	*	9	2+

Special Rules: And They Shall Know No Fear, Forsaken, Blade Fury, Independent Character, Beyond His Peers, Blink, Die, Curs!

Unit Composition: 1 (Unique) **Wargear:** Artificer armour, frag and krak grenades, storm bolter, Dragon

Unit Type: Infantry **Glaive, Dark Signum**

Master of the Order: If your army includes Lord Vayellith, one Chaos Warder per squad can be upgraded to a Blademaster for +10 points. The Blademaster has +1 Weapon Skill and the Beyond His Peers special rule.

APOTHECARY TALHEDRON.....85 points

	WS	BS	S	T	W	I	A	Ld	Sv
Talhedron	4	4	4	4	1	4	2	9	3+

Special Rules: Crusade, And They Shall Know No Fear, Independent Character

Unit Composition: 1 (Unique) **Wargear:** Power armour, frag and krak grenades, narthecium, storm bolter, modifier, drug dispenser

Unit Type: Infantry

LORD ANTARION.....265 points

	WS	BS	S	Fr	Sd	Rr	I	A
Antarion	6	5	6	12	12	11	5	3

Options

+Take:

-Extra armour.....+15 points
-Banner of the Fallen.....+40 points

Unit Composition: 1 (Unique) **Wargear:** Dreadnought close combat weapon with built-in meltagun, Ancient Vengeance

Unit Type: Vehicle (walker)

Special Rules: Crusade, Venerable, Psyker (Mastery Level 2)

Psychic Powers: Fear of the Darkness, Dark Smite, The Shadow's Hatred

HQ

CAPTAIN.....105 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	6	5	4	4	3	5	3	10	3+

Unit Composition: 1 Captain
Special Rules: Crusade, And They Shall Know No Fear, Independent Character

Unit Type: Infantry

Wargear: Power armour, Iron Halo, bolt pistol, frag and krak grenades, chainsword

Options

- +Replace bolt pistol/chainsword with:
 - a boltgun.....free
 - a storm bolter.....+3 points
 - a combi-flamer or –melta.....+10 points
 - a storm shield, power sword, Or lightning claw.....+15 points
 - a power fist.....+25 points
 - a Psypistol.....+25 points
 - a relic blade.....+30 points
- +Replace power armour with artificer armour.....+15 points
- +Take melta bombs.....+5 points
- +Take Hellfire rounds.....+10 points
- +Take auxiliary grenade launcher.....+15 points
- +Replace power armour, frag and krak grenades, bolt pistol and chainsword for Terminator armour with storm bolter and power sword.....+40 points
- +Replace Terminator armours' Storm Bolter with:
 - a combi-flamer or –melta.....+5 points
 - a lightning claw.....+15 points
 - a thunder hammer.....+20 points
- +Replace Terminator armours' power sword with:
 - a lightning claw.....+5 points
 - a Psyblade.....+10 points
 - a power fist or storm shield.....+10 points
- +If Terminator armour is not chosen, may have one of:
 - a jump pack.....+15 points
 - a Stormrider Disc.....+35 points

COMMAND SQUAD.....115 points

You may take one Command squad for each Captain in your army (including Ashaya Veridas and Charin Ezekius). This unit does not count against your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+
Apothecary	4	4	4	4	1	4	2	9	3+
Champion	5	4	4	4	1	4	3	10	3+

Options

Unit Composition: 4 Veterans, 1 Apothecary
Special Rules: Crusade, And They Shall Know No Fear

Unit Type: Infantry
Transport: May select a Rhino, Razorback or Banescythe as a dedicated transport.

Wargear: Power armour, bolt pistol, chainsword, frag and krak grenades (Apothecary has a Narthecium)

- +One Veteran may carry the Company standard.....+25 points
- +One Veteran may be upgraded to a Champion.....+15 points
- +The squad may ride Stormrider Discs.....+90 points
- +Any Veteran may replace his chainsword/bolt pistol with:
 - a boltgun.....free
 - a storm bolter.....+3 points
 - a flamer.....+5 points
 - a meltagun or Shredderbolter.....+10 points
 - a combi-flamer or –melta.....+10 points
 - a power sword or lightning claw.....+15 points
 - a power fist.....+25 points
- +Any Veteran may take melta bombs.....+5 points
- +The squad may become an independent character...+30 points

HQ

LIBRARIAN.....105 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	4	4	4	2	4	2	10	3+

Options

Unit Composition:
1 Librarian

Special Rules: Crusade,
And They Shall Know
No Fear, Independent
Character, Psyker

Unit Type: Infantry

Wargear: Power
armour, boltgun,
Force weapon, frag
and krak grenades,
psychic hood

Psychic Powers:
Librarians have two
psychic powers from the
list below.

+May replace boltgun with:

- a bolt pistol.....free
- a combi-flamer or –melta.....+15 points
- a Psypistol.....+25 points

+May replace power armour, boltgun, frag and krak grenades
for Terminator armour and:

- No additional weapon.....+25 points
- Storm bolter.....+30 points
- Combi-flamer or –melta.....+35 points
- a Storm Shield.....+40 points
- May replace Force weapon with Psyblade..+5 points

+If Terminator armour is not chosen, may take:

- a Jump Pack.....+15 points
- a Stormrider Disc.....+35 points

Psychic Powers

- Dark Smite.....free
- Hellfire.....free
- Fear of the Darkness.....free
- Empower.....+5 pts
- Quicksilver.....+5 pts
- The Shadow’s Hatred.....+10 pts
- Undying Malice.....+10 pts
- Final Redemption.....+30 pts
- Mind in the Machine.....+30 pts

RECLUSIARCH.....145 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Reclusiarch	5	5	4	4	3	4	3	10	3+

Options

Unit Composition:
1 Exorcist Chaplain

Special Rules: Crusade,
And They Shall Know
No Fear, Independent
Character, Liturgies of
Darkness, Honour of the
Chapter, Heroism

Unit Type: Infantry

Wargear: Power
armour, boltgun,
crozius, frag and krak
grenades

+May replace Boltgun with:

- a bolt pistol.....free
- a Sanctifier Pistol.....+5 points
- a combi-flamer or –melta.....+15 points
- a power fist.....+15 points
- a Psypistol.....+25 points

+Take:

- Melta bombs.....+5 points
- Digital weapons.....+10 points

+Replace power armour, frag and krak grenades for
Terminator armour.....+25 points

+If Terminator armour is not chosen, may take:

- Jump Pack.....+15 points
- Stormrider Disc.....+35 points

ELITES

CHAPLAINS.....80 points

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	4	4	4	4	1	4	2	10	3+

Options

Unit Composition:

1 Chaplain

Unit Type: Infantry

Wargear: Rosarius, Power Armour, Bolt Pistol, Crozius Arcanum, Frag and Krak Grenades

Special Rules: And They Shall Know No Fear, Crusade, Honour of the Chapter, Liturgies of Darkness

Squad Command: 1-3

Chaplains may be taken per Elites choice. A Chaplain can lead a non-Darkened squad, so long as it has the respective Wargear of the squad it leads (eg only Chaplains with jump packs may lead Assault squads).

+Replace Bolt Pistol with:

- a Boltgun.....free
- a Storm Bolter.....+3 points
- a combi-flamer or -melta.....+5 points
- a Shredderbolter.....+15 points
- a power fist.....+15 points
- a Psypistol.....+25 points

+Take melta bombs.....+5 points

+May replace power armour, bolt pistol, frag and krak grenades for Terminator armour and:

- a Storm Bolter.....+30 points
- a combi-flamer or -melta.....+35 points
- a Psyshredder.....+65 points

+If Terminator armour is not chosen, may take:

- Jump Pack.....+15 points
- Stormrider Disc.....+35 points

DARKBLADE VETERANS.....100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Options

Unit Type: Infantry

Wargear: Power armour, boltgun, bolt pistol, frag and krak grenades

Dedicated Transport: May take a Rhino, Razorback or Banescythe as a dedicated transport. If the squad numbers 10 models, may take a Drop Pod as a dedicated transport.

Psychic Powers:

The Sergeant may become a Psyker and take one of the following psychic powers at +25 points:

- Fear of the Darkness
- Quicksilver
- Hellfire

Special Rules:

And They Shall Know No Fear, Crusade, Combat Squads

Unit Composition:

4 Veterans, 1 Sergeant

+May include up to 5 extra Veterans.....+20 points per model

+For every 5 models in the squad, 2 may replace their boltguns with:

- a Pulse bolter or Gauss Bolter.....+10 points
- a Shredderbolter.....+10 points
- a Disintegrator Carbine.....+15 points
- a Venom Flame Arc.....+15 points
- a Zzap Missile Launcher.....+15 points
- a Melta Lance.....+20 points

+The Sergeant may replace his boltgun/bolt pistol with:

- a Chainsword.....free
- a combi-melta or -melta.....+5 points
- a storm bolter.....+10 points
- a Pyrelance Pistol.....+15 points
- a lightning claw or power weapon.....+15 points
- a power fist.....+25 points
- a Psypistol.....+25 points

+Any model may take melta bombs.....+5 points

For the Honour of the Chapter: If your army includes a Captain, Ashaya Veridas or Charin Ezekius, one unit of Darkblade Veterans may be taken as a Troops choice. If your army includes Isaiah Eden, two units may be taken as a Troops choice.

ELITES

DARKENED HUNGERERS.....33 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Hungerer	5	4	5	4	1	4	3	9	3+
Soulthirster	6	5	5	4	1	4	4	9	3+

Unit Composition:
3-10 Darkened
Hungerers

Special Rules: And
They Shall Know No
Fear, Forsaken,
Darkened Mutation,
Fearless, Rending

Unit Type: Infantry

Wargear: Power
armour, close
combat weapon, bolt
pistol, Dark Signum

Options

+One Hungerer may be upgraded to a Soulthirster....+10 points

+The Soulthirster may replace his close combat weapon with:

- a power weapon.....+10 points
- a Daemon weapon.....+20 points
- a power fist.....+25 points

+One Hungerer per three models may replace his close combat
weapon/bolt pistol with:

- a power weapon.....+15 points
- a power fist.....+25 points

+Any Hungerer may take melta bombs.....+5 points
per model

AVENGER TERMINATORS.....60 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Avenger	5	5	4	4	2	5	3	10	2+

Unit Composition:
3-10 Avengers

Wargear: Terminator
armour, Terminator
Honours, storm bolter,
power sword

Unit Type: Infantry

Special Rules: And They Shall Know No Fear,
Crusade, Psyker Squad, Combat Squads

Psychic Powers: Fear of the Darkness, The
Shadow's Hatred

Transport: One Avenger Terminator squad in
the army may take a Land Raider of any sort as
a dedicated transport.

Options

+The squad may replace their power swords and storm bolters
with two lightning claws or a power fist & storm shield.....
.....+10 points

+Two Avengers per 5 models may replace their storm bolter
with:

- a Heavy Flamer.....+5 points
- a Disintegrator Carbine.....+20 points
- Psyblaster.....+25 points
- an Assault Cannon.....+30 points

+Any Avenger may replace his power sword with:

- a Psyblade or power fist.....+10 points
- a Relic Blade.....+15 points

TERMINATOR SQUAD.....200 points

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+

Unit Composition:
5-10 Terminators

Wargear: Terminator
armour, storm bolter,
power fist (The Sergeant
has a power sword)

Unit Type: Infantry

Special Rules: And They Shall Know No Fear,
Crusade, Combat Squads

Transport: One Terminator or Avenger Terminator squad in the army may take a Land Raider of any sort as a dedicated transport.

Options

+May include up to 5 additional Terminators.....
.....+40 points per model

+One Terminator per 5 models may replace his Storm Bolter
with:

- a Heavy Flamer.....+5 points
- a Disintegrator Carbine.....+20 points
- an Assault Cannon.....+30 points

ELITES

PSYFLAME VETERANS.....150 points

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Options

+May include up to five extra Veterans.....+30 points per model

Unit Composition:
4 Veterans, 1 Sergeant

Special Rules: And
They Shall Know No
Fear, Crusade, Psyker,
Psyker Squad, Combat
Squads

+Any Veteran may replace his Force weapon with a Psyblade.....
.....+5 points

Unit Type: Infantry

+Any Veteran may take melta bombs.....+5 points

Wargear: Power
armour, force weapon,
frag and Krak
grenades

Psychic Powers:
Purge the Unclean,
Cauterize, Ignite
Blades, Holy Fire

Dedicated Transport: May take a Banescythe as a
dedicated transport. If the squad numbers 10 models,
may take a Drop Pod as a dedicated transport.

DREADNOUGHT.....105 points

	WS	BS	S	Fr	Sd	Rr	I	A
Dreadnought	4	4	6	12	12	10	4	2

Options

+Replace Storm Bolter with Heavy Flamer.....+10 points

Unit Composition:
1 Dreadnought

Wargear:
Multimelta,
Dreadnought Close
Combat Weapon
(with built-in storm
bolter), smoke
launchers, searchlight

+Replace multi-melta with:

-Twin-linked heavy flamer.....free
-Twin-linked heavy bolter.....+5 points
-Twin-linked Autocannon.....+10 points
-Plasma cannon or Assault Cannon.....+10 points
-Twin-linked Lascannon.....+30 points
-Psyshredder.....+40 points

Unit Type:
Vehicle (Walker)

Special Rules:
Crusade

+Replace Dreadnought Close Combat Weapon with:

-Twin-linked Autocannon or missile launcher.....+10 points
-Twin-linked Disintegrator carbine.....+15 points

Take extra armour.....+15 points

VENERABLE DREADNOUGHT.....170 points

	WS	BS	S	Fr	Sd	Rr	I	A
Dreadnought	5	5	6	12	12	10	4	3

Options

+Replace Storm Bolter with Heavy Flamer.....+10 points

Unit Composition:
1 Dreadnought

Wargear:
Multimelta,
Dreadnought Close
Combat Weapon
(with built-in storm
bolter), smoke
launchers, searchlight

+Replace multi-melta with:

-Twin-linked heavy flamer.....free
-Twin-linked heavy bolter.....+5 points
-Twin-linked Autocannon.....+10 points
-Plasma cannon or Assault Cannon.....+10 points
-Twin-linked Lascannon.....+30 points
-Psyshredder.....+40 points

Unit Type:
Vehicle (Walker)

Special Rules:
Crusade,
Venerable

+Replace Dreadnought Close Combat Weapon with:

-Twin-linked Autocannon or missile launcher.....+10 points
-Twin-linked Disintegrator carbine.....+15 points

Take extra armour.....+15 points

+May become a Venerable Librarian and have two of the powers
available to Dark Crusader Librarians.....+50 points
-Make Dreadnought Close Combat Weapon a force weapon.....
.....+5 points

ELITES

HONOUR GUARD.....45 points

	WS	BS	S	T	W	I	A	Ld	Sv
Honour Guard	4	4	4	4	1	4	2	10	2+
Apothecary	4	4	4	4	1	4	2	9	3+
Heroic Veteran	5	4	4	4	1	4	3	10	2+
Councillor	4	4	3	3	1	3	2	10	3+
Heroic Psyker	4	4	4	4	1	4	3	10	2+

Unit Composition: Varies
Wargear: (Honour Guard, Heroic Veterans)
Unit Type: Infantry
Special Rules: And They Shall Know No Fear, Crusade, Independent Character, Chapter Heroes
Artificer armour, power weapon, boltgun
(Heroic Psyker) Artificer armour, force weapon, boltgun
(Apothecary) Power armour, boltgun, power weapon, Narthecium
(Councillor) Power armour, power weapon, boltgun, forceshield
(All) Frag and Krak Grenades

Heroic: Honour Guard units can only be taken if the army contains Isaiah Eden. Only one Honour Guard unit may be taken per army.

Options

- +Must include:
- 2-5 Honour Guard.....35 points per model
- 0-2 Apothecaries.....30 points per model
- 1 Heroic Veteran.....45 points
- 0-3 Councillors.....15 points per model
- 0-2 Heroic Psykers.....50 points per model
- +Any model may replace his power weapon with:
- a lightning claw.....free
- a power fist.....+10 points
- a relic blade.....+15 points
- +Any model may replace his boltgun with:
- a bolt pistol.....free
- a combi-flamer or -melta.....+5 points
- a power weapon, lightning claw or storm shield.....+15 points
- a power fist or Psypistol.....+25 points
- a relic blade.....+30 points
- +Any Heroic Psyker may replace his force weapon with a Psyblade.....+5 points
- +A Heroic Psyker may take up to two of these psychic powers:
- Dark Smite.....free
- Hellfire.....free
- Fear of the Darkness.....free
- Empower.....+5 pts
- The Shadow's Hatred.....+10 pts
- Quicksilver.....+20 pts
- +Any model may take melta bombs.....+5 points
- +The squad may be mounted on Stormrider Discs.....+18 points per model
- +The squad may take jump packs.....+10 points per model

CHAOS WARDERS.....38 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Warder	6	4	4	4	1	4	*	9	2+

Unit Composition: 3-10 Chaos Warders
Special Rules: Forsaken, And They Shall Know No Fear, Blade Flurry
Unit Type: Infantry
Wargear: Artificer armour, storm bolter, frag and krak grenades, glaive
Dedicated Transport: The squad may take a Banescythe as a dedicated transport.

Options

- +One Chaos Warder per three models may replace his Glaive with a Dragon Glaive.....+10 points
- +Two Chaos Warders may replace their wrist-mounted Storm Bolters with:
- a wrist-mounted meltagun.....+10 points

TROOPS

TACTICAL SQUADS.....100 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Marine	4	4	4	4	1	4	1	8	3+
Sergeant	4	4	4	4	1	4	2	9	3+

Options

Unit Composition:

4 Space Marines,
1 Veteran Sergeant

Special Rules:

And They Shall
Know No Fear,
Crusade, Combat
Squads

Unit Type:

Infantry

Wargear: Power armour,
Boltgun,
Frag and Krak grenades,
bolt pistol

Transport: May
take a Rhino or a
Razorback as a
dedicated
transport. If the
squad numbers
ten models, may
take a Drop Pod.

Psychic Powers:

The Sergeant may be-
come a Psyker and take
one of the following
psychic powers at +25
points:

- Fear of the Darkness
- Quicksilver
- Hellfire

+May take up to five additional Marines.....
.....+18 points per model

+One Marine may replace his Boltgun with a:

- Flamer.....free
- Meltagun.....+5 points
- Shredderbolter.....+10 points

+If the squad numbers 10 models, one Marine may replace his Bolt-
gun with one of the following:

- a Heavy bolter, missile launcher or multimelta.....free
- a disintegrator carbine.....+5 points
- a Lascannon.....+10 points

+The Space Marine Sergeant may replace his Boltgun and/or Bolt
Pistol with:

- a Chainsword.....free
- a combi-melta or -flamer.....+5 points
- a storm bolter.....+10 points
- a lightning claw or power weapon.....+ 15 points
- a power fist.....+25 points

+The Space Marine Sergeant may take:

- Melta bombs.....+5 points

NEOPHYTES.....100 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Neophyte	3	3	4	4	1	4	1	8	4+
Castellan	4	4	4	4	1	4	2	8	3+

Options

Unit Composition:

9 Neophytes, 1 Castellan

Special Rules:

Marines in Training

Unit Type:

Infantry

Wargear:
Neophytes: Neophyte
Robes, Boltgun
Castellan: Castellan
Robes, Boltgun,
bolt pistol

Transport: If the
squad numbers 10
models, may take a
Rhino as a dedicated
transport.

+May take up to fifteen additional Neophytes.....+9 points
per model

+Any Neophyte may replace his Boltgun with a Shot-
gun.....free

+One Neophyte per 10 models may replace his Boltgun with:

- a flamer.....free
- a Meltagun.....+5 points

+The Castellan may take:

- frag and Krak grenades.....+1 point
- a Sacrificial Knife.....+3 points
- a Hood of Servitude.....+5 points
- Melta bombs.....+5 points

+The Castellan may replace his Boltgun with:

- a combi-melta or -flamer.....+ 5 points
- a Storm Bolter.....+10 points

“First lesson, recruits: know what ideas
are good, and what ideas are bad. Take,
for example, the combi-bolter: a lesson in
pointlessness.

-Anonymous Castellan

TROOPS

PSYCHIC WARDENS.....20 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Psy. Warden	3	3	3	3	1	3	1	8	3+

Options

Unit Composition: 5-10 Psychic Wardens
Wargear: Power armour, bolt pistol, close combat weapon

Unit Type: Infantry
Special Rules: Crusade, Psyker, Psyker Squad

Psychic Powers: Any two of: Ward, Power of the Warp, Warp Lash, Shield From the Warp, Blood and Sacrifice.
Transport: May select a Rhino, Razorback or Banescythe as a dedicated transport.

+One Psychic Warden per five models may replace his close combat weapon with:

- a power weapon.....+10 points
- a force weapon.....+15 points
- a Psyblade.....+20 points

+One Psychic Warden per five models may replace his bolt pistol with:

- a Psypistol.....+20 points

+The squad may take:

- Melta bombs.....+5 points per model
- an extra psychic power.....+30 points

DARKENED.....25 points per model

	WS	BS	S	T	W	I	A	Ld	Sv
Darkened	4	4	5	4	1	4	2	9	3+

Options

Unit Composition: 5-10 Darkened
Special Rules: And They Shall Know No Fear, Forsaken, Darkened Mutation

Unit Type: Infantry

Wargear: Power armour, bolt pistol, close combat weapon, Dark Signum
Transport: May select a Banescythe as a dedicated transport. If the squad numbers 10 models, may take a Drop Pod as a dedicated transport.

+One Darkened per five models may replace his close combat weapon with:

- a Rending blade.....+3 points
- a power weapon.....+10 points
- a Psyblade.....+20 points

+One Darkened per five models may replace his bolt pistol with:

- a Psypistol.....+20 points

+The squad may take:

- the Fearless universal special rule.....
.....+5 points per model

Only one unit of Darkened or Darkened Hungerers may be selected in a Dark Crusaders army.

DROP POD.....35 points

	BS	Fr	Sd	Rr
Drop Pod	4	12	12	12

Options

- Replace Storm Bolter with Shredderbolter.....
.....+15 points

Unit Composition: 1 Drop Pod
Transport Capacity: 12 models or one Dreadnought

Unit Type: Vehicle (open-topped)

Wargear: Storm Bolter
Special Rules: Inertial Guidance System, Immobile, Drop Pod Assault

FAST ATTACK

STEELSTORM VETERANS.....125 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Options

Unit Composition:
4 Veterans,
1 Sergeant

Special Rules: Crusade,
And They Shall Know No
Fear, Heroic Intervention,
Combat Squads

Unit Type: Infantry

Wargear: Power
armour, jump pack,
bolt pistol, frag and
krak grenades,
chainsword

Dedicated Transports:
The squad may remove its
jump packs and take a
Rhino, Razorback or
Banescythe for free as a
dedicated transport.

Psychic Powers:

The Sergeant may become a Psyker and take one
of the following psychic powers at +40 points:
-Fear of the Darkness
-Quicksilver
-Hellfire

+May include up to 5 additional Veterans..+25 points per model

+The Sergeant may take:

- teleport homer.....+15 points
- Rocket exhausts.....+10 points
- Psychic Wards.....+5 points

+Any model may replace his bolt pistol and/or chainsword
with:

- a storm shield.....+15 points
- a power weapon or lightning claw.....+15 points
- a Psyblade.....+20 points
- a power fist.....+25 points
- a Psypistol.....+25 points

+Any model may take melta bombs.....+5 points per model

STORMRIDERS.....35 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Stormrider	4	4	4	4(5)	2	4	1	9	3+
Harbinger	4	5	4	4(5)	2	4	2	9	3+

Options

Unit Composition:
1-5 Stormriders

Special Rules: Crusade,
And They Shall Know No
Fear, Deep Strike

Unit Type: Jump
Infantry

Wargear: Power
armour, Stormrider
Disc, bolt pistol,
chainsword, frag
and krak grenades,
meltagun

Psychic Powers:

The Sergeant may be-
come a Psyker and take
one of the following
psychic powers at +25
points:
-Fear of the Darkness
-Quicksilver
-Hellfire

+Any Stormrider may replace his meltagun with:

- heavy flamer.....+5 points
- Assault Cannon or Autocannon.....+10 points
- Psyblaster.....+10 points

+One Stormrider may be upgraded to a Harbinger.....+10 points

+The Harbinger may replace his meltagun with:

- Flamestorm Cannon.....+10 points
- Assault Cannon or Autocannon.....+10 points
- Psyblaster.....+10 points

+The Harbinger may replace his close combat weapon with:

- power weapon or lightning claw.....+15 points

FAST ATTACK

HATESCYTHE.....140 points

	BS	Fr	Sd	Rr
Hatescythe	4	12	11	11

Options

Unit Composition: 1 Hatescythe
Wargear: Xenos Array, 4 Hatescythe Missiles, Smoke Launchers

Unit Type: Vehicle (Fast, Skimmer)

Special Rules:
Target, Lock!

- May take any of the following:
- up to three hunter-killer missiles.....+10 points each
- an Advanced Targeting Matrix.....+15 points
- an extra Hatescythe Missile.....+25 points

BLOODSCYTHE.....140 points

	BS	Fr	Sd	Rr
Bloodscythe	4	12	11	11

Unit Composition: 1 Bloodscythe
Wargear: 2 Xenos Array Weapons, Blood Arc

Unit Type: Vehicle (Fast, Skimmer)

- May take any of the following:
- a hunter-killer missile.....+10 points
- an Advanced Targeting Matrix.....+15 points

WRATHSCYTHE.....150 points

	BS	Fr	Sd	Rr
Wrathscythe	4	12	11	11

Unit Composition: 1 Wrathscythe
Wargear: 2 Xenos Arrays, Nerveflay Launcher

Unit Type: Vehicle (Fast, Skimmer)

- May take any of the following:
- a hunter-killer missile.....+10 points
- an Advanced Targeting Matrix.....+15 points

ASSAULT SQUAD.....110 points

	WS	BS	S	T	W	I	A	Ld	Sv
Marine	4	4	4	4	1	4	2	9	3+

Unit Composition: 4 Marines, 1 Sergeant
Wargear: Power armour, frag and krak grenades, chainsword, bolt pistol, jump pack

Unit Type: Jump Infantry

Dedicated Transport: The squad may remove its jump packs to count as Infantry. It may then take a Rhino or a Razorback for free. Upgrades must be bought as normal.

Psychic Powers:
The Sergeant may become a Psyker and take one of the following psychic powers at +25 points:

- Fear of the Darkness
- Quicksilver
- Hellfire

- +May include up to 5 additional Marines...+20 points per model
- +For every 5 models in the squad one Marine may replace his bolt pistol with:
 - a flamer.....+10 points
- +The Sergeant may take:
 - melta bombs.....+5 points
 - a combat shield.....+5 points
- +The Sergeant may replace his bolt pistol and/or chainsword with:
 - a storm shield.....+15 points
 - a power weapon or lightning claw.....+15 points
 - a Psyblade.....+20 points
 - a power fist.....+25 points
 - a Psypistol.....+25 points
 - a thunder hammer or pair of lightning claws.....+30 points

HEAVY SUPPORT

WRATHGUARD VETERANS.....115 points

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

Options

Unit Composition:
4 Veterans, 1 Sergeant

Unit Type: Infantry

Wargear: Power armour, boltgun, frag and krak grenades, heavy ammunition

Special Rules: And They Shall Know No Fear, Crusade, Combat Squads

Dedicated Transport: May take a Rhino, Razorback or Banescythe as a dedicated transport. If the squad numbers 10 models, may take a Drop Pod as a dedicated transport.

+May include up to five additional Veterans.....+23 points per model

+Up to four Veterans may replace their boltguns with:
-a Heavy Bolter, multimelta or missile launcher.....+5 points
-a Disintegrator Carbine or Heavy Pulse.....+10 points
-a Lascannon.....+25 points
-a Psyshredder.....+30 points

+If the squad numbers 10 models, a further two may replace their boltguns with:

-a Heavy Bolter, multimelta or missile launcher.....+5 points
-a Disintegrator Carbine or Zzap Missile Launcher.....+10 points
-a Plasma cannon.....+15 points
-a Lascannon.....+25 points
-a Psyshredder.....+30 points

+Any model may take melta bombs.....+5 points

DEVASTATOR SQUAD.....100 points

	WS	BS	S	T	W	I	A	Ld	Sv
Marine	4	4	4	4	1	4	1	8	3+

Options

Unit Composition:
4 Marines, 1 Sergeant

Unit Type: Infantry

Wargear: Power armour, boltgun, frag and krak grenades

Special Rules: And They Shall Know No Fear, Crusade, Combat Squads

Dedicated Transport: May take a Rhino or Razorback as a dedicated transport. If the squad numbers 10 models, may take a Drop Pod as a dedicated transport.

+May include up to five additional Marines.....+18 points per model

+Up to four Space Marines may replace their boltguns with:
-a heavy bolter, multimelta or missile launcher.....+5 points
-a Disintegrator Carbine.....+10 points
-a Lascannon.....+25 points

+The Sergeant may replace his boltgun/bolt pistol with:

-a chainsword.....free
-a combi-flamer, -melta or -plasma.....+10 points
-a storm bolter.....+10 points
-power weapon.....+15 points
-a power fist.....+25 points

+The Sergeant may take melta bombs.....+5 points

LAND RAIDER.....250 points

	BS	Fr	Sd	Rr
Land Raider	4	14	14	14

Options

Unit Composition:
1 Land Raider

Unit Type: Vehicle (tank)

Transport Capacity:
Twelve models

Wargear: Two twin-linked Lascannons, twin-linked heavy bolter, smoke launchers, searchlight

Special Rules: Power of the Machine Spirit, Assault Vehicle

+May take any of the following:

-a storm bolter.....+10 points
-a hunter-killer missile.....+10 points
-a multimelta.....+10 points
-a Shredderbolter.....+10 points
-extra armour.....+15 points

+May replace twin-linked heavy bolter with:

-a twin-linked multimelta.....free

HEAVY SUPPORT

LAND RAIDER CRUSADER.....250 points

	BS	Fr	Sd	Rr
Land Raider	4	14	14	14

Options

Unit Composition:
1 Land Raider

Wargear: Two hurricane bolters, twin-linked assault cannon, smoke launchers, searchlight

Unit Type: Vehicle (tank)

Transport Capacity:
Sixteen models

Special Rules: Power of the Machine Spirit, Assault Vehicle

+May take any of the following:

- a storm bolter.....+10 points
- a hunter-killer missile.....+10 points
- a multimelta.....+10 points
- a Shredderbolter.....+10 points
- extra armour.....+15 points

+May replace twin-linked assault cannon with:

- a twin-linked autocannon.....free

LAND RAIDER REDEEMER.....240 points

	BS	Fr	Sd	Rr
Land Raider	4	14	14	14

Options

Unit Composition:
1 Land Raider

Wargear: Two Flamestorm Cannons, twin-linked assault cannon, smoke launchers, searchlight

Unit Type: Vehicle (tank)

Transport Capacity:
Twelve models

Special Rules: Power of the Machine Spirit, Assault Vehicle

+May take any of the following:

- a storm bolter.....+10 points
- a hunter-killer missile.....+10 points
- a multimelta.....+10 points
- a Shredderbolter.....+10 points
- extra armour.....+15 points

+May replace twin-linked assault cannon with:

- a twin-linked autocannon.....free

LAND RAIDER AVENGER.....250 points

	BS	Fr	Sd	Rr
Land Raider	4	14	14	14

Options

Unit Composition:
1 Land Raider

Wargear: Two Psyshredders, twin-linked heavy bolter, smoke launchers, searchlight

Unit Type: Vehicle (tank)

Transport Capacity:
Twelve models

Special Rules: Power of the Machine Spirit, Assault Vehicle

+May take any of the following:

- a storm bolter.....+10 points
- a hunter-killer missile.....+10 points
- a multimelta.....+10 points
- a Shredderbolter.....+10 points
- extra armour.....+15 points

+May replace twin-linked heavy bolter with:

- a twin-linked multimelta.....free

HEAVY SUPPORT

CONDEMNER PATTERN PSYTANK....110 points

	BS	Fr	Sd	Rr
Condemner	4	14	13	11

Options

Unit Composition: 1 Condemner
Special Rules: Powered by Psychic

Unit Type: Vehicle
(tank)

- +May take:
 - Solar Cannon.....+90 points
- +May take sponson-mounted:
 - Heavy bolters.....+25 points
 - Multi-meltas.....+35 points
 - Lascannons.....+50 points
 - Psyshredders.....+60 points
- +May take:
 - Psychic locator.....+5 points
 - Psychic Field.....+10 points
 - Storm bolter.....+10 points
 - Multi-melta.....+10 points
 - Extra armour.....+15 points
 - Flame exhausts.....+15 points
 - Up to two disintegrator carbines.....+20 points each
 - Warp Drive.....+20 points
 - Lightning Field.....+25 points
 - Assault Cannon or Autocannon.....+25 points
 - Heightened Consciousness.....+50 points

DARK CRUSADERS VINDICATOR.....105 points

	BS	Fr	Sd	Rr
Vindicator	4	13	11	10

Options

Unit Composition: 1 Vindicator
Wargear: Heavy Psyshredder, smoke launchers, searchlight

Unit Type: Vehicle
(tank)

- +May take any of the following:
 - a storm bolter.....+10 points
 - a hunter-killer missile.....+10 points
 - a multimelta.....+10 points
 - a Shredderbolter.....+10 points
 - a siege shield.....+10 points
 - extra armour.....+15 points

DARK CRUSADERS PREDATOR.....60 points

	BS	Fr	Sd	Rr
Predator	4	13	11	10

Options

Unit Composition: 1 Predator
Wargear: Disintegrator carbine smoke launchers, searchlight

Unit Type: Vehicle
(tank)

- +May take any of the following:
 - a storm bolter.....+10 points
 - a hunter-killer missile.....+10 points
 - a multimelta.....+10 points
 - a Shredderbolter.....+10 points
 - extra armour.....+15 points
- +May take sponson-mounted:
 - Heavy bolters.....+35 points
 - Lascannons.....+60 points
 - Psyblasters.....+70 points
- +May replace turret-mounted disintegrator carbine with:
 - Twin-linked Psyblaster.....+45 points

APOCALYPSE

REVILER PATTERN PSYTANK.....250 points

	BS	Fr	Sd	Rr	SP
Reviler	4	14	13	12	3

Options

+May take up to 5 Disintegrator Carbines.....+15 points each

Unit Composition:

1 Reviler Psytank

Unit Type: Super-Heavy Tank

Special Rules:

Powered By
Psychic, Unstable
Monstrosity

Unstable Monstrosity: Merely being in the presence of a Reviler is a risky thing. If the Reviler is destroyed it will always go up in an Apocalyptic Explosion!

+May take:

- Titan Psyshredder.....+150 points
- Psychic locator.....+5 points
- Storm bolter.....+10 points
- Multi-melta.....+10 points
- Assault Cannon or Autocannon.....+15 points
- Flame exhausts.....+15 points
- Warp Drive.....+20 points
- Solar Cannon.....+90 points
- Warp Field.....+40 points
- Reviler Pattern Container.....+50 points

+May take sponson-mounted:

- Heavy bolters.....+25 points
- Disintegrator Carbines.....+35 points
- Multi-meltas.....+35 points
- Lascannons.....+50 points
- Psyshredders.....+60 points

+May upgrade sponsons with:

- Gauss bolters.....+20 points
- Zzap Missile Launchers.....+35 points

THE SHADOW TITAN.....8500 points

	WS	BS	S	Fr	Sd	Rr	I	A	SP
Shadow Titan	2	4	10	14	14	13	1	6	12

Transport Capacity: 52 in each

leg (up to 5 units in each leg)

Unit Composition: 1
(Unique)

Unit Type: Super-Heavy Walker (Titan)

Wargear: 2 Worldbreaker Cannons, 8 Void Shields, 6 carapace-mounted Doom Psyshredders

Special Rules: Unstable Monstrosity, Leech Life, Undying Hunger, Psyker, Towering Monstrosity, Reactor Meltdown!, Titanic Tread

Psychic Powers: Hellstorm, Worldsunder, The Shadow's Hatred, Fear of the Titan

Worldbreaker Cannon:

Range	S	AP	Type
120"	D	1	Ord. 2, 10" Blast, Primary

Leech Life: For every non-vehicle unit the Shadow Titan fully destroys in close combat, he gains +D6 attacks.

Undying Hunger: Every turn the Shadow Titan does not fully destroy a unit, he loses D6 attacks.

Psyker: The Shadow Titan is a Mastery Level 2 Psyker who counts as Leadership 10. Perils of the Warp will deactivate a void shield.

The Shadow Titan is a monster that puts even the Reviler Pattern Psytank to shame for destruction power. A recent addition to the ranks of the Chapter, the Shadow Titan joined them when it was infected with psychic energy and gained sentience. It now no longer needs a crew and can cast psychic powers that make Astus Callidex livid with envy.

It is said that when the Shadow Titan steps foot on the world, the very core of the planet begins to rupture, dooming the planet to a painful death...

Psychic Powers

Hellstorm: A more powerful version of the Hellfire power.

Range	S	AP	Type
48"	5	6	Heavy 50, Rending

Fear of the Titan: Functions like Fear of the Darkness, except the power affects all enemy units within 24" and the test must be taken with a -4 modifier.

Worldsunder: This power must be cast on the first turn. If the test is successful, at the end of turn 10, for every unit on the board except super-heavies or gargantuan creatures, roll a D6. On a 2+ that unit is destroyed. In addition, 5D6 craters are placed on the field by the Shadow Titan's controller. All super-heavies suffer a penetrating hit, and all gargantuan creatures suffer D3 Wounds.

APOCALYPSE

PSYCHIC MAELSTROM.....100 points + models

Composition:

- Astus Callidex
- 2 Librarians
- 1 squad of Psyflame Veterans
- 1 squad of Psychic Wardens

Bonuses:

- All models in the formation may re-roll any psychic tests they need to take.
- If all members of the formation are within 24" of each other, then they automatically pass all psychic tests.
- If all members of the formation are within 18" of each other, then they automatically pass all psychic tests and the Strength of all psychic shooting attacks they make is increased by 1.

DEATH OF THE MATERIUM....75 points + models

Composition:

- Shar'Khar the Scarred
- 2-5 squads of Darkened
- 1-2 squads of Darkened Hungerers

Bonuses:

- All models in the formation gain +1 Strength.
- All models in the formation gain Fearless.
- Any units of the formation that are within 12" of Shar'Khar the Scarred or a unit of Darkened Hungerers gain Furious Charge and Preferred Enemy.

AERIAL SPEARHEAD.....50 points + models

Composition:

- Ashaya Veridas
- 5-10 squads of any type

Bonuses:

- All models in the formation must Deep Strike as per Ashaya's **Skyshatter** rule.
- All models in the formation that Deep Strike do so on the first turn and do not scatter. If they wish, they also benefit from Ashaya's **Blitz** special rule.
- At the start of the game, you may also fire an Orbital Strike with the following profile:

	Range	S	AP	Type
Orbital Strike	Infinite	10	1	Large Blast