

WARHAMMER

40,000

DARK CRUSADERS



WARHAMMER 40,000
CODEX (UNOFFICIAL)

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 daemoniac 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 daemoniac 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, dying of his injuries in battle with the mighty Bloodthirster An'ggrath the Unbound and no less than two hundred Bloodletters. Even so, not a single Bloodletter survived and An'ggrath was banished for millennia, and as such the Bloodthirster truly despises the Dark Crusaders.

This marked the beginning of the war between the Dark Crusaders and most of the galaxy. Hunted by the Inquisition, Captain Antarion 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 Antarion 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 Antarion rose from his slumber in Nirvana's catacombs, where he had been sleeping since the disappearance of Suphais. Antarion 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 Antarion 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.

INDUSTRY AND MANUFACTURE

The Dark Crusaders have had to function without any Imperial assistance for ten thousand years – this includes the Adeptus Mechanicus. For anyone else, this would have been equal to a death sentence, for without forge worlds to produce weapons and armour, the harsh galaxy would have devoured them as easy prey.

Not so the Dark Crusaders. They used sycophants inside the Adeptus Mechanicus to gain access to the plans of many weapons of war, including Rhinos, Land Raiders and of course the plans for bolters and power armour. Utilising Nirvana's patchwork geography, the Dark Crusaders set up numerous cities devoted to the production of weapons of war. As Nirvana is easily fifteen times the size of Terra, it was relatively easy to organise this. Slowly but surely, more and more plans were rediscovered or stolen, and the Dark Crusaders are now in possession of most Imperial plans, although some such as bikes, Land Speeders and plasma weaponry still elude them.

As such, a foe with moderate knowledge of the Dark Crusaders would expect them to be at a considerable disadvantage when faced with an armoured foe. This is not the case – the Dark Crusaders have taken many liberties with technology, experimenting and redesigning weapons and even utilising xenos weapons. Without this, the technological marvel that is the Banescythe would never have been created, as the basis for it was stolen from the Eldar in late M38. The Condemner Pattern Psytank began as a modified Land Raider, but is now its own unique pattern, difficult to make but almost unstoppable upon the battlefield.

It is fortunate that the Mechanicus knows not of the existence of the Dark Crusaders, for the Tech-Priests have sworn eternal vengeance upon those that stole the plans from them. To them, such an insult must be met with extreme force.

INITIATION

From all around Nirvana, those that show special promise are offered an opportunity to join the Chapter. Those that are given this opportunity and honour almost always accept, but only the hardest and best of their number will be initiated into the 10th Company of Neophytes.

Most of the aspirants will die, and their deaths will more likely than not be painful, but not necessarily quick. Who can say which aspirants will expire in the Garden of Torments or the Desert of Time? Which aspirants will breathe their last at the Crystal Storm, as the psychic maelstrom of the Warp ravages their mind and form? Those that survive will not necessarily live to take their place as a Space Marine, for Genesisiah's modifications to the gene-seed have had the unfortunate effect of killing the majority of those who are submitted to the genetic modifications required to turn from human to Marine.

Yet despite this major problem, which the Apothecaries dare not attempt to fix, the Dark Crusaders rarely want for recruits, as many of Nirvana's provinces breed incredibly hardy and mighty citizens.

Psykers are valued more than most. Nirvana's very nature breeds psykers which, even untrained, are more powerful than the average psyker in an Imperial Guard regiment. For those that are inducted because of this warp-harnessing talent, they will usually become a Psychic Warden and undergo the modifications to become a Marine after proving themselves in the fires of battle.

For every Dark Crusaders psyker, becoming a Librarian is their goal and they work ceaselessly to make this come to fruition.

CRUSADING IN THE STARS

As much as they hate doing it, the Dark Crusaders have had to scavenge other Imperial ships to find parts to repair their own. The Adeptus Mechanicus guards the plans to interstellar ships like Battle Barges and Strike Cruisers, and the Dark Crusaders have been unable to replace the ships taken out.

The pride of their collection of interstellar craft is *Dawnshadow*, an Emperor-class battleship gifted from the Emperor to Genesisiah at the start of the Great Crusade. Still in service to this day, it is the command post from which Chapter Masters will control space operations. A normal Emperor-class is powerful enough, but *Dawnshadow* has been blessed with the powers of a Primarch and modified by the Chapter's psy-constructors to be even more lethal. Such is the power of *Dawnshadow* that some say it would take at least three normal Emperor-class battleships to defeat it – this is an exaggeration, but one founded upon reason.

Regardless of this, the Dark Crusaders are fully aware that their weakness is in space, and as such will not engage in a battle unless the odds are overwhelmingly in their side or if retreat is not an option.

THE HORRORS THAT LURK BEYOND

Nearly 35% of Nirvana is uninhabitable, for a variety of reasons. Some areas are completely devoid of water and have been reduced over the years to dry husks of rock. Some areas are so prone to natural disasters that all attempts of living there have been utterly foiled. Nothing, though, can compare to what is called Beyond.

At first, Beyond seems like a simple jungle, with incredibly dense foliage and trees that reach hundreds of metres high. A visitor to Nirvana might ask why Beyond is not habituated, or why there seems to be no life apart from plants there, and his questions will be met with the response that has been told to the children of the planet – within Beyond, lurks a monster, ravenous, violent and dangerous.

Nobody knows the actual nature of the beast, so to speak, for all those that might have been found dead, their skin torn off and bones stripped clean of all flesh. All that remains is the head, marvellously intact and face twisted into a scream of pain, horror and fear. Even the Space Marines sent to investigate have met with the same fate, and the few images that have survived show very little – a claw, a twisted arm, a limb made from twisted flesh punctured with jagged bone. The creature destroys and scrambles all vox recordings, leaving only a gurgling, deep-throated laugh. Such a message is clear – not only is the Horror of Beyond, as it has come to be known, violent and dangerous, but also sentient... and most likely hungry.

Is it a daemon, xenos creature from another galaxy, or simply a creature of Nirvana's fauna? That cannot be told, but the Horror has been plaguing Beyond for over nine millennia, which means it is either immortal or that what people think is the Horror is, in fact, an entire species of creatures. The Dark Crusaders keep a close eye on Beyond in any case, for if the Horror does decide to move to another part of Nirvana, then they must react quickly and decisively.

Only Lord Antaron knows the origins of the Horror, and he refuses to speak of it to anyone – not even the Chapter Master. What is the monster that has claimed the lives of so many, that is so powerful even Terminators cannot stand against it?

What is the Horror?

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 Codiciers
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
150 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 Wardens

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.

In battle, a Dark Crusaders attack force will almost certainly be one of the battle companies, accompanied by Veterans or Terminators. Nearly every Dark Crusaders assault force will include a squad of Darkened and some Psychic Wardens. The leader of the force will be a Captain, a commander who has spent hundreds of years on the field, perfecting the art of war. The bulk of the force will be Tactical squads and Neophytes, though, often mounted in Rhinos or Banescythes. Regardless of composition, a Dark Crusaders army is a fearsome thing to behold.

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 of other squads 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.

Bloody Hand: Symbolising vengeance for the deceased Primarch Genesiah, the Bloody Hand is awarded to those who have dealt a greatly damaging victory to the Chaos Space Marines, usually by virtue of destroying one of their ships through sabotage or saving a world from their clutches.

Iron Halo: This simple badge has its origins in the earliest days of the Imperium. Often painted onto a Dark Crusader's armour as a silver or gold badge, the Iron Halo is the insignia for an exceptional leader and strategist. It is displayed on the shoulder armour or helmet of the Brother-Marine as a mark of rank.

Oath of Moment: Before each battle, the Chaplains of the Dark Crusaders will witness the taking of the oaths of moment, a ten thousand year tradition where the oath taker will be given on a piece of parchment the mission and goals he will accomplish on the battlefield. This tradition has been in place since before the Horus Heresy, and the Reclusium is insistent that the tradition be kept alive.

Bone Wreath: The Bone Wreath is awarded to those who have stared Death in the eye and defeated it. The award is bestowed upon those lost in action and presumed dead, who have returned to the Chapter alive. It takes the form of a wreath made from bone. The source or origins of these bones are unknown, but they are believed to be psychically moulded.

++Interview between a Guardsman & two Inquisitors++
++Subject: Dark Crusaders++
++Italicised text is spoken by Isaiah Eden++

Well, the entire platoon was destroyed by the Orks, and I was knocked unconscious. The next thing I knew, I was on some sort of operating table and surrounded by black-armoured Marines with white and gold trim.

++Inquisitors confirm to each other that this is the Dark Crusaders++

They told me nothing save that you Inquisitors hunted them. Their leader... he gave me a message to pass on.

++Inquisitors ask him to give it to them++

I cannot do that – they implanted it inside me... It will speak itself when it is the right time. I swear, that's all I know!

++Sudden static, then the Guardsman speaks the message++

You have made a grave mistake in underestimating us. This little outpost has become too dangerous for us to ignore any longer. You have a week starting today to evacuate the planet before we destroy it utterly. Do not think we are bluffing – if you remain here you will die screaming with your world. As to why we want this base destroyed, it is that project you are working on. Try to move it and we will intercept and destroy you. That said, I do not expect you to run. If you are bent on fighting, please try to make it a challenge. The entire Grey Knights Chapter would help. Also, when this message is finished the bomb implanted in this Guardsman will detonate. Start running.

++Gasps, then an explosion++

++The planet was fortified with a Brotherhood of Grey Knights and two Imperial Guard regiments. A week from when this message was received, the Dark Crusaders attacked in full force, including a rogue Emperor Titan. The attackers somehow managed to utterly annihilate the planet and every living thing on it. No threat made by the Dark Crusaders can be ignored now.++

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 Antaron 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. Antaron 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 Antaron who was responsible for the devastation wreaked upon the Necrons. With psychic might and righteous fury he pummelled 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 pummelled 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.

"The day will never come when Chaos Warders are defeated by silver Marines with glorified blades on sticks."

-Lord Vayellith after the Massacre of the Knights

"They may have defeated us this time, but we will strike again. With every day and every week we come closer to locating their cursed planet and when we do nothing will save them from our retribution."

-Inquisitor Coteaz

THE SUNDERING OF FAL'KRIA

The Tau Empire has long been a source of amusement to the Dark Crusaders for their naïve concept of the Greater Good. Such cynicism is only to be expected, yet, when the Tau-held planet of Fal'Kria scanned the stars and found Nirvana, Isaiah Eden responded with extreme force.

The Chapter Master knew that he had to strike before the blueskins alerted their superiors on T'au. He sent the Second and Third companies with not only a detachment of Darkened and Avenger Terminators but also Ultima Umbrax, the psychic abomination that was once a normal Emperor Titan. Isaiah followed the strike force in *Dawnshadow*, sitting above the planet to give directions and eliminate any reinforcements that might come.

It can be said that without a shadow of a doubt that victory was assured when Ultima Umbrax stepped onto the world from his personal transport. With a show of godlike psychic powers a barrage of glittering black fire shredded an entire formation of Hammerheads. The Titan's Worldsunder cannons atomised everything they touched and his Doom Psyshredders eliminated entire infantry squads with a single blast.

The Tau air forces reacted, over a dozen Mantas screaming into the sky. Ultima reached up and grabbed two, dashing them on the ground. His weapon systems blazed, and in less than a minute the Tau's fliers were no more.

The planet was soon to follow. Ultima's presence and raw chaotic energy had caused Fal'Kria's core to quake and rupture. A final blast of psychic energy from the Emperor Titan set off the demise of the entire world.

The ground split open and magma exploded out. The seas boiled and blood rained from the sky. The Dark Crusaders quickly retreated, their mission complete, but Ultima Umbrax, the abomination that caused this, held back to finish what he started. The planet was now a barely recognisable ruin with the elements of nature, tearing it apart and extinguishing all life upon its shattered surface.

When he finally left, the Shadow Titan turned as he boarded his transport and uttered one final phrase that resonated around all of Fal'Kria and was heard by what little sentient life remained.

"I AM ULTIMA UMBRAX. UPON THIS DAY, I AM ALSO DEATH, THE DESTROYER OF YOUR PITIFUL WORLD."

As the Dark Crusaders returned to Nirvana, behind them, the planet finally succumbed, and with a last cry of agony Fal'Kria exploded, a flare of molten destruction seen as far away as Ultramar.

It was said that at this moment, the metallic visage of the Shadow Titan was twisted into an evil smile.

AN ERA OF DESTRUCTION

804. M41	Daemonic incursion led by Angron. Although the daemons are defeated and Angron banished, Chapter Master Galandros is slain. He is replaced by Isaiah Eden.
807. M41	Isaiah's first true taste of war as Chapter Master comes when Necrons awake from under Nirvana. The soulless robots are defeated when the planet's psychic field is increased in power, drowning them in the power of the Warp.
832. M41	Shar'Khar the Scarred succumbs to the Darkened Mutation and seizes command of both the Darkened and Legion of the Damned, prompting theories that the two are somehow related.
850. M41	Ashaya Veridas gains control of the 1 st Company.
851. M41	The Dark Crusaders briefly join forces with the Grey Knights to help combat a daemonic incursion. Isaiah Eden assists the Grey Knights Supreme Grand Master in banishing the Greater Daemon An'ggrath the Unbound. The two Chapters agree to let the other live and part ways.
853. M41	Ashaya Veridas foils a Dark Eldar raid on Cadia that would have otherwise allowed Chaos to breach the Cadian Gate.
862. M41	A Librarian known as Astus Callidex is blasted out of synch with time by a psychic backlash.
862. M41	Orks somehow find their way onto Nirvana. They are quickly isolated and destroyed, but the fact that they found their way to the planet suggests that Nirvana's security is lacking.
871. M41	A daemonic incursion nearly equal to the one of 804. M41 occurs. In less than a week, Nirvana is embroiled by war and only the banishment of the Daemon Prince leading the assault allows the planet's psychic wards to obliterate the attacking warp-spawned beasts.
895. M41	Lord Vayellith departs Nirvana with the entire 6 th Company on a search for another key to the Black Library.
901. M41	The Dark Crusaders war with the Grey Knights again. The renegade Chapter was saved by the interference of the Daemon Primarch Mortarion, who slaughtered the Grey Knight's Supreme Grand Master and paved the way for Kaldor Draigo to take his place.
904. M41	Astus Callidex rises to the position of Chief Librarian.
916. M41	Charin Ezekius rises to captain of the 2 nd Company after the previous captain was slaughtered by Eldar from the Saim-Hann Craftworld.
917. M41	Charin Ezekius launches a revenge raid against the Craftworld.
919. M41	Lord Vayellith finally returns to Nirvana with the key to the Black Library in his possession. It is put into the Hall of Forgotten Mysteries.
925. M41	Isaiah Eden engages in battle with Necrons. Using his powers of prescience he moves his entire army 3° to the west. The slow-moving Necrons are unable to stop themselves from being outflanked. The entire Necron force is destroyed.
926. M41	The Slaughter of Goras VI. The Dark Crusaders 3 rd Company suffer a defeat against the Tyranids, though the citizens are evacuated.
930. M41	Captain Shalia Reth is captured by the Dark Eldar and rescued after a rapid strike into Commorragh. Though half of the 4 th Company is gone, she does not pause in duty.

932. M41	The Inquisition reacts to Shalia's destruction of their base prior to her capture. They are defeated by the 5 th and 6 th Companies.
940. M41	Isaiah Eden intercepts a Chaos fleet heading towards Nirvana. He draws a Tyranid splinter fleet into their midst and leaves, letting his enemies destroy each other.
946. M41	Saurial Geherras brings a gift from the Space Wolves – an incredibly potent alcoholic drink. The following night, it is dumped into a space shuttle and sent towards the Eye of Terror.
951. M41	Kharus Dominon participates in a war against Necrons and Tyranids for domination over the Tomb World of Ariadne III. The war goes for three years before the Tyranids defeat the Necrons and force the Dark Crusaders to retreat.
953. M41	Lord Antarion re-awakes.
957. M41	Shar'Khar the Scarred ravages a tendrill of Hive Fleet Leviathan with the assistance of the 5 th Company.
968. M41	Genesiah's pair of blades, The Omen, is found. They are in the clutches of An'ggrath the Unbound. A long crusade begins to retrieve them.
977. M41	Isaiah Eden, the eight Captains, Shar'Khar and Lord Vayellith recover The Omen from An'ggrath's corpse after a furious battle that leaves Isaiah critically injured.
978. M41	Isaiah recovers, but becomes a sort of recluse, rarely leaving the fortress at Revilus. Some say that his injuries are the cause, others that something darker is the result.
982. M41	Ultima Umbrax joins forces with the Dark Crusaders. The Titan's first victim is the world of Fal'Kria.
984. M41	Ashaya Veridas follows a Chaos fleet carrying the Shard of Chaos Unleashed.
985. M41	The Battle for Nirvana. Five Space Marine chapters turn up to help the Dark Crusaders. When the battle is over, Astus Callidex wipes the minds of the assisting Chapters.
988. M41	The Dark Crusaders are back to full strength after the Battle for Nirvana.
990. M41	A Chaos cult takes root in Nirvana's easternmost city. Lord Vayellith quickly deals with the problem before the populace learn of it.
991. M41	Inquisitor Valeria is captured by Ashaya Veridas and taken back to Nirvana as a prisoner.
993. M41	Nirvana changes its cycle, skipping its transfer into Terra's solar system. Research onto this occasion reveals that Ultima Umbrax's presence is sending the planet's psychic core haywire. From then on, the Emperor Titan is stored in a gargantuan fortress off-planet.
995. M41	Inquisitor Valeria is released and sent back to Terra.
996. M41	Isaiah Eden leaves Revilus Fortress for the first time since the Battle for Nirvana.
997. M41	The Dark Crusader's search for the Keys to the Black Library intensifies on Isaiah's order. Antarion warns the Chapter Master that his hunger for power could lead to his downfall.
999. M41	At the close of the 41 st Millennium, Isaiah sends his warriors to countless battlefields to save countless worlds. This is the bloodiest era the Dark Crusaders have ever encountered, and the fate of the Chapter rests on its commanders alone...

TALASSAR'S SCREAMS

“Hold the line!” Marneus Calgar bellowed to the Ultramarines as they staggered under the charge of the assault. He needn’t have said it – the Space Marines stood firm and counterattacked viciously. The Orks broke around them like a wave crashing against the rocks. Calgar levelled the Gauntlets of Ultramar and fired at a charging Boyz, the explosive rounds penetrating deep into the skin and detonating, tearing apart the greenskin in a spray of blood and bone splinters. The Chapter Master’s Honour Guard moved to engage the rest of the mob while Calgar received reports of the 2nd Company being overrun on the western flank.

“Agemman!” Calgar roared into the vox at the Captain of the 1st Company. “Take command here – Sicarius is being overrun!”

“Affirmed!” came the reply. “We’ll show this xenos filth the might of the Ultramarines.”

Confident in the Captain’s abilities, Calgar and his Honour Guard detached from the fight and moved to assist Sicarius, picking up a squad of Sternguard Veterans on the way.

They arrived not a moment too soon. The embattled 2nd Company and its Captain were slowly but surely crumpling, and even the squad of Terminators assisting them was not enough to save the battle.

“Cover the left side,” Calgar ordered the Sternguard, and marched into the fray, Ork bullets bouncing off of his Terminator armour. The Chapter Master punched the head of a Nob, dissolving it in a spray of blood. He grabbed the corpse’s arm and hurled it at a mob of Boyz, crushing two under the bulk of the larger xenos. The Honour Guard charged into the screaming Orks, swinging their power swords with relentless force at any attacker. Calgar ran towards the line, slowly building up speed and using his massive bulk to smash any Ork foolish enough to get in his way. Gunfire erupted from the in-built bolters from his Gauntlets, and the greenskins began to clear out of his path.

Suddenly, deep inside the Ork lines, black, white and gold Drop Pods slammed into the ground. Mangled and bloody corpses flew everywhere as the doors slammed open and yet more Marines poured out.

Calgar’s brows furrowed. They weren’t Ultramarines, or any other Chapter he knew. So who were they, and what were they doing here?

Decorated Marines bearing sleek weapons reminiscent of Tyranid technology unleashed searing green fire at the Orks as they turned to charge the newcomers. Calgar blinked as he realised something – the flammers *were* Tyranid technology.

Another Drop Pod flew down from the sky and landed near Calgar. Five gargantuan Terminators stepped out, followed by a Marine carrying a massive two-handed blade and a bolt pistol. Upon the newcomer’s back was mounted a jump pack, which he used to fly into the air and slam down next to Calgar, scattering the few Orks that remained. A few quick strikes of the ornate sword and the two had enough space to talk.

“This battle will not be won by personal heroics, Chapter Master Calgar,” the other said, in a voice that was far too high-pitched to be a male’s. It sounded familiar, and Calgar racked his memory to see if he could recall the name.

“Don’t recognise me?” she – it must be a she – said, swinging the blade in an easy arc. She reached up and removed her helmet, and then Calgar recognised her, not personally, but from reports.

“Ashaya Veridas.”

“Marneus Calgar,” Ashaya said, smiling with her head tilted to the side. “A pleasure.”

“What are you doing here?”

“Well, we were travelling past this wretched planet and so I thought I’d stop in to visit you.”

Calgar bridled at the insult. “This ‘wretched planet’ is glorious Talassar, lady.”

Ashaya laughed. “Oh, it was glorious, until the Orks arrived. Normally when someone saves you that someone is thanked.”

The Ultramarine remembered himself and looked back at the battlefield. Under a two-pronged assault, the Orks had tried to run away, but had been slaughtered to the man – or xenos, as would be more appropriate. Shaking his head, Calgar turned around and began walking towards Captain Sicarius, only to have Ashaya grab his arm and restrain him.

“What?” he snapped.

“I’m waiting for that thank you.”

Calgar bowed stiffly, his movements hampered by the armour. “Thank you, Ashaya. Now get off the planet before I kill you.”

“Lay a hand on me and I’ll punch you in the face with it,” she said, all niceness gone from her voice and acid dripping from her words. “You have no idea what we are.”

“All I know of you comes from the reports of others, that is true,” Calgar admitted.

“So let me educate you. I am a proud heretic, as are most of the Marines under my command.”

Calgar blinked. Surely he had heard wrong. “What Chapter are you from, Ashaya?”

She laughed again, once more acting friendly. “No Chapter. We are a Legion.”

“Impossible,” the Chapter Master snapped, though he had a sinking feeling he was about to be shown up and proved wrong. “All loyalist Legions were reformed under the Codex Astartes.”

“Ah, Marneus Calgar,” Ashaya chuckled, grinning wickedly. “So naïve, so misguided, so trapped by Guilliman’s teachings. All the Legions were reformed. All the Legions, save one.”

“Clarify further,” Calgar ordered, beckoning for Sicarius to come to him. The five hulking Terminators appeared behind Ashaya.

“Captain,” one of the Terminators began. “Are you sure he can be trusted-”

“No, he probably can’t,” Ashaya interrupted. “That doesn’t matter, though. We can insure his silence through other measures if necessary.”

"Very well," the Terminator bowed.

"Anyway," Ashaya continued, "All the Legions, save one. That was our Legion."

"Which one?" Calgar asked warily. He didn't believe Ashaya, but was fascinated by the tale and wanted to see where it went.

"We are the Second Legion," the Captain stated. "We are the Dark Crusaders."



The name meant nothing to Marneus Calgar, but he knew of the Second Legion, one of the two that was exiled from the Imperium for unspeakable crimes. After Ashaya detailed a ten thousand year history, as well as explaining much about the Chapter itself, he found himself believing her.

She did warn him what would happen if he told anyone about their being here, though.

"Your entire realm will burn, Ultramar screaming as it is broken down. I will be your undoing, the hand of death that ends your life. Know your fate if we are betrayed."

Calgar took the warning to heart, knowing full well what a Legion was capable of. The Dark Crusaders could well be the greatest threat the Ultramarines had ever faced. After a brief demonstration of psychic power from one of Ashaya's Terminator bodyguards – who he now knew as the elite Avengers – the Chapter Master of the Ultramarines was more than willing to form a sort of alliance, especially after the Captain revealed that Avengers were not powerful psykers as far as Dark Crusaders go.

"Are you a psyker?" Sicarius had asked her.

"I am, but my powers are insignificant and useless upon battlefields and limited mostly to harnessing the power of items such as maps," she had replied. "The way of the warrior has always been my path."

That was the previous day; now, the entirety of Ultramarines Chapter Command and all the Captains had assembled to decide the fate of the interlopers from the Dark Crusaders 1st Company.

"They are self-confessed heretics. Duty demands we exterminate them," Agemman argued.

"They are also a Legion and have access to more power than we could imagine!" Uriel Ventris of the 4th replied hotly. "The Dark Crusaders are a foe we have no hope against!"

"I agree with Uriel," Sicarius interjected. "You have not seen them fight, Agemman. I have. Did I tell you that the first and only Marine to suggest that we turn on them was beaten to death with his own power fist?"

"He was stupid enough to say that in their earshot?" Captain Fabian said unbelievably.

Sicarius grimaced. "Ashaya's ears were keener than we expected."

"I saw that incident," Calgar muttered to Ortan Cassius. "To add insult to injury, she mocked the dying battle-brother."

"What did she say?" the Master of Sanctity asked.

"Something along the lines of 'stop hitting yourself'."

Cassius looked oddly at the Chapter Master. "What does that mean?"

Calgar shrugged. "Records of long ago say that in the time when we were first stepping into space that was an insulting phrase of sorts."

"So what is your opinion, Lord Calgar?" Agemman asked. "Do we fight, or do we let these heretics roam free?"

"Under normal stances, I would side with you, Captain Agemman," Calgar said, "However these are not normal circumstances. We cannot match the might of a Legion."

"So they stay," the Captain of the 1st Company growled. "I cannot believe this."

"They do not stay," Calgar assured him. "They go, and we never speak of this incident again."

The departure of the Dark Crusaders was done in secret, under cover of darkness, and very few of Talassar's inhabitants had any idea of what had occurred on the planet. The Ultramarines were overjoyed to see them leave, though they kept silent on the matter.

Ashaya let out a small chuckle as she boarded the waiting *Hand of Hatred* and departed Ultramar. Her bluff had worked perfectly – the Ultramarines would not dare speak of this incident to anyone, and especially not the Inquisition, for fear of a retribution that was a lie.

It would not be the last time the Ultramarines met with the Dark Crusaders on the field of battle, and the next time it happened they may not necessarily be allies. This mattered not to the 1st Captain. The Ultramarines were tools, nothing more, and Talassar had provided a good excuse to shed xenos blood for the sake of shedding it. The First Company would be glad to see the back of the system, and the Ultramarines would be glad to see the back of them.

With this mission done, Ashaya and her Company flew through the Warp to a small planet known as Lorn V – the Guard there had uncovered a dangerous secret related to the renegade Chapter, and if they could not be persuaded to relinquish it, then it would be taken from them with all due force...

++Mercy is the excuse of those too weak to kill++

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

A unit that contains at least one model with this special rule automatically passes tests to Regroup. The unit can move, shoot (or Run) and declare charges normally in the turn in which it Regroups (in addition to the 3" Regroup move). If a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead. Additionally, a unit that contains at least one model with this special rule is immune to Fear.

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 3 Crusade points give every unit in your army the first bonus on the table below. When the army gets 5 Crusade points, apply the second, 7 Crusade points, the third, 9 Crusade points, the fourth, and on 10 Crusade points your units will have all the bonuses available.

1. The unit gains the Crusader universal special rule.
2. The unit gains +1 Attacks and the Soul Blaze universal special rule.
3. The unit gains the Fleet universal special rule.
4. The unit gains the Furious Charge universal special rule.
5. The unit gains the Zealot 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+ Deny the Witch save.
- Preferred Enemy against psykers or daemons.

Combat Squads

A number of ten-man units in the Dark Crusaders 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

Captains

Captains are the heroes at the heart of any Space Marine force, fearless leaders that have proved their worth over dozens or maybe even hundreds of battles. Each Captain is a hardened veteran elevated from the 1st Company, or after exemplary service in his own Company when his predecessor has died.

If a Captain of a normal Chapter is peerless upon the battlefield, then a Dark Crusaders Captain must be viewed as nothing short of a god of war. Was it not Captain Kharus Dominion who slaughtered over two hundred Orks upon the battlefields of Tempestus IV, including the Warboss? Was it not Captain Saurial Geherras who crushed a Dark Eldar Archon and his Incubi retinue? And it is beyond a shadow of a doubt that Captain Shalia Reth's furious defence of Detestus saved the Dark Crusader's home planet of Nirvana from the forces of Chaos.

Of all the Captains in the Dark Crusaders Captains, the two most famous are undoubtedly Ashaya Veridas of the First Company and Charin Ezekius of the Second Company. These two have accredited between them more fame within and without the Imperium than any other Captain in the Chapter, and are indeed two of the most well-known Captains of *any* Chapter. Despite this fame, few know of their names and next to none know that they represent the Dark Crusaders, due mainly to the Inquisition's propaganda. Instead, they are known as Angels of Death that drop down from the heavens in the hour when the war will be won or lost.

Though a Captain is an unparalleled general upon the battlefield, they must also be an excellent politician—the average planetary governor is less than nothing when compared to a Captain of the Dark Crusaders. A god among men and superior in every way, a Captain is nothing but a hero, and woe betide all who dare to disagree.

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

Wargear

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

Iron Halo: An iron halo incorporates a powerful force field that will turn away even the most powerful anti-tank blasts. An iron halo confers a 4+ Invulnerable save.

Special Rules

And They Shall Know No Fear, Crusade, Independent Character

Librarians

During the Great Crusade, the Emperor outlawed the use of psychic powers, and the Dark Crusaders, like everyone else, followed this rule. When they were exiled, though, Genesiah's gene-seed alterations rapidly increased the rate psykers came up in the Legion. The first Chief Librarian of the new Legion was Arkyelle, a mighty psyker whose powers have only recently been surpassed by Astus Callidex.

Alas, Arkyelle's tale ended in tragedy, as she was slain during the same battle that Lord Antaron was interred into a Dreadnought. Since her time, though, there has always been a Chief Librarian, and the position is incredibly important in the Chapter. For ten thousand years, each and every Dark Crusaders attack force has been accompanied by a Librarian, advising the Captain on the best course of action.

Dark Crusaders Librarians are more powerful than most other psykers on the battlefield. In a one-on-one battle, either incredible skill or incredible luck is needed to defeat one—and woe betide any who come across an Epistolary. While most Chapter's Librarians use powers with little or no visual effects, thinking them a waste of effort, most Dark Crusaders Librarians enjoy showing off their superiority and will flaunt their powers even as they are melting the bones of their foes with hellfire, or drowning their foes in a personal nightfall. Not only do the shadow-based powers of a Dark Crusaders shroud them in mystery, but will often demoralise the enemy as a Librarian slaughters dozens of foes with barely a wave of his hand.

The Warp is always eager to gain control of powerful psykers, and Dark Crusaders Librarians are no different. Some can literally feel the powers of the Warp scratching at their minds, and those of a weaker psyche than the others will be possessed and strung around like a puppet—or, worse, be corrupted and willingly turn to the service of Chaos. Regardless of result, the Chapter will quickly sniff out the hint of Chaos corruption and either exorcise the daemon or seize the traitor Librarian and torture them to death in the most horrific fashion.

The path to become a Librarian is no less difficult than it is to be one. For a Dark Crusader to ascend to the Librarium they will serve as a Psychic Warden and then have to master three of the other five Psychic Orders. Some then will choose to automatically take their place as a Lexicanium, but many will choose to do extra training as a Psyflame Veteran. Those that do take the position in the 1st Company will be able to rise to whatever position they wish, however those that do not are limited to being a Codicier.

Librarians hold an important place in the Chapter and will often be called upon to advise those much more senior than themselves. Even the Chapter Master calls for the assistance of the Chief Librarian. Knowledge is power in the Dark Crusaders, and Librarians are the keys.

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

Wargear

Power armour, force weapon, boltgun or bolt pistol, frag and krak grenades

Psychic Hood: Dark Crusaders psychic hoods work differently to those of other Chapters—instead of nullifying the powers, they unleash the Warp directly into the mind of the enemy psyker.

Declare that you'll use the psychic hood after an enemy psyker within 24" passes a psychic test. Both sides roll a D6 and add their model's Leadership to the score. If the Librarian rolls equal to what the opponent rolls, then the enemy psyker suffers a Perils of the Warp result.

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Psyker (Mastery Level 1)

Psychic Powers

A Librarian or Lexicanium generates two psychic powers, chosen from any of the Psychic Disciplines in the Warhammer 40,000 Rulebook or from the two Disciplines presented overleaf.

"Do I scare you as I ripple through Time and twist it to do my will? Does it scare you that not a single action made has eluded my senses? It should."

-Astus Callidex, Chief Librarian

Librarian Psychic Powers

Each Librarian generates two psychic powers at the start of the game. These powers may be chosen from any Discipline in the Warhammer 40,000 Rulebook, or from either of the two Disciplines presented in this Codex.



Discipline of Shadow

Dark Crusaders Librarians studying the Discipline of Shadow delight in using their dark powers to terrify, mutilate and kill with gestures. These powers are almost always visually impressive, another mechanic Shadow Librarians use to their advantage. Sharing a fierce rivalry with their more holy brethren of the Light discipline, Shadow Librarians are still extremely deadly.

1. Fear of the Darkness **Warp Charge 1**

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 **witchfire** power 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.

2. Nightfall **Warp Charge 1**

The Librarian suddenly engulfs his enemy in darkness, spoiling their aim and demoralizing them.

This power is a **malediction** that affects a single enemy unit within 18". The selected unit must re-roll successful rolls to hit with shooting attacks and suffer a -1 penalty to Leadership.

3. Hellfire **Warp Charge 1**

The Librarian sends multiple fireballs screaming into his enemy's ranks, charring flesh and blackening bone. Not even ash remains after this brutal assault, the warp-spawned fireballs burning even the soul.

This power is a **witchfire** power with the following profile:

	Range	S	AP	Type
Hellfire	18"	4	-	Assault 8, Soul Blaze

Primaris Power

Dark Smite

Warp Charge 1

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

This power is a **witchfire** power with the following profile:

	Range	S	AP	Type
Dark Smite	12"	4	2	Assault 4

4. The Shadow's Hatred **Warp Charge 1**

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

This power is a **blessing** that targets a friendly unit within 6". That unit gains the Furious Charge and Rage special rules until the end of the next player turn. In addition, their close combat attacks will have a -1 modifier to AP if they are wielding power weapons (eg, power mauls would become AP3 instead of AP4).

5. Decrepify

Warp Charge 2

The Librarian decays his opponent's bodies, killing some and weakening the survivors.

This power is a **malediction** that targets a single enemy unit within 24". That unit immediately suffers D3 S4 AP2 hits with the Ignores Cover special rule. Any models in that unit that survive this suffer from -1 Strength and Initiative until the effect wears off.

6. Visage of Darkness

Warp Charge 2

The Librarian draws power into himself, empowering him or unleashing deadly psychic blasts on his foes.

This power can be used as a **witchfire** power with the following profile:

	Range	S	AP	Type
Visage of Darkness	24"	8	2	Assault 3

Or as a **blessing** that targets the Librarian, granting him +2 Strength, a 3+ Invulnerable save, +2 Attacks, +1 Initiative and the Instant Death and Soul Blaze special rules until the effect wears off.

CRUSADE

Discipline of Light

Dark Crusaders Librarians that study the Discipline of Light are far more merciful with their foes than their dark brothers. Their powers manifest mainly as healing abilities and blessings upon their allies, but when they are roused to anger Light Librarians are the face of judgement and retribution, using holy powers to consume the wicked in righteous fire.

1. Divine Choir **Warp Charge 1**
Chanting a song of power, the Librarian instils righteous fury in his allies.

This power is a **blessing** that targets a friendly unit within 6". That unit may immediately run, although the unit may still shoot in that shooting phase and assault in the ensuing assault phase.

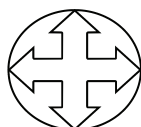
2. Aura of Vengeance **Warp Charge 2**
The Librarian imbues his allies with golden energy, beams of light striking those that strike them.

This power is a **blessing** that targets a friendly unit within 12". Any unit that deals a Wound, saved or unsaved, to that unit immediately suffers a number of hits equal to the number of Wounds caused at the Strength of the Wounds dealt and AP5.

3. Purge **Warp Charge 1**
The Librarian focuses his mind to scour clean those who need redeeming.

This power is a **witchfire** power with the following profile:

	Range	S	AP	Type
Purge	18"	6	3	Assault 2, Soul Blaze, Blind



Primaris Power

Holy Smite **Warp Charge 1**
Beams of light stream from the heavens, consuming the wicked.

This power is a **witchfire** power with the following profile:

	Range	S	AP	Type
Holy Smite	12"	4	2	Assault 1, Blast

4. Smiting Hammer **Warp Charge 1**
The Librarian hurls a hammer made of light into his foes. Those that survive are knocked to the ground, stunned.

This power is a **witchfire** power with the following profile:

	Range	S	AP	Type
Smiting Hammer	12"	8	4	Assault 1, Large Blast, Strikedown

5. Divine Prism **Warp Charge 1**
The Librarian turns his allies into a prism of light and power, healing their wounds as they appear and incinerating charging foes.

This power is a **blessing** that targets a friendly unit within 6". That unit gains a 4+ Invulnerable save and any enemy unit that charges them suffers D3 S3 AP2 hits with the Ignores Cover special rule.

6. Guardian Angel **Warp Charge 2**
Focusing his mind, the Librarian summons the spirits of the fallen to serve the Chapter once more.

This power is a **blessing** that targets the Librarian's unit. While the power is in effect, the unit is joined by 3 Guardian Angels with the following profile: WS5 BS4 S4 T4 W1 I5 A3 Ld10 Sv3+ The Guardian Angels are Jump Infantry with the Soul Blaze and Invulnerable Save (4+) special rule. They are equipped with power armour, power swords and bolt pistols.

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

Power armour, boltgun, frag and krak grenades

Crozius Arcanum: The Crozius Arcanum is a Chaplain's badge of office and chosen weapon of war—a symbol of might to the Dark Crusaders and of woe to their foes. A Crozius Arcanum counts as a power maul.

Special Rules

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

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

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	5	4	4	3	5	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 (or Reclusiarch) 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.

Tactical Squads

Tactical squads form the baseline of every Space Marine Chapter, and the Dark Crusaders are no different. As with other Chapters, Tactical squads are used for all purposes, be it a staggering defence, a brutal assault or holding a vital location.

The Tactical squads of the Dark Crusaders have been among the few to survive the immensely brutal training regime and emerge triumphant on countless battlefields across the galaxy. The path to a Tactical squad is even harsher than other Chapters; from Neophyte to Devastator to Assault squad, the progression is similar to Codex-adhering Chapters. After a lengthy rotation in the Assault squads, though, a Space Marine will return to the Devastator squads for another rotation. They will then have to learn how to pilot a Rhino and Razorback, then return to the Assault squads for a final rotation before joining the ranks of the Tactical Marines. This path means that a Tactical Marine is prepared for almost any situation, and that any psychic potential they may have is unlocked.

Tactical Squad

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

Wargear

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

Special Rules

And They Shall Know No Fear, Crusade, Combat Squads

Halls of War

If Revilus could be considered Nirvana's heart, then the Halls of War within it are the veins and arteries.

Within the fortress is the Halls of War, a combat ground cross training facility. Lethal obstacle courses dot the grounds while both Dark Crusaders and aspiring mortal warriors spar and test their skills upon the blood-slicked sands of the arena. Although some advocate that the Halls of War be replaced with a more 'civilised' method of training, the Chapter Masters throughout all of the Chapter's history agree on one thing: the Halls of War keep their warriors ready for battle and ensure their skills are razor-sharp.

Dark Crusaders Tactical squads, like all others, will be led by a Sergeant and complemented by a special weapon, such as a flamer, and a heavy weapon, such as a lascannon or missile launcher. Xenos-based weapons such as a Shredderbolter and Disintegrator Carbine are also employed, as these two weapons can threaten most all targets and are manoeuvrable enough to keep the squad mobile.

The Sergeants that lead Tactical squads are even more experienced than their troops. They will be veterans of a dozen wars and campaigns and as a reward for such exemplary service are given free rein of the Chapter's armoury. This complements the all-purpose role of the squad well; the Sergeant not only commands them but also fights with them in the same manner. A Sergeant commanding an anti-tank squad may equip himself with a meltagun, whereas a front-line Tactical squad may find their commander outfitted with a power fist. No matter the role, though, Tactical squads are among the most elite of the galaxy and all foes melt away before their onslaught.

Assault Squads

The Assault Squads of the Dark Crusaders form an elite close combat core with terrifying mobility. After fighting in a Devastator squad, a Dark Crusader will have proven himself in battle—but now he will be tested in the bloodiest melees the galaxy has to offer. Assault squads will charge anything from a roaring mob of Orks to a rampaging Carnifex. An Assault Marine will need the courage of a Terminator, the confidence of a Commissar and the might of a god.

Assault Marines are invariably unleashed in the first wave of an attack. Whether they jump up the battlefield or deep strike in, they will be the first to reach the enemy and the first to draw blood. They strike with such speed that the enemy will be taken before they can react or bring their heavy weapons to bear on the furious vanguard of a Dark Crusaders force.

“Last one to reach the Orks has to take down the Gargant!”

-Sergeant Valhallan, 2nd Company

Assault Marines also have the lowest life expectancy of a Dark Crusader. Their role in racing ahead of the army often leaves them extremely vulnerable to outflanking or being cut off from the main force. An Assault Marine sergeant must constantly monitor the battlefield and determine when his squad can stay to kill that one extra Grey Knight, or hover away from the charging Nemesis Dreadknight. Failure to do so could spell disaster for the squad and the battle plan as a whole.

While most Assault Marines are armed with the usual bolt pistol and chainsword, some carry flamers, meltaguns or even power fists. No foe is safe from an Assault Squad, and none shall stay their wrath.

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

Wargear

Bolt pistol, chainsword, frag and Krak grenades, jump pack, power armour

Special Rules

And They Shall Know No Fear, Crusade, Combat Squads

The Halls of Crafts

The Halls of Crafts is the armoury and factory of the Dark Crusaders. Spanning an entire district of the planet, the Halls is where both vehicles and wargear are made and outfitted to their owners. It is also here that Nirvana's best inventors and scientists toil for the good of the citizens—the inventors to make life easier, the scientists to find its meaning. Though there are many risks involved in working there (not the least of which is taking a lascannon beam to the face), the Halls of Crafts are never short of volunteers, for it is a well-paying job and one that the Dark Crusaders very much appreciate. Apothecary Talhedron has been known to recruit scientists from here, and the finest psy-costructors are always recruiting.

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.

Autarch Arhathain swept his singing spear around to strike down another Necron. The soulless machine went down, but almost immediately got back up again, its gauss flayer shooting a pulse of green energy that atomised a nearby Dire Avenger. The Autarch let out a cry of rage and struck the creature down again. This time, it did not rise again.

A great pulse of green energy lashed out from the horizon, exploding two oncoming Wave Serpents and a Fire Prism. Worse still, more and more Necrons emerged from holes in the ground.

Suddenly, a flash of black and white energy erupted, and when it faded twenty Space Marines in the same colours stood, bolter fire erupting from their weapons to turn the tide of the battle.

An hour later, victory had been attained. Arhathain look around for his saviours, but they were already gone.

	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: Castellan'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.

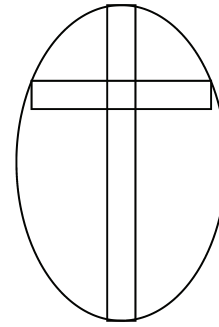
Psychic Wardens

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, combat blade

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: This power is a **blessing** that targets a friendly unit within 6" - that unit gains a 5+ Invulnerable save for the turn.

Power of the Warp: This power is a **blessing** that targets the squad. Psychic Warders gain +1 Attacks and Strength for the turn.

Warp Lash: This is a **focused witchfire** power that targets an enemy Psyker within 24" - that Psyker immediately suffers a Perils of the Warp result.

Shield From the Warp: This is a **blessing** that makes a psyker within 24" immune to Perils of the Warp for the duration of the power.

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.

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. These situations are many; from assassinations and tank-hunting to assaulting high positions and seizing objectives. It will take virtually an entire army to stop the Stormriders from achieving their goal.

"Use fear as a weapon just like a sword or bolter; a disrupted enemy force is far more vulnerable than a coherent one. Think of it not so much as a battle as a slaughter, and you will find that victory comes easy."

-from the Hymnal of the Avenger

	WS	BS	S	T	W	I	A	Ld	Sv
Stormrider	4	4	4	5	2	4	1	9	3+
Harbinger	4	5	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 bonuses are already included in the unit's profile).

Special Rules

And They Shall Know No Fear, Crusade, Deep Strike

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.

From what I have been told, those who compare the Darkened to the Death Company of the Blood Angels are swiftly shown the errors of their ways, often by getting hit upside the head but also by being instructed.

What is certain is that although they may appear similar, Death Company are mindless beasts of rage, whereas the Darkened are silent, soulless monstrosities of psychic power. Darkened act with a dark intelligence far greater than first appears. Their mutation is not the result of a flawed gene-seed but by some unknown outside catalyst. The Darkened have a clear purpose in the Chapter, and their mutation is not seen as a curse, rather it is seen as a blessing of sorts.

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

	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

Daemon Weapon:

	Range	S	AP	Type
Daemon Weapon	-	User	2	Melee, +D6 Attacks

Special Rules

And They Shall Know No Fear, Forsaken, Fear, Daemon

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 +1 Initiative and Strength on the charge

5: Gains Feel No Pain.

6: Gains any 2 of the possible mutations.

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. All that is known apart from their mission is that they train for years almost nonstop in the art of the blade. Chaos Warders are so skilled at melee combat that an opponent will often find himself unable to land a blow on one.

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:

	Range	S	AP	Type
Glaive	-	User	3	Melee, +2 Initiative

Dragon Glaive: A Dragon Glaive is a glaive that adds +1 to the D3 roll when determining a Chaos Warder's attacks. A Dragon Glaive is AP2.

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. Who knows what sorceries they may employ to heighten their skill, for none can match them? What are they?

What do they want?!

-Guardsmen Isuan, shot for heresy

++Analysis of fighting style++

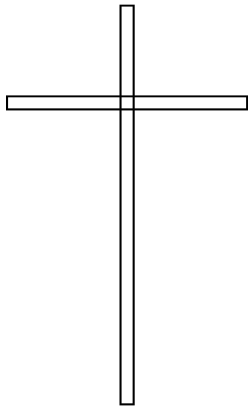
Chaos Warders are much more skilled at arms than normal battle-brothers. They are incredibly agile if not necessarily fast, and can pop up anywhere in a combat in the blink of an eye. The Glaives they wield are of an odd construction which makes the speed of their attacks random and unpredictable. This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

-Inquisitor Mirokopeth

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



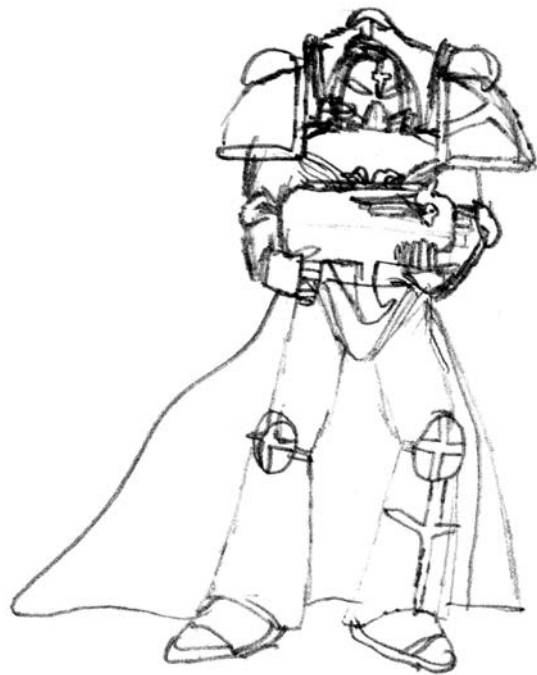
ten Marines, up to four of these armed with guns unique to the Dark Crusaders. Some of these are used by Tactical squads; such as the Shredderbolter and Disintegrator Carbine, but many of the weapons the Darkblades wield are unique, such as the Gauss Bolter and the Pulse Blaster.

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+

Wargear

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

Special Rules

And They Shall Know No Fear, Crusade, Combat Squads

Steelstorm & Wrathguard Veterans

The two types of Veterans known as Steelstorm and Wrathguard are often fielded as a complementary force, though their roles are the inverse of each other. Steelstorm Veterans are the ones who strike in the first wave, deep striking or soaring through the skies on jump packs to close into a bloody assault with the enemy. Wrathguard Veterans stay at the back, destroying armoured foes with contemptuous shots from heavy weapons before turning their mighty guns to scythe through the enemy in a blaze of fire and death. When these two polar opposites are combined, very little will stand before them.

Steelstorm Veterans are almost always equipped with jump packs, and those that are not will ride a Rhino, Razorback or Banescythe into battle. The armaments of each squad varies much—to find two Steelstorm Veteran squads equipped with the same weapons load out is almost unheard of. Some like the darting strikes of the power sword, some the crackling energies of the Psyblade and some others the unstoppable, crushing might of the power fist and storm shield. Regardless of composition, a Steelstorm Veteran squad is utterly deadly.

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

Steelstorm Veterans

Wargear

Power armour, bolt pistol, close combat weapon, frag and krak grenades

Special Rules

And They Shall Know No Fear, Crusade, Combat Squads

Heroic Intervention: Steelstorm Veterans are feared across the whole galaxy for their unnerving ability to drop right into the thick of combat, ripping apart all foes that stand in their way. If a Steelstorm Veteran squad arrives from deep strike, the player can elect for the squad to perform a Heroic Intervention - before the deep strike scatter dice are rolled. If he declares a Heroic Intervention, the Steelstorm Veteran squad cannot shoot (or run) that turn but can assault (provided they are close enough). This ability cannot be used if an independent character has joined the Steelstorm Veteran squad, excluding Ashaya Veridas or unless the independent character also has the Heroic Intervention special rule.

Wrathguard Veterans, on the other hand, have unlimited access to the Chapter's armoury of anti-tank weapons. From the humble missile launcher and heavy bolter to the incandescent fury of the multi-melta and the raw Warp power of the Psyshredder, Wrathguard Veterans are equipped to take on any foe from far away. The bolters of the Wrathguard are also modified, able to hold much more penetrating ammunition that goes farther and poses a serious threat to vehicles. Only the heaviest armour has a chance of stopping the bolters of a Wrathguard Veteran squad from cracking the armour and slaying the crew—one member at a time.

As with Darkblade Veterans, the Steelstorm and Wrathguard squads have had their skills honed in the fires of battle over many years. They are unstoppable in their advance, resolute in their defence, and they never run. Many pity those caught in the crucible of war against the 1st Company, but only fools will fight against them.

In these dark days, humanity is at its greatest need of heroes, and the Veterans of the Dark Crusaders are willing to answer the call.

Wrathguard Veterans

Wargear

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

Heavy Ammunition: Wrathguard Veterans who fight with the boltgun are issued heavy ammunition to make them more of a threat to vehicles. If a boltgun-armed model carries heavy ammunition, the range of the boltgun is increased to 30" and a roll of a 6 to penetrate will automatically cause a glance, in addition to any other effects.

Special Rules

And They Shall Know No Fear, Crusade, Combat Squads

We stride as gods amidst the flames of battle, slaughtering indiscriminately the foes and rejoicing in their slaughter as a testament to our power. For what foe can stand in the way of our bolters and blades?

-Brother Agrippan, Steelstorm Veteran Squad

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. They have trained in the art of the blade all their life as a Marine, and eschew ranged weaponry so they can get a 2-handed grip on their force swords.

That is not to say that Psyflame Veterans are ineffective at range, though. Their psychic power enables them to unleash deadly bolts of fire from their hands which assail their foes and burn them through a crisp. Only the heaviest armour can protect one from the holy fire of a Psyflame Veteran.

The utter mastery of flame has made the Psyflame Veterans feared galaxy-wide. Who can withstand their deadly 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: This power is a **blessing** that targets a friendly unit within 6". That unit gains Feel No Pain until the end of the next player turn.

Ignite Blades: This power is a **blessing** that targets the Psyflame Veterans. All attacks made by the Veterans for the next game turn have the **Soul Blaze** special rule.

Holy Fire: This is a **witchfire** power.

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

*X is 2 for every model in the squad.

Land Raiders

All across the galaxy, Land Raiders are feared for their relentless firepower and their implacable advance. Shots and beams bounce off their ceramite and adamantium frame, and warriors flee from the grinding treads of the vehicles as they stride across the battlefield like gods of war.

The Dark Crusaders know that it was only luck and a tired guard that allowed them to seize the plans for Land Raiders in M32. This has led to the Land Raiders being used only when they are needed especially. Even on forge worlds, Land Raiders are a precious commodity, and on Nirvana even more so.

Land Raiders carry the most important personnel—Captains, Terminators and even Reclusiarchs and Librarians. Many an enemy assault has had its spine broken by a squad of Avenger Terminators striding out of a Land Raider with storm bolters flaring and power swords scything down all foes within reach. An assault by such towering giants leaves many foes dead, and the others running.

	BS	Fr	Sd	Rr	HP
Land Raider	4	14	14	14	4

Land Raider

Wargear

Twin-linked heavy bolter, two twin-linked lascannons, smoke launchers, searchlight

Special Rules

Assault Vehicle

Power of the Machine Spirit: The interface between a Land Raider's machine spirit and its fire control mechanisms allow the crew to target with incredible accuracy. A Land Raider can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for Shooting.

Land Raider Avenger

Wargear

Twin-linked heavy bolter, two Psyshredders, smoke launchers, searchlight

Special Rules

Power of the Machine Spirit, Assault Vehicle

As with all things, the Dark Crusaders experiment. The Land Raider Avenger was designed by a team of Psy-constructors in late M38. The first three attempts resulted in nothing more than a pile of smoking shrapnel, but the fourth one worked. The inventors had successfully discovered a way to fit the Land Raider chassis with a pair of sponson-mounted Psyshredders, turning it into the bane of heavy infantry everywhere.

Thus it is that Dark Crusaders Captains have access to four variants, each with its own distinct purpose: the tank-crushing original, the horde-shredding Crusader, the close-range assault-based Redeemer, and the heavy infantry slaughterer, the Avenger.

The Land Raiders of the Dark Crusaders also have powerful machine spirits, however they have been twisted into mindless killers, far from the wit and reason of a Condemner. No true machine spirit of the Mechanicus would serve the Dark Crusaders; and so their sanity is the price for their obedience.

Land Raider Redeemer

Wargear

Frag Assault Launchers, twin-linked assault cannon, smoke launchers, searchlight

2 Flamestorm Cannons:

	Range	S	AP	Type
Flamestorm Template	6	3		Heavy 1

Special Rules

Power of the Machine Spirit, Assault Vehicle

Land Raider Crusader

Wargear

Twin-linked assault cannon

Frag Assault Launchers: Any unit assaulting out of a Land Raider Crusader (or Redeemer) counts as having assault grenades.

2 Hurricane Bolters: a Hurricane bolter is three sets of twin-linked bolters.

Special Rules

Power of the Machine Spirit, Assault Vehicle, smoke launchers, searchlight

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, sacrificing the danger to light vehicles in exchange for being able to annihilate even Terminators. The Dark Crusaders variant of the Predator has become feared on the battlefields of many worlds, especially by infantry.

The Dark Crusaders Predator is just as adaptable as those of the Ultramarines or Blood Angels, with the ability to be fitted with Las-cannons, heavy bolters or Psyblasters. The turret is often replaced with a twin-linked Psyblaster, amongst the many other tricks and tools in the Dark Crusaders' armoury.

Unlike other Space Marine Chapters, Dark Crusaders do not treat their Predators and indeed all vehicles with the same honour and respect—such practices can easily lead them down the corrupt path the Imperium has taken, for in their minds religion is a weakness and excessive rituals are a waste of time. The living take precedence over the inanimate, and while Predators are kept safe due to their limited supply it is considered a fair trade if a Predator is destroyed to save even a single squad.

Of course, the Dark Crusaders are rarely put into this position. Their infantry alone win them battles, and when supported by armoured weapons platforms there is no force in the galaxy that can stop them.

	BS	Fr	Sd	Rr	HP
Predator	4	13	11	10	3

Wargear

Disintegrator carbine, smoke launchers, searchlight.

Dark Crusaders Vindicators

Regardless of what the Inquisition would have the Imperium's subject believe, the Dark Crusaders were around during the Horus Heresy and saw firsthand the devastation that wreaked the Imperium. They watched and learned, not interfering but seeing all. Thus it was that they saw the birth of the Vindicator.

Only a fool lets a good idea go to waste, so the Dark Crusaders began fitting heavy ordnance weapons to the Rhino chassis. It was in M34 that the Dark Crusaders pattern of the Vindicator was created.

Mounted on the vehicle's hull was not the Demolisher cannon, for the Dark Crusaders had long ago lost all of their Demolishers. Instead, a millennia of experimentation had fitted it with a more advanced and powerful version of the Psyshredder; named for what it was, it became known as the Heavy Psyshredder.

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+. This effect only lasts for a single turn!

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.

Deathscythes

Never has a more destructive flier than the Deathscythe been unleashed upon the battlefields of the galaxy. This ultimate version of the Banescythe bristles with offensive firepower, and it soars through the air on jet-black wings of metal. It can reach incredible speeds with not the slightest loss in firepower, and its heavy armaments make it a deadly threat to other fliers. Indeed, the Deathscythe is lethal to anything it targets, with some being outfitted with Psyblasters, some with Lascannons, some with heavy bolters and some even with multi-meltas. Its xenos arrays are modified to increase their range, but these are mere distractions. The true danger of the Deathscythe lies elsewhere.

Underneath the Deathscythe are vents that look like engines. Some are, but many of those vents lead to a compartment filled with a psychic gas. This gas can be sprayed out by the pilot at a moment's notice, and those enemies that are touched by the greenish mist will find their armour eroding away along with their flesh. This weapon has been dubbed a 'Shroud of Decay' by those who have seen it in action, and the name has stuck.

The Deathscythe has been perfected for the art of strafing runs and excels in aerial dogfights as well. For those who have seen it in action, there can be no doubt that it is as its name suggests—death incarnate.

	BS	Fr	Sd	Rr	HP
Deathscythe	4	12	11	11	3

Wargear

2 xenos arrays, twin-linked autocannon, nose-mounted Psyblaster

Shroud of Decay: If the Deathscythe is in hover mode and flies over an enemy unit, then it may unleash the Shroud of Decay upon them. That unit immediately takes 2D6 Poisoned 2+ hits that force successful armour saves to be rerolled. This can be done only twice per game, as the Shroud of Decay has limited energy with which to bombard its target.

Special Rules

Assault Vehicle, Hover Mode, Strafing Run

Shadow of Death: The range of the Deathscythe's xenos arrays is increased to 36", regardless of the original range. In addition, when performing a Strafing Run, a Deathscythe adds 1 to the number of shots fired by a single weapon (this cannot be a blast or template weapon!).

"Quickly, turn our craft around, destroy that thing before it—"

-Lieutenant Daxon, Cadian Vendetta pilot

Firestorm Bombers

In M41.116, word reached the Dark Crusaders of the success of a newly designed drop ship known as the Stormraven. The Deathscythe had not yet been invented, and the Chapter realised that they needed a vehicle that could combat this new flier.

Psy-Constructors began rapidly scribbling down ideas and a team of six came up with a pattern they called the Firestorm. This vehicle had limited anti-ground weaponry, but deadly anti-aircraft guns. What it lacked in weapons, however, it made up for with a rack of deadly explosive missiles and bombs.

Chapter Command almost instantaneously approved the design and instructed the building of a squadron of prototypes. This team of prototypes met with mixed success—lack of armour negated the durability their agility provided. Nevertheless, the Chapter persevered with the Firestorm and the next wave had highly increased armour.

In later designs, the craft was given powerful jets that pushed into the ground rather than in the air. These jets slowed it greatly, but also gave the Firestorm a distinct advantage in that it enabled the flier to perform its role as a bomber more efficiently.

	BS	Fr	Sd	Rr	HP
Firestorm	4	11	11	11	3

Wargear

Heavy bolter, two wing-mounted AA autocannons

4 Incendiary Missiles: Incendiary Missiles explode upon impact in a cloud of superheated gas that render cover useless.

	Range	S	AP	Type
Incendiary Missile	48"	7	4	Heavy 1, Large Blast, Ignores Cover 1 Shot Only

Incendiary Bomb: A smaller, more compact version of the Incendiary Missile, Incendiary Bombs are more dangerous but affect a smaller area.

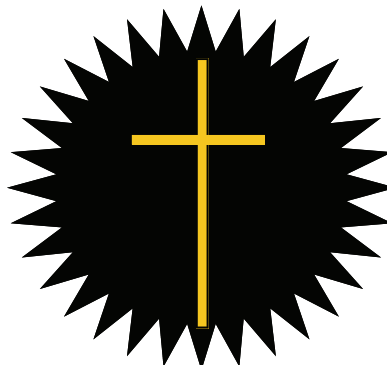
	Range	S	AP	Type
Incendiary Bomb	-	7	3	Heavy 1, Blast, Ignores Cover 1 Shot Only

Special Rules

Strafing Run

Ground Bomber: The minimum distance the Firestorm is forced to move is reduced to 9", but its maximum speed is reduced to 18" and it cannot move Flat Out.

The Firestorm has, however, begun falling out of use with the introduction of the Deathscythe, although some Captains, in particular Ashaya Veridas, use them to devastating effect. The incendiary missiles and bombs from which the Firestorm gets its name are deadly to all but the heaviest infantry and can even threaten vehicles such as the Rhino. And when the bombs of the Firestorm have run out, then its autocannons begin carving apart other aircraft and its heavy bolter rips through the infantry scurrying far below.



Isaiah Eden

“*A shadow falls. Now is the twilight of the gods.*”

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

++Files: Isaiah Eden++

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 will do anything to assure his victory. As with every Chapter Master since the Primarch Genesiah, he also fills the position of Master of Sanctity. When he first became Chapter Master, he was almost pitied, as he had to follow in the footsteps of Galandros. Despite many critics, he immediately made major changes to the composition of a Dark Crusaders force, changes that have suffered one of two fates; acceptance and integration, or shunned even by Isaiah as a useless tactic. Such changes included to include Darkened in the majority of strike forces—previously, the mutated half-daemons were used only as shock troops in the full company, and to adopt the Razorback from plans stolen from the Adeptus Mechanicus.

These changes were almost immediately put into action when Necrons from under Nirvana awoke. Psychic scans revealed millions of dormant Necrons underneath the planet's surface in tombs. When the Phaeron awoke, Isaiah's tactical prowess was tested to the very limit. In the end, he drowned the Necrons in psychic power.

He then spent many years refining his battle strategies and learning new ones. Already possessed of the foresight and prescience many Dark Crusaders have, he honed this power to an incredible level and if not distracted will be able to predict the moves of the enemy sometimes hours before they are made. This is a lethal ability upon the battlefield and has served him well over his two hundred or so years in the position of Chapter Master. Having spent many years studying the tactics of those like Lord Solar Macharius and even xenos commanders like Imotekh the Stormlord and Asdrubael Vect, he is also one of the most accomplished generals the galaxy has ever known, and in recent years has left a string of victories so impressive and absolute that only a fool would willingly engage him in an 'even' battle, as he will surely have some sort of trick.

Isaiah's genius has even reached the ears of such commanders as Grand Marshal Helbretch of the Black Templars and Ursakar E. Creed, despite the best efforts of the Inquisition to keep the Dark Crusaders a secret. There was even a secret alliance between Isaiah and Commander Dante of the Blood Angels, who see kindred spirits in each other. The Inquisition knows not of this and it is hoped that they never will, but the Dark Crusaders are not as alone in the Imperium as some might think. Isaiah's influence extends even beyond the forces of the Imperium. On some feral Ork worlds, he and the Dark Crusaders are respected and even honoured for their fighting prowess, and he has even earned the respect of the Eldar Farseers of Biel-Tan, although they would never admit it if asked. Such respect does not serve to stop the two factions fighting, but they are more likely to work together for a common goal. Even the hyper-violent Barghesi would fight by the side of the Dark Crusaders should Isaiah ask for their help after he saved them from Tyranids, although it would be a grudging alliance at best.

Isaiah's only sin is that of an unusual thirst for power, be it political, physical or mental. As his psychic power is already quite considerable, he has as allies nearly half a dozen xenos races and he is an incredibly accomplished warrior, this thirst has become even more difficult to sate. As such, over the past few years, Isaiah has become somewhat of a recluse, spending hours perusing ancient records and tomes of power, or spending days at a time in a training ring.

The Inquisition has no idea of the extent of Isaiah's powers, which, between his alliances and personal abilities, is nigh on limitless. Over the years, his prescience has manifested into something that rivals that of Farseers of the Eldar, and any opponent fighting him will find their every move anticipated and a counter set in place before the move was even made. Isaiah's plans are labyrinthine, and with his greatest prophecies he views the galaxy as a chessboard, his moves forcing his cosmic opponent to do exactly what he wants. It is even a possibility that he will deliberately reveal the location of Nirvana to the Inquisition to force their hand and eliminate them. If this is so, then his powers will truly be godlike.

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, revealing nothing. Of course, I did not realise who he was at the time. 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. I wish you luck with that, foolish Inquisitor."

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

-Inquisitor Valeria

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, Terminator honours

Revelations:

	Range	S	AP	Type
Revelations	-	+2	2	Melee, Two-Handed, Force

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

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Eternal Warrior, Liturgies of Darkness, Honour of the Chapter, Heroism, Psyker (Mastery Level 2)

Eternal Light: Isaiah literally radiates psychic energy—any unit he has joined gains +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. In addition, you may modify your reserve rolls by +1 or -1. Isaiah himself has Preferred Enemy against the opposing commander.

Psychic Powers

Prophecy: This is a **blessing** that targets Isaiah. Successful rolls to Hit Isaiah in close combat must be re-rolled.

Warlord Trait: Destroyer of Worlds (Must be taken as the army's Warlord)

Astus Callidex

“The drawing out of a death over every timestream... that is true art.”

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 and his unit may elect to Deep Strike onto the battlefield, regardless of the mission being played. If he then uses his **Rewind Time** psychic power, move him next to the nearest friendly unit.

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

Warlord Trait: Princes of Deceit (if taken as the army’s Warlord)

Callidex's Psychic Powers and Timeleap Deployment

Psychic Powers

Temporal Blast **Warp Charge 1**

This is a **witchfire** power with the following profile:

	Range	S	AP	Type
Temporal Blast	12"	5	3	Assault 1, 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 **Warp Charge 1**

This power is a **blessing** that targets Callidex and his squad. Astus moves him and his unit out of synch with reality, granting them a 5+ Invulnerable save for the turn.

Temporal Force **Warp Charge 1**

This power is a **blessing** that targets Callidex and his squad. This turn in shooting, they must reroll all failed rolls to hit.

Rewind Time **Warp Charge 1**

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 **Warp Charge 2**

Target an enemy unit within 6". 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 **Warp Charge 1**

This is a **blessing** that targets Callidex and his squad. For this assault, Astus and his unit have Initiative 10 and rerolls To Hit.



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

Unlike most Marines, Talhedron rarely spends time training in combat, instead relying upon drugs and other performance enhancers to increase his capabilities in combat. Even then, the Lord Apothecary prefers to support his troops rather than destroy the enemies. Only Talhedron himself knows what inspires him to so boldly experiment with biology and medicine, and he does not share any insight. Sometimes, Nirvana's criminals will be given over to Talhedron for 'experiments'. The Lord Apothecary will mercilessly test these subject in inhumane ways before discarding the corpses like worthless scraps of meat. Such human subjects are much valued by him, for he knows that animals simply cannot produce the results necessary for the narcotics and psy-chemical elixirs he makes. To be handed to Talhedron is a horrific demise, and not always quick.

Ashaya Veridas

“Too easy. You may as well have fought with wooden sticks.”

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. Arrogant but genius, her name has become synonymous with death over all of Segmentum Eternus after an occasion involving a rogue planetary governor and a Chaos cult. She is one of the more trustworthy Dark Crusaders as she has gone out of her way to help Imperial worlds and actively battles Chaos, though she is still a danger.

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, jump pack

Tempest's Hand:

	Range	S	AP	Type
Tempest's Hand	-	User	2	Melee
	-	+2	2	Melee, Two-Handed

**Choose which mode at the start of the Fight sub-phase.*

Special Rules

And They Shall Know No Fear, Crusade, Independent Character, Heroic Intervention

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. In addition, Ashaya modifies the reserve rolls of all Deep Striking units by +1 while she is alive.

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

“We shall inherit the galaxy. None shall stop us.”

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 (Mastery 1)

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 a 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, with no armour saves 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 always the greatest of the Darkened when he turned many 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.

	WS	BS	S	T	W	I	A	Ld	Sv
Shar’Khar	6	4	5	5	3	6	5	10	3+

Wargear

Power armour, dark signum, bolt pistol

Dark Redemption:

	Range	S	AP	Type
Dark Redemption	-	User	-	Two-Handed, Life-Eater

Life-Eater: A roll of a 6 to Wound will ignore invulnerable saves.

Special Rules

Forsaken, Independent Character, Darkened Mutation, Fear, Fearless

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

“There is nothing to fear but fear itself... and, of course, me.”

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, Forceshield

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!: All of Vayellith’s close combat attacks are Precision Strikes.

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: 10341

Alignments: Dark Crusaders

Status: Dormant

Inquisitorial Status: Dangerous

Lord Commissar Kassar was the only one that stood his ground before the towering monstrosity that approached, even as the Guardsmen around him fell to their knees and prayed to the Emperor for salvation. A melta beam erupted from under the Dreadnought's arm, atomising one unfortunate.

"I do not fear death," Kassar said stoically, readying a melta bomb. If he were going to die, he would not die without purpose. "The God-Emperor guides my hand."

"THE EMPEROR IS NO GOD, COMMISSAR," the Dreadnought replied in a booming voice. From the staff in his hand sprayed flame, engulfing Kassar and stunning him enough for the staff to descend and crush his body.

The last thing Kassar felt was fear.

	WS	BS	S	Fr	Sd	Rr	I	A	HP
Antarion	6	5	6	13	12	11	5	4	4

Wargear

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

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), It Will Not Die, Fear

Legendary Relic: Antarion is nearly ten thousand years old, and inspires his fellow warriors. All friendly models within 12" are Fearless. In addition, if he is slain, all friendly units within 12" must take a Leadership test.

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

Wisdom of Ages: As he has lived for ten thousand years Antarion has a grasp of tactics unlike any other. At the start of the game, you may choose one of the following: Night Fighting, one squad gains Skyfire and Interceptor, one squad gains Tank Hunters or Counterattack.

Psychic Powers

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

++Files: Lord Antarion++

Antarion was the successor to the Primarch Genesiah and has been a deadly foe of both Chaos and Inquisition for the ten thousand odd years of exile the Chapter has had to endure. 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 Sulpais 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, though he awakes at seemingly random intervals and will take command of the attack in a battlefield somewhere in the galaxy.

"I have lived for over ten thousand years and faced down horrors that would destroy your mind. Yet you dare consider yourself my equal? Such is the Inquisition's arrogance."

-Antarion to Inquisitor Valeria

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: See the Warhammer 40,000 rulebook.

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 Flamer 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, Armourbane

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
Flakk	48"	7	4	Heavy 1, Skyfire

Any missile launcher may upgrade to have Flakk missiles for +10 points per launcher.

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

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

Power Fist:

	Range	S	AP	Type
Power Fist	-	x2	2	Melee, Cumbersome, Specialist Weapon

Power Sword:

	Range	S	AP	Type
Power Sword	-	User	3	Melee

Psyblade:

	Range	S	AP	Type
Psyblade	-	User	2	Melee, Psyshock, Force

A model with a Psyblade becomes a Mastery Level 1 psyker if he is not already a psyker.

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.

	Range	S	AP	Type
Relic Blade	-	+2	3	Melee, Two-Handed

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 3, 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	Salvo 2/3, 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.

Autocannon: The autocannon is a powerful anti-light vehicle weapon with the following profile:

	Range	S	AP	Type
Autocannon	48"	7	4	Heavy 2

Note that an autocannon mounted upon a Dark Crusaders Dreadnought will also have the Skyfire and Interceptor special rules.

Dozer Blades: A vehicle equipped with dozer blades may re-roll failed dangerous terrain tests.

Extra Armour: Vehicles equipped with extra armour treat Crew Stunned results as Crew Shaken instead.

Flamestorm Cannon: See the Land Raider Redeemer entry on page XX.

Hunter-Killer Missile: Hunter-killer missiles are commonly fitted to Imperial vehicles. These single-use weapon systems allow vehicles such as Rhinos to engage enemy armoured vehicles that would otherwise far outmatch them.

A hunter-killer missile is a krak missile with unlimited range that can only be used once per battle. They are fired at Ballistic Skill 4. They are treated as an additional weapon.

Hurricane Bolters: See the Land Raider Crusaders entry on page XX.

Searchlight: Searchlights are often fitted to Space Marine vehicles, so that the foe may not use darkness as an ally.

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

Smoke Launchers: Once per game, a vehicle can use its smoke launchers (often referred to as 'popping smoke') and will count as obscured for the next game turn, however it cannot fire any weapons during its next shooting phase.

Lightning Field: Only fitted to Condemner Pattern Psy tanks, a lightning field releases a powerful burst of energy when the tank is struck.

All enemy units that assault the Condemner suffer 2D6 S5 AP4 hits. This is done after the assaulting unit is moved into contact with the Condemner.

Psychic Field: A Condemner with a psychic field may re-roll failed dangerous terrain tests.



Apocalyptic Weapons

Worldbreaker Cannon:

Range	S	AP	Type
120"	D	1	Apoc. Barrage (8), Primary Weapon, Destroyer

Titan Psyshredder

Range	S	AP	Type
72"	10	2	Ordnance 1, 7" Blast, Psyshock, Primary

Doom Psyshredder

Range	S	AP	Type
96"	10	2	Ordnance 4, 7" Blast, Psyshock, Primary

Void Shields

The Void Shields mounted on Ultima Umbrax function as follows: they count as a 14 14 13 vehicle. For each glancing or penetrating hit a void shield is depleted. At the start of each turn, roll a D6 for each remaining structure point the vehicle has. For every 5+, a Void Shield is restored.

Armour

Artificer Armour

Though the two are superficially similar in appearance, artificer armour is as far beyond power armour as power armour is beyond the carapace used by Space Marine Scouts and elite Imperial Guard formations. Indeed, cunningly wrought damage control mechanisms and superdense construction materials ensure that most suits of artificer armour offer a degree of protection rivalling that of Tactical Dreadnought armour.

A suit of artificer armour is an incredibly valuable relic, often having belonged to several great heroes of the Dark Crusaders. Many elements of the suit will have been repaired or replaced over the years and its heraldry amended for each bearer, but it is still held to be the same suit of armour and venerated as such.

Due to its rarity, to wear a suit of artificer armour is an honour afforded only to the mightiest warriors of the Dark Crusaders—only the Captains, Chapter Master and Chaos Warders wear it on a regular basis. Models equipped with artificer armour receive an armour save of 2+.

Power Armour

Power armour is the standard protection for Space Marine warriors and its distinctive outline casts fear into the enemies of Mankind. Made from thick ceramite plates and electrically motivated fibre bundles that replicate and enhance the movements of the wearer, power armour offers some of the best protection the Imperium can provide. Models equipped with power armour receive an armour save of 3+.

Neophyte Robes

Each Neophyte is given a set of robes plated with power armour. Although offering less protection, the robes are lighter and easier to bear for a new Marine. Models in Neophyte robes have a 4+ armour save. Castellian robes give a 3+.

Terminator Armour

Also known as Tactical Dreadnought armour, Terminator armour is the best protection a Space Marine can be equipped with. Designed for close-quarters fighting aboard Space Hulks and other confined areas, Terminator armour is capable of withstanding almost any attack. The ceramite plates can deflect most conventional assaults, whilst the Crux Terminatus on every Terminator's shoulder plate serves as a ward capable of turning aside even attacks from power weapons or melta fire. It is even said that Terminator armour can withstand the titanic energies at a plasma generator's core, and that this was in fact the armour's original purpose.

Due to the powerful exoskeleton and power sources built into their armour, models in Terminator armour have the Relentless special rule.

On the other hand, this armour is somewhat cumbersome, so Space Marine Terminators are not able to pursue a more lightly armoured foe when they flee. Terminators have the Slow and Purposeful special rule.

A model wearing Terminator armour has a 2+ armour save and a 5+ invulnerable save.

Any model wearing Terminator armour has the Deep Strike special rule.

Terminators have the Bulky special rule, and may not embark upon Rhinos, Razorbacks or Banescythes.

Dark Crusaders Warlord Traits

Dark Crusaders generals know that they cannot fight fair—to do so would be a death sentence, as losing even a single company can be lethal. As such, replace the **Command Traits** section of the rulebook's Warlord Traits page with the following list of **Psychic Traits**.

Psychic Traits

1. Power Sensors

The Warlord, and all friendly units within 12", may re-roll all rolls of '1' to hit psykers in both shooting and melee.

2. Destroyer of Worlds

All enemy units moving within 6" of the Warlord count as moving through difficult and dangerous terrain.

3. Power Hungry

The Warlord has +1 Attacks and rerolls to hit and wound when attacking psykers.

4. Psychic Prescience

After all deployment, the Warlord may reposition one opposing unit to within 12" of its starting location—the Warlord's misdirection and foresight has tricked that unit into moving!

5. Lord of Lightning

The Warlord gains the Dark Smite power and becomes a Mastery Level 1 psyker if he does not already have the power. If he already has it, the power becomes Assault 6 instead of Assault 4.

6. The Shrouded Assault

For the first turn, all friendly units within 12" of the Warlord (including the Warlord and any unit he may have joined) gain the stealth and shrouded special rules.

Dark Crusaders Armoury

The Dark Crusaders Armoury is a unique feature based on 3rd Edition. All 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

	Range	S	AP	Type
Destructor	-	+1	3	Melee, Two-Handed

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.

Warp Shunter (**2).....5 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.....45 points

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

	Range	S	AP	Type
Souldrinker	-	User	2	Melee, Instant Death

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+ Deny the Witch 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 Dominion, Master of the Armoury

Chapter Relics

Another feature based upon older Space Marine Codices, Chapter Relics are the ancient items that the Dark Crusaders treasure. They are divided into three categories—Martial, Sorcerous and Spiritual. Regardless of type, only one of each relic may be in a single Primary Detachment, and there is a limit of three relics per Primary Detachment.

Martial Relics

Available to Isaiah Eden, Ashaya Veridas, Charin Ezekius, Lord Antaron, Lord Vayellith, Shar'Khar the Scarred, Captains, Champions in a Command Squad and Avenger Terminators.

Adamantium Mantle.....30 points

Both a mark of office and a defensive item, the adamantium mantle projects a force field as well as shielding the bearer's vital spots.

A model with an Adamantium Mantle has the Eternal Warrior special rule.

Spear of Hyperion.....30 points

Wielded by Captain Hyperion during and after the Great Crusade, this spear unleashes an unimaginably powerful burst of psycho-technological energy when it strikes, best used after a devastating charge.

The Spear of Hyperion is a master-crafted power lance with the following profile:

	Range	S	AP	Type
Spear of Hyperion	-	+2/User	2/3	Melee

It may also be fired in the shooting phase with the same profile as a flamer.

Sorcerous Relics

Available to Astus Callidex, Isaiah Eden, Charin Ezekius, Librarians and Lexicaniums.

The Gaze of the Scryer.....40 points

The Gaze is a crystal taken from the hilt of the Golden Omen. It grants its bearer incredible prescience and allows them to foresee much of the battle before it has occurred.

The model bearing the Gaze of the Scryer, and his unit, may re-roll all failed saving rolls of a '1'. In addition, all To Hit rolls of a '1', in shooting and close combat, may be re-rolled.

Wings of Bone.....25 points

Using his formidable psychic power, Genesiah often soared into battle on a wing of bone and a wing of gold. After the Horus Heresy, he crafted a pair of bone wings and a pair of gold wings. The golden wings were shattered during the Primarch's battle against An'ggrath the Unbound, but the bone wings are one of the most treasured relics in the Chapter's possession.

A model with the Wings of Bone gains the Jump type and the special rules Hammer of Wrath and Fear. In addition, the model ignores all terrain.

Spiritual Relics

Available to Isaiah Eden, Reclusiarchs and Chaplains.

Hymnal of the Avenger.....15 points

The Hymnal of the Avenger is a leather-bound tome scrawled in blood, written on Nirvana by Genesiah before he was found by the Emperor. The words, written in blood, seem to crawl with a life of their own, as if they seek a release. The tome bolsters the psychic might of nearby Dark Crusaders psykers.

All Dark Crusaders psykers within 24" of a model bearing the Hymnal of the Avenger do not suffer Perils of the Warp on the roll of a double one.

The Pallid Steed.....20 points

The Pallid Steed is a badge in the shape of a horses' skull, psychically imbued to grant incredible speed. A model with the Pallid Steed, and any unit he has joined, have the Fleet special rule.

Tarnished Crown.....35 points

The bearer of the Tarnished Crown is unstoppable, going onwards in conquest, and to conquer. A model with the Tarnished Crown, and any unit he has joined, have the Relentless special rule.

Broken Scales.....50 points

The Broken Scales consume all they touch with ravenous hunger, draining their sustenance and laying them low.

A model with the Broken Scales, and any unit he has joined, have the Instant Death special rule.

Blade of War.....25 points

The Blade of War is an artefact that causes the bearer's weapon to erupt in deadly ethereal fire.

A model with the Blade of War, and any unit he has joined, have the Soul Blaze and Hammer of Wrath special rules.

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 11 elites choices to choose from, and rare is the list that doesn't have maxed-out elites. Chaplains and Lexicaniums 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 (Mastery Level 2), Independent Character, Honour of the Chapter, Liturgies of Darkness, Heroism Eternal Light, Divine Prophecy

Psychic Powers

Fear of the Darkness, Ignite Blades, Prophecy.

CAPTAIN ASHAYA VERIDAS.....220 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, jump pack

Special Rules

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

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

	WS	BS	S	T	W	I	A	Ld	Sv
Shar'Khar	6	4	5	5	3	6	5	10	3+

Unit Composition: 1 (unique)

Unit Type: Monstrous Creature

Wargear

Power armour, dark signum, Dark Redemption, bolt pistol

Special Rules

Fear, Forsaken, Darkened Mutation, Shadow in the Light, The Darkened, Eternal Hatred, Fearless

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 (Mastery Level 1), Mind War, Independent Character

Psychic Powers

Ward, The Gate to Infinity, Warp Lash, Shield From the Warp

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	*	10	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,

Unit Type: Infantry **modifier, drug dispenser**

LORD ANTARION.....265 points

	WS	BS	S	Fr	Sd	Rr	I	A	HP
Antarion	6	5	6	13	12	11	5	4	4

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, Forceshield

Unit Type: Vehicle (walker)

Transport: May take a Drop Pod as a dedicated transport.

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

Special Rules: Crusade, Venerable, Psyker (Mastery Level 2), Wisdom of Ages, Furious Avenger, Legendary Relic, It Will Not Die, Fear

HQ

CAPTAIN.....100 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 Gauss Bolter, Pulse Bolter or Venom Flame Arc.....+10 points
 - a storm shield, power weapon or lightning claw.....+15 points
 - a power fist.....+25 points
 - a Psypistol or Psyblade.....+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
- +Take bladed armour.....+40 points
- +Replace power armour, frag and krak grenades, bolt pistol and chainsword for Terminator armour with storm bolter and power weapon.....+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.....110 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 Gauss Bolter or Pulse Bolter.....+10 points
 - a power weapon or lightning claw.....+15 points
 - a power fist, Psyblade or Psypistol.....+25 points
- +Any Veteran may take melta bombs.....+5 points
- +The squad may become an independent character...+30 points

HQ

LIBRARIAN.....100 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, generat-
ed from the Shadow or
Light disciplines in this
book or any of the five
from the Warhammer
40,000 rulebook.

+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

+Upgrade to Mastery Level 2.....+25 points

RECLUSIARCH.....150 pts

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

Options

Unit Composition:
1 Reclusiarch

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/bolt
pistol, Crozius, frag
and krak grenades

+May replace Boltgun/bolt pistol with:

- 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
- Artificer armour.....+15 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

+If Terminator armour is not chosen, may take:

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

DARKBLADE VETERANS.....95 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:
 -Fear of the Darkness.....+15 points
 -Hellfire.....+15 points
 -Quicksilver.....+25 points

Special Rules:

And They Shall Know No Fear, Crusade, Combat Squads

Unit Composition:

4 Veterans, 1 Sergeant

+May include up to 5 extra Veterans.....+19 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

LEXICANIUM.....80 points

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

Options

Unit Composition:

1 Lexicanium

Unit Type: Infantry

Wargear: Force weapon, boltgun or bolt pistol, power armour, frag and krak grenades

Special Rules: And They Shall Know No Fear, Crusade, Psyker (Mastery Level 1)

Psychic Powers:

Lexicaniums have two psychic powers, generated from the Shadow or Light disciplines in this book or any of the five from the Warhammer 40,000 rulebook.

+May replace boltgun with:

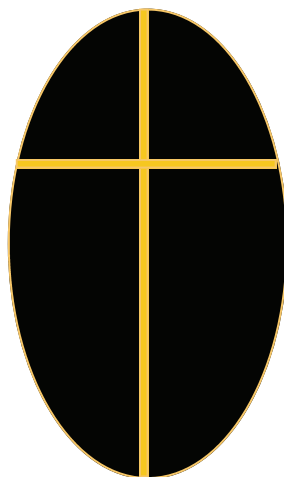
- a bolt pistol.....free
- a combi-flamer or –melta.....+15 points

+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

+If Terminator armour is not chosen, may take:

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



ELITES

DARKENED HUNGERERS.....30 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: Forsaken, Darkened Mutation, Fearless, Rending, Daemon

Unit Type: Infantry

Wargear: Power armour, close combat weapon, bolt pistol

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 or axe.....+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	4	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.....+10 points
- a thunder hammer and storm shield.....+20 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 power maul.....free
- a power axe.....+5 points
- 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.....125 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.....+25 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. May take
powers from Pyromancy.

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	HP
Dreadnought	4	4	6	12	12	10	4	2	3

Options

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

Unit Composition:

1 Dreadnought

Wargear:

Multimelta,
Dreadnought Close
Combat Weapon

+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)

(with built-in storm
bolter), smoke

Special Rules:

Crusade

launchers, searchlight

+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	HP
Dreadnought	5	5	6	12	12	10	4	3	3

Options

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

Unit Composition:

1 Dreadnought

Wargear:

Multimelta,
Dreadnought Close
Combat Weapon

+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)

(with built-in storm
bolter), smoke

Special Rules:

Crusade,
Venerable

launchers, searchlight

+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 be able to roll on any

Psyker chart in this Codex or the Rulebook.....+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.....+24 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 melta gun.....+10 points
- a wrist-mounted flamer.....+15 points
- +Any model may take melta bombs....+5 points per model

TROOPS

TACTICAL SQUADS.....85 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 become a Psyker and
take one of the following psychic pow-
ers:

- Fear of the Darkness.....+15 points
- Hellfire.....+15 points
- Quicksilver.....+25 points

+May take up to five additional Marines.....
.....+15 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, Shredderbolter or multimelta.....free
- a disintegrator carbine or meltagun.....+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.....16 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.....+15 points
- a force weapon.....+20 points
- a Psyblade.....+25 points

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

- a Psypistol.....+25 points

+The squad may take:

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

DARKENED.....21 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, Daemon

Unit Type: Infantry

Wargear: Power armour, bolt pistol, close combat weapon

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.....+15 points
- a Psyblade.....+25 points

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

- a Psypistol.....+25 points

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)

Special Rules: Inertial Guidance System, Immobile, Drop Pod Assault

Wargear: Storm Bolter

DEDICATED TRANSPORTS

BANESCYTHE.....125 pts

	BS	F	S	R
Banescythe	4	12	11	11

Options

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

Unit Composition: 1 Banescythe
Fire Points: None

Unit Type: Vehicle (Fast, Skimmer)
Wargear: Smoke Launchers, two Xenos Arrays

Special Rules: Assault Vehicle
Transport Capacity: 10 models

***Advanced Targeting Matrix:** Used exclusively by the Banescythe and its variants, a vehicle with an Advanced Targeting Matrix may fire all its weapons if it moves at Cruising Speed in the previous Movement Phase.*

RHINO.....35 pts

	BS	F	S	R
Rhino	4	11	11	10

Options

- +May take any of the following:
- a Storm Bolter.....+10 points
 - a hunter-killer missile.....+10 points
 - a Dozer Blade.....+5 points
 - extra armour.....+15 points
 - a Shredderbolter.....+20 points

Unit Composition: 1 Rhino
Fire Points: Two models may fire from the top hatch.

Unit Type: Vehicle (Tank)
Wargear: Smoke Launchers, Storm Bolter, Searchlight

Special Rules: Repair

Transport Capacity: 10 models

RAZORBACK.....40 points

	BS	F	S	R
Razorback	4	11	11	10

Options

- +Replace twin-linked heavy bolters with:
- Twin-linked heavy flamer.....+25 points
 - Twin-linked Assault Cannon.....+35 points
 - Twin-linked Lascannon.....+35 points
 - Psyshredder.....+40 points
- +May take any of the following:
- a Storm Bolter.....+10 points
 - a hunter-killer missile.....+10 points
 - a Dozer Blade.....+5 points
 - extra armour.....+15 points
 - a Shredderbolter.....+20 points

Unit Composition: 1 Razorback
Wargear: Twin-linked Heavy Bolter, Searchlight, Smoke Launchers

Unit Type: Vehicle (Tank)

Fire Points: None.

Transport Capacity: 6 models

FAST ATTACK

STEELSTORM VETERANS.....115 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:
-Fear of the Darkness.....+15 points
-Hellfire.....+25 points
-Quicksilver.....+40 points

+May include up to 5 additional Veterans..+23 points per model

+The Sergeant may take:

-a combat shield.....+5 points
-teleport homer.....+15 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.....+25 points
-a power fist.....+25 points
-a Psypistol.....+25 points

+For every 5 models in the squad one Marine may replace his
bolt pistol with:

-a flamer.....+10 points
-a meltagun.....+15 points

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

STORMRIDERS.....45 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Stormrider	4	4	4	5	2	4	1	9	3+
Harbinger	4	5	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 Harbinger may become
a Psyker and take one of
the following psychic pow-
ers at +25 points:
-Fear of the Darkness
-Quicksilver
-Hellfire

+Any Stormrider may replace his meltagun with:

-flamer.....+5 points
-Assault Cannon or Autocannon.....+30 points
-Psyblaster.....+35 points

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

+The Harbinger may replace his meltagun with:

-heavy flamer.....+10 points
-Assault Cannon or Autocannon.....+20 points
-Psyblaster.....+25 points

+The Harbinger may replace his close combat weapon with:

-power weapon or lightning claw.....+15 points
-power fist.....+25 points

FAST ATTACK

HATESCYTHE.....140 points

	BS	Fr	Sd	Rr	HP
Hatescythe	4	12	11	11	3

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	HP
Bloodscythe	4	12	11	11	3

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	HP
Wrathscythe	4	12	11	11	3

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.....100 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:

- Fear of the Darkness.....+15 points
- Quicksilver.....+25 points
- Hellfire.....+25 points

- +May include up to 5 additional Marines...+18 points per model
- +For every 5 models in the squad one Marine may replace his bolt pistol with:
 - a flamer.....+10 points
 - a meltagun.....+15 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.....+25 points
 - a power fist.....+25 points
 - a Psypistol.....+25 points
 - a pair of lightning claws.....+30 points

FAST ATTACK

DEATHSCYTHE.....190 points

	BS	Fr	Sd	Rr	HP
Deathscythe	4	12	11	11	3

Unit Composition:
1 Deathscythe

Unit Type: Vehicle
(Flier)

Special Rules:
Shadow of Death,
Assault Vehicle,
Hover Mode, Straf-
ing Run

Wargear: Two xenos
arrays, Psyblaster,
Shroud of Decay,
twin-linked
autocannon

Transport Capacity:
6 models.

Options

- +Replace twin-linked autocannon with:
- Twin-linked assault cannon.....+10 points
- Twin-linked lascannon.....+20 points
- +Replace Psyblaster with Psyshredder.....+10 points
- +May take wing-mounted:
- Heavy bolters.....+25 points
- Multi-meltas.....+35 points
- Lascannons.....+45 points
- Psyblasters.....+50 points

FIRESTORM BOMBER.....140 points

	BS	Fr	Sd	Rr	HP
Firestorm	4	11	11	11	3

Unit Composition:
1 Firestorm Bomber

Unit Type: Vehicle
(Flier)

Special Rules:
Strafing Run,
Ground Bomber

Wargear: Two AA-
autocannons, four
Incendiary Missiles,
heavy bolter, one
Incendiary Bomb

Options

- +Replace AA-autocannons with:
- AA-lascannons.....+30 points
- +Replace heavy bolter with:
- assault cannon.....+20 points
- Psyshredder.....+50 points
- +Take an extra Incendiary Bomb.....+15 points

HEAVY SUPPORT

WRATHGUARD VETERANS.....105 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.....+21 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 Zzap Missile Launcher.....+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 Lascannon.....+25 points
-a Psyshredder.....+30 points

+Any model may take melta bombs.....+5 points
+The Sergeant has access to the options available to Devastator Sergeants.

DEVASTATOR SQUAD.....90 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.....+16 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	HP
Land Raider	4	14	14	14	4

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	HP
Land Raider	4	14	14	14	4

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	HP
Land Raider	4	14	14	14	4

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	HP
Land Raider	4	14	14	14	4

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....100 points

	BS	Fr	Sd	Rr	HP
Condemner	4	14	13	11	3

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	HP
Vindicator	4	13	11	10	3

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	HP
Predator	4	13	11	10	3

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	HP
Reviler	4	14	13	12	3	9

Options

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

+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	HP
Shadow Titan	2	4	10	14	14	13	1	6	12	36

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

Transport Capacity: 52 in each leg (up to 5 units in each leg)

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, Soul Blaze

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. All super-heavies suffer a penetrating hit, and all gargantuan creatures suffer D3 Wounds. In addition, 5D6 craters are placed on the field by the Shadow Titan's controller.

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 MATERIAM....100 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
- 2 squads of Steelstorm Veterans
- 0-5 squads of any type

Bonuses:

- All units in the formation must deploy within 12" of each other.
- 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

A Note on Dark Crusaders and Allies

Dark Crusaders have few allies in the Imperium, and only three main allies without it—they are alone against a galaxy out for their blood. As such, they can take allies as following:

As Battle Brothers: Blood Angels

As Allies of Convenience: Orks, Eldar, Tau Empire

As Desperate Allies: Black Templars, Dark Angels, Imperial Guard, Space Wolves, Space Marines

May not take as allies: Tyranids, Dark Eldar, Necrons, Chaos Space Marines, Chaos Daemons, Sisters of Battle, Grey Knights, Witch Hunters or any other force that includes an Inquisitor.

This works both ways, so a Blood Angels army can take Dark Crusaders allies as Battle Brothers, et cetera.

Biblical Context of the Dark Crusaders

Although it may not seem it at a first glance, the Dark Crusaders are heavily influenced by the Bible and indeed many Christian faiths around the world, although mainly Revelations.

Let's look at the obvious first:

Genesiah, the name of the Primarch, is based off of the word 'Genesis' which is the first book in the Christian Bible. The word in Latin means 'beginning' and the Primarch is the founder of the Dark Crusaders.

Many of the characters take their names from the Bible: Isaiah Eden is one, with Isaiah being a prophet and Eden being the garden of God. Hence, Isaiah Eden can be taken as the Prophet of Paradise if you look at it broadly. Ashaya Veridas is based off the Latin word for *truth*, *veritas*. Charin Ezekius is based off Ezekiel, another prophet.

Not only that, Nirvana is a Sanskrit term used by the Hindu to describe the perfect state of mind; a reference to the fact that Nirvana is the most perfect place to live in the Imperium, as it is not ruled by corrupt officials but by a (somewhat) caring Space Marine Chapter.

Then there is the rest on Genesiah himself. Aside from his name, he has many connections to Revelations:

1. He could be considered as both the Antichrist and the Lamb of God, due to his split personality between the dark and the light.
2. He represents the greatest of the Seven Deadly Sins: Pride, as it was Pride that caused Lucifer's fall from grace with God and Genesiah's fall from grace with the Emperor, his father. This was due to him thinking he knew better than the (much more powerful) Emperor, and thus represents the essence of the sin.
3. In response to this, he could be said to represent the Virtue of Charity or Selflessness, the opposite of greed, as all he did was for the better of the Imperium and the Dark Crusaders.
4. Genesiah's Sin and his Virtue represent his conflicting role as Hero and Villain, Lamb and Antichrist, angel and demon.
5. His final battle against An'ggrath can be taken as a battle against his innermost demons, and the defeat of the Bloodthirster and the Primarch's death representing that the darkness inside everybody's soul is required and that balance is necessary for existence – a very Buddhist philosophy.

Onto, now, the current crop of Dark Crusaders. Seven of the eight special characters represent a Sin and can be considered master of that sin, as the seven Princes of Hell can be considered master of a sin.

Isaiah – Lust. In a completely non-sexual way, Isaiah lusts for more and more power to satiate his power hunger.

Astus Callidex – Pride. The Chief Librarian considers himself godlike and infallible, and believes that he is the future of the galaxy. Astus having the greatest sin represents him being the closest to serving Chaos, something that Isaiah especially knows.

Ashaya Veridas – Wrath. The Captain of the 1st Company delights in displays of brutal, overwhelming force and is quick to anger.

Charin Ezekius – Envy. He, as Captain of the 2nd Company, desires to improve his status, constantly living in the shadow of both Ashaya and Isaiah.

Apothecary Talhedron – Gluttony. Although not related to food in any way, he constantly gorges upon knowledge gained through inhumane experiments.

Lord Vayellith – Greed. The Master of the Chaos Warders searches the galaxy for artefacts, coveting their powers for himself.

Lord Antarion – Sloth. Antarion has slept for most of his ten thousand years of life, and rarely does anything involving effort.

This leaves Shar’Khar the Scarred, the Darkened, as the only special character that could be considered as being free of sin – an irony, as he is irreparably flawed and would be considered the least perfect and most damned of all the Dark Crusaders if one did not look from the perspective of the Seven Deadly Sins.

To complement this, each character save Shar’Khar also is represented by a virtue, yet another example of opposites.

Isaiah Eden – Humility. He realises his failings and seeks to improve upon them, however his addiction to power is too great for him to break.

Astus Callidex – Patience. Often plotting many years in advance, Callidex has patience in great abundance and is always calm, forgiving and attempts only to punish those totally beyond redemption.

Ashaya Veridas – Kindness. She assists others and inspires them merely for the sake of doing so.

Charin Ezekius – Diligence. He puts care into each task he does and makes sure it is done right for the benefit of all.

Apothecary Talhedron – Charity. Talhedron does his work as an Apothecary not for his own sake but so he can help others.

Lord Vayellith – Temperance. He seeks to create the perfect world, where justice is served. His method of attaining this, however, leaves him extremely susceptible to Greed.

Lord Antarion – Chastity. His seclusion has rid him of most all of his mortal desires and wants, and he is content with that.

Shar’Khar, having no true sin, also has no true virtue. This, and in fact the entire concept of sins and virtues, represents the Dark Crusaders being damned or being saviours, depending upon which perspective you look from.

WHAT AND WHY?

A lot of people seem to be asking me why I went to all this trouble. The simple answer is because I was bored, but the real answer would take a lot more to explain (sometimes, but very rarely, I answer with 'YOLO').

'Because I was bored' seems to satisfy most people, but for those few who press for more I really struggle to find an answer. After all, the process of writing a whole Codex in a very formal format is no small feat, especially considering I had ten thousand years of background to write excuses for.

To start with, let's have a look at my history in 40k. I started with Space Marines in 2010, then got bored of them and switched to Dark Eldar in mid-2011 (a decision that made me the butt of quite a few jokes involving my HQ, Lady Malys, which I'm not going to repeat because they are quite disturbing). A couple of months later, I got out my model of Marneus Calgar and thought what a shame it was that my entire collection of the Smurfs was sitting in a closet collecting dust. This was the genesis (see what I did there?) of the Dark Crusaders, and so I set about creating a new way to use Space Marines.

I would have stopped long ago were it not for the fact that I really enjoy writing rules. Playing games and painting can suck it; unleashing imagination is far more entertaining than either of those. Over time, my collection of the anti-Ultramarines has grown, although as I write this a full army still eludes my rather limited wallet, underneath Ravager x2, Raider x1 and a Venom for my Wyches. Still, Christmas is coming up, is it not?

Ah, but I digress. What I wanted was a psyker-heavy, incredibly elite army, not to the level of Grey Knights but certainly more so than vanilla Marines. Think of a cross between Eldar, Grey Knights with a bit of Blood Angels and Necrons thrown in. Sure, it sounds so out there it can't possibly work, but I'm happy with the heretical result.

The first few versions of the background were implausible, and that's putting it nicely. I went with whatever I wanted, like an especially whimsical Dark Eldar. I scanned Codices, memorised rules, created synergy, gave each unit a purpose. Some things are a wee bit ridiculous, but one of my aims was to create an antithesis to Grey Knights, sort of like an evil version of them. Where the Knights use daemon powers, the Dark Crusaders use xenos tech. One will kill everyone who sees them, the other welcomes all publicity. One has the support of the whole Imperium, the other is hunted. A battle between Grey Knights and Dark Crusaders should be entertaining to the extreme, as Deathscythes duel Stormravens in the air, Avengers clash with Paladins while their masters duel it out, Purifiers and Veterans fight with psychic might at range and in close combat, and Condemners and Land Raiders blast each other to pieces, all under skies of blood and hellfire.

Sounds impressive, hmm?

As for why the units themselves are in existence, well, there is a little story behind each one.

Isaiah Eden - I saw an awesome model on Scibor, and every Chapter needs its master, hmm?

Ashaya Veridas – Who doesn't love an all-deep strike army? Sadly, 6th sort of screwed her over, but still pretty cool. Going to suck to convert, though.

Charin Ezekius – The ultimate HQ killer. What he doesn't Mind War to death, he will hit with his hammer.

Astus Callidex – I wanted a HQ that could control the entire field and have a plan for every situation. What better way to do that than live outside time?

Apothecary Talhedron – This one was just for lols. Not grimdark at all, just a drugged-up Marine who had a good chance to kill himself.

Shar'Khar the Scarred – Fitting with the half-good, half-evil theme going with the Chapter, he is here to provide a fluffy 5th Company army.

Lord Vayellith – Crowe's arch-nemesis. For everything good, there is something evil.

Lord Antarion – Antarion is to Bjorn the Fel-Handed like Vayellith is to Crowe, only giving the army some much-needed AA power.

Since many of the units in a Dark Crusaders army are also in a Space Marines Codex, be it Dark Angels, Vanilla or anything else, I'm only going to go over the ones that I need to.

Darkblade Veterans – A ranged-only version of Purifiers. They lose the force weapon and storm bolter, but are cheaper and their options are arguable better.

Avengers – The opposite of Paladins, to fit with a theme.

Psyflame Veterans – The close combat Purifier opposites. More expensive but with better psychic powers, though they are very reliant on them.

Steelstorm Veterans – One word: Interceptor squads.

Wrathguard Veterans – The opposite of Purgation squads, Wrathguard Veterans are super-powered Devastators that stay at the back.

Chaos Warders – More like Purifiers with halberds than anything else, but costing nearly as much as a Terminator.

Darkened & Darkened Hungerers – Shock assault unit that is usually in a Banescythe. Has no opposite in the Grey Knights Codex.

Banescythes & Variants – Hard to justify these, but I like them, and that's all the reason I need ☺.

Deathscythe – This vehicle is a flyer for duelling with them pesky Stormravens.

Condemner Pattern Psytank – With a ridiculous lot of options for a vehicle, the Condemner has more firepower than a Land Raider but less armour and of course no transport capacity.

Chaplains & Lexicaniums as Elites – Lexicaniums are pretty obvious, Chaplains maybe not so. It is because of the Oaths of Moment, and the rule of cool.

Stormriders – As I said, this Codex is very whimsical at some times. Stormriders, believe it or not, started from Fire Dragons and evolved from there into the hard-to-kill tank destroyers they are now. All this can be yours, for about as much as six Terminators.

Ultima Umbrax – The only way I can justify this one is because I can! For more than double the points of a normal Imperator, only time will tell if he's worth it.

The Allies Matrix – Allies are deliberately harsh on the Dark Crusaders, but each possible alliance is explained in the fluff. Note that Orks would make very good counts-as Barghesi, if you really want them in an army.

That's about everything I can think of for rather controversial units. The special rules themselves are designed to give the army a lot of synergy, because one unit of Marines on its own is usually a dead unit (the exception being Terminators and the like). The Dark Crusaders are designed to rely on tricks and battlefield control to be victorious, which is the reason I've brought back the Armoury and Chapter Relics (Psyker sergeants are a nice touch as well, I like that one). You'll never run out of options as a Dark Crusaders player.