



The Emperor of Mankind

“Supreme Command of the Imperium, the Anathema, God of Mankind, Creator of the Astronimican”



The Emperor of Mankind, the sovereign of the Imperium of Man, the father of the Primarchs and the God of the entire Imperium. The Emperor is single handily one of the most powerful psykers to have ever existed since from the beginning of the universe and to the 31st Millennium.

The Rise of the Emperor is something to behold and will be a story that will be passed down throughout history within the Imperium of Man. The Emperor has many great victories in his past and will also have many in his future, from the time of the Age of Strife when the Emperor started the Unification Wars of Terra, to creation of his beloved Primarch's and the establishment of the ongoing Great Crusade! Although the Emperors greatest accomplishment is the “Primarch Project”, the creation of 20 clones of his own genetic structure which was modified on a genetic level to make each Primarch unique, in turn the Emperor created the “Legio Astartes” each forming Legions created by the genetic structure of their corresponding Primarch.

To this day, the Emperors greatest son and first Primarch to be found during the first period of the Great Crusade after the Pacification Wars, Warmaster Horus Lupercal commands the Imperial army whilst the Emperor works on a unknown project which is said to benefit the entire Imperium.

WS	BS	S	T	W	I	A	Ld	Sv
9	6	8	6	6	7	5	10	2+*

POINTS COST: 1050pts

UNIT TYPE: Infantry

Wargear: Holy Armour of Titan, Imperator Halo, Blinding Light, Blade of the Brazen, Claw of Aquila, Frag and Krag Grenades.

Special Rules: Emperor of Mankind, Supreme Tactical Genius, Guiding Presence, Ultimate Psyker, Preferred Enemy (All), Independent Character, My Sons.



Relics of the Emperor:

*Holy Armour of Titan:

The Holy Armour of Titan was and always will be the armour that the Emperor is clad in. This very armour was worn during the Unification of Terra, the Pacification Wars and throughout the time of the Great Crusade, however modification have been made to it with the help of Fulgrim, Vulkan and the Emperor himself, either as aesthetics (mostly done by Fulgrim) or as enhancements to boost the effectiveness of the Emperor during combat.

The Holy Armour of Titan grants the Emperor a 2+ invulnerable save which can be taken no matter what (even against weapons that remove models from play) and can never be removed. It also incorporates a 4+ Feel No Pain and all poison weapon attacks against the Emperor are ignored.

Furthermore the holy aura that surrounds the Armour comes from the heart of the armour, any psychic power that would allow the caster to regain wounds acts normally but no wounds are regained simply due to the armour being designed to block any warp mutations that may occur due to psychic manifestation. Although the armour does incorporate a regeneration matrix to counteract this psychic defense. The Emperor is allowed to regain 1 wound per turn on a roll of a 6+.

Imperator Halo:

The Imperator Halo is a vast halo which protects the Emperors mind during the manifestation of psychic powers and against psychic attacks.

The Imperator Halo grants a 24" immunity to witchfire psychic powers and 2+ deny the witch against any other psychic powers around the Emperor (including himself). Also when the Emperor casts a psychic power it minus or add between 1 and 5 on the roll to determine if the power can be used when rolling a psychic test.

Blinding Light:

A self righteous oar of light beams of from the body of the Emperor. None can explain why this is, but most of his son's see it as a globe of hope for his allies and a beacon of coming doom for his enemies.

Every model that can gain line of sight of the Emperors of Mankind has minus 2 Leadership when rolling for Leadership checks due to the sheer presence of the coming doom the Emperor brings to his foes. Also all models that attack the Emperor in close combat are affected by the "Blind" and "Concussive" universal special rules.

Also Blinding Light can be used to abolish darkness from the battlefield. If Night Fighting is in effect, the Emperor used Blinding Light at the beginning of his movement phase automatically to remove Night Fight from that turn. Furthermore if the Emperor hasn't had the chance to use Blinding Light, the light emitting from the Emperor illuminates him and allows all enemies to fire at the Emperor normally.



Blade of the Brazen:

The very symbol of Office and a deadly weapon that the Emperor has used since the beginning of the Unification Wars. This sword burns with the hatred and fury of mankind, which is also fuelled by the Emperors own holy essence.

Range	S	AP	Type
-	7	2	Melee, Instant Death, " Burning Blade", Specialist Weapon

** Burning Blade: Any squad that suffers wounds caused by the Blade of the Brazen are now affected by "Burning Blade". For every wound suffered, the squad is then hit by Strength 3, AP2 melee attacks (However if the model affected by the Burning Blade is a Monstrous creature, it is hit by a Strength 8, AP2 melee attack which can further generate more hit). Once wounds have stopped being dealt, the squad is no longer affected by the burning blade unless attacked again in melee by the Blade of Brazen.*

Claw of Aquila:

The Claw of Aquila is the signature weapon of the Emperor. This very weapon glows with light that is fed by the holy aura of the Emperor.

Range	S	AP	Type
-	10	1	Melee, Shred, Poisoned (2+), Furious Light*

**Furious Light grants 2D6 additional attacks. Any roll on the D6 grants that many additional attacks for that phase.*

Special Rules:

The Emperor of Mankind:

The Emperor benefits from the "Primarch" special rule stated within the Horus Heresy books. The Emperor must always be your warlord and cannot be taken as an allied detachment, only in the primary detachment.

Supreme Tactical Genius:

The Emperor is the best Imperial command to have ever existed, which is said to be where Horus Lupercal, Primarch of the Sons of Horus, gets his tactical mind from. Due to being the Emperor of Mankind.

Due to being so tactically minded, the Emperor can sieze the initiative on a 4+ and reserve rolls come in automatically each turn, furthermore the Emperor can choose to withhold reinforcements for a later turn.



Guiding Presence:

Every single unit (apart from vehicles) benefit from the Stubborn and Fearless special rule. For every allied model that can draw line of sight of the Emperor gains +1 attack and +1 Leadership.

[NOTE: Primarchs are unaffected by Guiding Presence since they are already devoted to their beloved father]

Master Psyker:

Due to being an immensely powerful Psyker, the Emperor of Mankind can manually pick 6 powers from Biomancy, Divination, Pyromancy, Telepathy and Telekenisis. The Emperor is allowed to fire 4 psychic powers a turn and may use any witchfire power twice.

Any wargear that may hinder the Emperor in the use of Psychic powers is ignored, the Emperor will always roll 2D6 for psychic tests and can never be affected by Perils of the Warp.

Because the Emperor has a highly attuned mind, the Emperor has discovered a unique psychic power which deny the witch can never affect, the power is automatically cast and can be used as an over watch weapon at Ballistic Skill 4.

	Range	S	AP	Type
Vanquish	24"	6	3	Assault 4

My Sons:

Due to the Emperor being the ultimate leader of mankind and the beloved father of the Primarchs, if the points are paid for each Primarch, they can join with the Emperor and form a squad. Doing this however removes the Independent Character special rule. Also due to the Primarchs fighting side by side with their own father and the Emperor fighting along his beloved sons, the entire squad can move up to 12" in the movement phase and can shoot normally.

Also all benefits gained from the Emperor and any of the Primarchs chosen are all benefited by the entire army (apart from the Emperor and the Primarchs).