

RETURN OF THE PRIMARCHS

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FOREWORD

Forget what you know about the 41st Millennium, for much has changed in its wake. The Cadian Gate has fallen, but now vessels of Legions and legends thought long-lost have emerged from the Warp, all heralding their arrival as if they emerged from the tail-end of the Great Crusade itself. Gods and Men now walk the same ground, sworn enemies will now find themselves on the same side of a grand conflict, and now the galaxy itself fights to survive in the wake of a great push of the Dark Forces of Chaos. This is the tome of the Return of the Primarchs, and the tales of Legions that now fight for an empire that is both theirs and not theirs.

This file contains rules to play as any of the Legions that have once turned their backs upon the Imperium of Man, as well as the two Legions thought lost to Mankind. They may not know the whole story behind the Imperium's predicament, but they are Space Marines, and they will fight to the last to protect their realm no matter their allegiance. The profiles of the Legions do explain at least to an extent on the changes these legions have faced, but there are stories that will further clarify uncertain matters or reveal in greater detail what happened. For those stories, look up http://1d4chan.org/wiki/Return_of_the_Primarchs. Alternatively, look up the threads on 4chan's /tg/ board, similarly titled **Return of the Primarchs**.

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THE RETURNING LEGIONS

SONS OF THUNDER

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio XI)

Chapter world: Fleet-based

Fortress Monastery: Reborn Wing

Strength: Roughly 9,000

Primarch: Taimak, Son of Thunder

Chapter Master: Wojtek

Successor Chapters: Though many hail from many different Chapters, none have yet been found that use exclusively Legio XI Gene-Seed

Chapter Specialty: Delegation, Beastmasters

Battle Cry: "Our bonds give us strength!"

THE ELEVENTH LEGION

When the powers of Chaos whisked away the Primarchs, Taimak was sent all the way to a world on Segmentum Pacificus that was populated by a xenos species whose name has long since been forgotten. He was taken in by their leader and taught like one of their own. As he grew, it became increasingly obvious that he was something far more than human, for he was the strongest of their kind, but also a wizened leader and a tamer of beasts. However, there was a certain other intention the aliens had that he never understood: their faith...

When the Emperor of Mankind came to that world alongside Horus and Leman Russ, the two Primarchs he had found so far, He discovered that the Xenos of this world were worshippers of Chaos under a different name, though He would never tell the others about this discovery. He then ordered the two and their legions to decimate the entirety of the species, taking the Primarch from the world he knew.

Needless to say, Taimak was far from pleased. Similar to the World Eaters Primarch, Angron, he had been witness to those he called brothers and sisters being slain and was incapable of saving them. However, where the Red Angel would be content with focusing everything on his rage, Taimak focused his distaste in finding the truth about Xenos, regardless of what the Emperor demanded.

When he was given the XI Legion of Adeptus Astartes, a legion found quite below strength, yet stronger than the Emperor's Children or Thousand Sons would eventually become, he found a sense of similarity between his situation and that of the Thunder Warriors, the advanced Techno-

Barbarians the Emperor created for the Unification Wars of Terra who were suddenly cast aside once their use was at an end. With a leaning towards irony, he christened them the Sons of Thunder.

BANISHMENT

Any records about the Sons of Thunder and their conquests have since been purged from all Administratum records, if not by the order that removed them from history itself, then by the growing massiveness of the burgeoning Imperium, whose records stored the victories of the other Legions, their tales far eclipsing the few victories the Sons had remaining.

The main reason for this order centered around the tactics the Legion employed.

As the Great Crusade continued, Taimak (now calling himself the Son of Thunder) had learned about a psychic gift he had since his days before meeting the Emperor. Although his power was weak, even compared to Primarchs like Mortarion who actively suppressed his psychic skills, it became a vital instrument as it allowed him to mentally communicate with any sort of alien, no matter how complex their language or how menacing they were. This method allowed the Sons of Thunder to make many concessions with xenos and allowed them to evacuate without bloodshed and tame the more savage monsters like common beasts of burden. Predictably, this method of action unsettled a majority of the other Legions, even the Ultramarines and their Primarch, who was trained as a statesman and a warrior. This empathic gift eventually led to the Sons of Thunder employing many sorts of Xenos Auxilia, usually gathered from corsair warbands or outcasts from their societies. Some were mere foot-soldiers to offer support to the Astartes, but there were also xenos that were used as mounts, acting as cavalry. Some, like the Warmaster, defended their power, claiming that their use as beastmasters was a talent that had many uses in subjugating the xenos species. However, he too thought that their sentimentality was a wasted effort.

While generally tolerated, it was clear that the Sons' acceptance was only hinging upon their usefulness and the Emperor's own goodwill. However, their tolerance reached a head when the Sons of Thunder were sent to negotiate with the Eldar Craftworld of Veiysar. There were no records of what had happened there, but the result was a smoking ruin of a Craftworld, and the end of the Emperor's patience with his deviant son.

Similarly, Taimak had grown disillusioned about the Imperium, claiming it a kingdom of murderers and bigots more willing to kill whatever troubled them than attempt to control it. It was around this time that Taimak was challenged by Leman Russ, who had long believed his methods to be weak-willed. The two dueled, Taimak's axe clashing with the Wolf-King's Frost-blade repeatedly while Taimak tried to reach out and explain his methods. Russ would have none of it.

The result ended with Leman Russ barely prevailing against the mental and physical assaults. This sounded the death knell of the Sons of Thunder. Those who actively rebelled against the Emperor's order to stand down were struck down alongside the entire Xenos Auxilia army. Those who did surrender were mind-scrubbed and then their numbers divided along the other legions.

Thus broken, there was no word of what became of those brothers, but what is known is that their Gene-Seed remained in one form or another.

RE-DISCOVERY

Around the time Abaddon the Despoiler broke the Cadian Gate at the dawn of M42, there was word across the Imperium that the Primarchs had started returning. Even more hushed rumors proclaimed that battlefleets belonging to Legions that had turned to Chaos during the Horus Heresy, led by Primarchs long-thought dead.

Around this time on the Andamiss System, a Deathwatch Kill-Team led by Watch Captain Eiric Tassalar of the Novamarines was sent to deter a Tyranid Hive Fleet discovered a giant of a man riding a Carnifex like a beast of burden.

The Kill-Team eventually managed to accomplish both their main objective of poisoning the Hive Mind, thus incapacitating the fleet, as well as convince the giant to come with them, so that the Inquisitor they were deployed by could investigate. As luck would have it, however, they were not rescued by that Inquisitor, Almathian Ordo Xenos Lord Inquisitor Demarus, but by a noted Radical Ordo Xenos Inquisitor by the name of Carroll Accipitus, a believer of the sect Xenos Hybris who claimed that the giant's ability to control Tyranids was the breakthrough he needed. The giant later revealed himself as Taimak, Son of Thunder, and revealed that he was, indeed, a Primarch, though he has since renounced that title.

From there, Captain Tassalar, Inquisitor Accipitus and an increasingly large number of xenos vessels, all claiming themselves allies to the so-called Chief, and Astartes from many Chapters, all hearing their gene-sire's call, began to gather to accompany Taimak to Terra. By the time he made it, he was able to help prevent a mad Inquisitor from holding Terra hostage and declared his return in a fashion.

A LEGION REBORN

Among the greatest challenges that the Sons of Thunder had to face was to re-assemble their legions from the thousands of Chapters. Due to the records of Taimak and the XI Legion being eradicated, the method for searching for that Gene-Seed became a very time-consuming process with only the Primarch's Gene-Seed as a comparison. However, there were eventually enough

Astartes from over a hundred Chapters, all who bore the same gene-seed of Taimak and were able to re-form the Sons of Thunder.

The other great point of contention was one that Taimak personally was still bitter over: The Imperium's position on Xenos. On this, the re-assembled twenty Primarchs, and the recently-revived Emperor Himself went deep into the Imperial Palace to debate for weeks on end on this and many other issues. The end-result, while a compromise, was one the Chief was satisfied with: The Legion would be allowed to continue their policy of diplomacy with the xenos of the galaxy, but they would not be allowed the same autonomy with their Auxilia, instead having to rebuild a more rigorous strengthening of their Gene-Seed to bolster their ranks. While they would be allowed to attempt such relations, they would be protected by the other Legions, but if a war was inevitable, they were fight alongside their Battle-Brothers at any cost.

COMBAT DOCTRINE

During the times of the Legiones Astartes, the Sons of Thunder were largely content with fighting how they saw fit, their Primarch largely indifferent to the art of war. However, they had gathered a large force of Xenos Auxilia, aliens from many differing races that all willingly lent aid to the Legion, be it because of a debt to the Legion or an actual bond of brotherhood. Their other great feat was the use of certain powerful beasts for use as mounts.

When the Legion reformed, they had to re-arrange their tactics so that they would not draw such ire again. While the legion still specializes in taming and delegating with a multitude of aliens, their martial strength now focused upon unstoppable assaults. As their Primarch is a mighty giant, they seek to emulate this power as they charge towards the enemy. The one tactic that was allowed to remain since the ages of old was the use of alien mounts, provided that they are kept in a sizeable amount and not of any volatile species.

Though the Legion remains a whole for the moment, the individual forces have opted to build smaller companies among their own, called Tribes, and each bearing a certain spiritual totem that has been the focus of their faith, be it an animal or a venerated hero drawn from one of the member's original chapter. These Tribes operate autonomously for the most part, but do periodically return to the flagship in order to train their new recruits and to resupply.

RULES

The Sons of Thunder, being taught by the empathic abilities of their Primarch Taimak, the Sons of Thunder have a talent for taming the many aliens that infest the galaxy. While not all of them share his psychic talent, they are learning what they can to approach that. Sons of Thunder Space Marines gain the following benefits: +5 Intelligence, +5 Strength, -5 Fellowship, Rival (Adeptus Astartes not of the Legion) and Speak Language (Ork, Tau, or Eldar) as a trained skill.

Chapter Demeanour: The Pieces Gathering

The Sons of Thunder have, for a long time, been dissolved within the other Legionnes Astartes, the memory of their Primarch forcibly scrubbed from their minds as The Emperor disowned him as an inheritor to the Imperium. However, bizarre events stemming from the breaking of Cadia have suddenly brought the Primarchs from hiding. As the Sons of Thunder regained memory of their gene-sire, they have willingly broken off from their former chapters, citing a calling to the grand expanse of the universe to learn from the Son of Thunder himself. Though the individual Sons may hail from differing Chapters, they all now share the common belief their Primarch has that the races of the universe can be tamed like any other beast, perhaps even reasoned with. Their remembrances has also given the chapter a sense of resentment against the other First Founding Chapters for their hand in covering up their existence, but are willing to overlook this for the sake of bettering the Imperium.

Restriction: As the Sons of Thunder are, technically, a newly founded Chapter, not many within the Deathwatch will recognize their name or their deeds, even if there are great heroes who once claimed to hail from another chapter. The Sons of Thunder Space Marine takes a -1 penalty when calculating how much Cohesion he contributes to the Kill-Team until such a time where he has been proven a worthy comrade.

Adhering to Taimak's legacy, the Sons of Thunder learn to tolerate and, in some cases, even appreciate the multitude of different alien and human cultures to an extent that even most veterans of Deathwatch are familiar with. They gain the following solo mode ability.

Empathy

Action: Free Action

A Sons of Thunder Space Marine may re-roll any failed Fellowship tests.

Improvement: At Rank 4, the Marine gains a +10 on all Fellowship tests. At Rank 7, the Marine gains an additional degree of success on all Fellowship Tests.

While Taimak usually preaches a more pacifist message, there are occasions where he and his sons must prepare for war. In those cases, they become fearsome titans of unstoppable force. They gain the following squad mode attack pattern.

Unbreakable Will

Action: Full action

Cost: 3

Sustained: Yes

Effect: While this action is effect, the Battle-Brother and those within Support range of him gain a +10 bonus to any tests to resist pinning as they advance. If they make a charge, then the enemy must take an opposed Willpower Test or suffer a -10 penalty to Dodge and Parry tests.

Improvement: At Rank 3, the enemy's price for failing the opposed Willpower test imposes a penalty of -20 to Dodge and Parry tests. At Rank 5, the Battle-Brothers gain +20 to resist pinning

The Sons of Thunder, in their practices of empathy, gain the ability to sense the intentions of any sort of alien, friend, and foe alike. They gain the following defensive stance.

Empathic Senses

Action: Full action

Cost: 2

Sustained: No

Effects: All battle brothers in support range gain an extra half-action with which to use in order to best combat the foe.

Improvement: At rank 5, the Battle-Brother may now call this as a Half-Action.

Primarch's Curse: Broken No More

The Sons of Thunder, similar to their Primarch, have little trust in the Imperium. Considering that they have already been broken as a Legion in ages past, they will not so willingly listen to such an order again, even if that order were to come from the Emperor himself.

Level 1 (Denied Faith): The Son of Thunder begins thinking that the Imperium does not have the best interests of its people in mind and that their return into the fold has been a mistake. The Battle-Brother reduces his Cohesion by 2 in addition to any other penalties he may have.

Level 2 (Shun the Murderers): Like their Primarch, the Sons of Thunder start to develop a fear that they will be forced apart again, and that this will perhaps be more permanent than before. At this point, the Battle-Brother gains a -10 penalty when interacting with Imperial forces.

Level 3 (True Hope Lies Elsewhere): At this point, the Son of Thunder becomes all but certain that the Imperium will be damned to run its course again and must prepare for that occasion of departure. The Battle-Brother will no longer benefit from any squad stances, save for those from another Battle-Brother from the same Chapter.

Chapter Trappings

Xenos Trinket: The Sons of Thunder, due to their knowledge of the many races around and beyond Imperial borders, they gain knowledge of how these aliens' technology also works. These Trinkets may take the place of a certain piece of gear as mentioned in the description.

- **Dire Avenger Shuriken Catapult:** (Basic; 80m; S/3/10; 1d10+4 R; Pen 4; Clip 30; Reload Full; Reliable, Tearing) A weapon given by a Dire Avenger or their Exarch as a token of respect, this simple weapon, while not as powerful as an Astartes boltgun, can be used just as ably. Due to the psychic nature of Eldar, this news may also spread rather quickly. This is represented by giving the wielder the Web of Peers trait when interacting with Eldar. This weapon can replace the Astartes Bolt Pistol as Standard-Issue Equipment, and can be used with one or two hands without penalty. For all intents and purposes, taking this Trapping will give you the Exotic Weapons Training necessary to use this weapon as normal.
- **Tau Bonding Knife:** (Melee; 1d10 R; Pen 0; Primitive) Given to the Battle-Brother by a Tau Commander, this is a blade used by the Tau Fire Caste in their blood-bonding ceremonies to bring teams together. While not a very capable weapon, this weapon does represent one's willingness to put others ahead of themselves. The wielder gets to contribute a bonus 1 point of Cohesion and can improve the disposition of Tau NPCs by one step. This weapon can replace the Astartes Combat Knife as Standard-Issue Equipment.
- **Tyranid Ripper Trophies:** One of the most unsettling revelations Taimak brought to his sons was the possibility that the Tyranids, a menace long considered an unstoppable plague to the Imperium, could be tamed, even if slightly. To some, this is perhaps the greatest test of loyalty given to them as they must learn as the Primarch did to tolerate all races regardless of creed or intentions. To this end, they bear the preserved carcasses of dead Rippers as a trophy to remind them of this. The wielder gains the ability to reroll failed interaction tests with other species (with the noted exception of the Tyranids these trophies came from, as

the Hive Mind's grip on them is too great for any except the Primarch himself to circumvent, no matter how briefly).

- **Dark Eldar Venom Blade:** (Melee; 1d10+2 R; Pen 2; Toxic (2)) Perhaps one of the more difficult races the Sons of Thunder have attempted to parley with at any length are the Dark Eldar. That situation, which initially tested the limits of their more altruistic outlook, was ameliorated rather considerably with the discovery with the Kabal of the Scarred White, led by "Lord Tengu", better known as the White Scars Primarch Jaghatai Khan. However, even with the Khan's relations, the Dark Eldar remain a challenge to the Sons of Thunder. This poison-laced blade, which was given by the Kabal of Scarred White, represents the truth that no progress can be bought without blood. This weapon, aside from its toxic properties, also confers to the wielder Fear (1), which can stack with any previous Fear ratings the wielder currently owns. This weapon can replace the Astartes Combat Knife as a Standard-Issue Weapon.
- **Kroot Quills:** Due to their mercenary nature, the Kroot have often been open to many arrangements with many different species, and the Sons of Thunder have been among these. The Kroot's method of respect for their dead involves consumption, thus allowing their strength to enter the bodies of the living. Space Marines, while not as savage as Kroot in their rituals, still find respect for the fallen, and trinkets such as these quills, ripped from a Kroot Warrior the Battle-Brother fought alongside, display this reverence. The Wielder may, upon witnessing a fellow Battle-Brother from the same Kill-Team get incapacitated or killed, gain the Frenzy and Furious Assault talents against the enemy that has done this.

Memoir of the Chapter: Since the Sons of Thunder have been separated for a long time, many of their number have been forcibly removed from their former Chapters, sometimes without warning. With the GM's Permission, a Sons of Thunder Battle-Brother may instead take one Chapter Trapping from another Chapter to symbolize their life in their former Chapter before reuniting with the Sons of Thunder. All benefits from this Trapping will still be conferred, but will now only apply to any Battle-Brothers from the Sons of Thunder Chapter.

Relic – The Chief's Tomahawk: (Melee; 1d10+8 R; Pen 4; Felling (1), Unwieldy, H) Wt: 6, Req: 26

Renown: Distinguished

Rumours abound about the origin of this weapon. Some say that this axe once belonged to the Primarch Taimak himself, having discarded it when he became disgusted with the Imperium. Others claim that it was brought by the Chapter Master himself from his previous Chapter. No matter what the truth is, it is very clear from its power that this was meant to sow ruin amongst the chapter's enemies and little else. The Tomahawk is a one-handed axe forged from the finest steels available,

which has also tasted the blood of a multitude of aliens. As such, the wielder of the Tomahawk has the ability to re-roll any Weapons Skill rolls using this weapon when facing any sort of xenos threat.

Past Events

d5 Result	Past
1	Survivor: You were once part of a Marine Chapter founded upon the Primarch's Gene-Seed, though you do not remember his name. Upon hearing news that your Primarch was discovered by Watch Captain Tassalar, you immediately came to the Deathwatch in hopes of meeting the Captain and learning about your past.
2	Uprooted: You have been part of another Chapter for a long time despite the difference in Gene-Seed. In that Chapter, you were a great hero, a Veteran or someone of similar position. However, upon the return of Taimak, you were forcibly removed from your place. Now you join the Deathwatch in hopes of learning how to adjust to this new life.
3	New Generation: You are part of a new generation of Astartes brought in during the reformation of the Sons of Thunder. With a great many expectations from both your Chapter and the Emperor himself, you must prove yourself as an Astartes and uphold the honour of the Chapter and show that you will survive.
4	Side by Side: You have had the honour of standing alongside the Son of Thunder during the Damos Sanction, in which your skills as both a warrior and as a Negotiator were tested as you tried to forge some agreement with the savage Karrath. When war broke out among their kind as secessionists tried to tarnish the treaty, you and your squad were responsible for aiding Taimak in putting an end to the Secessionists and allowing the treaty to proceed unhindered.
5	Mentor: While most are only familiar with the grim darkness of the 41 st Millennium, you were actually among one of the Legions whose sojourn displaced them from the closing days of the Great Crusade to here along with the dead or traitorous Primarchs. To you, the bitter memory of your Primarch's departure still runs deep, but the re-establishment of the Legion has made you become a mentor of sorts in the methods and rituals that many have forgotten over time.

Advance Table

Skill	Cost	Type	Prerequisite
Speak Language (any)	100	Skill	
Speak Language (any) +10	200	Skill	Speak Language (same group)
Polyglot	500	Talent	Int 30, Fel 30
Wrangling	400	Skill	
Wrangling +10	400	Skill	Wrangling
Lore: Forbidden (Xenos)	300	Skill	
Lore: Forbidden (Xenos) +10	400	Skill	Lore: Forbidden (Xenos)
Lore: Forbidden (Xenos) +20	500	Skill	Lore: Forbidden (Xenos) +10
Charm	300	Skill	
Charm +10	400	Skill	Charm
Charm +20	500	Skill	Charm +10
Hard Target	1000	Talent	Ag 40
Crushing Blow	600	Talent	S 40
Crippling Strike	800	Talent	WS 50
Unshakable Faith	500	Talent	
Thunder Charge	1500	Talent	
Nerves of Steel	800	Talent	

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Foreigner's Mind	2000	Fel 45
Juggernaut's Force	1000	
Thunder Strike	1000	WP 40

FOREIGNER'S MIND

Action: Free Action

Opposed: Yes

Range: 1m x PR

Sustained: Yes

The Sons of Thunder Librarian begins tapping into the very empathic gift that granted their Primarch his remarkable skill. The Librarian chooses a number of targets in range, equal to or less than his PR, to be affected by this power. Each affected target must then make an Opposed Willpower Test with the Librarian in order to resist his power of suggestion. This causes the target's disposition to advance a step for every two degrees of success on the Focus Power test.

JUGGERNAUT'S FORCE

Action: Half Action

Opposed: No

Range: Self

Sustained: Yes

The Son of Thunder himself is known for striding fearlessly against any sort of horror, no matter how terrifying, ignoring whatever may try to stop his progress. The Sons of Thunder Librarian invokes this

same unstoppable force on himself. While this power is active, the Librarian adds +5 x PR Toughness (To a maximum of 90), along with any other bonuses to his Toughness.

THUNDER STRIKE

Action: Full Action

Opposed: No

Range: 5m x PR

Sustained: No

The Son of Thunder Librarian calls upon the force of nature he derives his name from. That power then erupts from the Librarian in a deafening blast of thunder. Everyone within range of the blast takes 1d10 x PR I damage. Before calculating damage, though, those hit must also take a Challenging (0+) Toughness test, which failing will cause the player/NPC to be deafened by the blast for 1d5 turns.

VOID REAVERS

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio II)

Chapter world: Fleet-based

Fortress Monastery: Event Horizon

Strength: 20,000

Primarch: Morgan "Ishmael" Ironbeard

Chapter Master: The Chapter has a Circle of Pirates, though Captain Kidd claims the top seat

Successors: None known, though it is assumed the Marines Errant might be one

Chapter Specialty: Shock and Awe attacks, Naval Combat

Battle Cry: Sea Shanties of many kinds

PIRATES BY ANY OTHER NAME

As with the other Primarchs, the one who would become Captain Ironbeard was whisked away from the Emperor's gene-laboratory by the Fell Powers of Chaos.

However, unlike the others, who at least landed on a planet, the Second Primarch's vessel drifted in the void of space, only to be scooped up by a clan of opportunistic Pirates. As time passed, it grew clear that the child in the capsule was far from ordinary, for he grew far larger than any within the crew and was able to fight just as hard as any of them. The other key feature was his penchant for showmanship, a feat that he had no doubt inherited from his real father from Terra. Amused by this, the Captain of the vessel, a Captain Hornigold, proclaimed this giant of a man to be his successor as Captain of the ship, the Spectre.

As a pirate, he had been initiated in their special cult of superstitions and folk tales, aware of the many gremlins and monsters that resided between the realms. He began a ritual of lighting sticks of incense under his beard to make a warding aura and made sure to maintain the ship's integrity via mass rituals, lest the gremlins infest it. It has been said that among the Primarchs that the Captain was the first to discover Chaos as it's true form by these means, as opposed to the Colchisian Old Faith of the XVII Legion's Primarch.

It would be of great irony then that he would be discovered by Lorgar of all people, who was immediately disturbed by the spiritual neigh-atheistic faith that the Captain held. He insisted and tried to reason with the newfound Primarch, but he would not listen to the concept of either an empirical truth to the universe or the concept of his beloved Lectitio Divinatus.

LIABILITIES

When he came to meet the Master of Mankind, the Captain opted to only call himself “Ishmael”, after a legendary pirate of yore. He was given the II Legion of Adeptus Astartes (Which he christened the Void Reavers), which placed him in a role he was all too familiar with: Captain of another unruly crew. He eventually whipped them into shape and began their path of conquest. However, Morgan did not like the high authority the title of Primarch gave him, and established a hierarchy as Captain of the Fleet, leaving the Legion’s Praetors to take control as a united council, the Circle of Captains.

During the Great Crusade, the fleet of the Void Reavers was largely accompanied by Rogue Trader fleets and Imperial Navy Crews, from where they drew fresh aspirants from. Also alongside them was the Captain’s old crew of eager pirates, always ready for another fight. They went generally wherever they were told and raided whatever they saw fit, with the only stipulation being that they would not cross the path of the Word Bearers fleet, the animosity between the Primarchs being rather strong.

As the Crusade dragged on, it was becoming increasingly obvious with each successive fight that the Void Reavers were far from the disciplined warriors the other legions were expecting. More civilized legions like the Sons of Horus and the Ultramarines considered their piratical practices to be barbaric and savage, while the Space Wolves and White Scars, who were decried as savages by the other legions, considered their piracy to be an insult to their honour as Astartes. Admittedly, the Emperor only kept the Reavers around because of their unequalled skill as naval officers.

The few allies they did have, Corax of the Raven Guard and Magnus the Red, were able to see past their bombastic façade and realize that this act was as much a defense mechanism as it was a weapon of surprise, but even they considered their piracy a less than wholesome occupation.

FLIGHT OF THE EVENT HORIZON

This tension reached to a head when the Emperor sent the II Legion to investigate the rumours of a ship phasing in and out of the Warp, sending patchy and inconsistent calls for help. Where many of the other legions were either too far or too terrified of the unknown to help, the Reavers and their Captain went to the ship. Those that survived, including the Captain himself, never mentioned what they saw in that ship, but from the events that came afterward, it became clear that it was something far graver than anyone anticipated.

Soon after salvaging the warp-ship, the Event Horizon, the Void Reavers had learned quite decisively that they were ordered to stand down. Captain Ishmael interpreted this as a warning, aware that what he saw there was truly damning. So it was that the Captain ordered his Circle of Captains to break off their Grand Companies and spread across the stars. The Captain of the First Grand Company, a staunch follower by the name of Black Bartolomeo, was placed on the old Spectre while the Captain and a small warband of close followers boarded the Event Horizon and vanished into the Warp.

When the Space Wolves fleet came to cull the mutinous Captain, all he found was one ship. Black Bartolomeo made sure that those that fought alongside him fought to their last. Although the First Grand Company was purged, little else is known about the fates of the other Grand Companies or their fleets. Apparently, it is said that some of the Grand Companies that did not take part in the Event Horizon's evacuation were divided among the other Legions, but there has been no evidence to verify this.

TYRANT'S BANE

It is said that following the Horus Heresy, many of the smaller Legions who evacuated to the Eye of Terror broke into separate warbands. Among them were those warbands who were most obviously veterans of many wars, but surprisingly never claim to have taken part of The Long War. Whereas most warbands were content with merely pillaging any Imperial settlement to spite the so-called Emperor, these pirates were slightly more unpredictable. Sometimes they would fight alongside the traitorous kin, usually the Night Lords or the Alpha Legion, and raid a settlement or two, but never murder in excess or invoke the Dark Gods by name (at least willingly). On other occasions, they would find a world already under assault by a Chaos Warband, when they would arrive and kill the invaders to take their loot for themselves, only aiding the beleaguered populace when it inconvenienced them. On other cases still, these foreigners to the Long War would aid an unsuspecting Imperial force and purge the Chaos Threat. Whatever the case, they were only a smidgen of a threat compared to the other Legions.

It was only in the dawn of the 42nd Millennium, with the Despoiler's destruction of the Cadian Gate, that news of a massive Pirate, with a beard of Mechadendrites, took surface. Some sources, especially from Imperial Navy vessels and Rogue Traders, found this man to be an ally, while other sources from the Imperial Guard and other Astartes Chapters claimed them to be heretics and murderous corsairs.

His grand introduction to the stage of history came when the Event Horizon and a small fleet emerged from the Malestrom and rather swiftly disposed of the Red Corsairs warband, the Tyrant of Badab being personally displayed crawling for his life from the pirate. From there, he also summoned his Legion together, bringing pirates from other Warbands and Astartes from the divided Legions who had the Void Reaver Gene-Seed within them.

This new Captain, now named Morgan Ironbeard, was similar in appearance to the Ishmael of old, but his mannerisms were far different. Where Ishmael was actively inhibiting his troops from their more surly natures in hopes of not drawing the ire of the other Legions, Ironbeard attacked ruthlessly with every faculty at his disposal.

Hungry for more prey, he drew his fleet towards him as they proceeded to take out the Fleet of the Despoiler, who was making way for Terra. Joining with a renegade Dark Eldar Fleet belonging to the Primarch of the White Scars, the Void Reavers helped distract the Chaos fleets long enough to get the Imperial Navy and the fleets of several Primarchs and their Legions prepared to decimate them.

BACK TO THE MAST

Captain Ironbeard was rather heartily welcomed back by those Legions he fought alongside, chief among them Jaghatai Khan, who had also learned to embrace the lifestyle of a corsair as Archon of his own Kabal.

When the Primarchs finally reunited on Terra for the Emperor's awakening, it was here that the Captain had also found a way to reconcile with his old rival Lorgar, who had since learned the folly of his teachings and embraced the Imperial Faith as veneration of a mission rather than a man. The other Primarchs had also lightened their dispositions about the Void Reavers, having since learned about the Great Enemy and figuring their own methods of warding it from the Captain's old traditions.

The II Legion was eventually reestablished in the wake of the Return of the Master of Mankind, and most of their slights forgiven, though their piratical practices were not among them. However, with help from Alpharius, Primarch of the Alpha Legion, those more ruthless of the Reavers were implanted among sleeper cells of Chaos Space Marines to attack the Traitors where they live, when they least expect it.

COMBAT DOCTRINE

Where most Astartes prefer shock-and-awe tactics as a display of power, Void Reavers prefer those tactics as a grand display of showmanship. Their skill in frightening the enemy with their savagery is an act that has been paralleled by few, even including the Night Lords. This act also plays a double act as a mental guard for the Astartes of the Chapter, to cope with the horrors in the void they have witnessed.

Their other great passion is in naval combat, a passion that was ingrained in their gene-seed by their Primarch. They train to master the many nuances of ship-to-ship warfare and always prepare to enact and defend against boarding actions from a great many opponents. Their boarding training also granted them a great knowledge of zero-gravity warfare, which allows them to fight virtually unhindered in any atmosphere.

RULES

The Void Reavers are a very ruthless band of warriors whether on land or in the void of space. Void Reavers Space Marines gain the following benefits: +5 Agility, +5 Willpower, Rival (Adeptus Astartes not of the Legion), and the Common Lore (Imperial Navy Skill).

Chapter Demeanour: The Rambunctious Lot

Void Reavers are innately pirates who are more than willing to attack the enemy, but their greatest skill is their ability to scare entire Naval Fleets into submission with their strange, barbaric acts. However, it is these same acts that allow them to deal with the many terrors of the universe. The Void Reavers are also immersed in an esoteric cult full of superstitions, folk tales, and faith in saints of the great ocean in order to ward the ships and their crew from the gremlins between worlds, now called Daemons by the others. This cult was embedded into the Gene-Seed by Captain Ironbeard, but their re-integration into the Imperium has forced these old superstitions to be toned down to a degree. Most of their warding has been allowed to remain, sometimes even improved by other Legions. Their other old superstitions, though, were cast aside with help of both the Adeptus Mechanicus, who eagerly improved their fleets and taught them of their deeper secrets in order to better maintain these ancient vessels, and the reformed Ecclesiarchy under Lorgar, who had tolerated the veneration of the saints of the sea, but dispelled the belief in other spirits, some of whom were revealed to have been Daemons of Chaos in disguise.

The Void Reavers have a tradition honoured since the times of yore. Similar to the Space Wolves and their sagas, the Void Reavers have shanties taught by the pirates and Rogue Traders they join. They gain the following solo mode ability.

Shanties of Yore

Action: Varies

Effects: When swearing an Oath, the Space Marine can choose only one of the following Shanties and gain the following benefits.

- **Drunken Sailor:** This shanty has history that dates back farther than even the most adept of archivists in the Administratum can find. Some say it came from before even the Dark Age of Technology, in a form similar to this. Regardless, this shanty is regarded warmly among all who know of it or any of the permutations it gave rise to. This Shanty grants the Space Marine +5 to all interaction tests.

- **Ol' Stormalong Johnns:** Stormalong Johnns was a member of Captain Black Bartolomeo's crew that fateful day when they were beset by the Space Wolves fleet. He was one of the last to go down, bringing a great score of enemies with him. The shanty mourns his passing and the sacrifice he made for the Legion. Whenever a fellow member of the Kill-Team is killed or incapacitated near the Battle-Brother, he must test Fellowship in order to restore Cohesion Points equal to his Fellowship Bonus.
- **Charges to Dodge:** A war-song, this shanty finds its origins as a song the sailors sang when they were preparing to face a hated foe in battle, wishing to take the head of the enemy captain. Similarly, this shanty also impresses upon the Battle-Brother the severity of the coming battle. The Battle-Brother gains the ability to re-roll hits against a Master foe.

The Void Reavers are a fearsome force of brigands, terrifying enemies who kill those they set their eyes upon. They gain the following squad mode attack pattern.

Display of Fright

Action: Full action

Cost: 2

Sustained: Yes

Effect: All Battle-Brothers within support range gain the Fear (1) trait. If one already has the Fear (1) trait, then it stacks upon that to a maximum of Fear (3).

Improvement: At Rank 5, this Fear Rank is upped by 1, to the maximum of Fear (4).

Despite the façade of feckless murderers, the Void Reavers are also a very cunning group, resourceful to the last. They gain the following defensive stance.

Expectant Strike

Action: Reaction

Cost: 1

Sustained: No

Effects: If a Battle-Brother in support range is attacked in melee, he may take a Parry action as normal. If he successfully parries the enemy's attack, then he can take another attack as part of that same reaction. A Battle-Brother may call for Expectant Strike when another member in the Kill-Team currently in support range is getting attacked in melee. This action only lasts for a single attack; activating this again requires that the Kill-Team pay for another point of Cohesion.

Improvement: At rank 5, the Battle-Brother may now be call Expectant Strike to allow a Battle-Brother to Dodge a ranged attack and, upon success, can fire back.

Primarch's Curse: The Void Below

While most of the Void Reavers are capable of coping with the horrors of the universe with their acts, there are some forces in the universe that cannot be dealt with, no matter the depths they go to. These few acts, if not dealt with quickly, can result in a change in the demeanour of the Battle-Brother. Those that exhibit this change tend to be more introverted among their kin and become more ruthless as well.

Level 1 (Breaking Mask): The façade of bombastic candor begins breaking as the many factors of the universe become too much for the Void Reavers Battle-Brother to bear. At this point, the Battle Brother will lose any bonuses that make him immune or resistant to Fear, and when testing against it, the Battle-Brother must test for a Fear Degree higher than it is, so a Fear (1) Disturbing creature causes a Fear (2) Frightening creature.

Level 2 (The Void Swallows): The great void of space is a deep place, and it can easily devour the unaware sailor. For the Void Reavers Battle-Brother, this is interpreted both literally and figuratively, as their social manner allows them to support their shared tribulations. Without that support, they tend to become more introverted. At this point, the Battle Brother gains a -10 Fellowship penalty when interacting with other soldiers or Adeptus Astartes unless that Astartes is of the same Chapter.

Level 3 (No Better than the Act): While most Void Reavers have been able to resist the call of Chaos when they were in hiding, some were not so lucky. Those that have truly turned traitorous tend to be viewed upon with pity by their more loyal kin. A Battle-Brother who descends this far will not only contribute no Cohesion, but they also have their -10 interaction penalty extend to any Imperial citizen, who fear the Battle-Brother and mistaking him for traitor, and the Battle-Brother cannot lead the Kill-Team, his fellows becoming suspicious of him and anticipating his fall.

Chapter Trappings

Eyepatch: An eyepatch is considered a mark of honour amongst the Void Reavers, showing that they do not fear any foe. These eyepatches were, in the ages before, used to adjust one's eyes to rapidly-changing light conditions, but this use is rather pointless to Astartes physiology. An Eyepatch counts as Cybernetic Senses for one eye, which can also eliminate any penalties to hit made by lighting, as the eyepatch contains a rare system that allows for the user to see beyond the spectrum of visible light and see past any illusions meant to baffle the senses.

Scrimshaw Whale Bone: A hobby the Void Reavers gained during their many voyages was hunting Void Whales. These massive creatures are usually impossible to kill, requiring a great deal of force to even wound them. Those that do wound these behemoths usually walk away with some prize, usually a massive bone. These bones are divided among those Battle-Brothers that aided in the

capture of this piece and they then practice the art of scrimshaw, taught to them by the Imperial Fists Legion, to engrave tales of fallen brothers, wards to keep Daemons at bay, or seals to protect their own safety.

- **Brother's Honour:** The Battle-Brother gains an additional point of Cohesion.
- **Wards:** If a Void Reavers Librarian rolls Warp Phenomena, he can adjust the results by one result up or down, whichever proves to be most beneficial.
- **Seals:** When the Kill-Team is to gain Corruption or Insanity, the Battle-Brother may take a Challenging (0+) Willpower Test. If he passes the test, he can reduce the number of Corruption or Insanity Points gained by 1.

Ship Flag: This flag was given to the Battle-Brother by his ship, a piece of heraldry that identifies the particular company this Astartes belongs to. This flag counts as a back-banner and also displays the skill the Battle-Brother has in naval matters. This adds +5 to Pilot (Space Craft) tests.

Relic - Harpoon Launcher: (Heavy; 200m; 2d10+6 R Pen 8; Clip 5; 2 Full Actions Reload; Felling (2))

Wt: 60, Req: 34, Renown: Distinguished

This weapon was modified from weapons used by sailors in order to hunt down vicious creatures of the seas. These weapons fire a harpoon straight at a target, impaling it straight through.

In the hands of an Astartes, these weapons become more potent, as the great Captain Ironbeard has his own cruel weapon for personal use. These Harpoon Guns may not be as powerful the Captain's, for these do not have the benefit of a powerful wielder, but what they have in exchange is the ability to store more harpoons for firing thanks to a mounted auto-loader like a Missile Launcher. This Harpoon Launcher is a Heavy weapon that deals 2d10+6 Rending Damage with the Felling (2) Quality. If one wishes to instead rip out a Harpoon as their own weapon, the Harpoon counts as a Melee Weapon that deals 1d10+2 Rending Damage with the Primitive Quality.

Past Events

d5 Result	Past
1	The Bloody Flag: You fought alongside Captain Calico Jacques to save an allied Rogue Trader fleet from the depredations of the feared Ork Freebota Kaptin Bluddflagg. Although you were unable to take the Ork's head, you stood valiant in defense of your allies and your brothers as you fought the greenskins and even ward off their attempts to board the Rogue Trader's flagship.
2	Tyrant's Downfall: You were one of the Void Reavers who stood by Captain Ironbeard when he attacked the Red Corsairs in the Malestrom. You commanded your vessel alongside your brothers in combatting the heretical lunatics and even felled a ship or two in the name of glory.
3	Naval Legacy: After the reformation of the Void Reavers as a Chapter, you were elected from the progeny of a noted Imperial Navy officer to become an Astartes. Sailing the void is in your blood and you have been instrumental in teaching some of the older members the many changes in naval warfare since their departure over ten thousand years ago.
4	Whale Hunter: Your company was responsible of taking down a Void Whale. The monstrosity gave you and your brothers an unforgettable fight, but it soon fell under the might of your weaponry and cunning. That battle has since taught you the value of patience while on the hunt for other enemies, for no matter their size, an opportunity will always present itself.
5	Toeing the Line: Whereas most of the Void Reavers remained under the Imperial Radar, though under different names, you and your brothers entered the warp and, for a time, became renegades. For ten thousand years, you and your brothers fought tooth and nail under conditions most would not bear to tolerate, but you thrived under. These skills that made you a threat while outside of the Emperor's reach made you an even greater resource in training the Chapter's recruits.

Advance Table

Skill	Cost	Type	Prerequisite
Performer (any)	100	Skill	
Performer (any) +10	200	Skill	Performer (same group)
Performer (any) +20	300	Skill	Performer (same group) +10
Frenzy	600	Talent	
Battle Rage	800	Talent	Frenzy
Pilot (Space Craft)	300	Skill	
Pilot (Space Craft) +10	400	Skill	Pilot (Space Craft)
Pilot (Space Craft) +20	500	Skill	Pilot (Space Craft) +10
Navigation (Stellar)	400	Skill	
Navigation (Stellar) +10	400	Skill	Navigation (Stellar)
Navigation (Stellar) +20	400	Skill	Navigation (Stellar) +10
Fearless	1000	Talent	
Intimidate	300	Skill	
Intimidate +10	400	Skill	Intimidate
Berserk Charge	1500	Talent	
Peer (Rogue Trader)	500	Talent	
Peer (Imperial Navy)	500	Talent	

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Cursed Skull	1500	
Maw of the Void	1000	
Vessel of the Depths	1500	

CURSED SKULL

Action: Half Action

Opposed: No

Range: 30m

Sustained: No

The Void Reavers Librarian calls upon the spirits of the dead that dwell in space, forming them into the shape of an ethereal skull. Those forces are then loosed upon those who oppose him, tearing through the souls of all in the way. Those attacked are hit with a force similar to a regular Astartes Flamer, but also forcing the opponents to test Toughness or take an additional 5 damage per degree of failure that ignores Armour and any Toughness Bonus.

MAW OF THE VOID

Action: Full Action

Opposed: No

Range: 5m Radius x PR

Sustained: Yes

Calling upon the black void of space, the Void Reavers Librarian cloaks his Battle Brothers in this blackness. All Battle-Brothers within this range are now shrouded from fire. All enemies who fight in

this void suffer a penalty of -5xPR, which will end once they exit this range. This effect, however, can be negated by enemies with the Dark Sight trait.

VESSEL OF THE DEPTHS

Action: Full Action

Opposed: No

Range: 10m x PR

Sustained: No

A Void Reaver is no stranger to the sight of shipwrecked vessels. Some, instead, they feel a sense of honour for those that have died in those ships. A Librarian summons upon the sight of these marooned vessels and forces one to erupt upon the enemy, causing 1d10 x PR Impact damage with a Penetration value equal to his Psy Rating. The Focus Power test requires to summon this spell is adjusted as if he were making a ranged attack.

SONS OF HORUS

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio XVI)

Chapter world: Imperius XVIII (Known to the locals as New Cthonia)

Fortress Monastery: Temple of Redemption

Strength: 30,000

Primarch: Horus Lupercal

Chapter Master: Garviel Loken, though he shares this responsibility with the Mournival Knights

Successors: None

Chapter Specialty: Tactical Flexibility, Counter-tactics

Battle Cry: "We are reborn! Fight for His Mercy!"

THE WARMASTER'S RETURN

Perhaps the most polarizing event within the 42nd millennium was also the most astounding of them: The return of the Sons of Horus and their Primarch, Horus.

Obviously, this news was not well-received, as the Imperium's wounds that took over ten thousand years had just opened within the span of mere seconds. More terrible among them were the reports that they were from a period of time where the Great Crusade was still ongoing, devastating any worlds that did not fall under the Emperor's rule.

However, this was to change when the Grand Company was cornered by the Inquisition, who interrogated the Legion's commanding officers and the Warmaster himself for days on end, and each of them insisted on their mission for the Emperor, questioning the Inquisitors for their accusations of heresy, especially regarding the First Captain, Ezekyle Abaddon.

LONE WOLF

The Sons of Horus were, eventually, cleared of suspicion, if only because of the fact that they had no ability or jurisdiction over the literal progeny of the Emperor Himself.

Around this time, the legion received a message that a lone Inquisitor had taken Terra hostage, and threatened to deploy a cyclonic missile barrage on a dead man's switch. From this, he had learned that his brothers were also coming, though several of them had changed since he had last seen them.

More distressing was the news he had heard of his actions in the ten thousand years since the Great Crusade. The rumours that the Warmaster himself was an arch-traitor responsible for not

only shattering the Imperium itself in half, but also for incapacitating his own Father, were absurd. However, the more of this news came, the more obvious it became that this time was far different than the one he remembered.

One day, the Warmaster simply vanished from the Vengeful Spirit, his personal flagship, leaving Garviel Loken, Captain of the Tenth Company, in command. While the Sons were to organize among themselves, the master would begin a penitent crusade to correct the wrongs he had committed. None knew what was accomplished in that time, but once the Warmaster returned, he ordered that they leave for Terra.

The Cradle of Mankind was being threatened by a madman, and they would not let that stand.

THE CHOSEN SON ARRIVES

This drove the Primarch to a grim determination to defend his birthplace to the last. As such, he led the spear-tip charge to Terra, clashing with the allied Inquisitorial Warfleets and, for a second time in ten thousand years, a specialized squadron of assassins, deployed by the Officio Assassinorum in order to kill the supposedly false Primarch. Soon enough, he and the other Primarchs broke through the blockade and rescued Terra from certain destruction.

It was in the Emperor's Palace, in front of the Eternity Gate, that Horus experienced a particular vision involving a guardsman he struck down on the day he supposedly died in this timeline. According to those he confided in, the Warmaster presented the ghost of this guardsman a dagger, presenting him the opportunity to judge the fallen son. The ghost apparently forgave him.

He could not stay for very long, however, as he had to prepare the forces of mankind in order to protect Terra from the forces of Abaddon the Despoiler, a warrior that had proven to be the greatest test of the reborn Sons of Horus' loyalty. Before this were to happen, Horus had renewed his own vows as Warmaster and had his entire legion, First Captain Abaddon himself at the front, re-pledge their loyalty to the Master of Mankind and to Terra. Thus emboldened, they began a grueling naval dogfight, both massive fleets sprawling across the many borders and many worlds near Segmentum Solar. The most significant of these fights involved the Warmaster, his Mournival Knights, and his Justaerin elites boarding the Despoiler's Planet-Killer. There, Abaddon began battle with his far older and far stronger parallel of this time. Unfortunately, the Captain was rather seriously wounded and it turned to the Warmaster himself to finish the job, ending the life of Ezekyle Abaddon, Bearer of the Mark of Chaos Ascendant, and Warmaster of Chaos Undivided.

However, that was not meant to be, as after the Justaerin had left, Abaddon the Despoiler rose again, finally achieving the status of Daemon Prince.

This would make Horus dedicate his legion to fighting the Traitor Legions no matter the cost, as repentance for their sins ages ago.

COMBAT DOCTRINE

The Warmaster was prided on his excellent tactical sense, the likes of which were equaled only by Robutte Guilliman of the Ultramarines. However, where the Son of Ultramar established rules and guidelines to the art of war, Horus was more suited at fighting at the ground level, tailoring his tactics against the enemy instead of adapting to the army. In addition, Horus prefers a more aggressive approach to combat, usually employing his forces at the weakest parts of the opposing forces in order to crush his foes more easily. Outside of battle, though, they are a proud lot, who take matters of honour seriously, especially in regards to the Legion.

However, their most vital change in the Sons of Horus was their focus on the destruction of the command structure. As the Warmaster's Legion, they take every opportunity to uphold His will, and thus do whatever is necessary to achieve that goal, be it the annihilation of the commander or merely culling those that are corrupted by the Ruinous Powers.

RULES

The Sons of Horus are the elite Space Marines of the Emperor's Legions. A Sons of Horus Space Marine gains the following benefits: +5 to two Characteristics of the player's choice, the Hatred (Traitor Legions) talent with an extra +5 bonus when facing the Black Legion.

Chapter Demeanour: The Path to Redemption

Following their return to Terra, the Sons of Horus took any extensive vows to both the Emperor and to Terra in order to prevent another great war to break out again. Those among the Sons are aware of their Primarch's sins and strive with every breath to vindicate both him and their Legion of their crimes. As such, they do not tolerate any weakness in the resolve of their comrades, seeing it as seeds of doubt bringing rise to another betrayal.

Beyond that, though, are talented speakers, capable of earning the trust of their allies both through their skills in oratory as well as their goal to maintain their faith to Him on Terra. To this end, they strive to maintain honesty in all aspects.

Restrictions: Due to the many suspicions raised against the Sons of Horus due to their part in the Horus Heresy, the Battle-Brothers of that Legion must take a -10 penalty when interacting with Imperial Forces and other Space Marines, their suspicions very strong and well-founded. He must also subtract 1 when calculating cohesion. This penalty may only be removed once those suspicions have been disproven.

The Sons of Horus take pride in being the chosen of the Warmaster, and strive to be ever worth of his name as well as that of the Emperor. They gain the following solo mode ability.

Warmaster's Chosen

Action: Free

Effects: The Battle-Brother treats all Tactics skills as basic skills. In addition, they may re-roll Command and Tactics tests a number of times equal to their rank.

Improvements: At Rank 3, the Battle-Brother gains a +10 bonus to all Command and Tactics tests. At Rank 5, the Battle-Brother may automatically pass a single command test.

The Sons of Horus, once called the Luna Wolves before reuniting with their Primarch, strike with the ferocity of the wolves they draw their name from. Such power made them a very effective shock-force. They gain the following squad mode attack pattern.

Pouncing Wolves

Action: Half action

Cost: 2

Sustained: No

Effect: If any Battle-Brothers within support range (including the caller) are engaged in melee and successfully hit a target with either a standard attack or an All-Out attack, they gain the ability to make another attack as a free action, and if that were to successfully hit, make another attack, and so on. This can be repeated a maximum amount of times equal to the Battle-Brother's Agility Bonus. However, doing so will also place a -10 penalty on any Parry or Dodge tests that take place in this same round of combat.

Improvement: At Rank 4, the Battle-Brother can now call this on battle-brothers that make a ranged attack. At Rank 6, this can now be called as a Free Action.

The many oaths of redemption taken by the Sons of Horus require that they are willing to protect their Battle-Brothers to the last at any expense. They gain the following defensive stance.

Shield of Oaths

Action: Free

Cost: 2

Sustained: No

Effects: Whenever a Battle-Brother within support range is under attack, they will suffer a -20 penalty to attack any member except for the caller.

Improvement: At rank 4, the Battle-Brother may now make a charge against the attacker.

Primarch's Curse: Redemption at All Costs

The Sons of Horus have been under the shadow of suspicion by the Imperium at large because of their responsibility for the Horus Heresy. In wake of this, Horus personally made his Legion re-pledge their faith in the Emperor and the Imperium, and swear to fight for his forgiveness. However, this search for redemption may sometimes consume the mind of a Battle-Brother, leading to him making suicidal charges, even if it compromises a carefully-thought out strategy

Level 1 (Untrusted): The Battle-Brother develops a sense of paranoia about their loyalty and thus begins to fall under those suspicions. He gains a -10 penalty to all interaction tests.

Level 2 (Lone Wolf): The Sons of Horus were always subject to their pride, which sometimes costs them a valuable ally. They believe nobody understands their quest of redemption and will undertake that at any cost. The Battle-Brother now contributes 1 less point of retribution and cannot benefit from any defensive formations, believing that defense leads to cowardice.

Level 3 (Redemption in Death): The quest for redemption devours the mind of the Son of Horus, and they seek only to redeem themselves in the eyes of the Emperor. Whenever there is a chance to engage the enemy, the Battle-Brother must take a Challenging (0+) Willpower test to resist taking a potentially suicidal charge that would compromise the strategy.

Chapter Trappings

Wolf Patch: A relic of the Luna Wolves, this badge displays that the Battle-Brother was a veteran from those ages, and a reliable comrade. The user may roll 1d10 die at the end of a mission for every point of renown earn. On a 1-5, he gains Renown as normal, on a 6-9, he gains an additional point of Renown, and on a 10, he gains 2 points of Renown.

Oath to Terra: The Sons of Horus take their Oaths to the Emperor with the utmost seriousness and always strive to be worthy of both their title as the Warmaster's Legion as well as the forgiveness of the Emperor. As such, they must protect their souls against any threat of corruption, lest they damn the Imperium to repeat ten thousand years of history. When a Battle-Brother is to gain corruption, he may take a Challenging (0+) Willpower Test and, upon passing, reduce the amount of corruption points he gains by 1.

Banner of Rebirth: Upon the reformation of the Sons of Horus, they were gifted several new banners made in the hallowed halls of the Emperor's palace, each to signify the reborn nature of the Legion and their renewed vows. This item counts as a Back Banner and will also confer to the user a +4 bonus to Command tests.

Medallion of the Lodge: One of the secret traditions among the Sons of Horus, the Lodge is a secretive group that allows a free social interaction within the Legion, building a bond of brotherhood among the members. The user gains a +5 bonus to Fellowship tests.

Relic – Paragon Blade: (Melee; 1d10+6 E; Pen 6; Balanced, Felling (1), Power Field) Wt: 5, Req: 30
Renown: Hero

Paragon Blades are a relic thought lost to the Imperium in the Wake of the Horus Heresy. Although the Paragon Blade is considered a more catch-all term for master-crafted blades within the Legionnes Astartes, the Sons of Horus have been the ones to coin this term, as weapons that fell under name were weapons that best encapsulates the spirit of the Legion it was made for. In the case of the Sons of Horus, the Paragon Blade is represented by a large two-handed power sword that held immense power and was neigh-unbreakable.

Past Events

d5 Result	Past
1	Defender of Terra: When Terra was held hostage by a mad conclave of Inquisitors, you were one of those brave Sons of Horus who fought alongside your Warmaster, leading at the spear-tip to demolish the resistance and save the Emperor and the Imperium from another civil war.
2	Dedication: While the Sons of Horus took their new Oaths of Loyalty seriously, you were one who took it to heart and followed it to the letter. You joined your Grand Company on many crusades on the edges of the Imperium, fighting against the deadliest of foes, but never giving even an inch.
3	Dark Reflection: You stood with your Legion during the Thirteenth Black Crusade, dedicated to fighting off the forces of Chaos, led by battle-brothers who fought the same as you did. Although these enemies were ruthless, you were able to show them that their Gods did not protect them here, and that the Emperor will triumph over all.
4	Loken's Chosen: You were nominated by acting Legion Master Garviel Loken to join an elite corps of Astartes alongside others from among the Legions thought lost or heretical. This force, primarily a peacekeeping force among the Imperium, was a show of goodwill to the citizens as a show of their loyalty to the Emperor.
5	Adapted to the Codex: Among the most vital changes to have occurred in warfare in the Legionnes Astartes was the penning of a tome called the Codex Astartes. While most were just content with ignoring it and continuing in their fighting styles, you were able to find critical points of value in the book, granting you an enhanced knowledge of war.

Advance Table

Skill	Cost	Type	Prerequisite
Command	100	Skill	
Command +10	200	Skill	Command
Command +20	300	Skill	Command +10
Furious Assault	600	Talent	
Iron Discipline	800	Talent	WP 30, Command
Into the Jaws of Hell	1000	Talent	Iron Discipline
Tactics (any)	300	Skill	
Tactics (any) +10	400	Skill	Tactics (same skill group)
Exemplar of Honour	1000	Skill	
Nerves of Steel	400	Skill	
Unbowed and Unbroken	500	Talent	Fel 40
Scourge of Heretics	500	Skill	
Fearless	1000	Talent	
Air of Authority	600	Talent	Fel 30
Lore: Forbidden (The Traitor Legions)	500	Skill	
Lore: Scholastic (Tactica Imperialis)	500	Skill	
Intimidate	400	Skill	

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Crushed Resistance	1500	WP 50
Swiftess of the Wolf	1000	
Warmaster's Call	1500	

CRUSHED RESISTANCE

Action: Half Action

Opposed: Yes

Range: 10m

Sustained: Yes

Similar to the merciless destruction they afford their enemies, a Sons of Horus Librarian can also dominate the opponent's mind. When targeted by this ability, the opponent must take an opposed Willpower test. Those affected have their Willpower characteristic temporarily reduced by $-5 \times \text{PR}$ (to a minimum of 1). The enemy must also take a Toughness test or be stunned for 1d5 rounds. If this power is sustained, target is allowed a new Opposed Willpower Test (using their reduced Willpower) to end its effects on them at the start of their turn.

SWIFTNESS OF THE WOLF

Action: Full Action

Opposed: No

Range: 1m Radius x PR

Sustained: Yes

Calling upon the wolves of old, the Sons of Horus gain a supernatural swiftness that allows them to quickly close in on any target. All Battle-Brothers within range of the Librarian may add a total to their Agility Bonus equal to their Psy Rating, and gain any bonuses to movement.

WARMASTER'S CALL

Action: Full Action

Opposed: No

Range: 10m x PR

Sustained: No

The Sons of Horus take great pride in being the Warmaster's Legion, and this loyalty makes them a reliable ally to his team. Those that follow the Warmaster become invigorated with the will to end the war at any cost. Any Battle-Brother within range will immediately recover from stunning and, for the turn, resist any effects of Fatigue they have.

EMPEROR'S CHILDREN

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio III)

Chapter world: Eidolus

Fortress Monastery: Gallery of Fulgrim

Strength: 20,000

Primarch: Fulgrim

Chapter Master: None

Successors: None, though the Red Scorpions are assumed to be one

Chapter Specialty: Artifice, Finesse

Battle Cry: "The Phoenix rises from the ashes!" ("Our brotherhood is steel!" when allied with the Iron Hands)

BETRAYAL'S SHADOW

Although many of the Primarchs were unsettled by the news of their betrayal of the Emperor, none took it quite as hard as Fulgrim. To him, the idea that he would descend to Heresy was not only an absurd notion, but also a betrayal to his ideals of perfection. Even worse was the fact that shortly after his arrival, he was being tailed by the elite Heralds of Chaos: Skulltaker, the Masque, Epidemus the Tallyman, and the Changeling. Each of them tried to either kill the Phoenician or convert him to the ways of Chaos like before, but his willpower and acrobatic skill allowed him to prevail against their wickedness.

What broke him perhaps the most instead was the news that he was the one who murdered Ferrus Manus, perhaps his closest friend among the Primarchs. Broken as such, he began a personal journey to the many sites of his atrocities, including a posthumous burial of the countless dead upon Istvaan III, where his worst deeds were committed, as well as a surprise delegation among a council of Eldar on the search for Elrad Ulthran, whose warnings he once ignored thanks to the corruption of the Laer Blade.

BONDED

At some point during his penitent quest, Fulgrim was cornered by Ferrus Manus, who was also miraculously alive. During this point, the two had an argument of sorts over the Phoenician's guilt and search for forgiveness. Surprisingly, the presence of the Son of Iron was able to snap him to his senses and promptly returned to his Legion.

Soon the Primarchs reunited and had discovered, to their shock, that an Inquisitorial conclave had taken Terra hostage, believing that the Primarchs were actually imposters. While the others were more content with waging war on the Inquisition and their allied assassins, the Emperor's Children were more satisfied with protecting the citizenry alongside the Titan Legions, this protection being part of Fulgrim's penitent quest. The Phoenician himself, however, joined Horus the Warmaster in talking down the Inquisitor and peacefully restoring authority over the Imperium to the High Lords of Terra, at least until the Emperor could be revived.

UNSTOPPABLE

With the coming of the Thirteenth Black Crusade, Fulgrim found himself pressured into coming to aid his brothers, but he was able to at least find ways to improve the life of the citizens at least slightly. It was also in this time that he and Ferrus Manus visited Mars, his own artistic senses melding with the Gorgon's sense of practicality in order to restore the Adeptus Mechanicus to an operational capacity closer to what they accomplished during the Great Crusade.

When Fulgrim finally arrived to the battlezone of the borders of Segmentum Solar, it was there that the final testament to Fulgrim's reform came to be: his own dark equal.

On a Daemon-infested world, the Iron Hands and Emperor's Children Legions began waging war upon the fallen Legion that dared bear Fulgrim's heraldry. However, amidst this carnage, the Daemon Prince who was once Primarch Fulgrim was summoned into the Material Realm. This serpentine monster's powers swatted aside any opponent that appeared before him, even overpowering his loyalist equal. However, where the Fulgrim of old would soldier the battle alone, the returned Fulgrim summoned Ferrus and they both quashed the daemon.

In wake of that, the two Legions have begun sharing a united battlecry, "Out Brotherhood is Iron!"

With the Return of the Emperor, Fulgrim continued his unfinished work on giving culture to Terra, allowing it to finally flourish as it once was.

COMBAT DOCTRINE

Fulgrim has always expected perfection in his Legion where many would have accepted adequacy or excellence. Although this resulted in his Legion in being smaller, this suited him perfectly fine, as he could trust each of his soldiers to perform above and beyond the call most others would only accomplish. However, his return has added an additional criterion to his many

pre-existing ones: The goal of ambition. Realizing that this quest to perfection will always require an ambitious mind to find that next step, he has opted to offer a sort of a work-around that allows an aspirant that truly seeks to improve themselves beyond their current life and will always seek to improve a chance to become a fully-fledged Neophyte of the Chapter.

Besides being paragons of combat, Fulgrim has also instilled them a passion for other artistic talents including painting, song, and sculpture. While such a concept would grate among the more warlike of legions, Fulgrim prides himself on the knowledge that his Legion would be able to find some use to the Imperium if the need for Astartes expires.

RULES

The Emperor's Children are a very cunning and sophisticated Legion, just as adept with art as they are with weapons. An Emperor's Children Space Marine gains the following benefits: +5 Agility, +5 Intelligence, the Hatred (Traitor Legions) talent, and the Trade (Remembrancer) skill.

Chapter Demeanour: The Search for Perfection

The defining aspect of the Emperor's Children has always been their search for perfection. Every Battle-Brother among them will stop at nothing to make sure that every action they take is made in utter perfection, and that they always uphold the honour of their Legion. Those more critical of the Legion may consider this a waste of time better-spent elsewhere, but to their allies, this obsession with perfection becomes a very powerful boon.

Starting Equipment: The desire of perfection among the Emperor's Children usually leads them to decry the use of items that do not fit their strict standards. As such, an Emperor's Children Battle-Brother may not begin with a Power Armour more advanced than Mark 6.

The Emperor's Children take pride in their culture, trained in the fine arts just as much as they are trained in the martial arts. They gain the following solo mode ability.

Perfectionist's Eye

Action: Free

Effects: The Battle-Brother can re-roll all Perception Tests.

Improvements: At Rank 3, the Battle-Brother gains a +10 bonus to all Perception Tests. At Rank 5, the Battle-Brother may automatically pass a single Perception-based test.

The Emperor's Children are a proud lot of warriors, their pride leading them to newer heights of excellence. They gain the following squad mode attack pattern.

Worthy Opponent

Action: Free action

Cost: 3

Sustained: Yes

Effect: A selected enemy will have a -10 penalty to hit any Battle-Brother within support range except for the Emperor's Children Space Marine that called this mode. When engaged in combat with this opponent, either side must take a Challenging (0+) Willpower test if they want to disengage in combat.

Improvement: At Rank 3, the Battle-Brother may re-roll any Parry or Dodge rolls when involving the targeted enemy. At Rank 5, the Enemy must now take a Difficult (-10) Willpower test if they wish to disengage. At Rank 7, the Battle-Brother may re-roll any failed Weapons or Ballistics Skills tests to hit this target.

While other Legions like the White Scars are more adept at using their speed in an offensive manner, the Emperor's Children are adept at using their grace to avoid any assault, so that they can close in for the kill. They gain the following defensive stance.

Evasive Dance

Action: Full

Cost: 3

Sustained: Yes

Effects: All Battle-Brothers within support range gain a +10 bonus to all tests to either dodge or avoid pinning.

Improvement: At Rank 3, the Battle-Brother has an increased bonus of +20 to all tests to either dodge or avoid pinning. At Rank 6, they become immune to Pinning

Primarch's Curse: None are Superior

While the Emperor's Children are largely defined by their search for perfection no matter the cost, there are indeed consequences in this quest that will lead them to damnation, as is testament by the tale of their Primarch, whose hunt drove him from the Emperor's light to damnation as a Daemon Prince of Slaanesh.

Level 1 (Failures, All of Them): The Battle-Brother's pride swells to a great size, causing him to mock friend and foe alike, as they are all flawed beings undeserving of his recognition. The Battle-Brother gains a -10 penalty to interaction tests.

Level 2 (Perfection Stands Alone): The Emperor's Children shun those they claim imperfect, and often take over tasks they claim themselves superior in, regardless of any risks this would imply. The Battle-Brother subtracts 2 from any Cohesion he might contribute to the Kill-Team. In addition, he must always attempt a difficult task, regardless of any experience he has in it.

Level 3 (Paragon): As one goes farther down this path, it becomes rather easy to conclude that this will inevitably lead to them attempting a foolish, sometimes suicidal charge against the enemy. The Battle-Brother will charge the deadliest enemy on the field regardless of any orders otherwise, unless restrained by a Difficult (-10) Charm or Command Test.

Chapter Trappings

Phonecian Wings: The Emperor's Children hold a distinction in being the first Legion to bear the Aquila, the symbol of the Emperor himself, on Terra. While this honour does not amount to much anymore, they do still present this honour with the existence of these wings, usually emblazoned on the right pauldron or on a kneepad. This accessory grants the user 1d5 starting renown.

Artistic Honour: The Emperor's Children pride themselves on their artistic acumen, and each Battle-Brother will denote a particular honour on their armour akin to a kill-counter from the days of the Unification Wars on Terra.

- **Primarch's Recognition:** This Battle-Brother's work has been able to catch the exacting eye of Fulgrim himself, which is an honour all on itself. The user gains a +3 bonus on all Fellowship-based tests.
- **Translated to the Battlefield:** The talents the Battle-Brother gained in their artistic pursuits tend to spill over to the battlefield, but some are able to perfect their styles through their art. The user gains a +3 bonus on all Perception-based tests.
- **Personal Pride:** The piece of work made by this Battle-Brother marks a significant achievement in their career as an Astartes. Perhaps it is a portrait of an enemy they personally killed; perhaps it is a statue in memory of a fallen brother. The user gains an additional point of cohesion.

Relic – Charnabal Sabre: (Melee; 1d10+4 E; Pen 0; Balanced, Power Field, Tearing, H) Wt: 4 Req: 30
Renown: Hero

An ancient relic from ages past, the Charnabal Sabre is a weapon used primarily for dueling. While also used by nobility, the Emperor's Children use this weapon as a testament to their finesse in combat, proving that their skills with a weapon are more than sufficient to wield such a weapon. The Charnabal Sabre is a Power Sword with the Balanced, Power Field, and Tearing properties and, when the wielder is engaged in single combat with an opponent, grants a +5 bonus to Weapon Skill.

Past Events

d5 Result	Past
1	Brotherhood of Iron: When Fulgrim returned from his trip, he did so with pride, as you stood alongside the Iron Hands Legion while the Primarchs reconciled their differences and re-forged the bond that united them.
2	Gallery Piece: A piece you worked on has been on display in the Gallery of Fulgrim, for Battle-Brothers and normal citizens alike to witness. The lessons learned from this work have translated into the battlefield, where you fight with an unequaled grace.
3	Masters of the Craft: Following the salvation of Terra, you were among the Legion when you and the Iron Hands entered Mars and helped rebuild the great empire. As a token of respect for your deeds, the Adeptus Mechanicus have offered to teach you some of their more advanced secrets.
4	Ambitious: Though you are no excellent warrior, Primarch Fulgrim recognized a fire of ambition in you that has persevered inside you following your transformation into a Space Marine. This ambition drives you to many new heights in proving your worth.
5	Palatine Blade: You have stood with the Palatine Blades, an elite group of swordsmen looked favourably upon by Fulgrim himself. Your martial prowess is among the highest in the legion, and every motion you make shows this.

Advance Table

Skill	Cost	Type	Prerequisite
Performer (any)	100	Skill	
Performer (any) +10	200	Skill	Performer (same group)
Performer (any) +20	300	Skill	Performer (same group) +10
Dodge	200	Skill	
Dodge +10	300	Skill	Dodge
Dodge +20	400	Skill	Dodge +10
Step Aside	600	Talent	Ag 40, Dodge
Sure Strike	500	Talent	WS 30
Swift Attack	500	Skill	WS 35
Preternatural Speed	1500	Talent	WS 40, Ag 50
Precise Blow	800	Talent	WS 40, Sure Strike
Blademaster	1000	Talent	WS 30
Rapid Reaction	600	Talent	Ag 40
Trade (any)	100	Skill	
Trade (any) +10	200	Skill	Trade (same group)
Trade (any) +20	300	Skill	Trade (same group) +10
Counter-Attack	600	Talent	WS 40

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Image of Perfection	1500	
Rising from the Ashes	1000	WP 45, Rank 4
Wind of Blades	500	Ag 40

IMAGE OF PERFECTION

Action: Free Action

Opposed: No

Range: 10m Radius x PR

Sustained: Yes

While some may deride the Emperor's Children for their vainglorious attitude, it is this image of perfection that allows them to excel in the Emperor's service, as this is what inspires others to reach their own heights of excellence. The Librarian can confer a certain skill or talent to a number of Battle-Brothers equal to his Psy Rating. They will count this transferred ability as a trained ability, and use the Librarian's characteristic for it, if that characteristic is higher than the Battle-Brother's.

RISING FROM THE ASHES

Action: Extended Action (2)

Opposed: No

Range: 5m Radius x PR

Sustained: No

Death comes from personal imperfection, and the Emperor's Children are defiant against this imperfection to the very last. Once per mission, when a Battle-Brother within range of the Librarian

begins to take Critical Damage, a violet shield will begin to envelop them. Those that attack this shield will take 1d10 x PR E damage with the Flame quality. Meanwhile, the Battle-Brother that is being shielded will gain an amount of wounds equal to double the Librarian's Psy Rating, at which point the shield fades.

This test can be improved by any Medicae skill.

WIND OF BLADES

Action: Half Action

Opposed: No

Range: Self

Sustained: Yes

While many forces only focus upon the offensive uses of speed, the Emperor's Children know how to use speed in order to accomplish whatever they need, be it attacking an enemy or evading a hail of gunfire. The Librarian gains +5 x PR Agility, gaining any benefits from the increased agility, as well as +5 to Dodge.

WORLD EATERS

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio XII)

Chapter World: Fleet-Based

Fortress Monastery: Crimson Trophy

Strength: 43,000

Primarch: Angron

Chapter Master: Kharn

Successors: None, though it is possible the Storm Wardens might be one.

Chapter Specialty: Shock Troopers

Battle Cry: "Death to all foes!"

STANDING APART

The idea of the World Eaters, the most bloodthirsty and brutal of the Emperor's Legions, making a comeback obviously unsettled a great many of people, and among them were even the other returning Legions and their Primarchs. Their fear was that the massacres they reveled in would exponentially increase as they lashed out against this newfound Imperium.

It would be to their surprise, then, that Angron immediately broke off from the other legions as soon as they got their chronological bearings.

The first known destination of the World Eaters was Angron's old home of Nuceria.

Though few in the Legion knew of their Primarch's tale, those that did assumed that perhaps the idea of a slightly different Imperium would mean that in this world, his brethren whom he fought to liberate would have survived. They feared that hearing of their death would send him over the edge, repeating a process that began ten thousand years prior.

To the shock of everyone present, though, Angron instead demanded (rather violently at that) that his Apothecarion rip out the Butcher's Nails implants in his brain. The entire party was befuddled, not expecting to hear such a command, and none of them aware of a process to even remove them. However, once Angron threatened to abandon them and search elsewhere, the Legion's finest Apothecaries began their work in delicately removing the cyber-neural implants embedded in his skull.

After almost a week of intensive surgery and medication, they were able to remove the Nails. Freed for the first time in over a thousand years, Angron then gave the choice to any others who wished to be free of this curse. The first of the Astartes to nominate themselves was Eighth Captain

Kharn, Equerry to the Primarch himself. Soon after, others followed the Equerry's example; eventually the Butcher's Nails became no more. In the following months, Angron began a strict new training regimen that enforced discipline above all else, an attribute that few understood among the Legion. Those that opposed it were swiftly shown the error of their ways, and those that remained became an elite fighting force, ruthless as ever, but no longer the reviled berserkers.

THE RAMPAGE STOPS

The first major example of their new regimen at work was in the Savalla Sector, which had fallen under the Ork Waaagh! of Warboss Brainchunka. Their new tactics allowed them to swiftly rout a roving force of the Orks. Then, with no other Orks pursuing them, ambush the Warboss and his party and devastate them with a swift yet visceral display of power. The Primarch himself removed the massive Ork's head with his chainaxes, while Kharn personally murdered the Warboss' prized Squiggoth. Soon enough, the Ork plague was exterminated, and the people of Savalla were grateful to these surprise saviours.

Their next major conflict was in the Hive World of Torillia Primus, where the citizens were under attack by Dark Eldar raiders. The World Eaters there murdered through the brigands of Commorragh, but before they could finish the job, Angron ran into a rival Kabal of Dark Eldar, led by a "Lord Tengu". This leader personally fought alongside the Primarch, their fighting styles working in similar, yet different fashions. Soon the raiders were finished, but before Angron could set his eyes upon the other Archon, the Dark Eldar swiftly departed for the Webway. Confounded, the Primarch declared the battle a success.

THE LEGION'S FATE

While Angron was not able to arrive to Terra in time to rescue it, he did arrive in time to help the Warmaster with preparing for the next conflict: The Thirteenth Black Crusade. It was here that the other Primarchs learned of the changes to the World Eaters and their doctrine. The general opinion was rather warmly received, as they were deeply concerned by the barbarism of the Nails and their effects.

During the Black Crusade, the World Eaters became a prime ground force along the ranks of the Iron Warriors and the Blood Angels, taking the fight to the traitors bearing legion colours. It was in this conflict that the World Eaters began learning about their fate in this timeline. Every Company was facing off against frothing lunatics in red, all wielding chainaxes of almost unsettlingly familiar

makes, and wholly loyal to Khorne. Those they could take down were revealed to be similar to known members of the Legions, casting a very unpleasant image over the Legion. The worst of these came when Equerry Kharn was assaulted by a monstrous berserker with one bare arm, wielding a chainaxe that looked identical to the Primarch's. The duel was near-wordless, but it did not need words to convey to the Equerry the horrid truth: He was battling himself.

When the Legion's faith began wavering, several of the Captains doubting the possibility that they could be corrupted, Angron made a speech that effectively broke all doubts and decreed that these Khorne monsters were no brothers of theirs.

It was then that Angron began fighting the greatest enemy he could face: His own equal, a Daemon Prince of the Blood God. The monstrous thing did not waste words on asking who the Primarch was, but began his own behemoth attack. Despite everyone's fears that Angron would not be able to prevail against the Daemon Prince, he was able to use the monster's momentum against it and humiliate the Daemon into defeat, breaking its arms in the process. Soon after, the Warmaster of Chaos was slain and the World Eaters left the miserable daemon to lie there, unable to taste any blood but his own.

In the time following that, the World Eaters began dispersing Grand Companies among other Crusading Chapters like the Black Templars, always seeking to prove their strength in battle.

COMBAT DOCTRINE

Angron was originally a pit-fighter, and because of that, his Marines also have an innate knowledge of the art. In addition, he had advocated the use of the same Dark Age implants that he himself had used, the Butcher's Nails, which granted the patient an incredible boost in strength and aggression.

With their return to the Imperium, the Primarch demanded the removal of the Butcher's Nails from the Legion, removing the incredible power they granted, but also engaging with a very powerful regime of psycho-indoctrination that enforces self-discipline on the Legionnaire. In this way, they hone their sense of martial honour, but maintain their famed ruthlessness.

RULES

The World Eaters are assault troopers bar none. A World Eaters Space Marine gains the following benefits: +5 WS, +5 S.

Chapter Demeanour: Martial Honour

In the wake of their return to Nuceria, the World Eaters have torn out the dreaded Butcher's Nails and have turned from berserkers into coldly disciplined warriors, equally as ruthless, but now reclaiming their sense of rational thought.

This discipline that was indoctrinated in them focuses heavily upon the notion of self-restraint and discipline, to never let one's emotions overtake them. It also teaches the World Eaters the worth of fighting a worthy adversary, and show contempt to those who break these tenets.

Starting Equipment: The World Eaters have become near-synonymous with their visceral Chain-Axes, brutal weapons originating from the slave-pits of Nuceria where Angron was discovered. A World Eaters Space Marine may exchange their Astartes Combat Knife for an Astartes Chain-Axe at no cost.

All World Eaters pride themselves upon their martial honour, and take all challenges to battle with the utmost seriousness. They gain the following solo mode ability.

Preferred Enemy

Action: Half action

Effects: The Battle-Brother can challenge a single enemy. He will gain the ability to re-roll all to-hit rolls. However, if he wishes to disengage, he must pass a Challenging (0+) Willpower Test.

Improvements: At Rank 4, the Battle-Brother gains a +10 bonus to Charge and All-Out Attack tests. At Rank 6, the Battle-Brother may now charge this preferred enemy as a free action.

The World Eaters' most preferred stance in combat is assault. In this, they are unmatched in their cruelty or their power. They gain the following squad mode attack pattern.

Killing Machines

Action: Free action

Cost: 3

Sustained: No

Effect: All Battle-Brothers within Support Range gain +10 to Weapons Skill, Ballistics Skill, and Strength.

Improvement: At Rank 4, the bonuses become +20.

Although the World Eaters are not a force concerned with defense, they train for it nonetheless, realizing that the best offense sometimes means having a good defense as well. They gain the following defensive stance.

Bloody Defiance

Action: Half Action

Cost: 3

Sustained: Yes

Effects: All Battle-Brothers within support range become immune to fatigue and recover from pinning.

Improvement: At Rank 4, all Battle-Brothers in support range can resist a non-fatal critical damage roll without an effect until after battle. At Rank 6, this stance can now be formed as a Free Action.

Primarch's Curse: Bloody Frenzy

Although the Butcher's Nails have been effectively removed from the Legion, their effects still linger within the World Eaters, so used to their raw aggression that any other emotion feels almost alien to them.

Level 1 (Scent of Blood): The scent of blood lingers in the Battle-Brother's nostrils, be it the stench of his own blood or that of his enemy's. In any case, he finds only solace in battle and the preparation for it. Whenever possible, the Battle-Brother must charge into any combat, and cannot be stopped unless he takes a Challenging (0+) Willpower Test or a Difficult (-10) Command or Charm test.

Level 2 (Bloody Haze): While the World Eaters have always been a warlike group, sometimes, one becomes too involved in the art of war. Those World Eaters who become consumed cannot focus on anything other than battle. The Battle-Brother gains a -10 penalty to Fellowship.

Level 3 (Rampage): Nothing remains in the Battle-Brother's mind but war and murder. At this point, the Willpower test becomes a Hard (-20) Willpower Test and the Command and Charm tests become a Very Hard (-30) Command or Charm test.

Chapter Trappings

Jaws of the Hound: Though few dwell on it, the original name of the XII Legion was once the War Hounds, before Angron decided to rename them World Eaters. Those that remember the ways of old tend to better remember their lessons of Discipline, as they draw from the traditions taught from the time before Angron's discovery. This Item allows for a +2 bonus on a Willpower-Based Test.

Gory Trophy: This is a hacked-off piece of some enemy that the Battle-Brother faced in combat. By keeping a piece of this enemy on his person, the Battle-Brother claims that the enemy was a worthy enemy that has been slain in combat by him. The World Eaters have a sort of friendly competition among their own that involve taking trophies of more impressive enemies, as their martial prowess is the one factor they base themselves on. This item will give the user a +4 bonus to Weapon Skill tests against the enemy this trophy is taken from (Which must be agreed upon by the player and the GM).

Skull Trophy: This skull was taken by a fallen comrade that the Battle-Brother had personally avenged. This becomes a grim reminder about the risks their role takes, and impresses upon the Battle-Brothers the sense of honour now capital among the Legionnaires. This item grants the user a Fate Point whenever they slay an enemy that had killed a fellow teammate.

Blood of the Honoured: While the World Eaters do not follow matters of faith very much, focusing more upon their own indoctrination, they still venerate their dead, as they deserve as much respect by the Legion as the living do. This vial, taken from fallen Battle-Brothers of the Legion, grants those that take it a powerful ward that protects their mind from their frothing rage. The user gains +3 Fellowship and the ability to disengage from combat while in Frenzy if they pass a Difficult (-10) Willpower Test.

Relic – Furious Vambraces: (Armour; Arms; AP 10) Wt: - Req: 35 Renown: Famed

Upon arriving on Titan at the request of Magnus the Red, the World Eaters found there a small cache of relics, apparently stashed here by Malcador the Sigilite himself before his untimely death. Among the relics here was a suit of power armour belonging to Captain Macer Varren of the twelfth Company. Apparently, in this timeline, he had joined a small group of other Astartes hand-picked by the Regent of Terra himself. The Captain Varren of this timeline felt that to take from himself would be beneath him, but said that if he were standing with the Emperor in this Horus Heresy, then he would stand by the Legion's side at all times.

These vambraces from the deceased Captain can be fitted onto any suit of armour and will grant 12 AP on both arms, replacing the pre-existing AP. They will also grant the wearer +3 S and will grant any melee weapon in the wearer's hands an extra +3 Penetration.

Past Events

d5 Result	Past
1	Crimson Imposters: During the Thirteenth Black Crusade, you fought against deranged slaves of Khorne who seemed to share the same fighting style as you did, but with less restraint. Although they were savages, you proved that their savagery was worthless before a cunning intellect.
2	Honour Duel: You had a disagreement with a commander of an allied force. When they questioned your worth to the cause, you personally challenged them to a duel of honour. Although the battle was long, you eventually triumphed, silencing any doubts about you.
3	Slain Leader: While your brothers took to engaging the enemy forces, you decided to challenge their leader, and they accepted. When you killed their leader, it granted you a mark of distinction as a talented warrior, whose skill may one day send him higher in the ranks.
4	Rampager: In the days before Angron's return to Nuceria, you were a member of Angron's de facto Honour Guard, the Rampagers, barely-restrained murderers. With the removal of the Butcher's Nails, you still retained a great rage within you, but the psycho-indoctrination has been working to suppress the darker urges. In the reborn legion, the Rampagers still exist, but now they stand as the elite of Angron's new ideals.
5	Ironclad Defense: On the world of Immentus Prime, the beleaguered citizens and PDF were under assault by traitor guardsmen with superior weaponry, including artillery. You and your company arrived there and held the line no matter the cost. Once the traitors ran out of ammunition, they thought that they had eradicated your company, but you came to prove them dead wrong.

Advance Table

Skill	Cost	Type	Prerequisite
Flesh Render	200	Talent	
Disarm	600	Talent	Ag 30
Iron Jaw	600	Talent	T 40
Dodge	200	Skill	
Dodge +10	300	Skill	Dodge
Hammer Blow	600	Talent	
Furious Assault	500	Talent	
Sure Strike	500	Talent	WS 30
Swift Attack	500	Talent	WS 35
Crushing Blow	600	Talent	S 40
Crippling Strike	800	Talent	WS 50
Combat Master	1000	Talent	WS 30
Berserk Charge	800	Talent	
Intimidate	200	Skill	
Intimidate +10	400	Skill	Intimidate
Intimidate +20	600	Skill	Intimidate +10
Counter-Attack	800	Talent	WS 40

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Bloody Hatred	1000	WP 45
Incredible Might	1000	
Reborn Frenzy	1500	

BLOODY HATRED

Action: Half Action

Opposed: Yes

Range: 1m

Sustained: No

While most World Eaters show contempt to their enemies, there have been instances where the Legion's Librarians have shown an especially extreme example of this. Records tell of a Librarian of the XII Legion touching an enemy and then having them violently bleed to death. While grappling or otherwise touching an enemy, the Librarian will cause their blood to flash-boil, causing 1d10 + PR Energy damage that cannot be reduced by Armour or Toughness Bonus. If this damage kills the enemy, they explode everywhere in a 5m radius, dealing 1d10+5 Impact damage on the torso of anyone in that range.

Such a power, while great, is also very trying on the willpower of the Librarian, and thus can only be used a number of times equal to their Psy Rating.

INCREDIBLE MIGHT

Action: Half Action

Opposed: No

Range: Self

Sustained: Yes

Normally World Eaters are opposed to the notion of Librarians, claiming that their psychic power is not a replacement for any physical power. Because of this, a Librarian is sent through the same training regimen as the rest of the legion. However, that is not to say that their powers are banned entirely. For example, a Librarian can still use their power to strengthen themselves in order to destroy a particular foe. A Librarian casting this power gains +2 x PR bonus damage to all melee attacks as well as a bonus to Pen equal to their PR.

REBORN FRENZY

Action: Half Action

Opposed: No

Range: 10m Radius x PR

Sustained: Yes

Although the World Eaters are not allowed to use their Psychic Powers on the battlefield to attack, they still find several uses for their powers in different styles, such as supporting their Battle-Brothers in the thick of battle. When a Battle-Brother within range begins taking critical damage, they may be reached by the Librarian, and gain the Frenzy Talent for a number of rounds equal to twice their rank.

IRON WARRIORS

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio IV)

Chapter World: Sirrel

Fortress Monastery: Station Olympus

Strength: 43,000

Primarch: Perturabo

Chapter Master: Divided among the Iron Council

Successors: None

Chapter Specialty: Siege-Breakers

Battle Cry: "Iron Within, Iron Without!"

AMBUSH

Although most of the Legions did not have a very warm welcome, few have been attacked out of the blue as the Iron Warriors did.

During a routine conquest of a world that had seceded from Imperial Rule, they were suddenly assaulted by a company of Black Templars, whose numbers almost overwhelmed the forces of Perturabo stationed there. However, the Iron Warriors were able to ward off the zealots, but to a great cost. Thankfully, the planet they landed on was grateful enough that the citizens offered to let the Iron Warriors to take it as a Chapter-Fortress, thinking them a normal Astartes Chapter. Not one to deny a chance when given, Perturabo began turning the world of Sirrel into an impenetrable fortress, much like he did out of his home world of Olympia.

They kept a Grand Company at this new fortress while Perturabo took the rest of his sons and began trailing the Sons of Horus fleet, agreeing that strength in numbers would benefit them the most.

OLD RIVALRIES

The Iron Warriors fleet eventually began making way for Terra after hearing from the Warmaster that someone was mad enough to take Terra hostage, believing that the Primarchs were myths. They were among the fleet that protected Horus' flagship as it broke through the Inquisitorial blockade, but they were also working alongside the Imperial Fists, led by Rogal Dorn himself. Although the two have had a long and bitter history of competing against each other, little helped by

their Primarchs, they were able to begrudgingly work together long enough to give Horus the chance he needed to talk down the Inquisitor from destroying Terra.

The most shocking part of this tale was yet to happen however. As Terra was being rebuilt, it was said that, after a lengthy conversation with Magnus over the fates of the Legions of those Primarchs who turned to heresy, Dorn offered to let Perturabo build on Terra, using many of the designs the Primarch had in his workshop as inspiration to let his old rival take credit for something once. Finally elated at finding something worth their reputation, the Iron Warriors began eagerly rebuilding many vital institutions among Terra, including the security outposts bordering the Imperial Palace. The only place that was not touched by Perturabo, (whether by blind luck or by a grudging respect for his brother, nobody is sure) was a station on Terra, where the Fists took recruits.

THE IRON CAGE REVISITED

When the Fleets of the Despoiler broke through Segmentum Solar, Dorn was not one to rush the Iron Warriors in their act of reconstruction, but Perturabo was more than able to.

Soon after reuniting with the other fleets in Terra's defense, Perturabo was met by Magnus the Red, who told the Lord of Iron about what befell his Legion in this alternate Imperium. While most were disheartened by the news of their betrayal, Magnus among them, Perturabo was not shocked in the least; aware that this probably had something to do with his rivalry with Dorn.

In response to this, Perturabo contacted Dorn and told him about the Iron Cage, perhaps the single defining moment in their rivalry in the timeline. The two Primarchs took the designs of the Iron Cage from the Imperial Fists archives, and with that, began making a new Iron Cage, this time in order to turn the odds against the traitorous Iron Warriors. All they needed to draw them into the trap was for Perturabo to challenge his double to a battle on Istvaan V.

This second Iron Cage was where Perturabo was able to confront his double, a Daemon Prince of iron, as his legion was being gunned down to a man by the united forces of the loyalist Iron Warriors and the Imperial Fists. The most astounding part of this reversal, though, was the arrival of Dorn, who joined Perturabo in banishing the Daemon from the Materium.

The Emperor's Return had also worked in the Iron Warrior's favour, as they had been given the title of Fortifiers, finally getting the Legion a reputation they could be proud of.

COMBAT DOCTRINE

Among the Returning Legions, the Iron Warriors are among the ones who changed the least in doctrine. Then again, whatever difference in doctrine the traitors had was not based so much on any actual change in the Primarch as much as it was motivated by his urge to spite Dorn at all costs.

Their newfound position as fortifiers allowed them a much better time in specializing in fortification, as their fortresses have become far stronger with the help of the Imperium. Each Iron Warrior is taught the essentials to this fortification and is expected to excel in this role, as this has become their finest talent

RULES

The Iron Warriors are a grimly determined Legion dedicated to the last to die standing. An Iron Warriors Space Marine gains the following benefits: +5 WP, +5 BS, and the Rival (Imperial Fists) talent.

Chapter Demeanour: Grim Determination

The Iron Warriors have always been a grim Legion, focused solely on their task, as that is their only calling. With the recognition of their Primarch, they have finally been able to gain something akin to glory, as their value has finally been noticed by the Imperial forces. However, their demeanour has not changed, and they retain their almost iron-like exterior in all respects, but now they are more than willing to ally with other legions when the need arises.

The Iron Warriors have been made to build and destroy fortifications since day one, and have gained a keen eye in analyzing the flaws of enemy structures. They gain the following solo mode ability.

Overwhelming Force

Action: Free

Effects: The Battle-Brother can re-roll any shots made on an enemy in cover.

Improvements: At Rank 5, the Battle-Brother gains a +10 to firing at any enemies while in cover.

The Iron Warriors are a merciless foe, crushing an enemy that has weakened itself with little consideration and even less mercy. They gain the following squad mode attack pattern.

Iron Without

Action: Half action

Cost: 2

Sustained: Yes

Effect: All Battle-Brothers within Support Range gain a Proven Quality to one weapon equal to their rank and gain +10 to the relevant Weapons Skill or Ballistic Skill.

Improvement: At Rank 4, the bonuses become +20. At Rank 6, all Battle-Brothers within support range increase the Pen of the weapon with the Proven Quality by 1

Iron Warriors are taught since day one to train in their fortifications. As such, they gain an excellent talent towards keeping defenses high. They gain the following defensive stance.

Iron Within

Action: Full Action

Cost: 3

Sustained: Yes

Effects: All Battle-Brothers within support range can immediately make one half-move to cover.

Once they make it to cover, they may take one half-action to improve its effectiveness by 2. So long as they remain in cover, they also gain a +10 to Ballistics Skill.

Improvement: At Rank 6, the bonus to Ballistics Skill becomes +20 and the cover's effective increases by 4 instead of by 2.

Primarch's Curse: Pride Above All

With the return of the Emperor, Perturabo was finally able to gain the recognition he so desperately craved. However, now that they have this recognition, they will stop at nothing to uphold this honour, even at the cost of their allies.

Level 1 (Suspicious): The Battle-Brother does not find his kill-team to be a very accommodating lot and begins withdrawing himself from that. He subtracts a point of cohesion.

Level 2 (Bitterness): The Iron Warriors do not take having their pride insulted by anyone, much less an Imperial Fist. The Battle-Brother will not enter any squad modes called by an Imperial Fists Space Marine or any successor Chapters. This will happen regardless of whether or not he has the Rival (Imperial Fists Talent)

Level 3 (Superiority Complex): Tired of flawed plans and incompetent leaders, the Iron Warrior will take matters into their own hands. The Battle-Brother will take leadership of the Kill-Team regardless of any dissent. He will only step down if another member of the Kill-Team takes a Very Hard (-30) Command test, and upon stepping down, will subtract 2 from his cohesion.

Chapter Trappings

Smoke-Stacks: A rather curious trick they learned from their traitorous doubles is the idea that their smoke-belching contraptions allowed them to distract the enemy while they charged in for the kill. Adapting this with the help of the Adeptus Mechanicus was not that difficult afterwards. The user gains a +2 bonus on Concealment tests

Bandolier: Though impractical in all aspects, this bandolier made of spent bolts sends a good message to those that seek to oppose the Iron Warrior that they are not meant to be trifled with, lest they get shot at. This item gives the user a +3 on Intimidate tests.

Bionic Vision: The Iron Warriors may not have the same bond with the Mechanicum as the Iron Hands do, they still have gained a great deal of respect with the various caches of archaeotech they

brought with them. This item counts as Cybernetic Senses for the Eyes, which gain +3 Perception. In addition, these cybernetics also count as an Auspex, which grants them +2 on all BS tests.

Token of the Iron Cage: Whereas the Iron Cage from the end of the Horus Heresy served to bring about a stronger Imperial Fists Chapter, the second Iron Cage came to serve as a forging of bonds between the Iron Warriors and Imperial Fists, no longer sworn enemies. This token serves as a reminder of this unlikely friendship that was forged. The user gets a +2 bonus on Fellowship-based tests, increased to +5 when dealing with an Imperial Fists character or a successor chapter.

Relic – Bonding Shell: (Armour; All; AP 14) Wt: 450 Req: 100 (60 to acquire, 40 to wear) Renown: Hero

Among the many items made to reforge the bonds of brotherhood between Rogal Dorn and Perturabo was this suit of Terminator Armour. Originally made by artificers of the Imperial Fists, Perturabo took to improving the armour further, strengthening any structural weaknesses he found in it. Once returned, the Fabricator General of Mars then sanctified this armour several times to ensure its lasting power. This suit of Armour counts as Astartes Terminator Armour with AP 14 all over and thus follows all the stipulations on Page 164 of the Deathwatch Core Rulebook. It also grants the wearer a force field rating of 40 with no chance of overload, similar to that of regular Terminator Armour. However, the extra enhancements this armour contains confer a -30 penalty to Agility.

Past Events

d5 Result	Past
1	Veteran of the Iron Cage: During the Thirteenth Black Crusade, you stood alongside your Brothers and the Imperial Fists as you challenged the so-called Iron Warriors of Chaos. You witnessed the Daemon who took Perturabo's name get taken down by the two Primarchs, having finally settled their differences.
2	Iron Forged: You have been accompanying an Exploratory fleet of the Adeptus Mechanicus, exploring the stars for new forms of Technology. Your skills have been tested time and again in defense of the Magi, but your efforts were well rewarded with a sacred piece of archaeotech.
3	Siege Masters: You were responsible for leading a great charge against an enemy fortress. While the fortress shelled you and your brothers relentlessly, you broke through to the enemy and proved to them their weakness the only way you knew how: complete destruction.
4	Sentinel of Terra: You have stayed on Terra while most of your Legion went to battle the forces of Abaddon the Despoiler. There, you joined the forces of the Imperial Fists third company, the Sentinels of Terra. Though you were not very friendly to them, you were able to show them new methods of fortification that surprised even the hardened company.
5	Militant: Your Grand Company has joined forces of the Astra Militarum, the Imperial Guard. Your skills in the art of siege warfare has helped the company of guardsmen prevail against impossible odds and proved to be a valuable ally.

Advance Table

Skill	Cost	Type	Prerequisite
Reforge Bonds (any)	1500	Talent	Rival (any) or Enemy (any)
Peer (Adeptus Mechanicus)	400	Talent	
Iron Jaw	600	Talent	T 40
Command	500	Skill	
Iron Discipline	500	Skill	Fel 30, Command
Die Hard	600	Talent	WP 40
Eye of Vengeance	800	Talent	BS 50
Tech-Use	300	Skill	
Tech-Use +10	400	Skill	Tech-Use
Tech-Use +20	500	Skill	Tech-Use +10
Autosanguine	600	Talent	
Nerves of Steel	500	Talent	
Siegecraft	300	Talent	
Intimidate	200	Skill	
Lore: Common (Imperial Guard)	500	Skill	
Lore: Forbidden (Adeptus Mechanicus)	400	Skill	
Lore: Forbidden (Adeptus Mechanicus) +10	600	Skill	Lore: Forbidden (Adeptus Mechanicus)

New Talent – Reforge Bonds: Though some bitter rivalries last for long periods of time, there are those rivalries that can, over time, be torn down and then rebuilt as bonds of Friendship. For all intents and purposes, this advance can remove the Rival or Enemy talent for one group.

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Bullseye	1000	BS 40
Iron-Forged	500	T 40
Steamroll	1500	

BULLSEYE

Action: Half Action

Opposed: No

Range: 5m Radius x PR

Sustained: Yes

While the Iron Warriors cannot find much use for their Librarians, their powers melding very poorly with the art of warfare they specialize in, the Librarians are still capable of helping in more subtle ways. A Librarian can telepathically guide another's aim so that they may accurately fire on an enemy. A number of Battle-Brothers equal to the Librarian's Psy Rating gain a +10 bonus to Ballistics Skill so long as they remain within range.

IRON-FORGED

Action: Full Action

Opposed: No

Range: Self

Sustained: Yes

Iron Within and Iron Without is the credo by which the Iron Warriors live and die by. By focusing their mind upon this, the Iron Warriors Librarian gains the ability to harden his body into a piece of steel. While in this form, the Librarian adds +5 x PR to his Toughness (applying the changes to the Toughness Bonus), but in exchange, loses -20 to his agility.

STEAMROLL

Action: Full Action

Opposed: No

Range: Self

Sustained: No

When an enemy reveals a weakness, the Iron Warriors will strike at this weakness with all their strength, their fury driving them onwards. The Librarian shields himself in a force field of energy and begins gathering a tremendous amount of speed and momentum in a short time. When a Librarian invokes this power, he must choose a target or set of targets. Then he immediately makes a run action in that direction to his maximum running distance. Those enemies in the way take 2d10 Impact damage and a Pen value equal to his PR. They also get flown 1d10 meters. Although this attack cannot be parried, as the massive Astartes is using his whole body to attack, the attack can be dodged.

NIGHT LORDS

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio VIII)

Chapter World: Orlock

Fortress Monastery: The Obsidian Tower

Strength: 36,000

Primarch: Konrad Curze, the Night Hunter

Chapter Master: Sevetar

Successors: None

Chapter Specialty: Terror Tactics, Airborne Assault

Battle Cry: "From the night comes day!"

THE VISION IS OVER

The Night Lords had always operated best away from Imperial watch, and thus few even realized that the Night Hunter had appeared among the ranks of the returned Primarchs. His first action was to distinctively return to Nostromo, his homeworld. It was on this route that he was intercepted by a curious force: An Adepta Sororitas convent called the Order of the Obsidian Mirror. Surprised by the sisters' openness, he began scouring their archives, looking for anything that could pertain to his fate. He had heard from the other Legions that they were somehow flung into the far future, and he wanted to ascertain that.

What he learned disappointed and re-assured the Lord of Night in equal measures. In this timeline, he learned that his sense of justice led him to perform reprehensible (but not unbelievable) crimes of murder, leading to his assassination. The other major discovery he found at this point while lodged with the Sororitas was that, through some quirk of the Warp or in his mentality, he became unable to see the future. The visions, which drove him to sometimes unbearable agony as his mind was unaccustomed to them, stopped happening. Distressed, he departed immediately and was given asylum in Horus' battle barge, the Warmaster finding a much saner Night Hunter a more tolerable change.

A SURPRISING ALLY

Though Konrad had long kept himself isolated from the other Primarchs, it was through some other change in luck when he was discovered by Corax, Primarch of the Raven Guard. Despite their similar doctrines, they never spent an extensive amount of time near each other, and thus remained separate entities.

Their remedy to this case, then, was a joint mission where the Primarchs were tasked with capturing the Cassini Array orbiting Saturn, removing one of several fail-safes that were orbiting the Sol System. The mission was a success, barring a few hiccups. But the more valuable thing that Conrad learned was the fact that his personal brand of brutal justice was flawed.

He returned to his Legion with a plan.

THE CULLING

The moment the Night Haunter returned to his Legion, he began a systematic culling of his ranks, purging those Night Lords that were unrepentant murderers and madmen as they were the image of what the Heresy was about. He kept this purging a secret from his Brothers, whom were more concerned with the Inquisitorial Blockade encircling Terra. However, he would not be completely out of the loop, as he sent some of his finest soldiers, who were personally cleared of taint, to the front.

Following this culling, the Night Lords began an equally intensive campaign to recruit from several planets that the Order of the Obsidian Mirror protected. It was through this campaign that the two organizations became a partnership of sorts, with the Sororitas acting as the informants and spies while the Astartes became the instruments of terror, killing the wicked and the double agents in the Order's midst.

This partnership proved instrumental in protecting entire systems from the depredations of a variety of cults, be they Chaos cults or Genestealer cults. All were rendered the same violent judgment.

As for Konrad, little has been heard from him, but word has it among the Legion that he had heard the news about traitors wearing their colors lurking with the forces of the Despoiler and Konrad left to visit justice upon them for their betrayal of his vision.

COMBAT DOCTRINE

While the Night Lords retain their role as terror-bringers, the ways they accomplish this have lessened incredibly in brutality when compared to the Night Lords before the Heresy. For one matter, they have become more open to cooperating with other forces, especially the Raven Guard and the Order of the Obsidian Mirror after the Primarch's good word for them. Another force they have become allied with is the Adeptus Arbites, the Emperor's lawbringers. With these officers, the

Night Lords now have a public front to deal with administrative work so they can deal with the more dangerous work.

Their time with the Raven Guard has also given them great practice with their stealth tactics. In this, the two forces can now be considered equals, but where the Raven guard use their stealth to strike unseen and sabotage the enemy when they least suspect it, the Night Lords do so to make decisive kills and ensure that everyone sees this work before anyone sees them as well.

RULES

Night Lords are incredibly skilled with Jump Packs and are brutal warriors without peer. A Night Lords Space Marine gains the following benefits: +5 WS, +5 Per, and the Death from Above talent.

Chapter Demeanour: Justice and Violence

The Night Lords have always focused their mission on justice, and that mission has not changed even though many other aspects about the Legion have.

Gone are the band of murderers and criminals, for the Primarch has found that this sort of Astartes is the sort of warrior that he has been trying to avoid for years, reminding him of the festering pit that was Nostromo. In their place is a legion of more focused, more rational hunters of night, just as able to conceal themselves in the darkness and equally ruthless. However, these Astartes have also learned the value of sharing this mission with others.

The Night Lords are the elite force on Terror, bringing Fear to any who turn from the Emperor's light. They gain the following solo mode ability.

Terror Incarnate

Action: Free

Effects: The Battle-Brother gains the Fear (1) Trait. When surprising an enemy, the Fear Rating is increased by 1 and adds a +10 to the result on the Shock table.

Improvements: At Rank 3, The Fear Rating goes up by 1 when charging an enemy, but not a horde. At Rank 5, the surprised Fear Rating goes up by 2 instead of 1. At Rank 7, he can now cause fear in hordes.

Although no longer butchers of men, the Night Lords are a formidable assault force, and should never be taken lightly. They gain the following squad mode attack pattern.

Ravenous Strike

Action: Half action

Cost: 2

Sustained: No

Effect: All Battle-Brothers within Support Range gain a bonus equal to their rank in movement when they charge an enemy in the next turn.

Improvement: At Rank 5, the Battle-Brothers gain +20 to their WS when charging.

Night Lords are able to vanish just as quickly as they arrive, none able to follow their passing. They gain the following defensive stance.

Sudden Escape

Action: Full Action

Cost: 3

Sustained: No

Effects: All Battle-Brothers in support range must immediately disengage from combat and run, gaining an extra 2m of movement.

Improvement: At 3, the Battle-Brothers gain a free action to use on attacking the enemy.

Primarch's Curse: Dark Urges

Although the Night Lords were purged of the murderous marauders that once populated it, those that now reside are not entirely free of that stigma of murderers. Even if they try to break that stigma, it will fall upon deaf ears.

Level 1 (Brutal Example): The Battle-Brother will not allow any criminals to live, no matter the objective. He will outright kill any criminals he sees unless restrained by a Challenging (0+) Command test.

Level 2 (Spite): Having fallen into the stigma of their reputation, the Night Lord begins staking out alone, often to his benefit alone. The Battle-Brother cannot benefit from squad mode.

Level 3 (Murderous): Those that fail to learn from history are damned to repeat it, and in that matter, this Battle-Brother is damned beyond salvation. Aside from changing the Command test to restrain him to a Hard (-20) Command Test, he will also always charge an opponent he claims guilty unless restrained by a similar Command test.

Chapter Trappings

Bat Wings: Originally mounted on the helmet, the Wings are a critical component to the heraldry of the Night Lords. However, upon hearing that their kin, now reduced to fell lunatics, wore the same wings, the loyalist Legion obviously opted to change that way of thought. To that respect, they have decided to mount the wings elsewhere, usually near the ankles or on the pauldrons. This adds +4 to the user's Intimidate tests.

Barbed Gauntlets: As the Night Lords specialize in the art of assault warfare and terror, they find a particular strength in surprising an opponent who dares attack them barehanded, only to be carved by unseen blades. These blades remove the Primitive Quality to the user's unarmed attacks and make them cause 1d10-2 R damage.

Fearsome Banner: This banner is not so much a banner as it is a display of the justice the Night Lord has visited upon his legion. Some tend to make them to show an example for a specific foe as well by taking parts from their fallen allies. This item counts as a Back Banner for all intents and purposes, but, whenever the user kills an enemy, can opt to take a piece from the enemy, be it a piece of clothing or a severed limb, and place it upon the banner. This banner can now give the user an additional Fear Rating of +1 (To a maximum of 4) against the race or organization the victim was from. However, the effectiveness of this trophy may not always carry over to other missions, so the effect will go away at the end of the mission, unless the GM explicitly is making you face the same enemy, in which case this banner will remain.

Mirror Pendant: Given by the Order of the Obsidian Mirror, this pendant is a symbol of friendship that has grown among the two forces. It has become a testament among those Night Lords that have not been purged as an example that there are those in the universe that share their concept of justice. This gives the user a +2 bonus on Interaction Tests.

Relic – Mutilator's Claws: (Melee; 1d10+8 E; Pen 8; Felling (1), Power Field, Tearing, ++) Wt: 30 each; Req: 40/60; Renown: Famed

These relic Lightning Claws have been within the armoury of the Night Lords since the record of their founding all the way back in the Unification Wars of Terra. Such venerated blades have been used to fell countless many creatures, both before and after their arrival on this new Terra. The Mutilator's Claws are a pair of Lightning Claws that can be used individually that have the Felling (1), Power Field and Tearing Properties. Additional degrees of success on a WS Test will grant an additional 3 damage. Using both claws also gives the user the Felling (2) Quality. However, these claws are impossible to use for anything other than a weapon, reducing the manual dexterity penalty to -30.

Past Events

d5 Result	Past
1	Bats and Ravens: You were sent to accompany a fleet of the Raven Guard under the command of Chapter Master Kayvaan Shrike. Similar to your Primarchs, your tactics were able to meld rather seamlessly, visiting a great invisible terror upon your enemies.
2	Street Judge: You have spent time among the Adeptus Arbites. From this, you have learned much about Imperial life and even more about how to deliver justice to the criminals and scum of the world.
3	The Mirror's Image of Terror: You have accompanied a detachment of the Order of the Obsidian Mirror on a campaign. It was with them that you learned more about the subtle arts of subterfuge, infiltration and sabotage. Your presence among them was almost a myth to the common citizen, and that was just how you wanted it.
4	The Greatest Quarry: Your company had found the elusive traitors wearing armour akin to yours. Infuriated by the perversion of your Primarch's ideals of Justice, you were part of an extended guerilla campaign, weaving in and out of city streets in violent conflict. However, you eventually cornered the traitors and put them to the blade.
5	Murderous Frenzy: Like your Primarch, you to have witnessed the atrocities of the unrestrained murderer. When a fellow brother went over the edge, you were the one to put him down. The sight of such aggression haunts your mind, as you are aware that such a fate awaits you as well if you lose restraint for even a moment.

Advance Table

Skill	Cost	Type	Prerequisite
Intimidate	200	Skill	
Intimidate +10	300	Skill	Intimidate
Intimidate +20	400	Skill	Intimidate +10
Interrogate	200	Skill	
Interrogate +10	300	Skill	Interrogate
Interrogate +20	400	Skill	Interrogate +10
Guerilla Training	800	Talent	
Lore: Scholastic (Judgment)	300	Skill	
Lore: Scholastic (Judgment) +10	400	Skill	Lore: Scholastic (Judgment)
Counter Attack	500	Talent	WS 40
Flesh Render	600	Talent	
Fearless	800	Talent	
Acrobatics	300	Talent	
Concealment	400	Talent	
Concealment +10	400	Talent	Concealment
Assassin Strike	1000	Talent	Ag 40, Acrobatics
Lore: Common (Adeptus Arbites)	500	Skill	

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Bloody Trophy	1500	WP 40
Shadow Walk	1500	
Visage of Terror	2000	

BLOODY TROPHY

Action: Half Action

Opposed: Yes

Range: 5m Radius x PR

Sustained: Yes

The Night Lords are more than willing to make examples out of enemies foolish enough to challenge them, and they take a special amusement in making the examples gorier as an example for all to see. When an enemy less than half the number of Wounds equal to the Battle-Brother's total Wounds, he may force the enemy to take an opposed Willpower Test. If they fail this test, then the enemy is now targeted by the Librarian's wrath and will take 1d10 + PR R damage, only subtracted by AP, but not any Toughness Bonus. If this power drains the last wound of an enemy, then the Target is reduced to little more than a bloody mess, but his armour will remain intact.

SHADOW WALK

Action: Free Action

Opposed: No

Range: 5m x PR

Sustained: Yes

The Night Lords learn to become one with the darkness, practically vanishing and reappearing practically at will. To a Night Lords Librarian, the tactic takes a step further, as he begins making a barrier of darkness around him and his Battle-Brothers. While within this bubble, all Battle-Brothers will have all sounds silenced to the point that the effective distance where they can be heard is halved.

VISAGE OF TERROR

Action: Full Action

Opposed: Yes

Range: 10m Radius x PR

Sustained: No

The Night Lords are adept at the use of terror in their tactics, and the Librarian is no exception to that rule. The Librarian can, at will, morph his face into the form of that which the enemy fears most, be it the face of a Primarch or the face of a Daemon. In this state, the Librarian may force a number of opponents equal to his Psy Rating to take a Difficult (-10) Willpower Test. Upon failing, the enemies must immediately flee, running away from the enemy. When surprised, this can negate any combat. However, this will not work when in combat.

DEATH GUARD

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio XIV)

Chapter World: Krieg

Fortress Monastery: The Bastion

Strength: 42,000

Primarch: Mortarion

Chapter Master: None

Successors: None

Chapter Specialty: Prolonged Assault, Chemical Warfare

Battle Cry: "Stand strong, for we are the line!"

ON THE CONCEPT OF HOPE...

While Mortarion was not very keen on the concept of partners, much less friends, it did not stop him from at least momentarily getting grouped together with Leman Russ and the Thirteenth Great Company. The Lord of Death found the Space Wolves to be a very annoying and savage lot, which did not go over well with him. However, after hearing about his company's exploits in the Eye of Terror, now in ruins thanks to a certain Despoiler, Mortarion had decided that perhaps it was time to revisit his personal philosophy, as he had begun wondering on how hope was so effective in protecting the Imperium in the supposed ten thousand years that had passed since he began his Warp Jump.

What he found was that the Imperium was only barely holding itself together, the many ruling authorities so thinly spread and inefficient. Most of their woes could be traced back to a pivotal event where Horus the Warmaster betrayed the Emperor, and his Legion was among those that joined him in betrayal.

Disappointed, Mortarion was about to purge his legion of the traitorous elements, thinking that a betrayal would always happen if the ones responsible were to live, but in a surprising moment of camaraderie, Leman Russ was able to talk the Lord of Death from such an act, as he said that those traitors were not his legion. Furthermore, culling his legion would only hurt his odds of finding the traitors, as they would embed themselves deeper in the legion.

Mortarion not only listened, but he also thanked the Wolf Lord for his aid.

THE MARCH

The Death Guard began a campaign as they marched through the galaxy to Terra with the goal of finding this single reason. It guided them in a very roundabout path throughout the Imperium, fighting a countless variety of enemies that got in the way. Some battles led to them aiding their Battle-Brothers with a campaign and then ending the moment the battle ended, others had them saving an unfortunate company of guardsmen from a decidedly terrible fate. Often times, though, this resulted in the Death Guard battling against some unspeakable horror and striking them down without further consideration. By the time the Death Guard fleet had managed to encounter the fleets of the Warmaster, the XIV Legion managed to garner a reputation as slayers of impossible creatures.

When talking to the Warmaster, Mortarion began confiding in him the nature of his journey, trying to understand the reason for his betrayal in this timeline. He talked about odds that would have certainly killed lesser men, intolerable atmospheres that had claimed the lives of other Astartes. He tried to understand the reason he would possibly just surrender when he had fought in conditions even worse. It was at that point that Magnus the Red, a Primarch Mortarion had long been a critic of due to his witchcraft, came into the conversation and explained to them the natures of the Warp Gods and, in particular, the particulars of Mortarion's downfall and ascension as a Daemon Prince of the Plaguefather, Nurgle.

The news of this downfall clearly shook the Lord of Death, despite his every attempt to deny that claim. The idea that he would so willingly surrender to such a curse, no matter the situation, was abhorrent to his personal philosophy. He had considered arguing against that base excuse, saying that Magnus was trying to cover up something by insulting his skill.

Before he could do that, though, he was ordered to join the Imperial Fists fleet, acting as the vanguard for the legions of the Emperor's Praetorian. When they arrived on Terra, he had found out about the twisted state of the Imperium's rulers in the Inquisition and the High Lords of Terra. When he heard the message that a madman was threatening to destroy Terra, he swore that he would destroy these power-maddened lunatics. The Death Guard was among the ground forces, acting as a walking wall as they protected their Battle-Brothers against the Inquisitorial conclave and assassins.

Once the Inquisitor was taken down, Mortarion was also intent on removing the High Lords of Terra, seeing the same power-hungry lords from Barbarus in them, but without some administration, they had no hope in managing the Imperial War Machine. They cooperated with the Night Lords Legion in keeping an eye on the rulers of the Imperium. This especially became relevant when they were ordered to face the legions of Abaddon the Despoiler.

A STRONGER LEGION

It was on this warfront that Mortarion saw the extent of his downfall. They found a small but powerful force of the traitorous Death Guard moving to a familiar location: Barbarus.

Here, Mortarion came to confront his doppelganger at the place where, ages ago, he swore to fight the person he claimed father. Ten thousand years after that oath, he still could not withstand the atmosphere, so corrosive it was. However, he did not need to stay for long. The Daemon Prince was little more than a petulant child, begging for an attention the Lord of Death did not afford. He evacuated his legion and then glassed the world from orbit.

The Death Guard found their answer on that field: To hold the line when all others would falter.

Soon after, the Legion had stopped over on a resupply station when they heard of a world similar to their own, that had also found a purpose in redemption: Krieg. Intrigued by this prospect, the Death Guard entered the Imperial wasteland and, with the consent of the Lord General of the world, began the construction of the Death Guard's new fortress.

These new Krieger-Death Guard had proven to be a breed apart from the original legion, already born disciplined soldiers, and now with the hardy Gene-Seed of Mortarion, became even deadlier as they fought, now bonded to an even greater power.

COMBAT DOCTRINE

The Death Guard's combat tactics have remained the same, but their goals have since changed. They remain a powerful and durable force, each Astartes able to withstand attacks and toxins that would have killed other Astartes, but where once they would only attack when provoked, the Death Guard of the new Imperium became far more proactive a force, striking down foes where they find them. Their "rebirth" following the battle at Barbarus has given them a focus on this mission, representing their mission as they continue to hold the line on many different fronts.

The Legion is not governed in a formal sense, preferring to spread itself among the many fronts of the Galaxy, only occasionally meeting with the Primarch's flagship for formal ceremonies like the ascension of a new Grand Company Master or the funeral of an honoured hero of the Legion.

RULES

The Death Guard is an unstoppable force that can withstand staggering amounts of abuse. A Death Guard Space Marine gains the following benefits: +5 T, +5 WP, and the Jaded talent.

Chapter Demeanour: The Iron Line

The Death Guard believe in the inner strength of Mankind and represent that above all else. Battle-Brothers from the Legion are more than capable of marching through any given battlefield, shrugging off wounds that would cripple anyone else, and then strike down the enemy without a single stop. This belief is translated in a very forthright personality, with each brother speaking only what is on his mind when he sees fit, remaining to himself in any other instance.

Starting Equipment: A Death Guard Space Marine has a great deal of experience with the arts of specialized chemical warfare. Aside from their Astartes Frag and Krak grenades, the Battle Brother also starts with Rad Grenades.

None can find sturdier soldiers beyond the Death Guard. They gain the following solo mode ability.
Soldiering On

Action: Free

Effects: The Battle-Brother can take a Challenging (0+) Willpower Test to remove a level of Fatigue once per mission.

Improvements: At Rank 5, the Test becomes a Routine (+10) Willpower Test.

The Death Guard is a relentless, if not a very mobile force. They gain the following squad mode attack pattern.

Intractable

Action: Full action

Cost: 3

Sustained: Yes

Effect: All Battle-Brothers within Support Range must immediately enter an Overwatch Mode of their choosing. While in this mode, any enemy that enters one of the Battle-Brother's kill-zones counts as entering all of their kill-zones and thus enable them all to fire.

Improvement: This Mode cannot be improved.

The Death Guard cannot be stopped once they begin. They gain the following defensive stance.

Unbreakable Line

Action: Half Action

Cost: 3

Sustained: Yes

Effects: All Battle-Brothers in support range are immune to fatigue and critical damage and can recover from pinning immediately. However, the Battle-Brothers' Agility is reduced to half (rounding up) for purposes of movement.

Improvement: At Rank 3, the Battle-Brothers gain the ability to reroll tests to avoid pinning.

Primarch's Curse: Unstoppable, but Not Unbreakable

The Death Guard does well to disguise much about them, but even they have their limits. In rare instances, the many terrors of the world can suddenly collapse upon them, breaking their otherwise ironclad mentality.

Level 1 (Defiant): The Death Guard does not suffer the existence of any form of corruption. When they suffer any insanity or corruption, the Battle-Brother must charge the source of the corruption if possible and attack it.

Level 2 (Cold Silence): Although the sons of Mortarion have not been a social lot by any means, his silence at this point is more unsettling than usual, and whenever he does speak, he refuses to speak about anything more than what must be said. The Battle-Brother takes a -10 penalty for Fellowship-based tests.

Level 3 (Escapism): The pressures of the universe have proven stronger than the Death Guard, and for this, there is only one price. The Battle-Brother has effectively shut himself off from the rest of his kill-team and only seeks redemption for his mistakes through death. Whenever possible, the Battle-Brother must charge an enemy no matter the cost. He will no longer benefit from Squad Modes.

Chapter Trappings

Censer: A symbol taken after the Battle of Barbarus, this censer is in the shape of one of the many lanterns adorning Mortarion's person. Although this cannot double as a grenade, as the Primarch's can, this remains a vital symbol nonetheless, representing the inextinguishable fire that resides in every man's spirit. The user gains a bonus +3 Toughness.

Shrapnel: Harvested from the fortress of an enemy that dared oppose you, this is material proof of your unstoppable stride, unable to be halted by anything as petty as enemy munitions. This grants the user a re-roll against enemies in cover.

Chem-Munitions: A lethal mix of chemicals, these munitions were once banned for their volatility and the risk they posed to themselves. However, with the help of the Adeptus Mechanicus, they have been able to control the more volatile properties of the munitions, allowing for a more effective weapon. The Chem Munitions are a special sort of ammunition that can only be used on Flame weapons. They grant the Flame Weapon the Tearing and Volatile Qualities. The Battle-Brother gains two tanks as Standard-Issue Equipment, and must pay for requisitioning any further.

Token of Faith: One of the lessons learned from the Battle of Barbarus was that Chaos is able to corrupt any force, no matter how resolute their will is. Remembering the fell Plague Marines that were once brothers, the Death Guard began to steel their minds against the temptations of the Dark Gods. Whenever the user is at risk at gaining corruption, they can take a Challenging (0+) Willpower Test to reduce the corruption points by 1.

Relic – Deathshroud Power Scythe: (Melee; 1d10+9 E; Pen 6; Power Field, Razor Sharp, Unbalanced)

Wt: 16; Req: 50; Renown: Hero

The Power Scythe is a weapon that has gained fame as the trademark weapon of the Deathshroud, Mortarion's personal bodyguard. This deadly weapon is a very unusual, but very deadly weapon when in the hands of a Death Guard who has been trained in its use. The Power Scythe is a Power Weapon with the Power Field, Razor Sharp, and Unbalanced Qualities. When used against a horde, this weapon can do an additional point of magnitude damage per additional degree of success.

Past Events

d5 Result	Past
1	Downfall: Your company has been responsible for destroying a major fortress. The owner's artillery did little to stop your advance, and once you entered, you showed them the reason you are feared, taking his head.
2	Watch Dog: While the majority of your Legion opted to fight against the forces of Chaos, you were ordered to stay behind to keep an eye on the High Lords of Terra. Though neither side trusted the other, you were still able to learn some information about Imperial Government from the old fools.
3	Barbarus: You were among those brothers who fought against the bloated plague-ridden parodies that call themselves sons of Mortarion. Although you never understood what befell them or what your Primarch faced, you knew that their weakness came from their willingness to surrender to such horrid afflictions.
4	Garro's Legacy: Mirroring the legacy left behind in this timeline, Captain Nathaniel Garro, alongside Luna Wolves Captain Loken, created a force called the Knights-Errant. This force is a peacekeeping force to prove the trustworthiness of the Traitors-no-more. You had been part of this task force and had become a variable guiding force to your group, never wavering in your mission of goodwill.
5	Krieger: You are among the new generation of Death Guard, hailing from the Death World of Krieg. You were already a powerful warrior as you have been trained by the finest of the Militarum, but with the Death Guard, you are now made to prove yourself in fields thought unimaginable.

Advance Table

Skill	Cost	Type	Prerequisite
Intimidate	400	Skill	
Fearless	600	Talent	
Nerves of Steel	600	Talent	
Resistance (Poisons)	300	Talent	
Stalwart Defense	1000	Talent	
Abhor the Witch	800	Talent	
Chem-Use	400	Skill	
Chem-Use +10	500	Skill	Chem-Use
Chem-Use +20	600	Skill	Chem-Use+10
Hip Shooting	500	Talent	Ag 40, BS 40
Unbowed and Unbroken	1000	Talent	Fel 40
Hardy	500	Talent	T 40
Cleanse and Purify	400	Talent	
Die Hard	400	Talent	WP 40
Lore: Scholastic (Chymistry)	400	Skill	
Lore: Scholastic (Chymistry) +10	600	Skill	Lore: Scholastic (Chymistry)
Talented (Trade (Chymist))	500	Talent	

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Canceling Field	2000	Rank 5, WP 50
Haze	1500	
Undying	1500	

CANCELING FIELD

Action: Reaction

Opposed: Yes

Range: 5m Radius x PR

Sustained: No

In a perhaps counteractive method, a Death Guard Librarian can openly deny a psychic power before the power even manifests. When a Psychic Power is being cast by an enemy, the Librarian will force the enemy psyker to take an Opposed Willpower Test. If the Librarian wins, the power will be nullified, only fizzling out, and inflict a level of Fatigue on the enemy Psyker. If the enemy prevails, the power goes off as normal.

HAZE

Action: Half Action

Opposed: No

Range: 10m x PR

Sustained: Yes

Similar to their Primarch, the Death Guard Librarian summons up a supernatural fog to surround him and anyone nearby, suffocating them in the thick odor while he moves unimpeded. When in this

range, any enemies who attempt to attack the Battle-Brothers suffer a -10 penalty. In addition, enemies without an air filter of some sort can only be able to take a half action, their breathing hindered by the thick miasma.

UNDYING

Action: Free Action

Opposed: No

Range: 5m Radius x PR

Sustained: Yes

The single greatest asset the Death Guard has is their ability to never die, no matter how grave their injuries become. Although the Battle-Brothers they fight alongside cannot hope to be as tough, they can at least be able to last as long. All Battle-Brothers within range gain +3 x PR Toughness, which grants the appropriate changes to the Toughness Bonus.

ALPHA LEGION

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio XX)

Chapter World: Fleet-Based

Fortress Monastery: Unknown

Strength: Estimated near 52,000

Primarch: Alpharius and Omegon

Chapter Master: None

Successors: None, though there is word of a loyalist "Alpha Legion" led by an "Alpha Busa"

Chapter Specialty: Infiltration, Sabotage

Battle Cry: No consistent one, but many recite "The many heads of the Hydra Strike!"

THE BROTHERS

While most of the Primarchs who sided with Horus and the forces of Chaos have either died or ascended to Daemonhood, the fate of Alpharius (and also his brother, Omegon) has been far less than clear. Some scholars have claimed that the Primarch met his end on Eskrador, when Robutte Guilliman of the Ultramarines slew him by surprise, while others claim that was Omegon that died, while others still say that the twin Primarchs fled the battle before the Ultramarines Primarch arrived, thus meaning that he killed a stand-in.

Whatever the outcome, it affected the operation of the Alpha Legion very little.

The conclusion on the fates of the Primarchs was not helped when, among the emerging fleets of those sons either lost or traitorous, was a small cell of Alpha Legion, some of whom knew the state of affairs in the 41st Millennium, and some who were coming from the Great Crusade under cover.

THE SETUP

It has been said that the XX Legion was responsible by some means for this miraculous return of Gods and Men. Though little is known, what is understood is that they were able to exploit the failures of Ahzek Ahriman to their advantage.

While the Sorcerer was seeking for a route to the fabled Black Library, he opened up a Webway Portal which drew the attention of a small group of Alpha Legionnaires, who then noticed another incredible sight: A Webway Portal to Terra itself.

It was here that the Astartes managed to find a fragment of sorts of the Emperor's conscience, a piece of Him that was lost here when He was first interred in the Golden Throne. Initially, this fragment was only a thing of rage, indiscriminate and unreasoning, but with the help of some Harlequins, the fragment was eventually able to return to a more reasonable state. At this point, one of the Legionnaires was able to convince the Master of Mankind about their agenda and a plan to manipulate the Eternal Game of Chaos to their advantage, opening a rift large enough to return the Primarchs to their people. Also among those involved was Cegorach, the Laughing God, who found a chance to sabotage the Dark Gods' plans a very difficult opportunity to pass up.

And thus, they waited for thousands of years, gathering the energies of the Warp to open up this final push for Mankind's sake.

AGENDAS

While the other Primarchs were attacking the Inquisitorial Blockade around Terra, the Alpha Legion was already raising a ruckus to cover the Legions' arrivals. Though they looked like traitors, their methods were far from it; gunfire was controlled only to kill key figures in the Inquisitorial Conclave, Arbites structures collapsed, and the Palace softened up to the point that the spear-tip of the Warmaster could easily breach it. Within that mayhem, there was no casualty.

When the Primarchs reunited, Alpharius was the one who explained to the others the nature of the Horus Heresy and, to an extent, the agenda of a certain Cabal. The other Primarchs were incredulous at the notion, but Magnus was able to verify this fear.

Now aware of the powers the Dark Gods have gained, the Legions began making it a matter to protect Terra from their invasion.

While they were doing this, the Alpha Legion began drawing tight a net that was spread thin. Astartes that were in the armour of traitors heeded the call of their Primarchs. Those that were too far gone were hunted down. Those that came became sleeper agents, now actively sabotaging the Chaos fleets of Abaddon the Despoiler before they could make it to Terra. Though none noticed it, the Warmaster's fleet was a weakened image of what it started off as, some of the ships began imploding thanks to blue-armored traitors.

COMBAT DOCTRINE

The Alpha Legion specialize in infiltration, and the fact that they have had operatives that were within the Chaos Legions, waiting for over ten thousand years for a call, serves as testament to this feat. They have gained a reputation of being one man with many faces, a legacy that began the moment Alpharius was discovered.

Organization is a matter that is paradoxically both nonexistent and incredibly strict. Each of the Astartes have no higher authority than the others, but those that claim the reins of leadership have become incredibly skilled in their tactics.

RULES

Astartes of the Alpha Legion are masters of sabotage and infiltration. An Alpha Legion Space Marine gains the following benefits: +5 Per, +5 Int, and the Deceive Skill.

Chapter Demeanour: Many Heads, Many Faces

The Alpha Legion is an army of one face: Alpharius. None may know who the individuals are, but that allows them to easily take many different tasks unnoticed, their Brothers taking the places that are needed of them. Many fear the anarchy this system creates and some have even thought that they would have collapsed from such a lack of command, but they have been able to persist, same as they always have.

Alpha Legionnaires are also very capable infiltrators, able to remain hidden among the enemy's number for extended periods of time until their opportunity to strike.

The Alpha Legion is a corps of elite saboteurs and assassins, able to swiftly strike down enemies before they can even hope to raise an alarm. They gain the following solo mode ability.

Hydra Dominatus

Action: Free

Effects: When attacking a surprised enemy, the Battle-Brother may add a bonus equal to his Intelligence Bonus to his Initiative Rolls and gain an extra +2 damage for the first turn.

Improvements: At Rank 3, any called shots against an unaware enemy will only suffer a -10 penalty instead of the original -20. At Rank 5, the Battle-Brother gains the ability to join any Chapter-based Squad Mode as a member of that Chapter (though at half his rank, rounding up); his mastery of infiltration teaching him a bevy of other styles.

When the Alpha Legion strikes, they will strike without mercy. They gain the following squad mode attack pattern.

Strike Unseen

Action: Free

Cost: 2

Sustained: Yes

Effect: All Battle-Brothers within Support Range will suffer not any penalties for Silent Move or Concealment because of Power Armour.

Improvement: At Rank 4, the Battle-Brothers gain the ability to use Silent Move at normal moving speed.

Masters of deception, the Alpha Legion has been known for making the enemy believe that they have won, only to be attacked once more. They gain the following defensive stance.

False Retreat

Action: Half Action

Cost: 3

Sustained: Yes

Effects: All Battle-Brothers in support range must disengage from battle immediately and make a full move away from the fight. After the battle ends, the Battle-Brothers can now make any sort of attack against the enemy, counting them as if they were surprised.

Improvement: At Rank 4, the Battle-Brothers become immune to attacks of Opportunity.

Primarch's Curse: Too Many Faces

While the Alpha Legion is used to spending extended periods of time away from any command or organisation, such a thing can erode against even the most hardened warrior's psyche. Soon they begin a fall to ruin that will leave them no better than the traitors they imitate.

Level 1 (Confusion): A Battle-Brother can easily lose track of themselves, forgetting key details among a list of other, equally important facts. Such confusion will only lead to harm. The Battle-Brother must take a -10 penalty to all Intelligence-based Skill Tests.

Level 2 (Lost Identity): One can struggle to find the one thing they want, but ultimately lose everything in the process. To the Alpha Legionnaire, this results in them forgetting who he even is. The Battle-Brother no longer benefits from any Chapter-Based Squad modes.

Level 3 (A Living Illusion): Incapable of their duty, the Alpha Legionnaire must retreat until such a time that they can recover who they are. The Battle-Brother must keep his presence or take a Hard (-20) Willpower Test in order to resist it.

Chapter Trappings

Hydra Sigil: This Mark, hidden usually upon a cloak or on the belt, is a symbol of their allegiance to the Legion and a sign of their identity. This item lets the user gain a +3 bonus on Willpower-based tests.

Cloak: When the Alpha Legion was a band of traitors, those that became too corrupted concealed their mutations through the use of basic disguises. This tactic is not such a unique tactic, having been used since time immemorial. The user gains a bonus +4 on Concealment tests.

Assassin's Knife: Learned from the secrets of the Night Lords, these knives were crafted, to an extent, based upon the design of the Primarch Konrad Curze's specialty knives, the Widowmakers. These weapons may not be as adept when thrown, but that is hardly a matter for the Battle-Brother. This weapon replaces the Astartes Combat Knife a Standard-Issue Wargear and is a knife that deals 1d10+4 Rending Damage with a Penetration value of 4. It has the Razor Sharp Quality.

Dampener Field: Among their many tools to aid their tasks, the Alpha Legion have, with the help of Techpriests on multiple Forges Worlds, engineered a device that would nullify the sounds of their power armour, allowing them a far greater range of mobility. This item grants the user a +3 bonus on Shadowing and Silent Move tests.

Relic – Key of the Hydra: Wt: 5; Req: 30; Renown: Distinguished

Central to the duty of the Alpha Legion is the ability to infiltrate any building or pass-code no matter the difficulty. This means that occasionally carrying so many different devices would become more cumbersome than helpful in these cases. This item functions as a Multi-Key and Combi-tool, granting a +40 on Security tests as opposed to the basic bonus for this test.

Past Events

d5 Result	Past
1	Veteran of the Long War: You have survived in the ten thousand years since the Horus Heresy living on the other side of the Imperium. When you heard Alpharius' call to gather you listened, and you obeyed. Now that the Primarchs have come to live amongst men once more, you must ensure that this time, it stays that way.
2	Under Another Face: You arrived with the other so-called Traitor Legions, infiltrated as one of their own in case they do need to be controlled. Thankfully, though, that has not been the case. However, now your mission has become one to maintain this status and ensure that another civil war does not come to pass.
3	The Warband of a Corsair: You have curiously found yourself within the company of the II Legion, the Void Reavers. Though you had little experience with their tactics, you were able to adapt quickly enough to convince them that you were one of them until you could leave for elsewhere.
4	Torn Down: You were vital in the downfall of a Chaos Space Marine Warband, which had come to rely on you as a vital member. By destroying their structure of power, you have let a top-heavy force collapse and, in the frenzy of successions, summon proper Imperial Forces to clean up the mess.
5	The Emperor's Voice: At some point between those ten thousand years, you were part of the warband of Alpha Legionnaires that were responsible for discovering the Emperor's psyche in the Webway. It was through this that you learned of a grand scheme to not only revive the Emperor, but also take Primarchs from across the timestream and bring them here, to restore the Imperium to normalcy.

Advance Table

Skill	Cost	Type	Prerequisite
Concealment	400	Skill	
Concealment +10	500	Skill	Concealment
Concealment +20	600	Skill	Concealment +10
Security	300	Skill	
Tech-Use	500	Skill	Per 40
Combat Sense	800	Talent	
Marksman	500	Talent	BS 35
Polyglot	600	Talent	Int 30, Fel 30
Rapid Reaction	800	Talent	Ag 40
Hip Shooting	500	Talent	Ag 40, BS 40
Deadeye Shot	600	Talent	BS 30
Demolitions	500	Skill	
Demolitions +10	600	Skill	Demolitions
Inquiry	1000	Skill	
Unarmed Warrior	800	Talent	WS 35, Ag 35
Sure Strike	800	Talent	WS 30
Tactics (Stealth & Recon)	500	Skill	

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Alter Face	500	WP 40
Cobra Strike	1000	
Worthless Eyes	1000	

ALTER FACE

Action: Full Action

Opposed: No

Range: Self

Sustained: Yes

The Alpha Legion takes any means it can to deceive friend and foe alike, and a Librarian just has another means to do so. This power can change the Librarian's body to anything he wants to be within reason (as in changing his build, turning into another species), but requires the full action to be out of combat to do so. This disguise is enough to deceive the average person, but psykers can sense through it using a Very Hard (-30) Psyniscience Test.

COBRA STRIKE

Action: Half Action

Opposed: Yes

Range: 20m

Sustained: No

The Alpha Legion work in a way that always allows them to ambush the enemy, no matter where they are or the situation they are in. Even in the heat of battle, they can find ways to surprise the

enemy. This power allows the Librarian to attack an enemy from behind. If the enemy fails an opposed Perception Test, then they are assaulted by a psychic Cobra, dealing 1d10+5 Energy damage.

WORTHLESS EYES

Action: Half Action

Opposed: Yes

Range: 10m Radius x PR

Sustained: Yes

The Alpha Legion can fool the eyes in many ways with their many tactics, but none can be crueler than the ability to remove one's sense of sight. In this way, they can become far more powerful a threat. A Librarian using this power can use it on a number of foes equal to his Psy Rating. The targets must all take an Opposed Perception test. Failing robs them -5 x PR from Perception (Minimum of 01). A sustained use allows the target to re-take that Perception test in order to remove those effects.

WORD BEARERS

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio XVII)

Chapter World: Acenta Prime

Fortress Monastery: The Grand Shrine

Strength: 34,000

Primarch: Lorgar Aurelian

Chapter Master: Argel Tal and his honour guard.

Successors: Knights Repentant

Chapter Specialty: Chaplains, Fanaticism

Battle Cry: "Our mission is all!"

THE END OF KOR PHAERON AND EREBUS

For the Word Bearers, the news of a new Imperium, born by his ideals of a God-Emperor, had been something of a mixed blessing. This concept was the proof Lorgar needed to verify the power of faith, but the more he heard about the state of the Imperium, about the Horus Heresy, and about his own daemonic ascension had led him into a more contemplative state. Again, he hid in his chambers, pouring over this revelation, cut off from everyone except, again, Erebus and Kor Phaeron.

Kor Phaeron had been influencing the Primarch to take the Pilgrimage, as he did ages ago, for he knew that his faith, the Old Faith of Colchis, was the ways of Chaos. Erebus, on the other hand, was not so certain. While he was not openly doubting the elder when they met, he too was visibly shaken by the news of the Imperium. Hoping to seek answers, he went to visit a Shrine World called Acenta Prime. There, Lorgar and his small privy council came to meet with a minister of the Ministorum and his convent of Adepta Sororitas, the Order of the Eternal Icon.

As it turned out, Acenta Prime was in the same system as Khur, site of perhaps Lorgar's greatest failures: Monarchia.

Here, Lorgar mulled over the implications of his castigation so many years ago, and what the Emperor was trying to teach with the city's destruction.

Then, in a shocking turn of events, Lorgar publicly executed Kor Phaeron, now aware of his poisonous nature and his intentions at corrupting him to the side of Chaos once more. Then, in the same instance, he began preaching a new faith: Faith not in the Emperor as a God, but in the

Emperor's mission as a holy mission. He began venerating the Great Goal of Mankind as the masters of their domain. The Ecclesiarchy gobbled it up.

An unrelated incident also claimed the life of Erebus, High Chaplain of the Legion. Though the official cause of his death was a teleportarium mishap, there are those who believe that there is more to this mere accident than it seems, especially when the involvement of the First Company, under Argel Tal, has been kept a total secret.

THE GREAT GOAL

The Word Bearers, emboldened by their mission, began charging straight to Terra in order to convince the High Lords of their Great Goal. However, while en route, the Legion found out about the Inquisitor who was threatening to destroy Terra. Insulted at how this man could dare threaten the cradle of humanity, they charged straight through Terra and decimated the Inquisitorial Blockade, their fanaticism driving them to purge the entire force.

Lorgar himself landed on Terra to join with Horus in talking down the Inquisitor. When the old man surrendered, awed by the power of the Primarchs, Lorgar was the one who granted the old man a merciful death. Thankful beyond all doubt, the High Lords of Terra began to accept the Great Goal of the Emperor over the God-Emperor of Mankind's holiness. The ripples would slowly, but surely, spread to the Imperium as a whole.

As soon as Terra was restored to order, there came news of Abaddon the Despoiler's fleet approaching. Lorgar left part of his Legion here, to protect the Palace and help out the Iron Warriors in rebuilding the Imperial Palace, while he and his finest fighting companies went to intercept the Despoiler.

DEBATE

During this Thirteenth Black Crusade, the Word Bearers were among the many frontline forces attacking the Traitor fleets, as his new First Captain, Argel Tal, led the defense of the Sarannic Sector, leading to him meeting a traitor by the name of Kharn. Although the battle was relentless, he miraculously survived, presumptuously marking him as "The Betrayer's End".

However, the key moment here was a surprise visitation for the Primarch. Lorgar went to the ruins of an old Imperial church, and it was here that he encountered his mirror, a Daemon Prince

who spent his fanaticism on the divinity of the Emperor on spreading the word of Chaos Undivided. Instead of combat, though, the two Lorgars engaged in the one form they were equal in: Debate. The Daemon preached sermons about the power of the Chaos Gods and the gifts they have given their followers, while the Loyalist serenaded about the mistakes of the Lectitio Divinatus and the true mission of the Great Crusade. Both made concessions on the mistakes they had personally made during the Great Crusade, hoping to catch the other trying to pity them, and neither gained an advantage. However, there was one thing that the Daemon was not expecting when he suddenly assaulted the Primarch: Warded Armour, a present from Magnus the Red when he said that he would confront the Daemon Prince of religion. This magical armour gave him the opening he needed to banish his equal, but before he could, the Daemon surrendered. He had lost his composure, and that was just as dishonorable as dying to him.

The Daemon retreated to his foul realm, and the Primarch began putting more zeal into his campaign.

COMBAT DOCTRINE

The Word Bearers are best known for their fanatical faith. While this faith was the weakness that led them to damnation before, this time around their tempering served to steel their spirits. The new faith of the Great Goal has gone to strengthen their power, granting them an incredible durability surpassed only by the Death Guard.

One of their many adaptations to their doctrine after converting to the Great Goal was the adaptation of the Codex Astartes. While the two Primarchs did not exactly see eye-to-eye, Robutte's pragmatism clashing repeatedly with Lorgar's optimism, the two have been able to at least settle their differences. Signifying that, the Word Bearers were the first of the Legions to fully adapt to the Codex Astartes. Although the other Legions found this need to limit themselves rather confusing, Lorgar claimed that in doing this that he will make the Legion become a more effective fighting force. Early results have proven it true with less casualty rates compared to other forces, but there is still room for things to change...

RULES

The Word Bearer Legion demands exceptional purity among their forces. A Word Bearers Space Marine gains the following benefits: +5 WP, +5 Fel, the Common Lore (Ecclesiarchy) and the Scholastic Lore (Imperial Creed) Skills.

Chapter Demeanour: Strength in Belief

The Word Bearers take great pride in their faith. Each member is a capable theologian and a public speaker as well as a disciplined warrior. While the Lorgar of old (and the Daemon Prince who he became) was more than satisfied with just his preaching, using it to make deals with the Warp, the returned Lorgar learned from those mistakes and took to reorganizing the Legion's combat doctrine. Now, the Legion is an organized force of warriors and speakers, each capable of commanding people to do what they require. Their faith has also reorganized from idolizing the Emperor as a God to believing in the Great Goal of Mankind: That one day, humanity shall be the masters of the galaxy.

The Word Bearers are master orators, capable of commanding armies. They gain the following solo mode ability.

Divine Command

Action: Free

Effects: The Battle-Brother counts all Common and Scholastic Lore as basic skills. In addition, he can re-roll any failed Command tests.

Improvements: At Rank 3, he gains a +10 bonus to Command Tests. At Rank 5, he can now treat Forbidden Lore as a basic skill and can now choose to automatically pass a single Command Test every mission.

The Word Bearers are known for their zealotry, able to stir others into a righteous fervor. They gain the following squad mode attack pattern.

Speaker and Warrior

Action: Half Action

Cost: 3

Sustained: Yes

Effect: All Battle-Brothers within Support Range can take one characteristic from the caller (Chosen by the caller). They can now take any test involving that taken characteristic, provided a Battle-Brother does not have a higher characteristic (in which case, he can opt to use his own)

Improvement: This mode cannot be improved

The Word Bearers have been known to focus their faith to protect them. While not as grandiose as the miraculous Acts of Faith that guard the Adepta Sororitas, it is just as potent. They gain the following defensive stance.

Faith is My Shield

Action: Half Action

Cost: 3

Sustained: Yes

Effects: Any Fate Points spent while this pattern effectively grants the spender an additional +1 AP to all armour locations so long as he remains in Support Range. Any Fate Point Burned grants a +2 bonus.

Improvement: At Rank 5, a burned Fate Point adds a +3 AP bonus. At Rank 7, roll a d10 when burning a Fate Point. On a 10, that burned Fate Point will only count as spent.

Primarch's Curse: Shattering Faith

While the Word Bearers have wholeheartedly accepted the belief in the Great Goal, there are times when, under great duress, an individual will fall back upon the older, more extreme faith of the Imperium and the God-Emperor of Mankind. Those that fall to these old habits follow the same damned path that Lorgar himself once followed.

Level 1 (Fracture): A Battle-Brother begins recalling the faith of the God-Emperor, believing the Great Goal shall advance nowhere. This lapse of faith, while largely unnoticed by most Adeptus Astartes, will grant a -5 Penalty when interacting with members of the Ecclesiarchy aware of the Great Goal and Inquisitors.

Level 2 (Damned Preacher): This faith in the God-Emperor will, inevitably falter as well, as the Battle-Brother seeks to find some other belief. At this point, more grow concerned about the Battle-Brother, as he begins losing faith in even the Emperor. Now he has a -10 Fellowship Penalty.

Level 3 (Approaching the Pilgrimage): Similar to Lorgar ten thousand years ago, a Battle-Brother may become so convinced that there must be some sort of faith that he begins for his own pilgrimage to find this belief. All Interaction Tests now take a -20 penalty and the Battle-Brother can no longer be team leader, his brothers fearing his inevitable betrayal.

Chapter Trappings

Epistles of Lorgar: Though the original version of this book was what drove the Primarch to heresy, Lorgar's return to this universe has seen it altered from a text that became the definition of

blasphemy into a guidebook on what the Great Goal is. The user gains a +4 bonus to Common and Scholastic Lore tests.

Torch of Rebirth: Following the coming of the Great Goal, many Word Bearers who took to the cause used the Torch to signify their dedication to their new faith. Those that use these torches protect the light they emit, for it is symbolic of the future they lead for the whole of mankind. This Torch, aside from increasing the light conditions by +10 around the user, also grants a +4 bonus to Interaction tests. However, should this light ever go out, not only will those bonuses fade, but his own faith in the Great Goal will be put into question, costing him 1d5 Renown.

Deeds: It is customary for a Battle-Brother of the Word Bearer Legion to write down his many deeds of bravery and faith upon his armour. Those that have the most deeds written are almost always respected as members, and it is said that the veterans of the Legion have so many that they often need to cover their deeds on extra pieces of parchment. This item adds 10 extra Kill-Points in a random area. In addition, for every point of Renown earned, roll 1d10. For every 10, the user gains another renown point.

Medal of Faith: A comparison often used in the lore of the new Imperium dictates the roles of Lorgar and Magnus the Red as the Sword and Shield of the Emperor. Where Magnus harnesses his great psychic might to attack the daemonic and unholy, Lorgar focuses his psychic will into protecting the citizens of the Imperium, so they may live without ever knowing about the horrors of Chaos. Whenever the user is to gain corruption, take a Challenging (0+) Willpower test. Passing will reduce the Corruption Points gained by 1.

Relic – Maul of the Saints: (Melee; 1d10+3 E; Pen 0; Sanctified, Shocking, ⚡) – (Melee; 1d10+6 E, Pen 3; Power Field, Sanctified, ⚡) Wt: 6; Req: 52; Renown: Famed

This Power Maul was wielded by a Confessor Archibald of the Adeptus Ministorum who joined the Word Bearers on a crusade through the Istallan Sector, bringing faith to the heathens and protecting the innocent. The Confessor fell in battle against a Greater Daemon of Slaanesh, but before he would let its vile words worm their way into poisoning his mind, he swung this maul at the daemon and crushed the vile daemon's face in. As he was buried, his successor, Minister Karvall III, sanctified this maul in the name of the Emperor, as a weapon against the fell powers of Chaos.

This Power Maul is unique as it has two different profiles depending on the power level it is set at. In a lower setting, it gains the Shocking Quality like a normal shock maul, but at its maximum power level, it can become a full-on power maul, with the ability to shatter the enemy no matter what they try to guard themselves with.

Past Events

d5 Result	Past
1	Brothers and Sisters: As you spread word of the Great Goal, you have come to accompany a convent of the Adepta Sororitas throughout a sector of space. This crusade has surprised you with their religious and combative fervor, and they were awed to hear of the great legends of the Great Crusade and of a time where the Emperor walked among men.
2	May the Slaves Relent: You have been responsible for the torching of an entire cult that dared defy the will of the Imperium. Using your own wit and the trust of the people, you were able to pin down where these heretics hid, and flushed them out with flame and sword.
3	The Goal Spreads: You and your company have led an expedition force push the ends of the Imperium further. Xenos were silenced and traitors felled, and those that survived were converted to the word of the Great Goal, joining the ranks of the expedition.
4	False Prophets: You have done battle with the crimson-armoured traitors that dare disgrace the name of Lorgar with the name of Chaos. Their false gods could not stay your hand as you tore them apart and destroyed their precious works.
5	Missionary of Farsight: Despite initial misgivings about the nature of the Word Bearers, you have been instrumental in assisting with negotiations with the rediscovered Farsight Enclave and have spread the word of the Great Goal among the human subjects.

Advance Table

Skill	Cost	Type	Prerequisite
Charm	300	Skill	
Charm +10	400	Skill	Charm
Charm +20	500	Skill	Charm +10
Command	400	Skill	
Pure Faith	500	Skill	
Inspire Wrath	600	Talent	Fel 30
Meditation	1500	Talent	
Peer (Ecclesiarchy)	500	Talent	Fel 30
Good Reputation (Ecclesiarchy)	800	Talent	Fel 50, Peer (Ecclesiarchy)
Duty Unto Death	600	Talent	WP 45
Call to Vengeance	1000	Talent	Fel 40
Exemplar of Honour	800	Talent	
Wisdom of the Ancients	1500	Talent	Int 40
Inquiry	800	Skill	
Unshakable Faith	600	Talent	
Scourge of Heretics	800	Talent	
Master Orator	1000	Talent	Fel 30

New Skill: Pure Faith – This character's soul is so pure and dedicated to the Emperor that it becomes a beacon of light to those around him. He becomes immune to daemonic possession, can spend a fate point to avoid rolling for fear, insanity or corruption, or burn a fate point to resist one daemon's psychic ability.

Psychic Powers

Psychic Power	XP Cost	Prerequisite
Brotherhood	1500	WP 45, Pure Faith
Emperor's Brilliance	1000	
Truest Aim	1000	

BROTHERHOOD

Action: Full Action

Opposed: No

Range: 4m Radius x PR

Sustained: Yes

The doctrine of the Word Bearers espouses that the Adeptus Astartes are to stand as one, no matter their differences and no matter their power. In doing so, they will accomplish far more together than they could have ever accomplished before.

A Word Bearers Librarian grants the team a trait similar to his Pure Faith talent. They can use their Fate points to perform the same feats he can.

EMPEROR'S BRILLIANCE

Action: Half Action

Opposed: No
Range: 5m Radius x PR
Sustained: Yes

The Word Bearers Librarian invokes the name of the Emperor to bestow upon him a portion of his unbeatable power, so that he may blind his foes with His radiance. Everyone within the area during activation must take a Hard (-20) Perception Test or be blinded for 1d10 rounds by the light. Those who wish to aim within the light will fare no better, for they gain a -10 penalty for aiming at him.

TRUEST AIM
Action: Half Action
Opposed: No
Range: 10m x PR
Sustained: No

Similar to the Acts of Faith so proclaimed by the Adepta Sororitas, the Word Bearers are also capable of invoking forces called miracles of the Emperor to the layman. Unlike them, however, the Word Bearers are aware of the psychic nature of their power and claim its power derives itself from the Emperor Himself.

The Librarian focuses upon a single Battle-Brother's weapon. During the next turn in which that Battle-Brother attacks using that weapon, he will gain a bonus to his next Weapon or Ballistic Skill test equal to 4 x PR, as the Librarian telepathically guides him to where he must aim.

THOUSAND SONS

Chapter Summary

Founding: Great Crusade, though recently reformed in M42 (Legio XV)

Chapter World: Barral

Fortress Monastery: Tizca's Archives

Strength: 13,000

Primarch: Magnus the Red

Chapter Master: Azhek Ahriman, Chief Librarian and head of the Scarab Occult.

Successors: Blood Ravens

Chapter Specialty: Librarians

Battle Cry: "In our cause, righteousness. In our hearts, valour. In our minds, purity."

RIVALS NO MORE

None were more aware of the warp anomaly that spirited them here than Magnus the Red, already a masterful Psyker. It was through the efforts of the entire legion's psychic might that they were able to not only ward off a daemon that tried to kill the Red Giant, but also guide them to this opening.

As the Legion spread out, the cults and fellowships seeking any psykers they could to gather any extra information they have. What they assembled was far from what they expected. It was around this time that Chief Librarian Azhek Ahriman found a curious informant about current events: Himself, or rather, what he would have been had he surrendered to Tzeentch. This mirror gave to him a notebook that contained all the information they needed about the Imperium and the universe at large.

Apparently, they ended up drifting away ten thousand years to the future, finding a nightmare of an Imperium where Horus' rebellion caused the entire realm to splinter in half and the Emperor was forced to kill his favoured son at the cost of his own life. This was a nightmare they were to blame for, as they had (at least for them) sabotaged the Human Webway project to try warning Him of this.

Perhaps the most unsettling discovery found at this period of time was Leman Russ and his Thirteenth Great Company, thought lost in the Eye of Terror. When they landed to verify this, the Wolf King lashed out and attacked the Red Cyclops. Their battle had no glory in it, though, as Russ

was clearly worn down by something, and Magnus was actively holding back every bit of hate he had for the Wolf because of Prospero's death.

The end result came when Russ finally broke down, begging that Magnus not fall into the throes of Chaos again.

THE GREAT BINDING

The Thousand Sons were among the first to hear the message that an Inquisitor was holding Terra hostage, believing that these returned Primarchs were impostors of Chaos. As the Thousand Sons finally reached Terra, they were contacted by the Warmaster, who actually had his own plans for the sons of Magnus. As it was, he needed someone to reach the Adeptus Astra Telepathica, thus allowing them to control communications. Despite his misgivings about Horus' sudden loyalty, Magnus assigns a squad to accompany him to Terra. There he intercepts the Astropathic Choir and sends out a message to the entire Imperium, announcing the Return of the Primarchs.

As Magnus rejoined the Warmaster in taking on the Inquisitor, it became clear to Magnus that he was not the only one who was temporally displaced. From what he saw in Horus, he saw that he too was displaced from his own unique timeline. The same could be said of practically all of those Primarchs whose fates led them to either death or daemonic apotheosis. This concern was what made him consider more about his own role in this Imperium.

Following the Inquisitor's downfall, Magnus considered one more question: Would Soul-Binding possibly halt the Flesh-Change? The Legion, though small, was still critically marred by it, and every recruit they found was only enough to replace their losses. After reading through the mirror Ahriman's book once more, Magnus decided to make one fateful decision: He would soul-bind his Legion to the Emperor. In doing this, the Emperor's psychic power managed to halt the more radical mutations within the Gene-Seed. However, this matter would also cost the majority of the Legion their eyesight, thus making Magnus the Red blind.

Soon after, the now-Blind King was given an invitation by the new Inquisitorial Representative, a Mordecai Toth of the Ordo Malleus. As an apology, he would allow Magnus and his legion access to the fabled moon of Titan, and the secrets of the Emperor's finest Daemonhunters. The Ordo Malleus gifted the Thousand Sons with immaculate armour and weapons crafted and sanctified by the finest Magi of Mars and consecrated by the Emperor's own tears.

While the Primarch was not amused by the idea of deifying the Emperor, he was assured by Lorgar that this would eventually change.

SALVATION OF AURELIA

The first proof the Thousand Sons had in testing their new arms from Titan was found while Chief Librarian Ahriman intercepted an emergency signal. According to it, a region known as Sub-Sector Aurelia was being assailed not only by Tyranids, whom have been attempting to break the area for over a decade, but also Ork raiders and a heretical Chapter Master. Alarmed by the lack of assistance headed there, Ahriman detached a Fellowship from the main fleet, now armed with their gifts from Titan, to aid these Blood Ravens.

Their arrival could not have come at a better time, for the Thousand Sons' elite Daemonhunting weaponry that allowed First Captain Diomedes of the Blood Ravens finally slay the Daemon Prince Eliphas the Inheritor and redeem the Blood Ravens. While clearing the sector of traitors, it came to Ahriman that these Blood Ravens, or rather their heraldry, was mentioned in his double's book, a symbol of the Legion's survival in this age. Thus, when Captain Gabriel Angelos, thought dead when battling the Daemon Prince, was revived and promoted to Chapter Master, he did so with the approval of the Primarch the Chapter had sought for so long.

Soon after, the Thousand Sons were deployed to battle the forces of Abaddon the Despoiler. Their psychic might had become pivotal in stalling the machinations of the Chaos fleet and coordinating the other Imperial Forces in assailing them.

Once the Thirteenth Black Crusade ended, Magnus then returned to Terra with an elite corps of sorcerers. They made their way to the Golden Throne, accompanied by the Adeptus Custodes and then began work on the most daunting task of all: Reviving the Emperor.

This process took months on end of mental concentration, psychic manipulation and endless vigil as the Sorcerers undertook this task. They had to restore every bit of the Emperor, from his physique to his smallest detail, in order to successfully bring the Emperor back to the fold.

However, their efforts were rewarded as the Emperor was resurrected.

COMBAT DOCTRINE

The Thousand Sons have the distinct honour of being the only Legion to be composed entirely of Psykers. Their process since the Siege of Terra has allowed them to recruit from the Black

Ships themselves (a right previously only held by the Grey Knights), and then have the recruit soul-bound to the Emperor Himself. This process has effectively helped staunch the previously rampant mutations in their Gene-Seed, allowing the Legion to finally achieve numbers beyond their nominal thousand.

Even their newest recruits were chosen to harness their potent psychic ability to the point that they can cast minor spells like the rest of the Legion. Those that advance and advance their powers are then allowed to join one of the five Cults, each focusing on a single mental discipline. Those that ascend beyond that through rigorous mental training and psychic mastery are then permitted to enter the Sehkmets, the personal Scarab Occults of Magnus the Red.

As such, the need for proper Librarians becomes somewhat redundant, with the record-keeping duties kept by the Magisters Templi and their chosen subordinates.

RULES

The Thousand Sons are among the most elite of Psykers, their prowess unmatched. A Thousand Sons Space Marine gains the following benefits: +5 WP, +5 Int, the Psyniscience Skill, the Soul-Bound and Unnatural Senses (30m) Traits, and a Psy Rating of 2.

Restrictions: The Thousand Sons are a Legion of Psykers, thus making the role of Librarian redundant. For that purpose, a Thousand Sons Space Marine cannot be of the Librarian Specialty. In addition, being soul-bound, the Thousand Sons have effectively lost all sight. However, their specialized warp-senses and other training allow them to mitigate the normal Blind trait this would entail.

Chapter Demeanour: Mental Fortitude

The Thousand Sons, being Soul-Bound to the Emperor Himself, have an immense sense of loyalty to the Emperor above the Imperium. This act, though earning the ire of more anti-psyker institutions and Primarchs, has been an effective method in assuring to the Imperium that their loyalty was to the Emperor and the Emperor alone.

The Thousand Sons are a corps of Psykers, each skilled in a certain discipline. They gain the following solo mode ability.

The Cults of the Thousand Sons

Action: Free

Effects: Upon Character Generation, the Battle-Brother must choose one of the Five Cults to determine what Psychic Talents he can access.

- Athanaean Cult: Members of this Cult are trained telepaths, capable of noticing even the most subtle changes in the field and are capable astropaths.
- Pyrae Cult: The Pyromancers, this Cult is the most focused on assault, as they incinerate the weak with their mental power
- Corvidae Cult: The Cult eventually responsible for the Blood Ravens, the Corvidae Cult are mystics and scholars, reading the future to divine the course of action the army must take and how to best prepare for war.
- Pavoni Cult: The master biomancers, this Cult is most skilled at espionage and infiltration, using their skills and powers to disguise themselves and deceive others.
- Raptora Cult: This Cult specializes in telekinetics, mastering their surroundings using their mind.

Aside from that, the Battle-Brother can also choose one Psychic Talent as listed in Page 81 in the *Deathwatch Core Rulebook*.

Improvements: There are no Improvements

The Thousand Sons are masters at using their powers at any task they need. They gain the following squad mode attack pattern.

Mental Bonds

Action: Half Action

Cost: 2

Sustained: Yes

Effect: All Battle-Brothers within Support Range invoking a Psychic ability gain a bonus to their Focus Power based upon the Caller's Willpower Bonus.

Improvement: At Rank 3, this bonus becomes double the Willpower Bonus. At Rank 5, calling this mode becomes a Free Action. At Rank 7, sustaining psychic powers no longer requires a continued Focus Power test.

As the Thousand Sons are capable of mental mastery, they are capable of mental shielding capable of protecting the team from corruption. They gain the following defensive stance.

Iron Mind

Action: Half Action

Cost: 2

Sustained: Yes

Effects: The Battle-Brothers in Support Range gain a bonus to Opposed tests based upon the caller's bonus for that characteristic (i.e. add a Willpower bonus for an Opposed Willpower test)

Improvement: At Rank 4, this bonus becomes doubled.

Primarch's Curse: Lure of the Warp

Although Soul-Binding the Thousand Sons to the Emperor has protected them from the depredations of the Warp, that protection is far from impenetrable. Given a proper opportunity, a daemon can slip through the cracks and begin tempting a Battle-Brother with promises of power and knowledge. Only those who falter in their resolve wholly and utterly will then become prey to the Warp, falling victim to the curses they thought solved.

Level 1 (Faltering Veil): A Battle-Brother begins hearing an invisible voice. At this point, he will add a +4 penalty when calculating Psychic Phenomena and Perils of the Warp, as it eats at his concentration.

Level 2 (Promises): The Battle-Brother realizes that this voice is not some illusion and it begins promising him power and knowledge. Whenever there is a chance to obtain an artifact or lore, he must take a Challenging (0+) Willpower Test to resist this temptation to listen and claim it.

Level 3 (Chaos Calling): The willpower of this Battle-Brother has truly faltered, as the daemon has corrupted his mind and the sanctity of his bond with the Emperor. When rolling Warp Phenomena/Perils of the Warp, he will roll one extra die as normal, but he must always pick the worst choice between them. In addition, he now loses -10 Fellowship and can no longer freely use his powers to support his allies, as they have grown too suspicious of his powers.

Chapter Trappings

Tizcan Crystal: When Chief Librarian Ahriman made his trip to the ruins of what was once Prospero, a member of his retinue was able to discover, preserved amongst the ruins, a cache of special warp-conductive crystals, alike the ones used on the Great Pyramid of Tizca. These crystals have been broken up among the Legion, acting as a psychic focus and memoir of their birthplace, granting the user a +4 bonus to Invocation Tests.

Scarab Honour: The Scarab Occult, or Sekhmet, is the elite brotherhood of the Thousand Sons. Those that are in this elite Fellowship are of a supreme mental ascendance that allows them to master any of the other five Cults' arts as well as granting them an unparalleled mental purity. This badge, usually placed on the left kneepad, identifies this Battle-Brother as a potential candidate to ascend to this hallowed brotherhood. The user gets a +3 bonus on resisting Psychic Powers and a +2 on Focus Power Tests

Psychic Bolts: A piece of technology inspired by the Traitor Thousand Sons as well as the Grey Knights' Psybolt ammunition, these bolts are sanctified and engraved with psychic runes to allow a psychic power to envelop them when properly prepared. These bolts act like Kraken Bolts, except that they have the can break through any sorcerous defenses. In addition, the Penetration becomes 5 + Psy Rating. One clip of this ammo comes as Standard-Issue Wargear, but any further must be paid for as normal.

Truesilver Shard: This piece of Truesilver plating from a Grey Knights vehicle has been gifted to the Battle-Brother to signify the shared responsibility they now share as hunters of Daemons. This item grants the user immunity from daemonic possession, and grants them +5 Bonus damage when battling a daemon or enemy psyker.

Relic – Eternal Bane: (Melee; 2d10+5 E; Pen 6; Felling (1), Power Field, Sanctified, Unwieldy) Wt: 25;
Req: 50; Renown: Hero

This axe was originally a part of the Blood Ravens armoury, wielded by Apollo Diomedes, Captain of the Honour Guard. However, this weapon had been broken when he had been forced to battle the Avatar of Khaine, having emerged from the ruins of a Craftworld on the recently exterminated world of Typhon. The axe had been remade around the time that the heretic known as Eliphas the Inheritor became a Daemon Prince, but was unable to see use, as Captain Diomedes had taken another weapon instead. However, when the Thousand Sons came and surprised everyone by exterminating the Daemon Prince and his forces. Indebted, Diomedes gave this axe over, symbolizing their re-forged bonds with their founding father.

Little did the Blood Ravens know, the Thousand Sons took this mere Force Axe and then modified it using technology from Titan to become a Nemesis Force Axe, the pinnacle of Daemon-Slaying weaponry.

This is a Nemesis Force Axe with that deals 2d10+5 Energy damage and a penetration value of 6. It has the Felling (1), Power Field, Sanctified, and Unwieldy Qualities, and follows the normal rules of Nemesis Force Weaponry as dictated in Page 130 of *Dark Heresy: Daemon Hunter*.

Past Events

d5 Result	Past
1	Start of Hope: You joined Chief Librarian Ahriman in visiting the cradle of the Thousand Sons: Prospero. Though now a ruined husk, the wisdom that still remained proved to be invaluable to the Legion and, thanks to a book lent to the Chief Librarian by a suspicious-looking horned sorcerer, gave you the blueprint needed to save the Thousand Sons and the Imperium
2	Psychic Mentor: With the resurgent powers of Librarians and Psykers, the Thousand Sons have become a leading force in the teaching and discipline of Librarians from over a hundred Chapters. You yourself were responsible for helping out a Chapter's Librarian in his quest for perfection in the Emperor's name and for the Chapter.
3	Aurelia: You were among those who fought on Cyrene alongside your own kin, the Blood Ravens. You helped keep the beleaguered Astartes and Militarum forces from being assaulted from all sides by daemons with the help of your weapons from Titan.
4	Mysterious Astartes: You had found proof of a mysterious cult of Space Marines who appear and vanish to fight alongside those Chapters who had found their darkest hours. Though you had not fought with them, what you saw has given you grounds for suspicion to investigate these black-armoured spectres.
5	Brothers in Purpose: The Thousand Sons were privy to the existence of the Grey Knights well before that knowledge became public. This has led to Grey Knight strike forces sometimes requesting for a Thousand Sons ship to join them in a battle. You have stood side-by-side with these elite daemon hunters and have even learned a valuable technique in hunting them down.

Advance Table

Skill	Cost	Type	Prerequisite
Invocation	200	Skill	
Invocation +10	300	Skill	Invocation
Invocation +20	400	Skill	Invocation +10
Psyniscience +10	400	Skill	Psyniscience
Psyniscience +20	500	Skill	Psyniscience +10
Lore: Forbidden (any two)	500	Skill	
Lore: Forbidden (any two) +10	600	Skill	Lore: Forbidden (same two groups)
Lore: Forbidden (any two) +10	700	Skill	Lore: Forbidden (same two groups) +10
Meditation	800	Talent	
Psy Weapon Attunement	600	Talent	Psy Rating 2
Warp Sense	500	Talent	Psy Rating, Psyniscience, Per 30
Improved Warp Sense	800	Talent	Warp Sense
Strong Minded	600	Talent	WP 30
Slayer of Daemons	1000	Talent	
Bastion of Iron Will	800	Talent	WP 40
Psy Rating +1*	1000	Talent	
Psychic Talent**	Varies	Talent	

* - This may be taken multiple times, but may only be taken at Ranks 1,2,4,6,8.

** - This may be taken multiple times, but may only be taken from the Basic Discipline, Codex, and Cult tables.

New Talent: Psy-Weapon Attunement: The Battle-Brother can charge his Psybolt, Psyflame or Nemesis Force Weaponry with his psychic powers. When using any of these weapons, the weapon will now count as having the Proven (Psy Rating) Quality.

Athanaean Psychic Powers

Psychic Power	XP Cost	Prerequisite
Gifted Defiance	1000	
Pinpoints	500	Per 40
Psyk-Shock	1000	

GIFTED DEFIANCE

Action: Half Action

Opposed: No

Range: 10m Radius x PR

Sustained: Yes

Mental fortitude is something the Thousand Sons never lack and that will often allow them to fight in battlefields often thought hopeless, guided by his brothers. Battle-Brothers under the influence of this power gain a bonus +10 Willpower and become immune to Fear, as the psychic wisdom of the Thousand Sons grants resistance to such things.

PINPOINTS

Action: Half

Opposed: No

Range: 5m Radius x PR

Sustained: Yes

The Thousand Sons can imbue their Battle-Brothers a special aim that would make avoiding their weapons even harder as they can aim for even the smallest chink in an opponent's armor. This will grant a number of Battle-Brothers within range equal to his Psy Rating a bonus penetration rating on a single weapon that is equal to the caster's Psy Rating. In addition, his power will make evading these attacks harder, granting the enemy a -10 Penalty on Dodge or Parry tests.

PSYK-SHOCK

Action: Full

Opposed: Yes

Range: 20m Radius

Sustained: No

The Thousand Sons warrior summons the powers of the warp, pooling it until he can then make it erupt, releasing it in a shockwave of mental power that shreds the minds of those that behold it. Everyone within range of the power must take an Opposed Willpower Test. Those that fail the test must take 1d10+10 Impact damage, reduced only by the target's Willpower Bonus instead of Toughness Bonus or worn armour.

Corvidae Psychic Powers

Psychic Power	XP Cost	Prerequisite
Eagle's Eye	1000	
Evasive Senses	1000	Per 35
Misfortune	500	

EAGLE'S EYE

Action: Half Action

Opposed: No

Range: 2m Radius x PR

Sustained: Yes

Using their powers of divination, the Thousand Sons can predict the aim and direction of their weapons and direct it from there.

This power targets the caster as well as an extra number of people equal to his Psy Rating. When within range, they now have the ability to re-roll any missed to-hit tests and gain an extra degree of success when firing a weapon on Semi-or Full-Auto.

EVASIVE SENSES

Action: Free Action

Opposed: No

Range: Self

Sustained: Yes

The Thousand Sons Battle-Brother begins using his senses to predict what may possibly befall him as he finds his mind almost subconsciously evading the enemy's blows. However, this focus requires his full focus and if he is hit, that focus is lost.

The caster gains a +10 bonus to his Dodge and Parry rolls, but cannot make any attack moves, as his mind is more focused on predicting the next move, though he may move as normal.

MISFORTUNE

Action: Half Action

Opposed: Yes

Range: 5m Radius x PR

Sustained: Yes

While most psychic disciplines focus upon the basis of making a more fortunate outcome for the caster, those Thousand Sons within Cult Corvidae are just as skilled at casting a misfortunate outcome for their foes. When casted, the user chooses one target or horde. This target must now take an Opposed Toughness Test against the caster whenever he is attacked. Failing this test will force them to re-roll any successful Dodged or Parried blows.

Pavoni Psychic Powers

Psychic Power	XP Cost	Prerequisite
Combat Forme	2000	WP 50
Leech	1500	Rank 4
Survival Above All	1000	

COMBAT FORME

Action: Full

Opposed: No

Range: Self

Sustained: Yes

Among the more powerful techniques available to the elites of the Pavoni Cult is the ability for its members to transform into a slightly more monstrous form that becomes far more suited for combat. Although this power has earned the ire of several powerful institutions, the results gained with it have been hard to ignore.

The caster gains +2 x PR Toughness, Strength, and Agility. In addition, this form grants a Natural Armour Trait that is equal to the Psy Rating. However, this form is a very risky ability that can risk incredible disasters from mutation or otherwise. Thus, if this power is used on the Fettered setting and any doubles are rolled, the caster must roll on the Psychic Phenomena table. Similarly, if any doubles are rolled on when casting this power on Unfettered, any doubles will result in rolling on the Perils of the Warp Table and using this power on Push will force a +20 penalty on any result on the Perils of the Warp table.

LEECH

Action: Full Action

Opposed: No

Range: 5m x PR

Sustained: No

The methodology behind how this ability is known to baffle even the most advanced of the members of Cult Pavoni, for the ability to siphon life from enemies to oneself is an ability with an obvious many uses, all marred by their limitations of knowledge. All that is known is that it focuses mainly upon mental will and how it ties to the body's functions.

The targeted enemy of this power must take an Opposed Toughness Test. Failing this will force them to take 1d10+PR damage that ignores armour and cover, but not any Toughness Bonus. That damage, divided by half rounding down (to a minimum of 1), may then be returned to the caster.

SURVIVAL BEYOND ALL

Action: Extended (2)

Opposed: No

Range: 5m

Sustained: No

In a way, the members of the Cult Pavoni are members of the Apothecarion, though nowhere near as advanced or as skilled as a legitimate Apothecary. They are taught the uses of the implants on a Space Marine and the ways their psychic powers can mend injuries to these sacred organs.

If a Battle-Brother begins taking critical damage, the caster drops whatever it is he is doing and begins working to heal the beleaguered brother. Upon passing the necessary tests, the Battle-Brother can be considered in a stable condition, though what a stable condition qualifies as is ultimately up to the GM. Failing a test will make the operation take a turn longer to accomplish.

Those that survive take 1d10 Insanity points, for the moment they nearly died has truly shown them something beyond reason.

Pyrae Psychic Powers

Psychic Power	XP Cost	Prerequisite
Burning Wall	1000	
Immolation	1500	
Spontaneous Combustion	1000	

BURNING WALL

Action: Full Action

Opposed: No

Range: 6m Radius x PR

Sustained: Yes

Although most powers within Cult Pyrae are meant with the explicit use of offense, only a fool would assume that they only know how to use flames offensively. This particular power makes a wall of psychic flame that may burn those that dare cross it.

Upon summoning this power, the caster must select one point. Then, he must select a point 12 x PR metres away from that one point, and once chosen it will erect a massive wall of psychic flame that can absorb any weapons with the Flame Quality. Those that touch it take 2d10+PR Energy Damage with the Flame Quality.

IMMOLATION

Action: Half Action

Opposed: No

Range: 30m

Sustained: No

The Thousand Sons focus their psychic wrath on the enemy, forgoing any form of subtlety and bathing the enemy in a simple beam of incinerating heat.

This power's damage takes the same profile as an Astartes Meltagun, but can benefit from the Psy-Weapon Attunement Talent, giving this power a Proven Quality equal to their Psy Rating.

SPONTANEOUS COMBUSTION

Action: Half Action

Opposed: Yes

Range: 10m x PR

Sustained: No

Focusing his fury into a palpable flame, the Thousand Sons Battle-Brother can then focus this flame onto a single target and ignite them in flames.

This Power forces one enemy to take an Opposed Agility test. Upon failing, the target takes 1d10+PR Energy Damage and catches fire. This fire will last for a number of turns equal to the caster's Psy Rating or until the target can pass a Difficult (-10) Agility Test.

Raptora Psychic Powers

Psychic Power	XP Cost	Prerequisite
Assail	1000	WP 45
Gravity's Betrayal	1000	
Pushback	1000	

ASSAIL

Action: Extended (2)

Opposed: No

Range: 10m x PR

Sustained: No

Focusing all of his psychic might, a Thousand Sons Battle-Brother can lift the heaviest of items and then throw it straight at his enemy at full strength or toss a hail of smaller items.

This power is unique in that it has two differing settings depending on the target. However, both require extended Willpower Tests in order to both lift the rock out of the ground and to throw it. Against single enemies, a single attack is used by throwing a heavy item like a rock. This item, depending on its size, will make 1d10 Impact damage, to be modified by the size (So a Massive item like a broken Leman Russ or a fallen Dreadnought gives 4d10 Impact damage, but an ordinary item like a chest-high boulder will give 1d10 Impact Damage). Nothing smaller than Average size or larger than Massive size can be used in this setting.

Against hordes, though, such huge items become less useful. These huge items can then be broken into smaller pieces. These pieces are then rained down upon the hordes without mercy. In this mode, the projectiles make a total of 2d10+5 Impact Damage capable of pinning the horde.

GRAVITY'S BETRAYAL

Action: Half Action

Opposed: No

Range: 10m Radius x PR

Sustained: Yes

The target begins feeling an incredible sluggishness coming not from their own weakness, but from the effort they must now expend in order to move just as far.

This attack targets a section of ground with a radius of 5+PR metres, so long as the center is within the casting range. Any targets that cross this zone must now take an Opposed Agility Test, with

failing forcing an automatic pinned result. This action will also halve the target's base movement by half, rounding up.

PUSHBACK

Action: Extended Action (2)

Opposed: No

Range: 5m Radius x PR

Sustained: No

This power is similar to pushing back enemies with a shield: Hastily planned, but effective in giving room when needed, and the psychic powers of the Thousand Sons can make this push more effective.

When summoned, this power creates a personal force field that grants +2 AP x PR that stacks with any worn armour. This field can protect against melee attacks and can even hold back enemies, but is rather ineffective against ranged weapons. Upon pushing back, everything that is within range will get thrown back 1d5 Metres and take 1d10 Impact Damage from the fall. They must then take a Toughness Test in order to resist stunning.

ARMOURY OF THE LEGIONS

Name	Class	Range	ROF	Damage	Pen	Clip	Reload	Special	Wt	Req	Renown
Astartes Chainaxe	Melee	-	-	1d10+5 R	3	-	-	Tearing	12	15	-
Power Maul (Low Power)	Melee	-	-	1d10+2 E	0	-	-	Shocking	4	20	-
Power Maul (High Power)	Melee	-	-	1d10+6 E	5	-	-	Power Field	4	20	-

Name	Class	Range	ROF	Damage	Pen	Clip	Reload	Special	Wt	Req	Renown
Astartes Combi-Bolter	Basic	100m	S/2/4	2d10+5 X	5	45	2 Full	Tearing, Twin-Linked	26	24	Distinguished
Astartes Grav-Gun	Exotic	60m	S/-/-	Special	-	6	2 Full	Blast (5)	13	30	Respected
Astartes Grav-Pistol	Exotic	30m	S/-/-	Special	-	3	Full	Blast (2)	7	30	Respected

Name	Class	Range	ROF	Damage	Pen	Clip	Reload	Special	Wt	Req	Renown
Chem-Munitions	Ammo	-	-	-	-	-	-	-	-	30	Respected
Inferno Bolts	Ammo	-	-	-	-	-	-	-	-	35	Famed

Name	Class	Range	ROF	Damage	Pen	Clip	Reload	Special	Wt	Req	Renown
Rad-Grenades	Basic	SBx3	S/-/-	1d10 E	0	1	-	Blast (2)	0.4	16	-

ASTARTES CHAIN AXE

This weapon was originally found only in the hands of dreaded Khornate Berzerkers, but with the coming of a Loyalist World Eaters Legion, the ability to use these weapons is no longer a restricted use. These vicious weapons have also changes along with the Legion, as now it is not a weapon merely for killing, but it also has a better use for defensive uses. To this end, whenever the wielder is parrying with this weapon, they gain a +5 to the Parry Test as opposed to the normal +10 the Balanced Quality gains.

POWER MAUL

This Power Maul was originally used by the Adeptus Astartes during the Great Crusade, though the advances in technology during that age and the Horus Heresy would eventually lead to the Power Maul being relegated to the staple weapon of the Adeptus Arbites along with shock batons.

Power Mauls are unique among Power Weapons in that they have two differing power settings with two different profiles that can be switched between at any time as a Free Action.

ASTARTES COMBI-BOLTER

The Combi-Bolter was the prototype which gave rise to the generally superior Storm Bolter, which can fire at a far faster rate than this can. However, there are those among the returning Legions that have preferred this tried-and-true form of weaponry as they are either unable to adapt to the Storm Bolter's rate of fire or the other subtle changes between them. There are also those that prefer to use these relics as they remind them of the honour they have of being from the Great Crusade, relics that present how far the Imperium has advanced in their absence.

ASTARTES GRAV-GUN

A weapon that was relatively recently re-discovered by the Adeptus Mechanicus, the Graviton Gun (Or Grav-Gun in slang) is a weapon that propels a violent wave of gravitational forces that will crush down a target and immobilize them.

Any targets that are within the effects of the beam must take a Very Hard (-30) Agility Test or be thrown violently on the ground, taking 1d10 Impact damage to the Body location. For 1d10 rounds, if anyone in that area of effect wishes to move, they must take an Opposed Strength Test against Strength 50 with Unnatural Strength (x2). They will also take an additional 1d10 Impact damage that ignores armour every turn until either the effect ends or they leave the zone.

This weapon can also be used as an attachment for the Astartes Combi-Weapon with an RoF of S/-/- and a Clip of 1.

ASTARTES GRAV-PISTOL

This weapon was made shortly after the re-discovery of the Grav-Gun. Though few have opted to use this weapon, it still has its uses in incapacitating an armoured foe like a Traitor Legionnaire or a Tau Battlesuit.

Any targets that are within the effects of the beam must take a Hard (-20) Agility Test or be thrown violently on the ground, taking 1d10 Impact damage to the Body location. For 1d5 rounds, if anyone in that area of effect wishes to move, they must take an Opposed Strength Test against Strength 40 with Unnatural Strength (x2). They will also take an additional 1d10 Impact damage that ignores armour every turn until either the effect ends or they leave the zone.

CHEM-MUNITIONS

This dreadful concoction of corrosive acids was originally devised by the Death Guard as they began to specialize in chemical warfare, used to reduce aliens into burning puddles of messy ruination. Although the use of these weapons was never officially decried as terrible, their use was discontinued following Mortarion's siding with Horus.

This is a tank of fuel that can be used on flame weapons. It grants the weapon it is used on the Tearing and Volatile qualities, but will otherwise operate as normal.

Use with: Flamers, Heavy Flamers, Hand Flamers

INFERNO BOLTS

These bolts were based upon both the Inferno Bolts used by sorcerers in the traitorous Thousand Sons and the Psy-Bolts used by the Grey Knights. These Bolts are thus made using holy sigils of accuracy and runes to focus psychic power in them and then sanctified using pieces of Truesilver.

Inferno Bolts are only usable by Battle-Brothers with a Psy-Rating. These bolts will act like Kraken Bolts, except that they have the can break through any sorcerous defenses. In addition, the Penetration becomes 5 + Psy Rating.

Use With: Bolt Weapons

RAD-GRENADES

Rad-Grenades have not been out of service by any means, as their radiation has been useful for the agents of the Inquisition, but the return of the Death Guard to the side of the Loyalists have allowed the production of these deadly weapons become more common.

Aside from the damage mentioned in the profile, the Rad Grenade will also force a victim to take a Hard (-20) Toughness Test or take 2d10 damage that ignores armour.