

BADAB WAR CHARACTERS UPDATE FOR SIXTH EDITION WARHAMMER 40,000

Presented here are a brief set of conversion guidelines intended to allow you to quickly put your Forge World Badab Wars characters to use in games of 6th edition Warhammer 40,000.

If you have any queries about Imperial Armour rules, army lists or units, please send an e-mail, including examples of how this query has come up in play, entitled 'Imperial Armour rules query' to forgeworld@gwplc.com. You can also call 0115 900 4995 within the UK, 011 44 115 900 4995 from the US and Canada or 00 44 115 900 4995 from much of Europe.

Thanks
The Forge World Team

SPACE MARINE CHARACTERS UPDATE

This update presents rules for a variety of Space Marine characters, most of which were originally included in Imperial Armour Volumes 9 & 10. These rules are intended for use with the *Warhammer 40,000* rulebook and *Codex: Space Marines*, as well as the Forge World update detailing our variant Chapter Tactics.

Each character in this update has been assigned the appropriate Chapter Tactics and, as with the special characters presented in *Codex: Space Marines*, may be included as part of any detachment with the same Chapter Tactic. Where characters from a named Chapter have the Chapter Tactic of another Chapter (for example, Vaylund Cal of the Sons of Medusa, who has Chapter Tactics (Iron Hands)), they may be taken as part of a detachment representing a different Chapter that has the same Chapter Tactic (for example, Vaylund Cal could be selected as part of an Iron Hands detachment), but are assumed to be that Chapter's 'version' of that character. This does not affect the unique nature of these characters and only one of each may be included in any army.

LORD HIGH COMMANDER CARAB CULLN215 Points

Chapter Master of the Red Scorpions,
Commander of the Loyalist forces during the Badab War (IA9: The Badab War – Part One, p167)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- Teleport homer
- Iron Halo
- Master-crafted storm bolter
- The Blade of the Scorpion

Special rules

- And They Shall Know No Fear
- Chapter Tactics (Red Scorpions)
- Independent Character
- Orbital Bombardment
- Eternal Warrior
- Master of Battle
- Warlord

The Blade of the Scorpion

	Range	Str	AP	Type
The Blade of the Scorpion	-	User	3	Melee, Master-crafted, Smash*

**Carab Culln may choose to make a special Smash attack. In doing this halve his Attacks, but double his Strength for that round of combat. In addition, when making a Smash attack, Carab Culln may also re-roll any Armour Penetration tests he is called upon to make. When making a Smash attack, the Blade of the Scorpion is AP2, otherwise it is AP3.*

Master of Battle: All units with Chapter Tactics (Red Scorpions) in the same detachment as Carab Culln may use his Leadership value for determining the effects of all Pinning tests and Morale checks.

Warlord: If Carab Culln is part of your army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Proud to Live, Proud to Die, Hard to Kill:** When calculating the victors of any and all assaults that take place within 12" of Carab Culln, the Red Scorpions player adds +1 to their score. If Carab Culln is involved in a challenge during that particular Assault phase, this bonus is increased to +2. However, Carab Culln may never benefit from the Look Out, Sir rule.

Carab Culln is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army with Chapter Tactics (Red Scorpions). If Carab Culln is included in an army then none of its primary detachments may include another Chapter Master, named or otherwise. A single Honour Guard squad may be included in an army that includes Carab Culln – this unit does not count against the army's HQ allowance.

MAGISTER SEVRIN LOTH 175 Points

Chief Librarian of the Red Scorpions, Witch-Bane (IA9: *The Badab War – Part One*, p165)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- The Armour of Selket
- Force axe
- Bolt pistol
- Frag grenades
- Krak grenades

Special Rules

- And They Shall Know No Fear
- Independent Character
- Fearless
- Chapter Tactics (Red Scorpions)
- Warlord
- Master Psyker
- Psyker (Mastery Level 3)
- Counter-attack

The Armour of Selket: This is a suit of artificer armour that incorporates a psychic hood. In addition, the wearer can use their own psychic energies to empower the suit's defences further. At the beginning of his player turn, by expending a Warp Charge, Loth's 2+ Armour save becomes a 2+ Invulnerable save which lasts until the beginning of his controlling player's next player turn.

Master Psyker: Loth may select (rather than randomly roll) three psychic powers from one of the following Psychic disciplines (see the *Warhammer 40,000* rulebook, page 418):

- Biomancy
- Telepathy
- Telekinesis

All powers must be selected from the same discipline before the beginning of the game.

Warlord: If Sevrin Loth is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Witch-Bane:** The army gains 1 Victory point for each enemy with the Psyker Universal special rule and Character sub-type slain by Sevrin Loth.

Sevrin Loth is a HQ choice for a Codex: Space Marines army or a Space Marine Siege Assault Vanguard army with Chapter Tactics (Red Scorpions). A single Honour Guard squad may be included in an army that includes Sevrin Loth – that unit does not count against the army's HQ allowance.

TYBEROS THE RED WAKE 190 Points

Captain of the *Nicor*, Lord Reaper of the Void, Commander of the Carcharodons (*JA10: The Badab War – Part Two*, p178)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- Hunger & Slake
- Teleport homer

Special Rules

- And They Shall Know No Fear
- Independent Character
- Chapter Tactics (Carcharodons)
- The Scent of Blood
- The Red Brethren
- Warlord
- Orbital Bombardment
- Weapon Mastery

Hunger & Slake

	Range	Str	AP	Type
Hunger	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy
Slake	-	User	3	Melee, Shred, Specialist Weapon

***Weapon Mastery:** Tyberos may divide his attacks in any assault freely between the profiles of Hunger and Slake simultaneously. Note that the additional attack for these two weapons has already been included in Tyberos' profile.

The Scent of Blood: Should Tyberos become subject to the Rage special rule (see the Chapter Tactics (Carcharodons) special rule), he and any other models that are also subject to Rage because of Chapter Tactics (Carcharodons) gain +1 Strength for the duration of the battle.

The Red Brethren: Any army which includes Tyberos may take a single Terminator Assault squad entirely armed with lightning claws as a Troops choice.

Warlord: If Tyberos is part of an army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Savagery Beyond Reason:** The Warlord and any unit he joins gain the Preferred Enemy (Infantry) special rule.

Tyberos the Red Wake is a HQ choice for a Codex: Space Marines army with Chapter Tactics (Carcharodons). If Tyberos is included in an army then none of its primary detachments may include another Chapter Master, named or otherwise. A single Honour Guard squad may be included in an army that includes Tyberos – this unit does not count against the army's HQ allowance.

CHAPLAIN DREADNOUGHT TITUS205 Points

Revered Dreadnought Confessor of the Howling Griffons (IA9: *The Badab War – Part One*, p159)

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Titus	5	5	6 (10)	12	12	10	4	3	3

Unit Composition

- 1 (Unique)

Unit Type

- Vehicle (Walker)

Wargear

- Dreadnought close combat weapon with inbuilt heavy flamer or storm bolter
- Lascannon or assault cannon
- Extra armour
- Smoke launcher
- Searchlight

Special Rules

- Living Icon of the Chapter
- Venerable
- Litany of Hate
- Warlord
- Chapter Tactics (Ultramarines)*

**Even though he is a vehicle, Titus has the Chapter Tactics (Ultramarines) special rule, and is subject to all restrictions and benefits it provides.*

Living Icon of the Chapter: Friendly Howling Griffons units from either *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list, and at least one model within 12" of Chaplain Dreadnought Titus gain the Fearless special rule.

Venerable: Whenever Titus suffers a Penetrating hit, the controlling player may ask their opponent to re-roll the result rolled on the Vehicle Damage chart. However, the second result stands even if it is worse!

Litany of Hate: Chaplain Dreadnought Titus has the Hatred special rule.

Warlord: If Chaplain Dreadnought Titus is the only HQ choice present in the army, he becomes its Warlord, even though he does not have a Leadership value. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Immovable Object:** Titus is treated as a scoring unit, even though he is a vehicle.

Chaplain Dreadnought Titus is a HQ choice for a Codex: Space Marines army or a Siege Assault Vanguard army with Chapter Tactics (Ultramarines).

LIEUTENANT COMMANDER ANTON NARVAEZ..... 155 Points

Master-locum of the Marines Errant, Captain of the *Star Jackal* (IA9: *The Badab War – Part One*, p164)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power sword
- Bolt pistol
- Thundershock
- The Actinic Halo
- Frag grenades
- Krak grenades
- Void Hardened Armour

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Ultramarines)
- Independent Character
- Dark Void Elite
- Move Through Cover
- Scout
- Warlord

The Actinic Halo: This provides a 3+ Invulnerable save. However, should this save be failed and Narvaez survives, roll a further D6. On a 4+, the Actinic Halo continues to work, otherwise it cannot be used for the rest of the game.

Thundershock

	Range	Str	AP	Type
Thundershock	24"	7	2	Rapid Fire, Master-crafted, Gets Hot!

Void Hardened Armour: Anton Narvaez and any Command squad taken to go alongside him wears specialised power armour and counts as wearing Void Hardened armour in games using the Zone Mortalis/Blood in the Void rules.

Dark Void Elite: D3 eligible units from a detachment that includes Anton Narvaez may be chosen to deploy using the Deep Strike rules via Teleportation. These must be selected before the army is deployed and a notation made to show which units have been chosen. Units chosen for this must begin play in reserve and may not have Dedicated Transports. When making any Scatter rolls as part of their deployment, roll an extra D6 and use the two lowest dice to determine scatter distance. Eligible units for use with this special rule are:

- Sternguard Veteran squad
- Tactical squad
- Devastator squad
- Lieutenant Commander Anton Narvaez (and any attached Command squad as a single choice)

Warlord: If Anton Narvaez is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the Rites of War trait (see page 76 of *Codex: Space Marines*).

In addition, whilst Anton Narvaez is in play during a Zone Mortalis/Blood in the Void game, all rolls on the Catastrophic Damage table may be re-rolled if Narvaez's controlling player wishes.

Lieutenant Commander Anton Narvaez is a HQ choice for a Codex: Space Marines army or a Siege Assault Vanguard army with Chapter Tactics (Ultramarines). Lieutenant Commander Anton Narvaez counts as a Space Marine Captain when determining how many Command squads may be fielded in the army.

CAPTAIN TARNUS VALE 165 Points

Praetor of the Fire Angels 3rd Company, the Hero of the Askerlon Plains (*IA9: The Badab War – Part One*, p168)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Master-crafted chainsword
- Power armour
- Bolt pistol
- Plasma pistol
- Frag grenades
- Krak grenades
- Melta bombs
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Independent Character
- Chapter Tactics (Ultramarines)
- Unstoppable Advance
- Stubborn
- Tank Hunters
- Master Gunner
- Warlord

Master Gunner: Any friendly vehicle with the sub-type (Tank) chosen from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list in which Captain Vale is being transported gains the benefit of his Ballistic Skill and the Tank Hunters special rule.

Unstoppable Advance: All Rhinos, Razorbacks and Land Raiders in a primary detachment commanded by Tarnus Vale gain an Invulnerable save of 5+ against glancing hits.

Warlord: If Tarnus Vale is an army's Warlord, he does not roll on the Warlord Traits table, but instead receives the Storm of Fire Warlord trait (see page 76 of *Codex: Space Marines*).

Captain Tarnus Vale is a HQ choice for a Codex: Space Marines army or Siege Assault Vanguard army with Chapter Tactics (Ultramarines). Captain Tarnus Vale counts as a Space Marine Captain when determining how many Command squads may be fielded in the army.

LIAS ISSODON 175 Points

Chapter Master of the Raptors, the 'Grim' (IA9: The Badab War – Part One, p169)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Power sword
- Bolt pistol
- Malice
- Frag grenades
- Krak grenades
- Locator beacon

Special Rules

- And They Shall Know No Fear
- Shrouded
- Chapter Tactics (Raptors)
- Independent Character
- Infiltrate, Isolate, Destroy
- Cunning Strategist
- Warlord

Malice

	Range	Str	AP	Type
Malice	30"	4	5	Salvo 2/4, Special Issue Ammunition*

**Instead of using the profile shown above, Malice may use any of the Special Issue Ammunition that is listed on page 125 of Codex: Space Marines for that Shooting phase. If this option is used, then completely replace the above profile with that of the chosen ammunition type from Codex: Space Marines. Malice also benefits from the Chapter Tactics (Raptors) special rules for boltgun fire.*

Infiltrate, Isolate, Destroy: If an army includes Lias Issodon its controlling player may select a single enemy unit, Monstrous Creature or vehicle that has been deployed onto the table. After any Scout redeployments have been made, but before the game begins, the chosen unit suffers D6+3 wounds with no AP value if a squad or Monstrous Creature, distributed as shooting hits (assume the attack has originated from the closest unit in Issodon's force). If the target is a vehicle, it suffers D3 rolls on the Haywire table instead (see page 37 of the *Warhammer 40,000* rulebook).

Models with the Independent Character special rule which are not part of a squad may not be targeted by this attack.

Cunning Strategist: Whilst Lias Issodon is alive, the army may re-roll any Reserve rolls made (failed or successful). In addition, the opposing army has a -1 modifier to all Reserves rolls.

Warlord: If Lias Issodon is part of an army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the Master of Ambush Warlord trait (see page 111 of the *Warhammer 40,000* rulebook).

Lias Issodon is a HQ choice for a Codex: Space Marines army with Chapter Tactics (Raptors). If Lias Issodon is included in an army then none of its primary detachments may include another Chapter Master, named or otherwise. You may include a single Honour Guard squad in an army that includes Lias Issodon – this unit does not count against the army's HQ allowance.

MALAKIM PHOROS 175 Points

Master of the Lamenters, Lord of Ruin, Watcher of the Deeps (IA9: The Badab War – Part One, p170)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Glaive Encarmine
- Catechist
- Frag grenades
- Krak grenades
- Iron Halo

Special Rules

- Zealot
- Independent Character
- Lord of Ruin
- Rage unto Death
- Bloodline of Sanguinius
- The Red Thirst
- Warlord

The Glaive Encarmine

	Range	Str	AP	Type
Glaive Encarmine	-	+1/User*	3	Melee, Master-crafted, Two-handed

**The Glaive Encarmine has two profiles for Strength. The first is used only on a turn in which Malakim Phoros charges; the second is used at all other times.*

Catechist

	Range	Str	AP	Type
Catechist	12"	8	1	Pistol, Melta,

Bloodline of Sanguinius: For the purposes of any rules that target Blood Angels, or models chosen from *Codex: Blood Angels*, Malakim Phoros counts as a Blood Angel (see *Codex: Blood Angels* for more details).

Rage unto Death: Once Malakim Phoros has lost one or more wounds, his Attacks and Strength are increased by +1 and he gains the Rage special rule for the rest of the battle. Any unit of friendly Space Marines chosen from *Codex: Blood Angels* that is joined by Malakim Phoros while he has lost at least one wound will also gain the Rage special rule until he leaves the squad or is slain.

Warlord: If Malakim Phoros is part of an army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Lord of Ruin:** Any friendly unit of Space Marines chosen from *Codex: Blood Angels* within 6" of Malakim Phoros gains the Hatred special rule.

Malakim Phoros is a HQ choice for a Codex: Blood Angels army. If Malakim Phoros is included in an army then none of its primary detachments may include another Chapter Master, named or otherwise. A single Blood Angels Honour Guard squad may be included in an army that includes Malakim Phoros – this unit does not count against the army's HQ allowance.

CAPTAIN MORDACI BLAYLOCK..... 185 Points

Captain of the Novamarines 1st Company, the 'Stormbreaker' (IA9: The Badab War – Part One, p171)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- Iron Halo
- Foe Ripper
- Storm bolter

Special Rules

- And They Shall Know No Fear
- Independent Character
- Hard as Stone
- Chapter Tactics (Ultramarines)
- Terminator Attack
- Warlord

Hard as Stone: During any turn, the controlling player may choose to pass or fail any Morale check that Mordaci Blaylock or a squad which he has joined is subject to. Both Mordaci Blaylock and any squad he joins are also immune to Pinning.

Foe Ripper

	Range	Str	AP	Type
Foe Ripper	-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy, Shred, Master-crafted

Terminator Attack: All Novamarines Terminator squads and Terminator Assault squads included in the army count as both scoring and denial units.

Warlord: If Mordaci Blaylock is an army's Warlord, he does not roll on the Warlord Traits table, but instead receives the Champion of Humanity Warlord trait (see page 76 of *Codex: Space Marines*).

Captain Mordaci Blaylock is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army with Chapter Tactics (Ultramarines). Captain Mordaci Blaylock counts as a Space Marine Captain when determining how many Command squads may be fielded in the army.

CAPTAIN PELLAS MIR'SAN 150 Points

Captain of the Salamanders 2nd Company, the Winter Blade, Defender of Nocturne (IA10: The Badab War – Part Two, p171)

	WS	BS	S	T	W	I	A	Ld	Sv
Pellas Mir'san	7	5	4	4	3	5	3	10	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Cinder Edge
- Close combat weapon
- Combi-flamer
- Frag grenades
- Krak grenades
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Salamanders)
- Independent Character
- Master Duellist
- Unflinching Resolve
- Warlord

Master Duellist: Whilst fighting a Challenge against an opponent with the unit sub-type Character, Mir'san can choose either to gain +1 Attack or to reduce his opponent's Attacks by -1 (to a minimum of 1) for that Assault phase. Choose which of these options will apply at the beginning of each Assault phase, before Initiative step 10.

Cinder Edge

	Range	Str	AP	Type
Cinder Edge	-	User	2	Melee, Master-crafted

Unflinching Resolve: Mir'san, and any friendly unit chosen from *Codex: Space Marines* with Chapter Tactics (Salamanders) which he joins, may choose to automatically pass or fail any Morale check or Pinning test they are called upon to make.

Warlord: If Pellas Mir'san is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Legendary Fighter:** The army gains 1 Victory point for each enemy character slain by its Warlord in a challenge.

Captain Pellas Mir'san is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army with Chapter Tactics (Salamanders). Captain Pellas Mir'san counts as a Space Marine Captain when determining how many Command squads may be fielded in the army.

BRAY'ARTH ASHMANTLE265 Points

Venerable Ancient of the Salamanders, the Iron Dragon (IA10: The Badab War – Part Two, p173)

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Bray'arth Ashmantle	6	5	6(10)	13	12	10	4	4	4

Unit Composition

- 1 (Unique)

Unit Type

- Vehicle (Walker)

Wargear

- Two dreadnought close combat weapons, each of which has an inbuilt Dreadfire heavy flamer (additional close combat attacks already included in profile)
- Extra armour
- Smoke launcher
- Searchlight

Special Rules

- Wrought by Vulkan
- It Will Not Die
- Venerable
- Chapter Tactics (Salamanders)
- Burning Wrath
- Warlord

Dreadfire Heavy Flamers: These weapons may either be fired as two individual heavy flamers, or as a single twin-linked meltagun. This choice must be made at the beginning of the Shooting phase, before any dice are rolled for their attacks. If one of the heavy flamers is destroyed, then the remaining heavy flamer cannot use this rule.

Wrought by Vulkan: Bray'arth Ashmantle's Dreadnought chassis, the 'Iron Dragon' is a unique relic immune to the particular effects of the Melta, Rending, Armourbane, and Lance special rules. Additionally, the Entropic Strike special rule only reduces his Armour Value on a D6 roll of a 6+, instead of the usual 4+. Any other rules which either reduce his Armour Value or allow attacks which target him to roll more than one dice when making an Armour Penetration check have no effect against the Dreadnought.

Burning Wrath: Bray'arth Ashmantle may forfeit one of his usual close combat attacks in order to inflict one automatic S5 AP4 hit on every model (friend and foe) in base contact with him at Initiative step one. The rest of his attacks are made as normal. Note that this is not the effect of a single weapon and so is not affected by Weapon Destroyed results.

Venerable: If a Venerable Dreadnought suffers a penetrating hit, its controlling player can make their opponent re-roll the result on the Vehicle Damage table. The second roll must be accepted, even if it is worse than the first.

Warlord: If Bray'arth Ashmantle is the only HQ choice present in an army he becomes the army's Warlord, even though he does not have a Leadership value. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Engine of Destruction:** The army gains 1 Victory point for each vehicle with at least one Armour Value of 12 or more and/or Independent Character that Bray'arth Ashmantle destroys in an assault which involves no other friendly models in the combat.

Bray'arth Ashmantle is a HQ choice for a Codex: Space Marines army or a Space Marine Siege Assault Vanguard army with Chapter Tactics (Salamanders).

MASTER HARATH SHEN 135 Points

Master Apothecary of the Salamanders Chapter, Defender of the Final Vault (previously available as a download from the Forge World website)

	WS	BS	S	T	W	I	A	Ld	Sv
Harath Shen	5	4	4	4	2	4	2	9	2+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Power sword
- Plasma pistol
- Digital weapons

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Salamanders)
- Independent Character
- Pride of the Chapter
- Master of Chirurgery
- Warlord

Master of Chirurgery: Both Harath Shen and any friendly unit he joins gains the Feel No Pain (4+) special rule while he is a part of the unit.

Pride of the Chapter: Master Harath Shen may re-roll any failed Look out, Sir rolls. In addition, whilst part of a friendly unit chosen from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list with the Chapter Tactics (Salamanders) rule, the unit he is a part of adds +1 to its score in order to determine the result of an assault.

Warlord: If Harath Shen is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Sacred Trust:** In missions where Victory points are scored for destroying units (including as secondary objectives), if Harath Shen is within 6" of a friendly Infantry unit chosen from *Codex: Space Marines* or the Space Marine Siege Assault Vanguard army list which is wiped out by the enemy, roll a D6. On a 5+, the player whose unit was destroyed also gains a Victory point, as well as the enemy.

Master Harath Shen is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army with Chapter Tactics (Salamanders) and counts as a Space Marine Captain when determining how many Command squads it may field.

AHAZRA REDTH 165 Points

Chief Librarian of the Mantis Warriors, the Dust Prophet, Guardian of the Endymion Cluster (IA10: The Badab War – Part Two, p174)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Force sword
- The Talisman of Sundered Souls
- Bolt pistol
- Psychic hood
- Frag grenades
- Krak grenades

Special Rules

- And They Shall Know No Fear
- Independent Character
- Chapter Tactics (Mantis Warriors)
- Psyker (Mastery Level 2)
- Warlord

The Talisman of Sundered Souls: This grants Ahazra Redth a 5+ Invulnerable save and allows him to re-roll the result of his first failed Psychic test (this may negate a failed Perils of the Warp result), but the second roll must be kept, even if it is worse than the first.

Psyker: Ahazra Redth is a powerful psyker. He has the special Mirage Psychic power (shown below) and may also roll one additional power from any of the following Psychic disciplines (see the *Warhammer 40,000* rulebook, page 418):

- Biomancy
- Pyromancy
- Telepathy
- Divination

Mirage

Warp Charge 1

Mirage is a blessing that targets the psyker, as well as any unit he has joined or vehicle in which he is being transported. Any models charging the target/s of this power while it is in effect count as making a Disordered Charge (see page 27 of the *Warhammer 40,000* rulebook). However, if the charged unit was already locked in combat from a previous turn, or has gone to ground, the power has no effect and the attackers gain bonus attacks as normal. In addition, all models protected by this power gain the Shrouded special rule.

Warlord: If Ahazra Redth is part of an army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Whispers on the Wind:** Any unit Ahazra Redth joins gains the Interceptor and Night Vision special rules while he is a part of it.

Ahazra Redth is a HQ choice for a Codex: Space Marines army or a Space Marine Siege Assault Vanguard army with Chapter Tactics (Mantis Warriors). A single Honour Guard squad may be included in an army that includes Ahazra Redth – this unit does not count against the army's HQ allowance.

HIGH CHAPLAIN THULSA KANE 190 Points

'Old Night', High Mortiurge of the Executioners, Lord Speaker of the Dead (IA10: *The Badab War – Part Two*, p175)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Grehdalin's Bones
- Plasma pistol
- Rosarius
- The Lifetaker
- The Ænigmata Ferrum
- Frag grenades
- Krak grenades

Special Rules

- Independent Character
- Chapter Tactics (Executioners)
- Zealot
- Warlord

The Lifetaker

	Range	Str	AP	Type
Lifetaker	-	6	2	Melee, Unwieldy, Two-handed

Grehdalin's Bones: This is a suit of Artificer armour that grants Thulsa Kane the Eternal Warrior special rule.

The Ænigmata Ferrum: Any friendly model chosen from *Codex: Space Marines* within 12" of Thulsa Kane can re-roll 1s when rolling to wound on the turn in which they charge into an assault.

Warlord: If Thulsa Kane is part of an army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **The Wrath of Old Night:** During any Assault phase in which Thulsa Kane is fighting a challenge, all friendly units with Chapter Tactics (Executioners) gain a +1 bonus to their score for working out the victor in assaults and +1 to their Sweeping Advance.

Thulsa Kane is a HQ choice for a Codex: Space Marines army or a Space Marine Siege Assault Vanguard army with Chapter Tactics (Executioners). A single Honour Guard squad may be included in an army that includes Thulsa Kane – this unit does not count against the army's HQ allowance.

CAPTAIN ZHRUKHAL ANDROCLES 145 Points

Captain of the Star Phantoms 9th Company, 'Siegebreaker' (IA10: The Badab War – Part Two, p180)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Power fist
- Combi-melta
- Frag grenades
- Krak grenades
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Star Phantoms)
- Independent Character
- Master of the Devastator Company
- Warlord

Master of the Devastator Company: If Zhrukhal Androcles is present in a detachment, then Devastator squads may be taken as Elites choices for the detachment as well as Heavy Support choices.

Warlord: If Zhrukhal Androcles is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Tenacity:** If Zhrukhal Androcles is an army's Warlord, he and his unit have the Feel No Pain special rule while within 3" of an objective.

Captain Zhrukhal Androcles is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army with Chapter Tactics (Star Phantoms). Captain Zhrukhal Androcles counts as a Space Marine Captain when determining how many Command squads may be fielded in an army.

VAYLUND CAL225 Points

Iron Thane of the Atropos War Clan, High Artificer of the Sons of Medusa,
Scion of the Moirae (IA10: The Badab War – Part Two, p181)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Servo-harness
- Thunder hammer
- Iron Halo

Special Rules

- Fearless
- Chapter Tactics (Iron Hands)
- Bulky
- Independent Character
- Blessings of the Omnissiah
- Lord of the Armoury
- Purge the Weak
- Iron Thane
- Warlord

Lord of the Armoury: If Vaylund Cal is included in an army, then Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices.

Iron Thane: Vaylund Cal has the Bulky rule, and should be modelled on a 40mm base. In addition, when he is included in an army, none of its primary detachments may include a Chapter Master or Master of the Forge, named or otherwise.

Purge the Weak: If Vaylund Cal is part of the detachment, then up to three Devastator squads suitably modelled to represent heavy cybernetic augmentation can be upgraded to Toughness 5 for +50 points per unit, but may not Run or make Sweeping Advances.

Warlord: If Vaylund Cal is chosen as an army's Warlord, he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Angel of Death:** The Warlord and his unit have the Fear special rule.

Vaylund Cal is a HQ choice for a Codex: Space Marines army or a Space Marine Siege Assault Vanguard army with Chapter Tactics (Iron Hands). A single Honour Guard squad may be included in an army that includes Vaylund Cal – this unit does not count against the army's HQ allowance.

KNIGHT-CAPTAIN ELAM COURBRAY 185 Points

Grand Champion of the Tournament of Flame, the 'Young Master', Captain of the Fire Hawks 8th Company (IA9: The Badab War – Part One, p172)

	WS	BS	S	T	W	I	A	Ld	Sv
Elam Courbray	6	4	4	4	3	6	3	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Iron Halo
- Jump pack
- Bolt pistol
- The Sword Excellus
- Frag grenades
- Krak grenades

Special Rules

- And They Shall Know No Fear
- Independent Character
- Warlord
- Counter-attack
- Hit and Run
- Martial Contempt
- Chapter Tactics (Fire Hawks)

If a Command squad is purchased for Elam Courbray, the entire squad may take Jump Packs for +35 points.

Martial Contempt: Whenever Knight-Captain Courbray is part of a combat, he must issue a challenge if there are eligible opponents. In addition, Courbray may never refuse a challenge issued by an enemy character.

The Sword Excellus

	Range	Str	AP	Type
Excellus	-	User	3	Melee, Rending, Soul Blaze, Specialist Weapon, Smash*

**Knight-Captain Courbray may choose to halve his Attacks, but double his Strength for that round of combat. In addition, when making a Smash attack Knight-captain Courbray may also re-roll any Armour Penetration tests he is called upon to make.*

Warlord: If Knight-Captain Courbray is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Firefall:** If Knight-Captain Courbray is the army's Warlord, he must be placed in reserve and arrive via Deep Strike so long as the mission allows it. When he (and any attached unit) deploys via Deep Strike, a single Firefall attack is made before the unit deploys. This attack may target any point on the tabletop and scatters the full distance shown by the roll, unmodified by any BS score. Once the attack has been resolved, Courbray and his squad may deploy anywhere within 6" of the template using the Deep Strike rules, but do not scatter (they may deploy elsewhere normally via Deep Strike if desired).

	Range	Str	AP	Type
Firefall	-	5	-	Heavy 1, Barrage, Large Blast (5")

Knight-Captain Elam Courbray is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army with Chapter Tactics (Fire Hawks). Knight-Captain Elam Courbray counts as a Space Marine Captain when determining how many Command squads the army may field.

Captain Silas Alberec.....185 Points

Commander of the Exorcists 3rd Company, Wielder of the Hellslayer, Keeper of Vigils (IA10: The Badab War – Part Two, p179)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Iron Halo
- The Hellslayer
- Bolt pistol
- Frag grenades
- Krak grenades
- Teleport homer

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (See the Forge World Chapter Tactics download in the Downloads section of the Forge World website)
- Independent Character
- Hexagrammatic Wards
- Soul-seared Champions
- Warlord

The Hellslayer

	Range	Str	AP	Type
The Hellslayer	-	x2	2	Melee, Unwieldy, Two-handed, Master-crafted, Concussive, Slayer (Daemon & Psyker)*

**Slayer: This rule is often presented as Slayer (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then it gains the effects of Slayer against all enemies. A weapon or model with the Slayer special rule will wound any target of the type specified by the special rule on a 2+, regardless of the model's Toughness value, if it hits them. The target takes any saves normally.*

Hexagrammatic Wards: Silas Alberec and any unit he joins gains the Feel No Pain (5+) special rule against any close combat attacks and Witchfire powers made by models with the Daemon, Psyker, Champion of Chaos, Mark of Khorne, Mark of Nurgle, Mark of Slaanesh, Mark of Tzeentch, Daemon of Nurgle, Daemon of Khorne, Daemon of Slaanesh or Daemon of Tzeentch special rules.

In addition, when an opponent currently fighting a challenge against Silas Alberec successfully activates a Force weapon by spending a Warp Charge, a special Deny the Witch test may be immediately taken. This test succeeds on a 4+ and cancels the effects of the Force special rule.

Soul-seared Champions: Any unit in the same detachment as Silas Alberec with the Chapter Tactics rule may re-roll any failed Deny the Witch tests they are called upon to take.

Warlord: If Silas Alberec is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Implacable Discipline:** All friendly units chosen from *Codex: Space Marines* roll an additional D6 and keep the two lowest dice when making Morale checks while within 12" of Silas Alberec.

Captain Silas Alberec is a HQ choice for a Codex: Space Marines army or Siege Assault Vanguard army that has the same Chapter Tactics as the one chosen to represent the Exorcists for this game. Captain Silas Alberec counts as a Space Marine Captain when determining how many Command squads an army may field.

LUGFT HURON235 Points

Master of the Astral Claws, Scourge of the Maelstrom, the Tyrant of Badab (IA9: The Badab War – Part One, p161)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- The Ghost Razors
- Heavy flamer
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Independent Character
- The Big Guns Never Tire
- Living Legend
- Shadowed Fate
- Warlord
- The Tyrant's Due/Angel of Death* (only when chosen as part of a Tyrant's Legion army)

*See the Tyrant's Legion army list for details

Lugft Huron is a HQ choice for a Codex: Space Marines army, Space Marine Siege Assault Vanguard army, or Tyrant's Legion army with Chapter Tactics (Astral Claws). If Lugft Huron is included in an army then none of its primary detachments may include another Chapter Master, named or otherwise. A single Honour Guard squad may be included in an army that includes Lugft Huron – this unit does not count against the army's HQ allowance.

The Big Guns Never Tire: This ability can be used once per game in the Shooting phase of any turn in which Lugft Huron has not moved in the preceding Movement phase (though he may declare a charge in the Assault phase as normal and need not charge the target this attack is made against). Using this ability counts as firing a weapon and uses the following profile:

Range	Str	AP	Type
Unlimited	10	1	Ordnance 2, Barrage, Large Blast (5")

Note that if this attack scatters, it will always scatter the full 2D6" – Lugft Huron's Ballistic Skill makes no difference.

Living Legend: All friendly units chosen from either Codex: Space Marines, the Space Marine Siege Assault Vanguard army list with Chapter Tactics (Astral Claws) or the Tyrant's Legion army list on the table—including those in allied detachments— may always choose to use Lugft Huron's Leadership value rather than their own as long as he is present on the table (modifiers apply to this as normal).

Shadowed Fate: The first time Huron is removed from play as a casualty for any reason, leave him on his side on the table. At the end of the turn where this happened, roll a D6 and on a 2+ he instead survives with a single remaining wound (this includes attacks causing Instant Death, Destroyer weapons, and multiple wounds which remove him from play caused by a particular model's attacks, etc) and is placed back in play as close as possible to where he fell. This special rule does not apply to any subsequent damage he takes after he has already escaped death once earlier in the game.

Warlord: If Lugft Huron is part of your army then he will always be the army's Warlord, regardless of the Leadership value of other HQ choices. He does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Master of Counter-assault:** While Lugft Huron is present on the table, any friendly units entering play from Reserves gain the Counter-attack special rule until their subsequent turn after they enter play.

The Ghost Razors

	Range	Str	AP	Type
The Ghost Razors	-	User	2	Melee, Shred, Specialist Weapon, Ghost Razors*

*Successful Invulnerable saves made against wounds caused by this weapon must be re-rolled (results of the second roll count as normal).

CAPTAIN CORIEN SUMATRIS.....165 Points

The Tyrant's Champion, Warden of Piraeus, Captain of the Astral Claws 2nd Company (IA9: The Badab War – Part One, p162)

	WS	BS	S	T	W	I	A	Ld	Sv
Corien Sumatris	7	4	4	4	3	5	3	10	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Storm shield
- Spectre pattern bolter
- Goldenfang
- Digital Weapons
- Frag grenades
- Krak grenades
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Independent Character
- The Tyrant's Champion
- Warlord
- Furious Charge

The Tyrant's Champion: All friendly units, but not Independent Characters, chosen from *Codex: Space Marines* or the *Space Marine Siege Assault Vanguard* army list with the Chapter Tactics (Astral Claws) special rule as part of the same detachment as Corien Sumatris gain +1 WS while within 12" of him. Any squad he joins gains the Furious Charge special rule while he is part of the squad.

Spectre pattern bolter

	Range	Str	AP	Type
Spectre pattern bolter	12"	4	5	Assault 2

Goldenfang

	Range	Str	AP	Type
Goldenfang	-	User	3	Melee, Master-crafted, Rage

Warlord: If Corien Sumatris is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Legendary Fighter:** An army gains 1 Victory point for each enemy character slain by the Warlord in a challenge.

Captain Corien Sumatris is a HQ choice for a Codex: Space Marines army or Space Marine Siege Assault Vanguard army with Chapter Tactics (Astral Claws). Captain Corien Sumatris counts as a Space Marine Captain when determining how many Command squads an army may field.

ARMENNEUS VALTHEX 145 Points

The Alchemancer, Honoured Patriarch of the Forges of the Astral Claws (IA9: The Badab War – Part One, p163)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Artificer armour
- Bolt pistol
- Conversion beamer
- Indynabula Array
- Frag grenades
- Krak grenades

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Independent Character
- Battle Alchemy
- Blessings of the Omnissiah
- Bolster Defences
- Lord of the Armoury
- Warlord

Indynabula Array: This grants Armenneus Valthex the Counter-attack special rule, a 5+ Invulnerable save, and provides Valthex with two Dendrite blades. Note that the extra attack this provides is already incorporated into his profile:

	Range	Str	AP	Type
Dendrite blade	-	User	3	Melee, Specialist Weapon

Battle Alchemy: If Valthex is present in an army, then both he and any one friendly unit chosen from *Codex: Space Marines* with Chapter Tactics (Astral Claws) may upgrade their boltguns, bolt pistols or storm bolters to use specially modified Hellfire rounds at no cost. This means the affected weapons gain the Poisoned (2+) ability, though otherwise their weapon profiles remain unchanged. The squad that has been selected for this upgrade must be noted down before the battle.

Lord of the Armoury: If Armenneus Valthex is included in an army then Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts may be taken as Heavy Support choices as well as Elites choices.

Warlord: If Armenneus Valthex is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following unique Warlord trait:

- **Master of Machines:** Any Dreadnoughts, Venerable Dreadnoughts or Ironclad Dreadnoughts within 6" of Armenneus Valthex count as Denial units.

Armenneus Valthex is a Master of the Forge and is a HQ choice for an army chosen from Codex: Space Marines or the Space Marine Siege Assault Vanguard army list with Chapter Tactics (Astral Claws). If Valthex is included in an army, it may take no other Masters of the Forge, named or otherwise.

ARCH-CENTURION CARNAC COMMODUS 105 Points

Commander of the XXIIIrd Tyrant's Legion, the Bloody Scourge of Shaprias (previously available as a download from the Forge World website)

	WS	BS	S	T	W	I	A	Ld	Sv
Carnac Commodus	5	4	4	4	2	5	3	9	3+

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Blood Biter
- Bolt pistol
- Iron Halo
- Frag grenades
- Krak grenades
- Void Hardened Armour

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Astral Claws)
- Independent Character
- The Tyrant's Due/Angel of Death* (when chosen as part of a Tyrant's Legion army only)
- Crusader
- Legion Overseer
- Warlord

*See the Tyrant's Legion army list for details

Legion Overseer: If Carnac Commodus is included in a Tyrant's Legion army list, then a single Legion Retaliator Squad may be chosen as a Troops choice.

Void Hardened Armour: Carnac Commodus and any Command squad taken to go alongside him wear specialised power armour and count as wearing Void Hardened armour in games using the Zone Mortalis/Blood in the Void rules.

Blood Biter

	Range	Str	AP	Type
Blood Biter	-	+1	5	Melee, Rending

Warlord: If Carnac Commodus is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Cut Them Down!:** Any friendly unit chosen from *Codex: Space Marines* or the Tyrant's Legion army list that is involved in the same combat as Commodus may re-roll any Sweeping Advances they are called upon to make.

Arch-centurion Carnac Commodus is a HQ choice for a Codex: Space Marines army or a Tyrant's Legion army with Chapter Tactics (Astral Claws). When included in a Tyrant's Legion army list, Carnac Commodus will automatically be the army's Warlord, regardless of Leadership values, unless Lugft Huron is also part of the army. He also fills the compulsory Centurion choice for a 1,500 point or larger Tyrant's Legion army, as noted in The Tip of the Claw special rule. When fielded as part of a Codex: Space Marines army, Commodus counts as a Space Marine Captain when determining how many Command squads it may field.

LORD ASTERION MOLOC235 Points

The Brazen Warlord, Master of the Minotaurs, Spear of Judgement (IA10: The Badab War – Part Two, page 177 & IA12: The Fall of Orpheus, p144)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Terminator armour
- The Black Spear
- Storm shield
- Iron Halo

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Minotaurs)
- Independent Character
- Orbital Bombardment
- Dark Fury
- Eternal Warrior
- Sanctioned Fratricide
- Warlord

Lord Asterion Moloc is a HQ choice for a Codex: Space Marines army with Chapter Tactics (Minotaurs). If Moloc is included in an army then none of its primary detachments may include another Chapter Master, named or otherwise. A single Honour Guard squad may be included in an army that includes Moloc – this unit does not count against the army's HQ allowance.

The Black Spear

This uses both of the following profiles:

	Range	Str	AP	Type
The Black Spear	-	6	2	Melee, Specialist Weapon
Lasbeam	12"	8	2	Assault 1, One Use

Dark Fury

Both Moloc, and any Space Marine squad he joins, gains the Fearless universal special rule and ignores any Initiative penalties for charging into terrain.

Sanctioned Fratricide

Asterion Moloc and all models in a Primary Detachment that contains him and have Chapter Tactics (Minotaurs) have the Preferred Enemy (Space Marines) special rule. Note this applies to any army drawn from *Codex: Space Marines*, *Codex: Space Wolves*, *Codex: Dark Angels*, *Codex: Blood Angels*, and the Space Marine Siege Vanguard army list (see *Imperial Armour Volume 10 – The Badab War Part 2*, and any models with the Chapter Tactics (Astral Claws) used as part of the Tyrant's Legion army list (see *Imperial Armour Volume 9 – The Badab War Part 1*).

A Primary Detachment that includes Asterion Moloc treats any allied detachment from any of the forces mentioned previously in this rule as Desperate Allies.

Warlord: If Asterion Moloc is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Legendary Fighter:** The army gains 1 Victory point for each enemy character slain by the Warlord in a challenge.

CHAPLAIN IVANUS ENKOMI.....145 Points

Voice of the Minotaur, Reclusiarch of the Minotaurs (IA10: *The Badab War – Part Two*, page 177 & IA12: *The Fall of Orpheus*, p146)

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

Unit Composition

- 1 (Unique)

Unit Type

- Infantry (Character)

Wargear

- Power armour
- Power fist
- Crozius Arcanum
- Auxiliary grenade launcher
- Rosarius
- Frag grenades
- Krak grenades
- Void hardened armour or jump pack (select one before the game – the model must be appropriately equipped)

Special Rules

- And They Shall Know No Fear
- Chapter Tactics (Minotaurs)
- Independent Character
- Zealot
- Bane of Hatred
- Warlord

Options

At the Battle of Gathetris, nearly a century after the Badab Wars, Enkomi claimed the shattered remains of a relic of the rebellious Night Reapers Chapter as a spoil of war, and the artificers of the Minotaurs rebuilt it into the Crozius Arkanos.

For +10 points, Enkomi may exchange his Crozius Arcanum and auxiliary grenade launcher for the Crozius Arkanos. Note that this option may not be selected during games intended to represent the fighting during the Badab War.

Bane of Hatred

Both Ivanus Enkomi and any Space Marine squad with Chapter Tactics (Minotaurs) he joins, have the Rage special rule.

Crozius Arkanos

This has the following profiles:

	Range	Str	AP	Type
Crozius Arkanos	-	User	3	Melee, Specialist Weapon, Master-crafted, Concussive
Assault launcher	12"	3	6	Assault 1, Blast (3"), Twin-linked

Warlord: If Ivanus Enkomi is an army's Warlord then he does not roll on the Warlord Traits table, but instead receives the following Warlord trait:

- **Intimidating Presence:** All enemy units within 12" of Ivanus Enkomi must use the lowest Leadership value in the unit, not the highest.

Ivanus Enkomi is a HQ choice for an army chosen from Codex: Space Marines or the Space Marine Siege Assault Vanguard army list with Chapter Tactics (Minotaurs). Ivanus Enkomi counts as a Chaplain when determining how many Command squads the army may field.