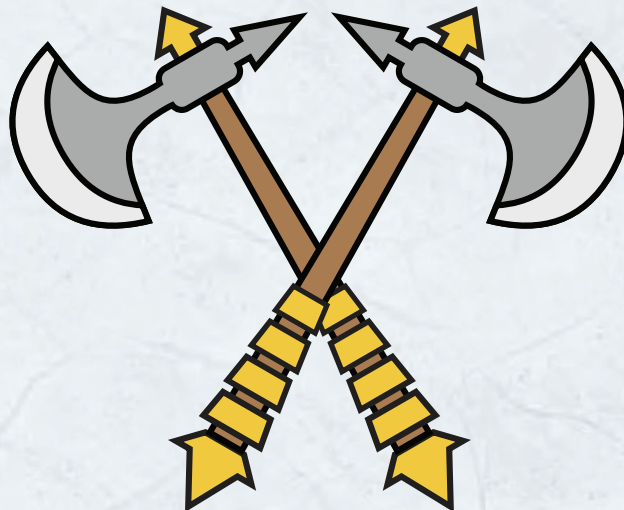


# Dark Apocrypha

Heroes and Villains  
of the Enigmus Sector

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Larry Vela; Adeptus Administratum Curator  
Abe Apfel; Autosavants  
JR, AdamHarry, Mayhem's Muse, SALLstice: Remembrancers

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## *The Enigmus Sector*

Far to the east of the Ultima Segmentum lay the Enigmus Sector. An unhappy warren of mystery, danger, crime and madness, the Enigmus has been under a foul veil for as long as mankind has any record of it. Rediscovered during the Great Crusade by a Night Lords explorer fleet - the sector's primary worlds of Port Ryan, Theris III, Mogan Prime and Tarvin were added into the Imperium through a series of dark compliances by the dread VIIIth Legion.

The Enigmus Sector has always had a penchant for insurrection and bloody rebellion and even 9000 years later, sits at the unfortunate conjunction of competing xenos enclaves - all vying for ultimate control. Vital shipping lanes run through a sector that the Administratum would rather turn a blind eye to if it were able - but alas cannot. In the stead of proud control, the Imperium is satisfied with a rough edged stability enforced through a series of ports and fortified worlds under Navy and Departmento Munitorum control to keep the peace, show the flag, and critically keep the Imperial supply channels open.

Planetary governors are left to their own devices more than usual and there are rumors aplenty of dark pacts and untoward negotiations that keep the power structure of the Enigmus Sector in balance.

Welcome to your new home, and remember that whatever happens out here - you won't be missed.

"Never will you find a more wretched warren of heresy and sedition. We should burn it all."

-Inquisitor Hilde, regarding the Enigmus Sector







# INTRODUCTION

**Welcome friend, to an index of lost lore. Find herein the tales of heroes and villains, great and small, who plied the battlefields and spacelanes of the shrouded and maligned Enigma Sector. Welcome to Dark Apocrypha**

## FROM THE AUTHOR

*Welcome to what we hope is an exciting and fun-filled Warhammer 40,000 supplement for the Bell of Lost souls Twitch and YouTube channels. With the arrival of the BoLS streaming channels and our Dark Apocrypha show, we knew that over time we would want to start to allow both our fans and the games themselves to start to weave together into their own legends and stories. Over the months we have all enjoyed seeing some of favorite armies and characters develop tabletop histories, grudges and sagas worthy of their own rules. Not shackled to the competitive tournament model, we here present a set of Power Level only rules\* for you to enjoy and follow along with our games.*

*This supplement is not a comprehensive reference, but a travel guide through some of our favorite characters that have made our games and mini-campaigns come alive on Twitch and YouTube. It is intended to get your creative juices flowing and to allow a set of enthusiast gamers and modelers a chance to dive into games with a host of exotic, but very familiar units.*

*It has been a labor of love and I sincerely hope you have a great time watching our games, following along or perhaps even playing your own games using these new toys.*

-Larry Vela



Hive Tyrannus, Mogan Prime



Theris III, in the Three Tears warpstorm

"You will shoot your enemy once,  
to ensure he fights no more that  
day! You will shoot traitors twice,  
to ensure nothing less than their  
deserved death!"

- Lord Governor Charleston, Tarvin

\*Multiply the character's Power Level by 20 if you must use them in a points game - you ADDICTS!



# THE IMPERIUM



"The Imperium! How mighty its aspect! How far-reaching its boundaries! As one world dies ten more are brought into the fold. Fear us, for we count the lives of planets, not men!"

- Cardinal Morius Bate, Ecclesiarch Primus



# Captain Olivander - Blood Angels



*Captain Paulus Olivander commands the "lost" 3rd Company of the Blood Angels. Cut off from Baal by the Great Rift, and thought destroyed by the rest of the Chapter, Olivander strives to be a living beacon of Sanguinius fervour for his warriors. Having aquired the Apian blade on the Death World Of Karath VI in the Enigmus Sector, he wields it against all enemies of the Imperium. His current mission is to guide his Company safely back to Baal by any means necessary.*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Olivander	6"	2+	2+	4	4	5	4	9	3+

Captain Olivander is a single model armed with a bolt pistol, Apian blade, master crafted boltgun, frag & krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt Pistol	12"	Pistol 1	4	0	1	-
Master-crafted boltgun	24"	Rapid Fire 1	4	-1	2	-
Apian blade	Melee	Melee	+2	-3	D3	-
	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Frag Grenade	9"	Grenade D6	3	0	1	-
Krak Grenade	9"	Grenade 1	6	-1	D3	-

## WARGEAR OPTIONS

- This model may take a jump pack (**Power Rating +1**). If it does, it's Move characteristic is increased to 12" and it gains the **Jump Pack** and **Fly** keywords.

## ABILITIES

### And They Shall Know No Fear:

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Blood Angels** units within 6" of this model.

**Iron Halo:** This model has a 4+ invulnerable save.

**Jump Pack Assault:** During deployment, if this model has a Jump Pack, you can set it up high in the skies instead of on the battlefield. At the end of any of your Movement phases this model can assault from above - set it up anywhere on the battlefield that is more than 9" from any enemy models.

**Aura of Fervour:** You can add 1 to the Attacks characteristics of **Blood Angels Infantry** units within 6" of the Sanguinor or this model...

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Blood Angels

**KEYWORDS:** Character, Infantry, Captain, Olivander





# Captain Arnold - Ultramarines



*Captain Tiberius Arnold has been tasked with defending the western borders of Ultramar from the dangers of the Enigmus Sector by Lord Guilliman himself. Heavily augmented by bionics, Arnold lets nothing stop him and his Ultramarines from terminating any tumors of evil he finds. Faced with the worst that Xenos and the Warp can throw at him, he sticks to his age old motto: "If it bleeds, we can kill it"*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Captain Arnold	5"	2+	2+	4	4	6	4	9	2+

Captain Arnold is a single model armed with a storm bolter, relic blade, wrist mounted grenade launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Storm bolter	24"	Rapid fire 2	4	0	1	-
Wrist Grenade Lnchr	12"	Assault D3	4	-1	1	-
Relic blade	Melee	Melee	+2	-3	D3	-

## ABILITIES

### And They Shall Know No Fear:

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Ultramarines** units within 6" of this model.

**Iron Halo:** This model has a 4+ invulnerable save.

**Teleport Strike:** During deployment, you can set up Captain Arnold in a teleportation chamber instead of on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.

**More Machine Than Man:** Reduce damage inflicted upon Captain Arnold from any single weapon to 1.

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Ultramarines

**KEYWORDS:** Character, Infantry, Terminator, Captain, Arnold







*Primaris Brother Lieutenant Danius "Dan" commands the Intercessor and Hellbalster squads in Captain Arnold's force. One of the first Primaris Marines to join the Ultramarines, Danius has a less stern demeanor than most of his peers. His attitude is deceptive as Danius is utterly devoted to Guilliman, often inspiring his troops with exhortations on what fortunate sons they are.*

<b>NAME</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Lieutenant (Dan)ius	6"	2+	3+	4	4	5	4	8	3+
Primaris Lt. Dan is a single model armed with a bolt pistol, artisan power sword, frag & krak grenades.									
<b>WEAPON</b>	<b>RANGE</b>	<b>TYPE</b>	<b>S</b>	<b>AP</b>	<b>D</b>	<b>ABILITIES</b>			
Bolt Pistol	12"	Pistol 1	4	0	1	-			
Artisan Power sword	Melee	Melee	User	-3	2	-			
Frag Grenade	9"	Grenade D6	3	0	1	-			
Krak Grenade	9"	Grenade 1	6	-1	D3	-			
<b>ABILITIES</b>	<b>And They Shall Know No Fear:</b>  <b>Tactical Supremacy:</b> You can re-roll wound rolls of 1 made for friendly <b>Ultramarines</b> units within 9" of this model.								
<b>FACTION KEYWORDS:</b> Imperium, Adeptus Astartes, Ultramarines									
<b>KEYWORDS:</b> Character, Infantry, Primaris, Lieutenant, Danius									





# Pr. Epistolary Antolius - Ultramarines



*A Primaris newcomer to both the Ultramarines and the Engimus sector, Antolius spent the last 5 years traveling the worlds of Ultramar worst ravaged by the Death Guard plagues. This experience has hardened his soul to the Promirdial Annhillator and focused his already mighty mind into a bastion against which the ploys and lies of Chaos are dashed.*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Primaris Epistolary Antolius	6"	3+	3+	4	4	5	4	9	3+

Primaris Epistolary Antolius is a single model armed with a bolt pistol, force sword, frag & krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt Pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	User	-3	D3	-
Frag Grenade	9"	Grenade D6	3	0	1	-
Krak Grenade	9"	Grenade 1	6	-1	D3	-

<b>ABILITIES</b>	<p><b>And They Shall Know No Fear:</b></p> <p><b>Psychic Hood:</b> You can add 1 to Deny the Witch rolls you take for this model against enemy <b>Psykers</b> within 12"</p> <p><b>Bulwark of Faith:</b> You can add 1 to Deny the Witch rolls you take for this model against enemy <b>Psykers</b> with the <b>Chaos</b> keyword.</p>
<b>PSYKER</b>	<p>This model may attempt to manifest two psychic powers in each friendly Psychic Phase, and attempt to deny two psychic power in each enemy Psychic Phase. It knows the <i>Smite</i> power and two psychic powers from the Librarius discipline.</p>

**FACTION KEYWORDS:** Imperium, Adeptus Astartes, Ultramarines

**KEYWORDS:** Character, Infantry, Primaris, Psyker, Librarian, Antolius





# General Festus - Tarvin 13th



*From humble beginnings comes greatness. Since joining the Tarvin PDF as a private, trooper Festus, known by his men as "The Bestus", has worked his way up the ranks to General of the Astra Militarum. A hero of the Death Guard attempts to poison Tarvin, Festus has been placed in command of a newly formed army and charged with taking the fight to the enemy, around the critical worlds near Tarvin and Mogan Prime.*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
General Festus	6"	3+	3+	3	3	4	3	8	5+
General Festus is a single model armed with a bolt pistol, powerfist and frag grenades.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Bolt Pistol	12"	Pistol 1	4	0	1	-			
Power fist	Melee	Melee	X2	-3	D3	When attacking with this weapon, you must subtract 1 from the to-hit roll.			
Frag Grenade	9"	Grenade D6	3	0	1	-			
<b>ABILITIES</b>		<b>Voice of Command:</b>				<b>Senior Officer:</b> This model may use the Voice of Command ability twice in each of your turns. Resolve the effects of the first order before issuing the second order.			
		<b>Refractor Field:</b> This model has a 5+ Invulnerable save.				<b>Scion of Tarvin:</b> You may reroll to-hit rolls of 1 for Autocannons and Plasma guns fired by friendly <b>Tarvin</b> units in General Festus' army.			
<b>FACTION KEYWORDS:</b> Imperium, Astra Militarum, Tarvin									
<b>KEYWORDS:</b> Character, Infantry, Officer, Company Commander, Festus									





# Inquisitor Hilde - Ordo Xenos



Some Inquistors hunt their prey from the shadows. Inquisitor Hilde on the other hand prefers less subtle means of destroying the foes of mankind. A master tactician Hilde is most at home commanding the military forces of the Imperium. No weapon or tactic is too byzantine for her. With centuries of battling xenos behind her, such is her knowledge of enemy stratagems, and her faith, that she is able to counter opposition almost without conscious thought..

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Inquisitor Hilde	6"	3+	3+	3	3	5	4	9	4+

Inquisitor Hilde is a single model armed with a Hrud chrono-jezzail, bolt pistol, relic blade & frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hrud Chrono-Jezzail	36"	Heavy 1	6	-2	2	If a unit is hit by this weapon, during its next turn halve its Movement characteristic and the results of any Advance or Charge rolls. This cannot effect units with Titanic keywords.
Bolt Pistol	12"	Pistol 1	4	0	1	-
Relic blade	Melee	Melee	+2	-3	D3	-
Frag Grenade	9"	Grenade D6	3	0	1	-

## ABILITIES

### Authority of the Inquisition, Quarry

**Unquestionable Wisdom:** All friendly **Imperium** units within 6" of this model can use its Leadership characteristic instead of their own.

**Iron Will:** If an enemy psychic power targets Hilde, roll 2d6. If the result equals or beats the result for the Psychic test for the psychic power, them the power has no effect upon the model (though any other models that were targeted will be affected normally).

**His Grace:** Any time the opposing player uses a Strategem roll a D6. On a roll of 5+, the strategem is cancelled and has no effect. Any command points used are still spent regardless of whether the strategem is cancelled or not. This roll may never be re-rolled.

**FACTION KEYWORDS:** Imperium, Inquisition, Ordo Xenos

**KEYWORDS:** Character, Infantry Inquisitor, Hilde





# Canoness Gertrude



Thanks to her indomitable will and faith Canoness Gertrude has come to lead the Order of the Flame Eternal in its works in the Enigmus Sector. Based on the distant Ministorum Shrine world of Dominica IV at the end of the Jenn's Folly warp conduit, Canoness Gertrude is truly "the end of the line" for the Enigmus Sector. Though she was nearly killed in the defense of Valon Urr, witnessing the miracles of Saint Helena has given her new vigor for the battles yet to come - a vigor she passes on to her charges with a surprising emphasis on physical combat.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Canoness Gertrude	6"	2+	2+	3	3	5	4	9	3+

Canoness Gertrude is a single model armed with a bolt pistol, eviscerator, frak and krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt Pistol	12"	Pistol 1	4	0	1	-
Eviscerator	Melee	Melee	X2	-4	D3	When attacking with this weapon, you must subtract 1 from the to-hit roll.
Frag Grenade	9"	Grenade D6	3	0	1	-
Krak Grenade	9"	Grenade 1	6	-1	D3	-

<b>ABILITIES</b>	<p><b>Acts of Faith, Shield of Faith</b></p> <p><b>Rosarius:</b> This model has a 4+ Invulnerable save.</p>	<p><b>Lead the Righteous:</b> You can reroll to-hit rolls of 1 for friendly &lt;Order&gt; units within 6" of this model.</p> <p><b>Holy Fisticuffs:</b> Friendly <b>Adepta Sororitas, Infantry</b> units within 6" of this model inflict an additional Mortal Wound on their to-hit rolls of 6 in the fight phase.</p>
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**FACTION KEYWORDS:** Imperium, Adeptus Ministorum, Adepta Sororitas, <Order>

**KEYWORDS:** Character, Infantry, Canoness, Gertrude





# FAMOUS IMPERIALS of the ENIGMUS SECTOR

In a galaxy of endless darkness, only the Imperium of Mankind holds back the night. Paragons of hope's names fly from the lips of the teeming masses.

## ULTRAMARINES: Primaris Ancient Nestor



For 250 years has Ancient Nestor fought under the banner of the Ultramarines. He remembers the days when Marneus Calgar fought as a mere scout in the chapter's 10th company. He witnessed the devastation of the Tyrannic invasion of Ultramar. He was present at the rebirth of his Primarch Roboute Guilliman. Wherever danger is highest, the Ultramarines answer the call and wherever the sons of Ultramar are tested to their limits, Ancient Nestor stands tall, banner upheld to remind them of their duty. Fate brings him to the Enigmus Sector more and more in these dark days.

## ASTRA MILITARUM: Catachan General Nahm-Lo



General Nahm-Lo is the commanding officer of Astra Militarum forces based at Port Ryan in the northwestern stretches of the Enigmus Sector. His charge is to defend the worlds near the northern half of the Omicron Tertiary warp conduit. With verdant Eldar worlds to his east, twisted Chaos infested worlds of the Dread Stars to the south and Necron and Ork raids to the west, his forces are never idle. His Astra Militarum maintain a eternal state of war to keep the Sector secure - made possible by constant resupply of men and material from the Departmento Munitorum.

## DEATHWATCH: Watchmaster Renfield



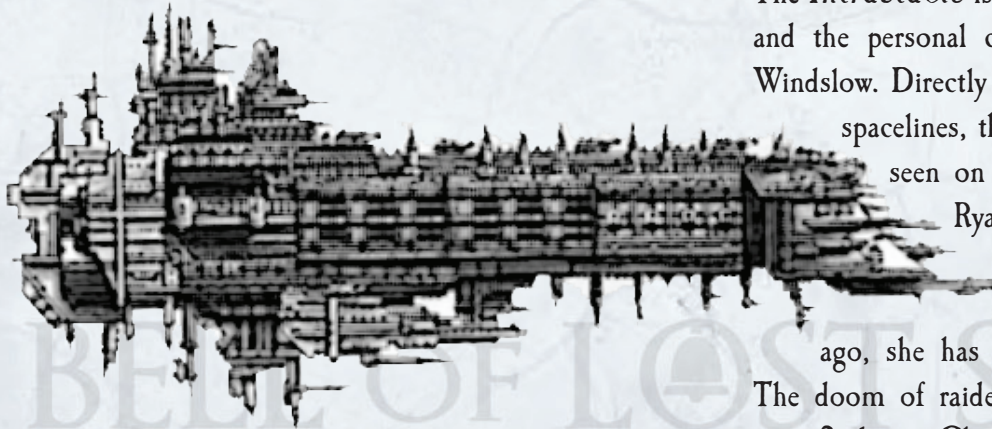
A beacon of light in the darkness. Watchmaster Renfield's keen gaze covers the Dread Stars, Tau, Ork and Necron activity across the central Enigmus Sector. Based on the primitive feudal world of Ocam, the Deathwatch receive endless requests for aid from Governors, Navy and Astra Militarum alive. Yet when the time is right, his Kill-teams strike, cutting down the most dangerous foes of the Imperium when they are at their most vulnerable. Watchmaster Renfield's Deathwatch raids are legend and many a battle has been turned by his perfectly timed interventions.



# FAMOUS ENIGMUS SECTOR WARSHIPS

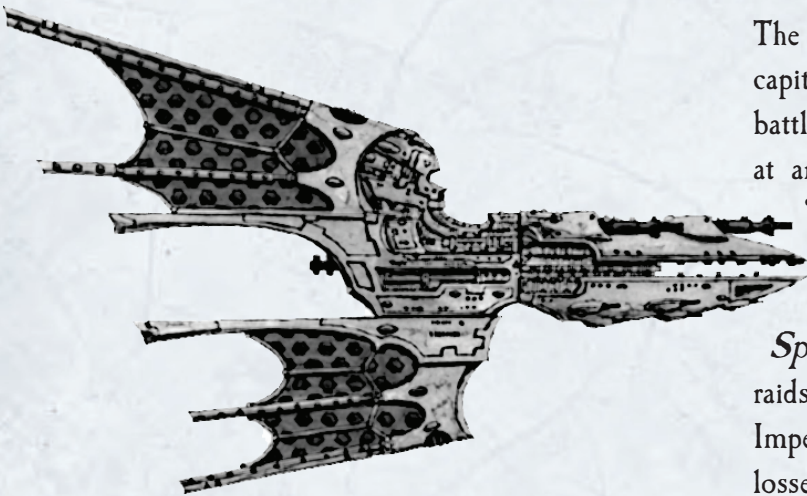
From Ultramar to the Dread Stars to Nihilakh Dynasty to the Hunt for Alaitoc, many vessels, both Imperial and xenos, cruise the spacelanes, making their mark on the history of the Enigma Sector.

## INTRACABLE: Emperor Class Battleship



The *Intractable* is the flagship of Battlefleet Enigma and the personal command ship of Grand Admiral Windslow. Directly responsible for protecting Imperial spacelines, the *Intractable* is most commonly seen on the constant patrols between Port Ryan and Mogan Prime. A newer vessel laid down at the shipyards of Kar Dunaish only 2 millenia ago, she has since amassed a glorious record. The doom of raiders, the *Intractable* has claimed over 2 dozen Chaos raiders, and even a handful of Eldar brigands in the last decades.

## SPEAR OF KHAINE: Void Stalker Battleship



The *Spear of Khaine* was the most feared Eldar capitol ship of the Alaitoc fleet. This Void Stalker class battleship wreaked havoc in the last decade, striking at any shipping that ventures close to the so called "Garden Worlds" in the northern sector. While a handful of Imperial picket ships of Battlefleet Enigma have fallen to its lances, recently the *Spear of Khaine* has been sighted leading Alaitoc raids into the Dread Stars and Death Guard Warzone. Imperial strategos using remote augurs report heavy losses inflicted on Chaos naval assets.

## KABOOM: Ork Kill Kroozer



The *Kaboom* may be the most infamous raider of the Enigma Sector. Under command the Dread Freebooter Kap'tin Robutz, the ship relentlessly savages anything surrounding its home port of Sallverno. The ship has continually raided the Jenn's Folly warp conduit, as well as the Dread Stars, T'au Empire and even worlds of the Necron Nihilakh Dynasty. The Imperial Navy has put a moon's worth of a bounty on the Dread Kap'tin Robutz and the *Kaboom*.



# THE RUINOUS POWERS



"Cast down the idols! Destroy the temples!  
Slay the priests! Show these fools that they  
worship nothing more than a rotting corpse!"

- Harzhan,  
Dark Apostle of the Word Bearers



# Lord Drakharr - Daemon Prince



Once Lord Dhakharr was a Centurion of the VIII Legion assigned to first pacify, then hold the newly discovered Enigmus Sector. For more than 9000 years Lord Drakharr of the Night Lords has haunted the Engimus Sector, long since discarding his mortal form to his new masters - the Ruinous Powers. Though now a dread Deamon Prince, Drakharr recently suffered a humiliating defeat at the hands of Captain Olivander of the Blood Angels. Since then he has bided his time and gathered forces. He now plans to unleash his revenge on the entire sector.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Drakharr	12"	2+	2+	7	6	9	5	10	3+
Lord Drakharr is a single model armed with a hellforged sword and a set of malefic talons.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Hellforged Sword	Melee	Melee	User	-2	3	-			
Malefic Talons	Melee	Melee	User	-2	2	Each time this model fights, it can make 1 additional attack with this weapon.			
<div><div><div>ABILITIES</div><div><div>Death to the False Emperor:</div><div>Daemonic: This model has a 5+ Invulnerable save.</div><div>Daemonic Alleigance: Khorne</div><div>Arch-Prince of Chaos: You can re-roll hit and wound rolls of 1 made for friendly <b>Heretic Astartes</b> units within 6" of this model. This ability also affects <b>Khorne, Daemon</b> units within 8".</div></div></div><div><div>Might Over Magic: A Daemon Prince of <b>Khorne</b> increases its Attacks Characteristic by 1 (<i>already included</i>).</div><div>I'll Get You Next Time: The first time Lord Drakharr is reduced to 0 wounds, roll a D6. On a 3+ set him up again at the end of the phase, as close as possible to his previous position and more than 1" from any enemies, with 2D3 wounds remaining.</div></div></div>									
FACTION KEYWORDS: Chaos, Heretic Astartes, Night Lords, Khorne									
KEYWORDS: Character, Monster, Daemon, Daemon Prince, Drakharr									





# Lord Abraxis - Emperor's Children



*The deeds of Arch-Lord Abraxis, the Flesh Duke of Shrii-Tan, Grand Visier of Delights are legendary among the Emperors Children. On Fortun Beta he faced the hordes of the Unmade to claim the Glaive of Whispers, he slew the Blademaster of Umbroth, and tamed a Warp-Serpent of Bo'oobus with dark song. Favored by the Dark Prince itself, his cruelty is matched only by his arrogance.*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Abraxis	12"	2+	2+	4	4	6	6	9	3+

Lord Abraxis is a single model armed with the glaive of whispers and a bolt pistol. Abraxis rides a Steed of Slaanesh that attacks with its Lashing Tongue.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt Pistol	12"	Pistol 1	4	0	1	-
Glaive of Whispers	Melee	Melee	+3	-3	2	Roll a D6 for each point of damage inflicted on a model by this weapon; on a 6, that model suffers an additional Mortal Wound at the end of the phase. This weapon may ONLY be used on <b>Characters, Monsters, Vehicles</b> .
Lashing Tongue	Melee	Melee	4	0	1	After this model makes its close combat attacks you can attack with its mount. Make 2 additional attacks using this weapon profile.

**ABILITIES**

**Death to the False Emperor:**

**Sigil of Corruption:** This model has a 4+ Invulnerable save.

**Unholy Speed:** This model may Advance and Charge in the same turn.

**Ultimate Disdain:** This model may fall back and charge in the same turn if engaged in combat with an enemy unit that contains no **Characters, Monsters, or Vehicles**. *Note: You may charge any legal unit.*

**Lord of Slaanesh:** You can re-roll to-hit rolls of 1 made for friendly **Emperors Children** units within 6" of this model.

**FACTION KEYWORDS:** Chaos, Heretic Astartes, Emperors Children, Slaanesh

**KEYWORDS:** Character, Cavalry, Daemon, Chaos Lord, Abraxis





# Lord Scorpious - Emperor's Children



*As with all Sorcerers who are Soul-bound to, and thus inevitably fail Lord Abraxis, Scorpious is slowly undergoing the transformation into a sinuous Chaos Spawn. The wretched Worm of Chaos must focus his twisted will every day to stave off the full transformation. Still, the closer connection to pure Chaos has increased his powers, and perhaps, one day, if Abraxis turns his gaze away for just long enough, it will be the Worm of Chaos who has the last laugh.*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Sorcerer Lord Scorpious	9"	3+	3+	4	4	4	3	9	3+

Sorcerer Lord Scorpious is a single model armed with a bolt pistol, force sword, frag & krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt Pistol	12"	Pistol 1	4	0	1	-
Force sword	Melee	Melee	User	-3	D3	-
Frag Grenade	9"	Grenade D6	3	0	1	-
Krak Grenade	9"	Grenade 1	6	-1	D3	-

## ABILITIES

**Death to the False Emperor:**

**Daemonic Bolts:** You can use the Daemon Shell stratagem on this model at a cost of 0 command points.

**Banner of Lust:** Enemy **Psykers** within 12" of this model suffer a Peril of the Warp on any Psychic Test that rolls doubles.

**Worm of Chaos:** This model **MUST** immediately fire at Lord Abraxis with a Daemon Bolt anytime Abraxis is reduced to 1 Wound if he is within 12" and line of sight.

## PSYKER

This model may attempt to manifest two psychic powers in each friendly Psychic Phase, and attempt to deny two psychic power in each enemy Psychic Phase. It knows the *Smite* power and two psychic powers from the Dark Hereticus discipline.

**FACTION KEYWORDS:** Chaos, Heretic Astartes, Emperors Children, Slaanesh

**KEYWORDS:** Character, Infantry, Psyker, Sorcerer, Scorpious





# Lord Rhynus the Viral - Death Guard



*Like the plagues they carry within them Lord Rhynus' Death Guard have festered across the Engimus Sector. Charged by Mortarion with battering the door of western Ultramar, Rhynus dreams of taking the world of Tarvin and thus succeeding where Typhus failed. Rhynus wields a sinister Flail of Corruption, and anchors each chain with a head of a fallen champion of the Imperium. Already 3 Astra Militarum and 2 Astartes lords decorate his weapon - but the next target for his collection is the head of General Festus of the Tarvin 13th.*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Rhynus the Viral	4"	2+	2+	4	5	6	4	9	2+

Lord Rhynus the Viral is a single model armed with a flail of corruption.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flail of Corruption	Melee	Melee	+2	-2	2	Plague Weapon, Make D3 hit rolls for each attack with this weapon, instead of 1. Excess damage from this weapon is not lost; instead, keep allocating damage to another model in the target unit until either all the damage has been allocated or the unit has been destroyed.

## ABILITIES

**Death to the False Emperor, Disgustingly Resilient:**

**Lord of Nurgle:** You can re-roll to-hit rolls of 1 made for friendly **Death Guard** units within 6" of this model.

**Cataphractii Armor:** This model has a 4+ invulnerable save, but you must halve the result of the dice rolled when determining how far it Advances.

**Nurgle's Gift:** All Death guard units within 7" of Lord Rhynus are surrounded by a deadly plague. Roll a dice for each enemy unit that is within 1" of any friendly affected units at the start of your turn; on a 4+ that enemy unit suffers a mortal wound.

**Teleport Strike:** During deployment, You can set up Lord Rhynus in a teleportation chamber instead of on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.

**FACTION KEYWORDS:** Chaos, Heretic Astartes, Death Guard, Nurgle

**KEYWORDS:** Character, Infantry, Terminator, Lord of Contagion, Rhynus





# Lord Damien - Night Lords



Lord Damien was once a loyal follower of Lord Drakharr. However the ancient Legionaires of the VIII split over "philosophical" differences and Damien now commands his own warband. From the Teleportium of his Grand Cruiser - Scion Of Kurze - he and his twisted terminators strike targets with deadly precision. A fearless raider and hunter of men, Lord Damien still keeps a keen eye open for the traps and machinations of Drakharr - eternally seeking to settle the score between old brothers.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Lord Damien	5"	2+	2+	4	4	6	4	9	2+

Lord Damien is a single model in terminator armor armed with a combi-bolter & chainfist.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Combi-bolter	24"	Rapid Fire 2	4	0	1	-
Chainfist	Melee	Melee	X2	-4	2	When attacking with this weapon, you must subtract 1 from the to-hit roll.

<b>ABILITIES</b>	<p><b>Death to the False Emperor:</b></p> <p><b>Sigil of Corruption:</b> This model has a 4+ Invulnerable save.</p> <p><b>Teleport Strike:</b> During deployment you can set it up Lord Damien in a teleportation chamber instead of on the battlefield. At the end of any of your Movement phases this model can teleport into battle - set it up anywhere on the battlefield that is more than 9" from any enemy models.</p>	<p><b>Lord of Night:</b> You can re-roll to-hit rolls of 1 made for friendly <b>Night Lords</b> units within 6" of this model.</p> <p><b>Master Teleportium:</b> Once per battle instead of moving the unit normally in the movement phase, you can choose to make a teleport shunt. At the end of the Movement Phase remove Lord Damien, and all models from any other <b>Night Lords</b>, <b>Terminator</b> units of your choice within 6" from the battlefield and immediately set them up anywhere that is more than 9" from any enemy models. Multiple units may teleport to different locations.</p>
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**FACTION KEYWORDS:** Chaos, Heretic Astartes, Night Lords, Khorne

**KEYWORDS:** Character, Infantry, Terminator, Chaos Lord, Damian





# INFAMOUS HERETICS of the ENIGMUS SECTOR

**In a galaxy of darkness, there are true monsters who stir in the night. Paragons of dread and fear whose names fly from the lips of the teeming Imperial masses.**

## TRAITORIS EXCOMMUNICATUS: Night Lords



The Night Lords did not invade the Enigma Sector, so much as they simply never left. Garrisons of cold blooded killers left to keep key systems under Legion control during the Great Crusade twisted into traitor bases during the Heresy and finally raiding outposts to this day. Centered in the main within the Dread Stars, there is a low level but endemic Night Lords presence in the Enigma Sector all but impossible to root out. Rarely does an Imperial year go by without a horrific terror raid or massacre by the VIIIth Legion. It is only the forces of the Imperium that hound them back to the shadows.

## TRAITORIS EXCOMMUNICATUS: Emperor's Children



The Travian Scar Warpstorm is the known realm of many Emperor's Children warbands. The cursed world of Dax IV once housed a IIIrd Legion geneseed and apothecary bastion, that toiled under the ministrations of Fabius Bile. To this day dark tales say many of his spawn and twisted creations still live, and continue his nightmare work. Regardless of the truth, the Emperor's Children raid widely throughout the sector, bringing back unfortunates to the Travian Scar, and a fate best not dwelled upon.

### *The Dread Stars*

Three permanent warp storms make up the so called Dread Stars at the heart of the Enigma Sector. First mapped by the Night Lords during the Great Crusade, the Three Tears, Travian Scar and Shrii-Tan warpstorms have been avoided by the prudent for 9000 years. They serve as safehaven and magnet for the malcontent and the malign, and harbour the flotsam and jetsam of the galaxy.

Only once in the 36th Millemium did the Inquisition attempt a formal survey of the Dread Stars, with chilling findings. The largest of the storms, the Three Scars is delineated by worlds with systems of xenos pylons identical to those located on lost Cadia. The southern storm, the Travian Scar is based around a stable warp scar that runs from Dax IV to Travis II. Most strangely the Shrii-Tan warpstorm closest to Ultramar exists as a regularly forming "curtain" that emerges once every 15 years to surround the area of space for exactly 13 solar years before dissipating. This gives the worlds within 2 years to trade, resupply and recover before the curiously regular storm returns.



# CRAFTWORLD

## ELDAR

三才圖會

[illegible]

"There is no corner of the galaxy that has not felt the eagle-keen gaze of Alaitoc."

-Elarique Swiftblade, Autarch of Alaitoc Craftworld



# “Voidzephyr” - Autarch - Alaitoc



*His sword was long, his lance was keen.  
His shining helm afar was seen;  
the countless stars of heaven's field  
were mirrored in his silver shield.*

- Recitative of the Voidzephyr- Alaitoc Craftworld

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Voidzephyr	16"	2+	2+	3	4	6	4	9	3+

The Voidzephyr is a single model armed with a reaper launcher and laser lance. His Aeldari jetbike is equipped with a twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Reaper launcher	When attacking with this weapon, choose one of the profiles below.					
- Starshot missile	48"	Heavy 1	8	-2	3	-
- Starswarm missile	48"	Heavy 2	5	-2	2	-
Laser lance	6"	Assault 1	6	-4	2	-
Twin shuriken catapult	12"	Assault 4	4	0	1	Each time you make a wound roll of 6+ for this weapon, resolve that hit with AP -3 instead of 0.
Laser lance	Melee	Melee	User	-4	2	If the bearer charged this turn, attacks with this weapon are made at Strength 6.

ABILITIES		
<b>Ancient Doom, Battle Focus, Path of Command:</b>		<b>Ride the Wind:</b> When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.
<b>Unquestionable Authority:</b> This unit refunds the Command Points spent on stratagems as listed on the Path of Command rule on a 5+, instead of 6.		<b>Tactical Paragon:</b> An Aeldari army including this model may use BOTH the Cloudstrike and Webway Portal stratagems in the same game.
<b>Peerless Agility:</b> This model has a 4+ invulnerable save.		

**FACTION KEYWORDS:** Aeldari, Asuryani, Warhost, Alaitoc

**KEYWORDS:** Biker, Character, Fly, Autarch, Autarch Skyrunner, Voidzephyr





# “Veilpiercer” - Farseer - Alaitoc



*O Alaitoc! Too long I have dwelt upon this Hither Shore  
And in a fading crown have twined the golden elanor.  
But if of ships I now would sing, what ship would come to me,  
What ship would bear me ever back across so wide a Sea?"*

*- From the Lament of Veilpiercer the Exile – unknown Alaitoc Pathfinder*

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Veilpiercer	16"	2+	2+	3	4	6	2	9	4+

The Veilpiercer is a single model armed with a singing spear and shuriken pistol. Her Aeldari jetbike is equipped with a twin shuriken catapult.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shuriken pistol	12"	Pistol 1	4	0	1	Each time you make a would roll of 6+ for this weapon, resolve that hit with AP -3 instead of 0.
Singing spear	12"	Assault 1	9	0	D3	This weapon always wounds on a roll of 2+.
Twin shuriken catapult	12"	Assault 4	4	0	1	Each time you make a would roll of 6+ for this weapon, resolve that hit with AP -3 instead of 0.
Singing spear	Melee	Melee	User	0	D3	This weapon always wounds on a roll of 2+.

## ABILITIES

### Ancient Doom, Battle Focus,:

**Ghosthelm:** Roll a D6 whenever this model suffers a mortal wound, adding 3 to the roll if the mortal would was inflicted as the result of the psyker suffering Perils of the Warp. On a 5+ that wound is ignored.

**Rune Armour:** This model has a 4+ invulnerable save.

**Ride the Wind:** When this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

**Runes of the Farseer:** Once in each Psychic phase, you can reroll any number of dice used for this model's attempt to manifest or deny a psychic power.

**Hidden Ways:** Once in each Psychic phase, you may attempt to manifest the Reveal power from the Runes of Battle discipline. This does not use one of your two normal psychic powers per turn.

**Far Seeing Eye:** Once per turn you can re-roll a single die roll made for the Veilpiercer.

## PSYKER

This model may attempt to manifest two psychic powers in each friendly Psychic Phase, and attempt to deny two psychic power in each enemy Psychic Phase. It knows the *Smite* power and two psychic powers from the Runes of Fate discipline.

**FACTION KEYWORDS:** Aeldari, Asuryani, Warhost, Alaitoc

**KEYWORDS:** Biker, Character, Fly, Psyker, Farseer, Farseer Skyrunner, Veilpiercer



# INFAMOUS XENOS of the ENIGMUS SECTOR

From the deadliest of xenos threats to ghost stories told for generations, the Enigmus Sector offers dangers great and small to the unwary and foolish.

## AELDARI: Alaitoc Craftworld



While the exact location of Alaitoc Craftworld can only be guessed at, its influence is plain as day for all to see. On virtually every world in the Enigmus Sector, bands of Alaitoc Rangers keep a sharp eye and report all they encounter to the Craftworld's ruling council. Striking like a bolt from the blue, Alaitoc's Warhosts emerge from webway portals spread across the sector to protect the Aeldari's interests. Nowhere is safe from their bloody interventions, and of late Warhosts have been sighted as far afield as the Nihilakh Dynasty, and the Dread Stars - eternal enemies of the Aeldari.

## NECRONS: Nihilakh Dynasty



Once home to the rich and thriving far western marches of the Enigmus Sector, one by one each world was reclaimed by the Nihilakh Dynasty as the Necrons awoke from their long slumber. Where once stood teeming hive-worlds to agri-worlds to rich mining colonies, now only the gilded obelisks and monoliths of the Nihilakh stand sentinel over this part of the galaxy. Ice cold Nihilakh warfleets patrol their borders and only the most foolhardy or brave attempt raids within the kingdom of Neferkara the Opulent - most calculating and cruel of monarchs.

## *The T'au Expansion*

The Sept worlds of Bork'An and Fal'Shia sit at the southern edges of the Enigmus Sector. Third Sphere expansion worlds of the T'au Empire, it is from here the foul xenos plan their wars of conquest into Imperial space. Under the command of the aggressive Commander Ironsights and his lieutenant Darksun, a lightning war thrusting towards Ultramar has broken out in the southeastern quadrant of the sector. The Astra Militarum based at fort Nicea is commanded by General Mojana of the Cadian 411th Army and holds the line against the Xenos empire in a meatgrinder war of survival.

In recent days assistance has arrived not only from Ultramar in the form of the mighty Ultramarines, but the Blood Angels. Their 3rd Company passing through the sector on its return voyage to distant Baal has lent aid whenever possible. While Ironsights focusses his tactical mind on the Imperium, T'au space is often harried by Chaos and Ork raiders from the north, as well as the occasional probing attack from the Deathwatch on Ocam and Neferkara the Opulent's forces, looking to reclaim more Nihilakh space.



# THE NECRONS

## Nihilakh Dynasty



"They appeared from nowhere. We lost three Russes in as many minutes, in exchange for nothing. Our Scions followed them into the darkness and never returned. We should have turn back when we first saw the gold obelisks."

-Sergeant Barnabus Knoll, Catachan 91st on his initial encounter with the Nihilakh Dynasty.



# Neferkara the Opulent - Overlord



"Necron raids in the sector up 34% in the past three years. Neferkara sightings correlate with rumors of archeotech at pre-Imperium locations. Possible to lay a trap? For all the gold she puts on her warriors you'd think she'd take better care for them. I want to see what makes that staff tick."

~From the personal notes of Inquisitor Hilde

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Neferkara the Opulent - Barge	12"	2+	2+	5	6	8	3	10	3+

This unit contains 1 Catcomb Command Barge commanded by an Overlord (Neferkara)

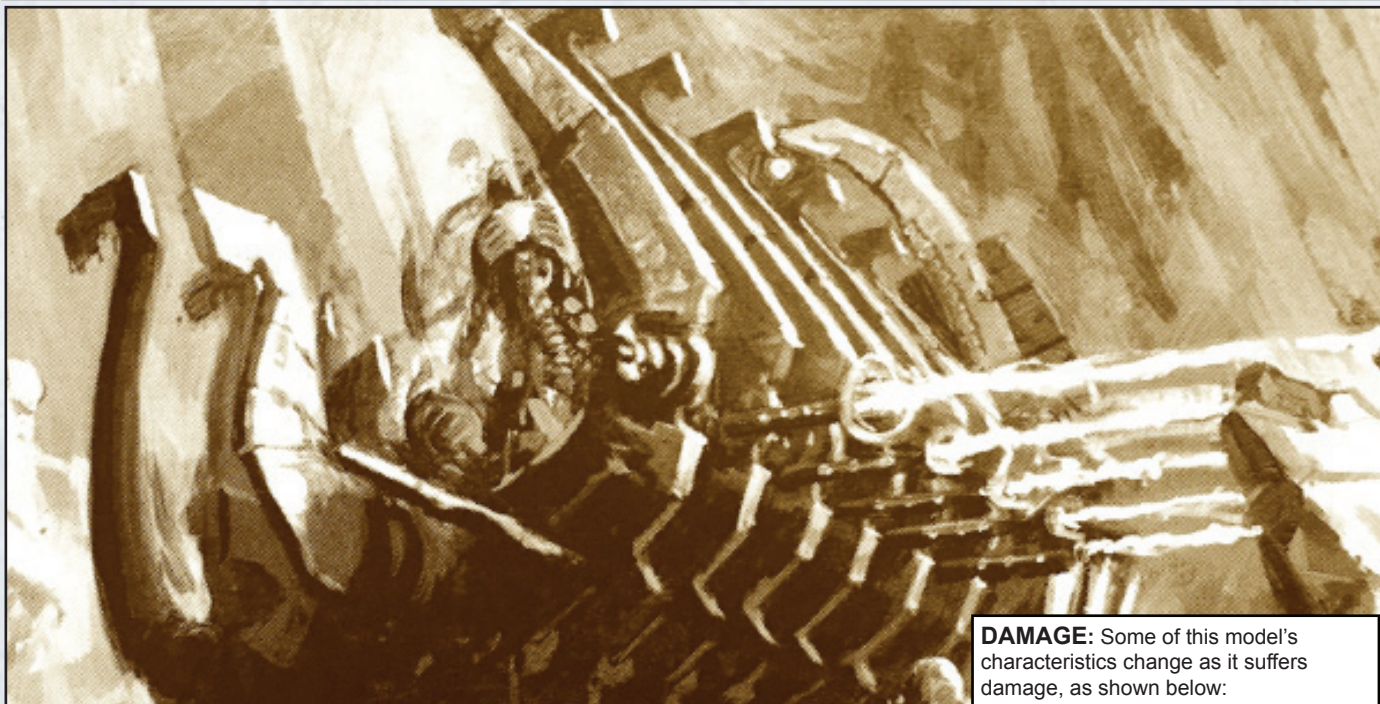
- Neferkara is armed with a staff of light, resurrection orb and a veil of darkness.
- The Catacomb Command Barge is equipped with a tesla cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of Light	12"	Assault 3	5	-2	1	-
Staff of Light	Melee	Melee	User	-2	1	-
Tesla cannon	24"	Assault 3	6	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.

ABILITIES	<p><b>Living Metal:</b></p> <p><b>Wave of Command:</b> At the beginning of each of your turns, choose a friendly <b>Nihilakh Infantry</b> unit within 12" of this model. You can add 1 to the Advance, charge and hit rolls of that unit until the beginning of your next turn. A unit cannot be affected by Wave of Command and My Will Be Done in the same turn.</p> <p><b>Quantum Shielding:</b> Each time this model suffers damage from an unsaved wound, roll a D6. If the result is less than the damage inflicted by the attack, the damage is ignored (e.g. If this model suffers 4 damage, if you then roll a 3 or less the damage is ignored).</p>	<p><b>Resurrection Orb:</b> Once per battle, immediately after you have made your Reanimation Protocols rolls, you can make Reanimation Protocol rolls for models from a friendly <b>Nihilakh Infantry</b> unit within 3" of this model.</p> <p><b>Veil of Darkness:</b> (Chapter approved 2017)</p> <p><b>Parasitic Tactical Subroutines:</b> At the end of the Movement phase, you may select a <b>Nihilakh, Infantry</b> unit within 6" of this model and roll a D3. Remove this many models as casualties and gain 1 Command Point. This power may be used once per unit within range per turn.</p> <p><b>Explodes:</b> If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 5+ it explodes, and each unit within 3" suffers a D3 mortal wounds.</p>
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<b>FACTION KEYWORDS:</b> Necrons, Nihilakh
<b>KEYWORDS:</b> Vehicle, Overlord, Fly, Catacomb Command Barge, Neferkara





**DAMAGE:** Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS	A
8-14+	12"	3+	3
4-7	8"	4+	D3
1-3	4"	5+	1

"What purpose does the music serve? Does not appear to be part of a ritual as the Ruinous Powers use. Do Necrons even recognize rhythm? Maybe there is a hidden binaric code in it? Will have to assign a Magos to review recording. Seems to unnerve our troops. AGH! It's like a worm in my ear!"  
- From the personal notes of Inquisitor Hilde

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Quantum Exaltation Station	*	6+	*	6	6	14	*	10	4+

The Quantum Exaltation Station is a single model equipped with two gauss flyer arrays.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss flyer array	24"	Rapid Fire 5	4	-1	1	-

## ABILITIES

### Living Metal:

**Quantum Shielding:** Each time this model suffers damage from an unsaved wound, roll a D6. If the result is less than the damage inflicted by the attack, the damage is ignored (e.g. if this model suffers 4 damage, if you then roll a 3 or less the damage is ignored).

**Hovering:** distances and ranges are always measured too and from this model's hull, even though it has a base.

**Explodes:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

**Repair Barge:** You can make Reanimation Protocol rolls for any slain models from units embarked on the QES, even though those units are not on the battlefield. Any models returned to the unit this way are added to the number of models embarked on the QES - if any models cannot be returned because there is no more room, they are not returned this turn. In addition at the end of each of your Movement phases you can make Reanimation Protocol rolls for any slain models from a single **Nihilakh** Warriors unit within 3" of the QES. You cannot use this ability on a unit that has been targetted by a Resurrection Orb this turn.

**Move Your Body:** **Nihilakh Infantry** units within 6" of the QES have +2 Movement Characteristic.

**Hey Now, Hey Now:** Enemy units declaring charges on **Nihilakh Infantry** units with a model within 6" of the QES suffer a -2 to their charge distance roll total.

**TRANSPORT:** The Quantum Exaltation Station can transport 10 **Nihilakh Infantry** models, which must be Warriors or **Characters**.

**FACTION KEYWORDS:** Necrons, Nihilakh

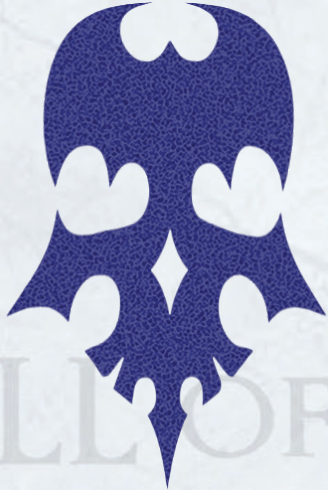
**KEYWORDS:** Vehicle, Transport, Fly, Ghost Ark, Quantum Exaltation Station



# XENOS & LEGENDS of the ENIGMUS SECTOR

From the deadliest of xenos threats to ghost stories told for generations, the Enigmus Sector offers dangers great and small to the unwary and foolish.

## LOCAL MYTH: Old Thin Man



For millenia, people across the Sector have told the tale of the Old Thin Man. A shadow of dread that sweeps across the wicked in the dead of night, leaving withered husks in his wake with shriveled expressions of horror on their cadavers. Most Imperial officials scoff at such old wives tales, but an uncomfortably large number of settlements and small cities have been struck down to the last man over the centuries, from systems as far afield as Nicodemus to Uruk. Theories on the truth behind the Old Thin Man vary from mass hysteria, to Eldar witchcraft, to Chaos sorcery and many more. Still, most citizens believe.

## TYRANIDS: Rogue Splinter Fleets



In the aftermath of Hive Fleet Leviathan's invasion of Ultramar, many Tyranid splinter fleets fled into open space. The Ultramarines hunted virtually all down, but small pockets survived. Occasional small groups of Tyranid ships find their way to worlds in the adjacent Enigmus sector and cause mayhem before being blasted to celestial powder by the Imperial Navy. Worse, dozens of Enigmus worlds suffered partial Tyranid reclamation, and groups of organisms went to ground or hibernation in their biospheres. Tamping down resurgent splinter hives is a bloody if common occurrence across the Sector.

## *Ancient Enemies*

While the Imperium of Man claims formal title to every world in the Enigmus Sector, a far longer dance of war and hatred is acted out under their noses.

With the coming of the Nihilakh Dynasty, the Necrons, centered on their Throneworld of Gheden, defend their space and slowly enact their purge of sentient life from the Sector. This in turn has attracted the attention of the ruling council of Alaitoc Craftworld which is waging a shadow war against not merely the forces of Chaos in the Dread Stars but their true ancient enemies - the Necrons.

Alaitoc's Farseers will stop at nothing to undermine Neferkara the Opulent's plans and think nothing of manipulating events to throw all other races into conflict with each other in furtherance of Alaitoc's goals. Thus does the Imperium find the Enigmus Sector a den of antagonism, dark coincidence, and random acts of violence - not knowing that they are mere pawns in a shadow war between ancient enemies that has simmered since before mankind emerged from the sea.



# THE T'AU EMPIRE



"Our Conquest is inevitable, our  
ascension a matter of time. Let none  
who are wise deny our destiny."

-Aun'Va, Master of the Undying Spirit



# Commander Ironsights



"This "Ironsights" is reckless for a T'au Commander. If I didn't know it was impossible I'd say he was tainted by the Ruinous Powers, Khorne I'd wager. His tactics are solid if simple however, and we need to be ready to counter them. If that sword is untainted I want it - if it is tainted - well that is why we have servitors."

-From the personal notes of Inquisitor Hilde

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Commander Ironsights	8"	2+	2+	5	5	6	4	9	3+
Ironsights is a single model armed with two plasma flux rifles, shield generator and the crimson concordance.									
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES			
Plasma flux rifle	24"	Rapid Fire 2	6	-3	1	-			
Crimson Concordance	Melee	Melee	-	-	1	This weapon's hits inflict mortal wounds.			
<b>ABILITIES</b>									
<b>For the Greater Good:</b>									
<b>Master of War:</b> Once per battle at the beginning of your turn, a single friendly <b>Commander</b> can declare either Kauyon, or Mont'ka.									
<ul style="list-style-type: none"><li>Kauyon: Until the end of your turn, you may reroll failed hit rolls for friendly <b>&lt;Sept&gt;</b> units within 6", but these units cannot move for any reason.</li><li>Mont'ka: Friendly <b>&lt;Sept&gt;</b> units within 6" can both Advance and shoot as if they hadn't moved this turn.</li></ul>									
<b>Manta Strike:</b> During deployment you can set it up Ironsights in a Manta hold instead of on the battlefield. At the end of any of your Movement phases this model can use a Manta strike to enter the fray - set it up anywhere on the battlefield that is more than 9" from any enemy models.									
<b>The Companions:</b> Friendly <b>Battlesuit &lt;Sept&gt;</b> units within 6" of this model add +1 to wound rolls in the fight phase.									
<b>Crimson Gaze:</b> Roll a D6 at the beginning of the Charge phase. On a roll of 5+, Ironsights <b>MUST</b> declare a charge on the closest enemy unit within 12" and line of sight.									
<b>FACTION KEYWORDS:</b> T'au Empire, <b>&lt;Sept&gt;</b>									
<b>KEYWORDS:</b> Battlesuit. Character. Jet Pack. Fly. Commander. Ironsights									





# Darkblade - Cadre Fireblade



"Ohhh, dramatic name. Gotta love that about the T'au, Farsight, Shadowsun, Darkblade, such flair. Darkblade seems to keep Ironsights in check a bit. He's a master of small arms and has trained his men to perfection. Makes the Mordians look sloppy. Will refer to the Ordo Assassinorum."

-From the personal notes of Inquisitor Hilde

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Darkblade	6"	3+	2+	3	3	5	3	8	4+

Darkblade is a single model armed with markerlight, pulse rifle and photon grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Markerlight	36"	Heavy 1	-	-	-	See Markerlights
Pulse Rifle	30"	Rapid Fire 1	5	0	1	-
Photon Grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for <b>Infantry</b> units that have suffered any hits from photon grenades until the end of the turn.

ABILITIES	For the Greater Good:
	<b>Farsighted Volleyfire:</b> Models in <Sept> units within 6" of Darkblade may fire an extra shot with pulse rifles, pulse carbines, and pulse pistols when shooting.

**FACTION KEYWORDS:** T'au Empire, <Sept>

**KEYWORDS:** Character, Infantry, Cadre Fireblade, Darkblade





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From the deadliest of xenos threats to ghost stories told for generations, the Enigma Sector offers dangers great and small to the unwary and foolish.

## WARBOSS: Mega-Burna of Sallverno



Mightiest Ork Warboss in the sector is the Mega-Burna. This xenos led a Waaagh to overrun the fractured Mechanicus forgeworld of Sallverno in the southwestern marches of the Sector. There he has established a strong Ork forge-enclave and strikes out aggressively in all directions with his mek constructs. Whether Necrons, Humans, T'au, or any thing else - if it can be burned and looted the Mega-Burna will strike. The Adeptus Mechanicus has sent War-Arks to reclaim their Forgeworld and the High Lords have sanctioned Assassins to bring the Warboss down - all to no avail.

## LOCAL MYTH: Caches From Old Night



When the Night Lords brought the Enigma Sector into compliance 9000 years ago there were already tales of long dead human empires lost to Old Night. Larger than average archeotech ruins dot the sector and the Mechanicus send regular Explorator fleets to search for STCs and hidden caches of technology. Still other tales tell of worlds falling to terrors from the deep, disturbed from millenia of sleep by the incautious. Most outlandish are tales that speak of the madness of the Horus Heresy allowing secrets of Old Terra to spill out into the dark, distant corners of the galaxy.

## *Bringers of Decay - Death Guard Invasion*

With the coming of the Great Rift, the forces of Chaos are resurgent across the galaxy. Everywhere the traitor's blade finds a home in the unsuspecting back of the loyal and madness reigns across the Imperium. The Enigma Sector was never a bastion of peace and stability and was relatively unaffected by the great cleaving of the Imperium.

All changed when the *Bringers of Decay* - a massive invasion fleet of the Death Guard plowed into the sector like a diseased hook. It has embedded itself into the borders of Ultramar on the far north east of the Sector, and proves almost impossible to dislodge. Already 4 major worlds have been lost to disease and putrefication. On Last Chance, billions of Poxwalkers stand idle in dead cities awaiting the command of their masters. On Prenglar once endless agri-fields have been reduced to blighted marshes stalked by rotting monsters. Both the Ultramarines, Astra Militarum based out of fort Z'Kar under Tallarn General Rahim and opportune Alaitoc Warhost raids have stalled the *Bringers of Decay*, but their putrid raiding ships push ever forward against all opposition - to reach the underbelly of Ultramar.



# THE MYTH OF OLD TERRA

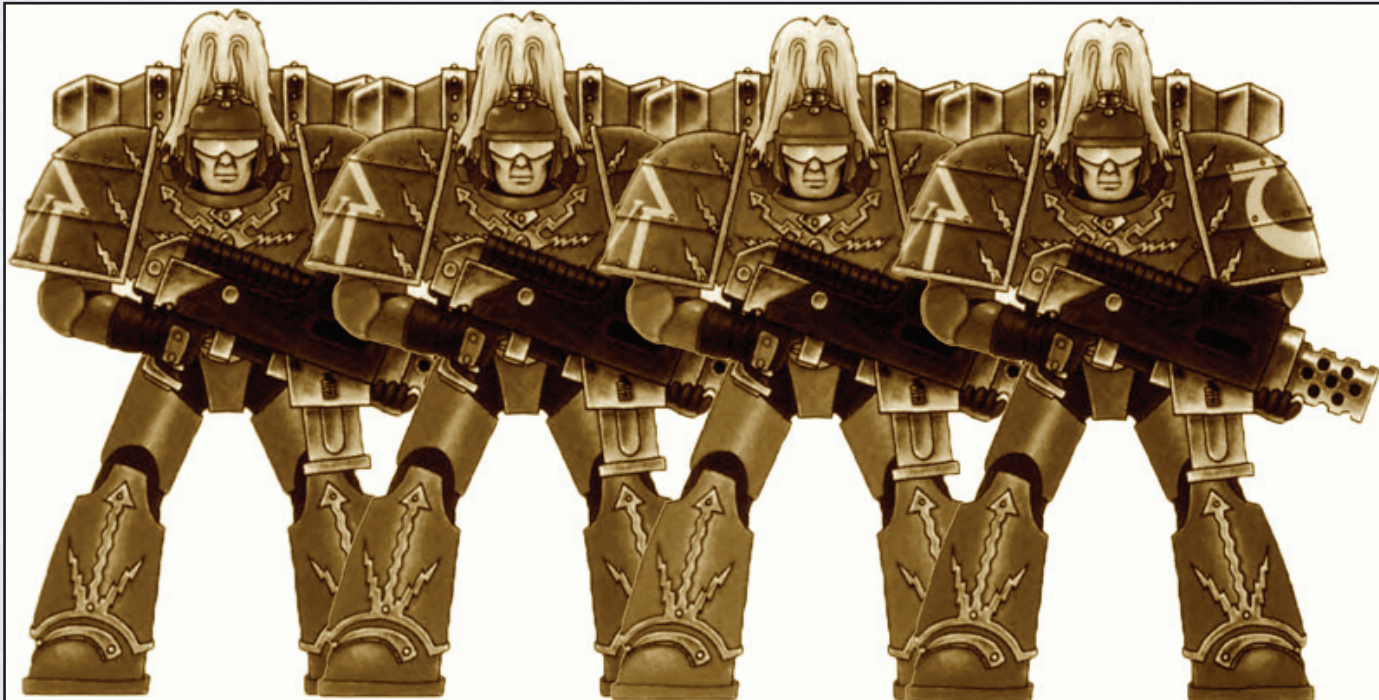


" Made to burn twice as bright but half as  
long. Brothers snuffed from history aeons past.  
Perhaps."

-Apocryphal writings of Babu Khan, the Mythwalker. M.35 crypto-  
scrolls recovered on ruins near Bernard's Star.



# Thunder Warriors Squad



Thunder Warriors were elite super soldiers that marched with the Emperor to conquer Terra in the Wars of Unification. They were the first gene-enhanced warriors created by the Emperor; precursors to the Adeptus Astartes. Wrought to be living weapons, Thunder Warriors were physically stronger, more savage and potent in combat than the later Astartes. They however were not designed for longevity. The Thunder Warriors were lost to history by the time of the Great Crusade.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Thunder Warrior	6"	2+	3+	5	5	2	2	8	3+
Thunder Warrior Sergeant	6"	2+	3+	5	5	2	3	9	3+

This unit contains 1 Thunder Warrior Sergeant and 4 Thunder Warriors. It can include up to 15 additional Thunder Warriors (+10 Power per 5). Each model is armed with a Mk.0 Bolt Gun, Bolt pistol, Chainsword, Frag & Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mk.0 Bolt Gun	18"	Assault 3	4	0	1	-
Bolt Pistol	12"	Pistol 1	4	0	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag Grenade	9"	Grenade D6	3	0	1	-
Krak Grenade	9"	Grenade 1	6	-1	D3	-

## WARGEAR OPTIONS

- One Thunder Warrior may carry a Lightning Standard
- The Thunder Warrior Sergeant may exchange their bolter and/or chainsword with one of the following:
  - Plasma Pistol
  - Power Sword
  - Power Fist
  - Single Lightning Claw

## ABILITIES

**Overpower:** While attacking a unit in the Fight Phase in which no model has a Strength characteristic of 5 or higher, Thunder Warriors reroll failed to-wound rolls.

**Thunderclap:** This unit *may* shoot twice with Mk.0 Bolt Guns in the Shooting Phase, instead of only once. If it does so, the unit may not fire or advance in it's next turn.

**Chosen Warriors:** The unit may perform Heroic Interventions as if it were a Character.

**Adamantium Will:** Once per turn this unit may attempt to Deny the Witch against an enemy psychic power that targets or affects them.

**Paragons of Unity:** This unit may reroll failed Morale tests.

**FACTION KEYWORDS:** Thunder Warriors, (Imperium: for purposes of TRANSPORT vehicles only)

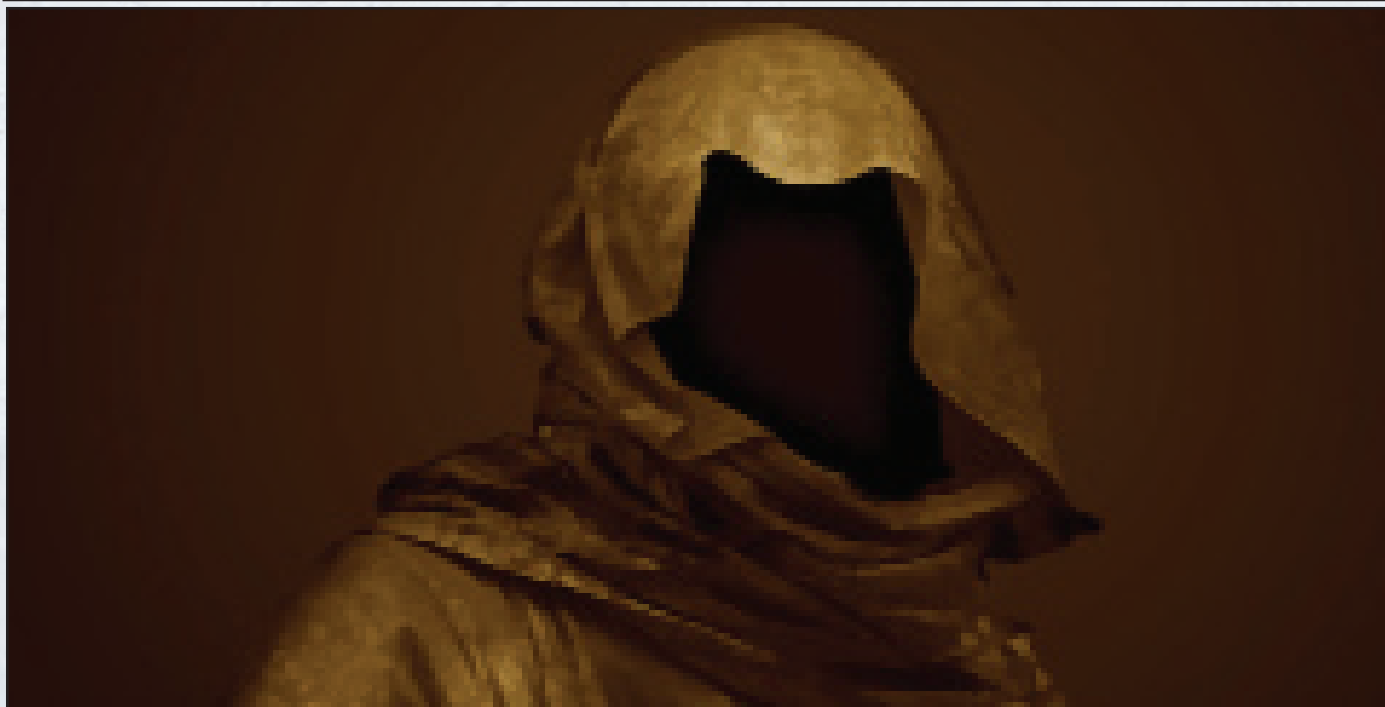
**KEYWORDS:** Infantry, Thunder Warrior

**Lightning Standard:** All friendly Thunder Warriors units within 12" of one or more Lightning Standards may select one of the following effects, chosen at the start of the player turn:

- +1 Attack
- +1 on To-hit rolls in the shooting phase.



# Babu Khan - The Mythwalker



For 9000 years the name Babu Khan has echoed across the Enigmus Sector. A freedom fighter on Charaxis in M33, a tyrant on Klestor II in M36, head of long dead line of Governors on Uruk in M38 and dozens more across the millenia bear his name. A ghost, a legend, a god king, a criminal, and refugee all fit equally. What is said is that Babu Khan was a hulking figure, shrouded in mystery. An unstoppable mountain of strength in rags and archeotech - who wielded the Stone of Ly'outh - an enormous rock on a haft with the enigmatic cypher "162" struck upon it's head.

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Babu Khan	6"	2+	2+	6	6	8	5	9	3+

Babu Khan is a single model armed with a Mk.0 Bolt Gun, Bolt pistol, Stone of Ly'outh, Frag & Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Mk.0 Bolt Gun	18"	Assault 3	4	0	1	-
Bolt Pistol	12"	Pistol 1	4	0	1	-
Stone of Ly'outh	Melee	Melee	X2	-3	3	-
	12"	Assault 1	X2	-3	3	-
Frag Grenade	9"	Grenade D6	3	0	1	-
Krak Grenade	9"	Grenade 1	6	-1	D3	-

## ABILITIES

**Overpower:** While attacking a unit in the Fight Phase in which no model has a Strength characteristic of 6 or higher, Babu Khan rerolls failed to-wound rolls.

**Thunderclap:** This unit *may* shoot twice with its Mk.0 Bolt Gun in the Shooting Phase, instead of only once. If it does so, the unit may not fire or advance in it's next turn.

**Will of Old Earth:** This model may attempt to Deny the Witch against an enemy psychic power that targets or affects it on 3D6.

**Subject 45825243:** This model automatically passes Morale tests.

**Combat Drugs:** At the start of each player turn, determine how many combat drugs Babu Khan will take. Roll a d6 for every one past the first. On rolls of 5+ the model suffers a Mortal wound. Next roll a d6 for each Combat Drug taken. Consult the chart below, selecting a desired effect on any duplicates rolled. Combat drug effects last until the start of the next player turn.

## D6 BONUS

1	5+ roll to ignore each wound suffered.(Morpho)
2	+1T (EPCP)
3	+1A (Wrath)
4	+2M (Blaze)
5	Reroll failed to-hit rolls (Fever)
6	Re-roll failed to-wound rolls (Ruin)

**FACTION KEYWORDS:** Thunder Warriors, (Imperium: for purposes of TRANSPORT vehicles only)

**KEYWORDS:** Character, Infantry, Thunder Warrior, Babu Khan

"On Earth, three thousand years ago - I was a prince, with power over billions."

-Apocryphal writings of Babu Khan, M.33 crypto-scrolls recovered from ruins on Charaxis.

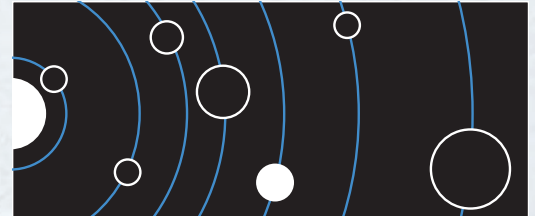
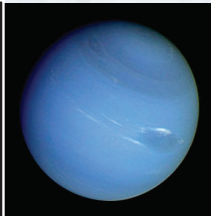


# Key Worlds of the Enigma Sector

## MOGAN PRIME

*water world, scrubby islands*

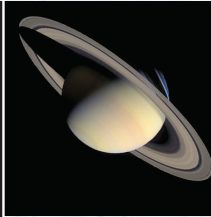
Classification: Class C-Habitable  
Environment: Naval supply yards  
Inhabitants: Human, Imperial, AM  
Notes: AM-Navy staging world



## FAL'SHIA

*hive world, industrial*

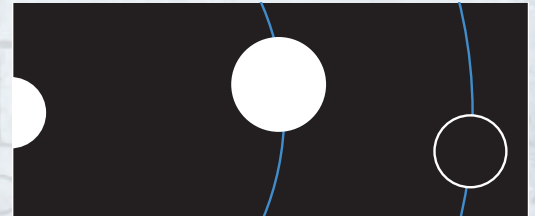
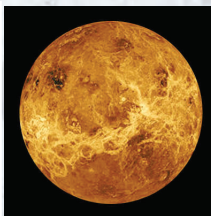
Classification: Xenos - Etemis  
Environment: Class C-Habitable  
Inhabitants: T'au Empire  
Notes: Fal'Shia Sept HQ



## THERIS III

*mining world, irradiated*

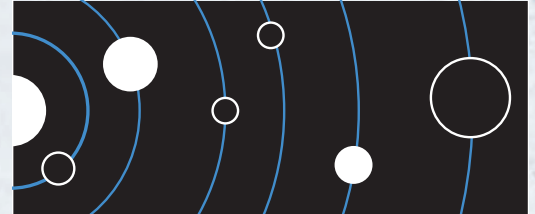
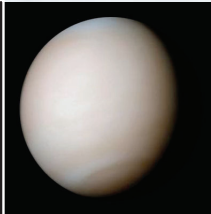
Classification: Class M-Mining  
Environment: Radiation, Rocky  
Inhabitants: Daemons, Renegades  
Notes: Permanent Warp Rifts



## TARVIN

*gas giant, orbital navy stations*

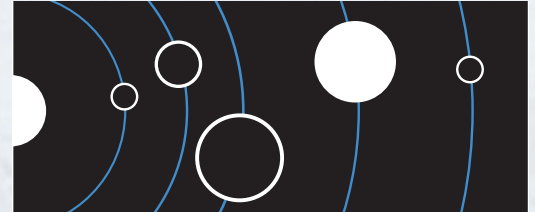
Classification: Class G-Gas Giant  
Environment: Naval supply yards  
Inhabitants: Human, Imperial  
Notes: Ultramar-Navy staging world



## OCAM

*agri-world, feudal*

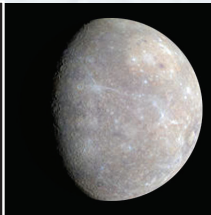
Classification: Class A-Agri  
Environment: Plains, Mountainous  
Inhabitants: Human (primitives)  
Notes: Deathwatch Watchfortress



## GHDEN

*dead world, airless*

Classification: Xenos - Etemis  
Environment: Radiation, Hard Vacuum  
Inhabitants: Necrons, Nihilakh Dynasty  
Notes: Throneworld



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