

WARHAMMER
40,000

DATASLATE



CYPHER

LORD OF THE FALLEN

DATASLATES & DATASHEETS



Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTION

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

Allied Formations

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different Codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook *do* apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied

Detachment in the same army.

Formation Special Rules

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

Formation Points Values

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

Apocalypse Formations

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.



CYPHER



There is one whom the Masters of the Dark Angels seek above all others. He is a being wrapped in shadow, an entity whose every move is cloaked in mystery. His motives and methods are themselves an enigma; even the name or title by which he is known seems to conceal something, although whether it is a metaphor or yet another conundrum is unknown. He is Cypher, and to the Dark Angels, he is nothing less than their most hated foe.

The Fall of Caliban was one of the last major catastrophes suffered by the Imperium during the bloody days of the Horus Heresy. Since that time, Cypher has been on the run, eluding capture for nearly ten thousand years. During that time, Cypher has appeared in each of the five segmentums, materialising as if from nowhere. Wherever he surfaces, he brings with him death and destruction, although whether he is the culprit or merely a herald of woe is often unclear. Although the accounts are often tainted with bias, it appears that Cypher seldom instigates the violent acts that invariably occur when he is present; it is rather that he seems to act as a catalyst which fans the hatred and mistrust of those around him into a raging, uncontrollable fire. In each case, Cypher vanishes from the scene as abruptly as he arrived. Worlds burn in his wake, yet he leaves no clues as to where he will turn up next.

Besides havoc and ruin, there is another trail that Cypher leaves behind; legend and rumour abound after the passage of the mysterious robed figure. The intrigue over his rapid departure is further magnified by the inevitable wave of ensuing questions. Sometimes these interrogations will be conducted by Inquisitors or their agents, while at others Chaos Space Marines seek more knowledge about the cryptic figure that weaves in and out of their strongholds, never revealing his true name or purpose. Regardless of whether other factions arrive to ask questions, the Dark Angels always turn up along the trail. Grim-faced and taciturn as to their own purpose, they query any who were in contact or might have spoken with Cypher. Those who have some knowledge, or are even suspected of having some, are taken away by a black-armoured Interrogator-Chaplain. Few return.

As to who or what Cypher truly is – none can say. Those who have witnessed him in action report that he wears simple ceremonial robes, much like the many of the Dark Angels. Beneath his garment can be seen the thick plates of dark power armour. More damning still, however, is the fact that no matter where in the galaxy Cypher surfaces, it is only a matter of time before the Dark Angels or one of their successor Chapters follow. The Dark Angels ask many questions, but give no answers themselves.

Despite the constant search for Cypher, none have yet been successful in capturing or destroying him. Or so it would seem. The Dark Angels have considered Cypher destroyed on numerous occasions – yet he always returns. The Red Corsairs, still seething after what they believe was their betrayal during the Escovan Campaign, thought they had cornered the

elusive Cypher on the Strike Cruiser Rapier. In the deep emptiness of space, they halted the Rapier, yet when they boarded they found only Cultists. Before they were all slain, none of the Cultists could verify the whereabouts of the mysterious Space Marine who had been in their midst, nor could they tell of how he escaped.



DICHOTOMY OF PURPOSE

It is obvious to those few Dark Angels Librarians who have studied the compiled data that Cypher's actions seem to follow some pattern or mission known only to himself. It is not even possible to deduce whether Cypher is for or against the Imperium, an ally or enemy to those who betrayed the Dark Angels. Cypher does not always work alone, at times seeming to ally or associate himself with others. His presence upon a planet draws dangerous elements to him from across the galaxy. Whether this is through his bidding is unclear, but it is too recurrent to be mere happenstance. Ultimately, no matter if he is surrounded by others: Cypher is a loner, a rogue agent whose true intentions are unknown to those he has served alongside.

Cypher's ability to coerce others into helping him only adds to the frustrations of those in pursuit. After following such a labyrinthine trail to find them, there is seldom anything of value to be learned from those whom Cypher enlisted to aid his hidden agenda. Cypher has left behind entire cult armies dedicated to establishing new rulers, pirate bands seeking to amass wealth, and far-distant colonies merely wishing to survive the wilderness. Once, he subverted an Inquisitorial death squad – for only in the aftermath of the action was it determined that it had been Cypher who had slain and replaced the cowled Inquisitor Arnuldus. Further investigations revealed that the Inquisitor, who wore a cowl to cover his hideous injuries, had been slain months previously. In the guise of the Inquisitor, Cypher took control of his web of agents and misdirected the defence of Septius VII – resulting in the complete collapse of an Imperial hive world. While the planetary governor and his entire ruling system was determined to have been corrupt and unjust, he was the rightful ruler and the planet's tithes had always been honoured. The uprising brought brief freedom to the citizens of Septius VII, before the inevitable bloodbath suppression that followed once again crushed the will of the people under the Imperium's yoke.

Some of the recorded contacts with Cypher are brief – his appearance only registering at the

onset of a conflict. In others, Cypher has seemed more deeply involved. From the Dark Angels' records, it is believed that Cypher had spent some twenty Terran years in the Cult of the Red Heresy, a growing anarchic movement that was drawing in agitators from seven systems. Accounts differ as to whether he was leading the cult or was merely manipulating their actions. During the same period he was also identified as having joined the Zargosoan smuggler fleet. In both cases he made no effort to disguise himself. Cypher appears always as a cloaked and cowed figure, bearing pistols of ancient and expert craftsmanship, and a sword which none have ever seen unsheathed.

THE ENIGMA CHAMBER

Deep in the dungeons of the Rock, the asteroid fortress monastery of the Dark Angels, there is a secret chamber beneath the Librarius. Into this room only the most veteran of Librarians can enter. There, an entire underhall is dedicated to the knowledge thus far collected on Cypher. Amidst the ancient scrolls, vid-files and dedicated cogitator engines, the Grand Master of Librarians and his trusted confidants scrutinise over data of mysterious deeds. The shadowy Watchers in the Dark drift down long aisles of documented accounts and speculation. Maps – from planets, to sectors, to entire segmentums – are arranged throughout the vast chambers. These cartographics track many things, both confirmed and unconfirmed. They chart out visual contacts, along with psychic signatures and even possible future events as foretold by the Librarians probing the threads of fate. Even when disregarding the majority of Cypher sightings, which are typically unverifiable, it is still possible to spend a lifetime poring over a wealth of accumulated material. The information that is sifted from the Enigma Chamber identifies that over half the time (56.3% precisely), Cypher has been identified as working alongside other forces. Yet, as with all things about Cypher, this raises as many questions as it answers.

It can reliably be said that Cypher works almost exclusively with other humans. Although there are instances of xenos alliances, the frequency of these is slight. Yet what can be learned from such a paradox of information, other than the fact that he is apparently as likely to work with as against the forces of the Imperium? During a raid upon the forge world of Voss Prime, Cypher arrived in the centre of a formation of Chaos Space Marine Terminators from the Black Legion. They fought their way through adamantium gates into the cramped corridors of the Irontower. There, they stole ancient STC documents before teleporting away once more. Save for cavorting with Daemons, there is perhaps no transgression more damning to the eyes of any agent of the Imperium than to associate with those arch-heretics. There are dozens of similar entries placing Cypher in action alongside known traitors. Sightings corroborate what blurry vid-captures show: that the robed one is often not a mere accomplice, but can be seen actively leading warbands as varied as rabble-rousing Cultists, Renegade Space Marines and the arch-enemies of the Imperium, the Chaos Space Marine

Legions themselves.

Conversely, there are numerous instances where Cypher has undeniably worked alongside forces of the Imperium. He has operated countless times alongside planetary defence force battalions, Imperial Guard regiments and Space Marine Chapters. It was Cypher who guided the Silver Skulls Space Marine Chapter in their suppression of the Red Heresy during the Plague of Unbelief. To what purpose Cypher aided and then betrayed the cult has never been determined.

On Monarch Prime, just as the last lines of defence came under attack by surging rebel forces, the mysterious figure of Cypher appeared to aid the beleaguered Cadians. According to statements by Sergeant Grunhelm, the last surviving member of his squad, their Commissar had just gone down in a bloody heap when a new voice shouted out orders along the trenchlines. The new arrival wielded twin pistols, and had the bearing and command of an Imperial officer. The Cadians, eager to believe that Space Marine relief had at last arrived, rallied behind him. And so Cypher personally led the last defence, holding the foe at bay before the very bunker in which the planetary governor had taken refuge. The Cultists were gunned down so thickly that the trench system filled with bodies. Like waves of the sea, squad after squad of the foe charged up only to break and recede. There were but a few Cadian soldiers left – each injured, but still fighting. They would not have survived were it not for the cowed figure whose blazing pistols could not miss their mark. Only when the black-armoured hulls of Ravenwing Land Speeders could be seen approaching the bunker at speed did the stranger duck behind the heaped piles of the slain and vanish.

THE DARK SECRET

To better understand at least part of the mystery of Cypher, one must first know the tale of the Dark Angels. To outsiders, this is an insurmountable quest, for the Dark Angels Chapter hides its secrets well, masking all activities in a shroud of ritual and clandestine operations. Indeed, even amongst their own Chapter, only the Company Masters and most distinguished veterans – the self-styled Inner Circle – are privy to the truth.

In ages past, in the latter years of the Horus Heresy, the Dark Angels home world of Caliban was corrupted. The legion's second-in-command, Luther, betrayed the Dark Angels and turned many of their brethren from the Emperor. These traitors attacked their Primarch, Lion El'Jonson, and the remainder of the Legion upon their return to Caliban. Although the Primarch's followers were victorious, the cost was high. Their very home world was shattered, their Primarch gone and presumed slain. In the death throes of Caliban, the swirling eddies of a Warp storm opened up – a perilous gateway to the Realm of Chaos. It was this rent in the fabric of space that consumed the remaining treasonous Dark Angels. It is presumed that Cypher was amidst those heretics swept into the Immaterium. To the great frustration of the Dark Angels, there is no full list or account of who or how many had heeded the dark whispers of the Ruinous Powers and turned against their brothers.

The days following the Horus Heresy were the most turbulent of times, for the galaxy-wide empire of Mankind had teetered on the very brink of total collapse. Although Horus was defeated and his remaining followers were on the run, the armies of the Imperium were full of bitterness and recrimination. The unforeseen betrayal of Horus had profound after-effects that are still in existence today. Shorn of the Emperor's guidance, the condemnation of the guilty was totalitarian and egregious, and the Imperium grew ever more repressive. The grim realisation that the Space Marines – the ultimate warriors of human kind – had proven vulnerable to corruption was a severe shock. Fully half of the Space Marine Legions had betrayed the Emperor. If the Dark Angels had admitted that some of their members had turned, their entire legion would have been condemned.

In this paranoid atmosphere, the surviving Dark Angels debated their options even as they paid tribute to their lost Primarch. In the end, they felt there was no choice but to hide the truth of their brothers' betrayal. It was decreed by the most senior members of the Legion that no outsider must learn the dreadful truth – none must know that members of the Dark Angels had proven corruptible and turned to the Ruinous Powers.

In the wake of the Fall of Caliban, there was much to do, and many secrets to keep. The Dark Angels found that it was easier to avoid the barrage of questions by fully immersing themselves in rigorous duty. However, they were eventually forced to explain the loss of their Primarch and their home world of Caliban over and over again, telling their fabricated tale to the High Lords of Terra, and eventually the newly established Inquisition. As no fighting formation carried the war against the rebels forward with more furious resolve than the Dark Angels, no one pressed the grieving warriors too closely. The Sons of the Lion continued the fight, chasing the remnants of Horus' armies into the Eye of Terror and enacting many savage acts of revenge. Meanwhile, the largest chunk of what remained of shattered Caliban was chosen as the new headquarters for the Dark Angels. In time, the Rock, as it came to be known, was outfitted with Warp engines, allowing its reach to span the galaxy.

It was at first believed that all their traitorous brethren had been destroyed at the Fall of Caliban, yet it was not so. Eventually, the Dark Angels Librarians picked up the telltale traces of their lost brethren. Thus it was revealed that those defeated Dark Angels traitors – known as the Fallen Angels, or just the Fallen – were not all destroyed when they were sucked into the Warp. Instead, the Fallen had been cast across time and space, for the Librarians picked up evidence that many of the traitors had returned, their psychic signatures shining out briefly from many scattered places across the galaxy. At this point, the Dark Angels merely classified all the Fallen together, for they had not yet recognised or picked out the most mysterious and prolific of their number: the one known as Cypher.

That the traitors escaped their loyal brethren's vengeance was a torment for the

surviving Dark Angels. As long as the Fallen lived, the Legion's great shame would live on as well. They might spread knowledge of the Dark Angels' treachery. Any who encountered the Fallen would bear witness not only to the original betrayal, but also the Legion's ensuing cover-up.

THE FALLEN

In an instant, when Caliban was breaking apart from cataclysmic battle, the Fallen were cast into the Warp. Anywhere from mere moments later to thousands of years in the future, many of the Fallen awoke to find themselves on some far distant and unknown planet. The eddies of the Warp are fickle. As time in the Realm of Chaos does not flow according to any rules, the time in transit for the Fallen might have felt like it was mere seconds, although millennia would have passed. Conversely the individual may have spent ages in the Immaterium experiencing untold torments and long journeys through nightmarish landscapes, only to awake back in realspace within seconds of Caliban's destruction. To this day, there are even some of the Fallen that have not yet been released back into the galaxy. Truly, the Ruinous Powers are cruel; their capricious plans beyond the ken of mortal understanding.

Not all of the Dark Angels' Fallen brethren succumbed to the Gods of Chaos to the same degree. Some individuals were driven completely mad by their exposure to the Warp, others broke only upon their return. After all, to some Fallen, they had only just been plucked from the disintegrating surface of Caliban – although that deed now lay many millennia in the past. Some of the Fallen, those who most fervently followed Luther, were now nothing less than Chaos Space Marines. These rebels did not gather together as did the Legions that rebelled during the Horus Heresy, such as Angron's World Eaters. Instead, the Fallen were scattered as individuals or small groups across the Imperium. In a flash, they riddled the vast realm of Mankind – thousands of new canker cells ready to sow further betrayal. From out of these seeds of malignancy spread new tendrils of corruption, for many of the Fallen began to form their own warbands, cults and even armies.

Although some of the Fallen had been mere novices-in-training at the destruction of Caliban, most were seasoned Space Marines. Indeed, some were first generation troops created in the First Founding, as overseen by the Emperor himself. These were veteran warriors, many of whom survived multiple actions during the Great Crusade. With their wealth of combat experience and superhuman attributes, these individuals found it easy to carve their own paths to greatness out in the wider galaxy. Some rose to rule over planetary empires while others sought immediate revenge against the Imperium. It can only be surmised by Cypher's abilities and combat prowess that he was a fully trained and already well seasoned Space Marine at the time of Caliban's destruction. This ties in with clues, which the Dark Angels would later discover, that allege Cypher was an important officer with a distinctive role in the Legion's traditions.

Across the galaxy the Fallen set planets, systems or even whole sectors ablaze with war. Yet more ominously to the Dark Angels, they raved aloud of those very secrets that the Sons of Lion El'Jonson had sworn to keep silent. Those Fallen carried on from the teachings of Luther – believing the Emperor to be false and thinking that their own superhuman abilities gave them the right to seize what they wanted, and to rule over the weak. The Fallen saw no reason not to fight for themselves. It offered a better fate than acting as enforcers for a thankless and repressive regime.

'Damn you Luther – how could you betray us? We were your brothers, and now we must join you in eternal damnation.'

- Lion El'Jonson, Primarch of the Dark Angels

Not all the Fallen were so corrupt. Some, freed from Luther's compelling oratory, became cognisant for the first time of just how far they had been led down paths of betrayal. Once cast back into the galaxy, disgusted by their own corruption, these individuals attempted to blend in amongst human society. Some did nothing more than hide while others sought out some form of redemption. No few became mercenaries – masterless men who roamed the galaxy as soldiers of fortune rather than as crusaders fighting for a cause. In the many frontiers of the Imperium, it was easy to disappear. Across the stars were uncounted colonies – lost communes, deep space mining facilities, lawless spaceports – all outlying communities that had slipped through the cracks of the monolithic Imperium of Man. But the subsequent actions of the Fallen are irrelevant in the eyes of the Dark Angels, who believe that the only way they can rid themselves totally of their shame, and restore their honour and trust within the Emperor's eyes, is if all the Fallen are found and either made to repent or are slain. This is by no means an easy task. The Fallen are dispersed throughout space and time as either isolated individuals or in small bands, and the Dark Angels can go for years without hearing any rumours that might lead them to one or more of the betrayers.

UNLIKE ANY OTHER

Of all the Fallen, none is as hated, or indeed feared, by the Dark Angels, as the enigmatic individual known as Cypher.

After their very first few encounters, the Dark Angels began to realise that this Fallen might be different. Because of his unknowable motives, and because of his supernatural ability to escape time and again from their clutches, the Sons of the Lion began to regard Cypher with growing wariness. As Space Marines they feared no enemy, and their Legion has maintained its reputation for being stalwart in battle. But despite this, they began to fear Cypher – fearing what he perhaps represented, fearing what he reflected back upon themselves and fearing that he was nothing less than their own doom made manifest.

The majority of those that know of Cypher believe he is villainous. If his incalculable plan is

successful, who knows what destruction he is capable of? Some rumour that his end goal is to slay the Emperor himself. A few of those in the Inner Circle – not the Interrogator Chaplains, but those of more open minds – consider another possibility. Perhaps Cypher is trying to repent, trying to redeem his Fallen brethren's deeds, or to steer Humanity away from some predestined course known only to himself? Those who feel this way are silent, for this is actually a more frightening thought – it would mean the Dark Angels are on the wrong side once again...

Whenever or wherever Cypher appears, trouble and disaster follow. His appearance heralds the arrival of more Fallen, although whether they answer his summons or he has some foreknowledge of their activities is unknown. At times, Cypher has been linked with demagogues, those who rise up to agitate the masses, while at others he has been associated with military commanders. With unnerving regularity, Cypher will arrive at some critical flashpoint, his presence kicking off a violent chain of events time and again.

Cypher has been seen alongside kill teams or even entire armies, although whether he is truly a member of the force or even their commander can never be properly ascertained. More deadly than the most highly trained master saboteur, Cypher's appearance in even the most benign of situations has wreaked havoc that has changed the course of major wars. More than any other of the Fallen, Cypher has been a shadowy, cloaked assassin, leaving behind a trail of powerful victims, even though it is rarely Cypher who pulls the trigger. The Dark Angels go out of their way to assume these targets were chosen and slain by Cypher himself, but often the facts that led them to these conclusions are ambiguous. Certainly, destruction and death follow in Cypher's wake.

Cypher's targets and destinations are as inscrutable as everything else about him. Among his confirmed kills (according to Dark Angels records) have been planetary governors, Chaos Space Marine Warlords, Space Marine Chapter Masters, sorcerous covens, cult leaders and high ranking Inquisitors. Naturally, the Dark Angels have never shared any of this so-called proof with any outside of their own close-ranked successor Chapters.

It is a paradox how, within a span of only fifty years, Cypher's deeds could result in the slaying of the evil and corrupt Warlord Favian the Golden of the Flawless Host, as well as the stout and loyal Bartholomew Loxlor, Supreme Grand Master of the Angels of Absolution. The Imperium had sent fleets, armies and assassins to end the rule of Overfiend Tyrannex, Scourge of the Drakeburn Sector, and all efforts failed with lives in the hundreds of thousands lost. Yet Cypher alone was able to locate the Overfiend's fortress, penetrate its defences and gun the miscreant down – instantaneously freeing billions from Tyrannex's unnatural subjugations.

Cypher's trail weaves in and out of the Dark Angels' path, and he crosses it with deliberation. After slaying the Overfiend Tyrannex, riddling him with holes and leaving behind bolt shell fragments and unique plasma burns that are the signature of Cypher's bolt and plasma pistols, he had the nerve to plant a Dark Angels homing device. Within a matter of hours, the Rock was near enough and Deathwing Terminators teleported into the Overfiend's throne room. Yet of Cypher, there was no trace.

Indeed, Cypher's continued existence bears testimony to his seemingly mystical ability to avoid capture. Every time pursuers get close, he has shown an uncanny ability to escape. Down the ages, the Inner Circle of the Dark Angels have suggested that Cypher is under the protection of some higher power. The fact that his lifespan has continued since the days before the Horus Heresy speaks of unnatural powers at play, although it was for a time posed by the then Grand Master of the Dark Angels Raphelous that Cypher was not one person, but many. How else to explain both his longevity and his seeming indestructibility? Perhaps Cypher was but a mask, a persona assumed when the last one was destroyed? Ironically, Raphelous was one of two Grand Masters to lose his life in the pursuit of Cypher – although whether or not the nemesis of the Dark Angels was responsible for their deaths in either case has never been proven.

Down the long ages the Dark Angels have found many of their Fallen brethren. Some have committed heinous acts, debasing themselves and their honoured Primarch. But none have garnered the sheer hatred as has Cypher. The Inner Circle of the Dark Angels hate Cypher with a loathing beyond reason. Not even Marbas, who alone of the Fallen has been raised to a Daemon Prince, is regarded with such rage. The Dark Angels would willingly perform any act, no matter how vile, in order to capture Cypher.



ORIGINS

Like nearly everything to do with Cypher, it is difficult to pinpoint with any conviction his origins. Deep within the dungeons of the Rock, behind many locked doors of adamantium, can be found the Enigma Chamber. There, the remains of the Order's ancient records are kept. On carefully preserved scrolls, faded writings can still be read. Each of the Dark Angels' Grand Master of Librarians has, in successive turns, tried to wring meaning out of those ancient parchments.

Of a certainty, the title of Lord Cypher can be traced back to Caliban. There, long before the coming of the Primarch Lion El'Jonson, the lordly designation was given to a single knight of the Order.

The Order can trace their beginnings back to the period when Caliban was a death world, as deadly an environment as any in the galaxy. Cut off from Terra during the Age of Strife, civilisation had regressed to a feudal state. Since the Warp storms had ravaged it, Caliban was almost entirely covered in monster-haunted forests. To travel the paths between the disparate fortifications of human society was to invite almost certain death.

As the forests spread, so was Humanity confined into isolated communities, each based in an ancient keep. There, in the shadows of their stone fortresses, peasants could hack clear patches out of the encroaching woodlands and eke out a living through farming. The nobles,

who fought in archaic powered armour, were the rulers of the land. It was their duty to guard the perimeters of their cleared zones from predatory beasts. Caliban bred a hardy people, and they honoured martial skill and bravery. It was a demanding and often cruelly short existence, a constant fight against packs of savage creatures and horrifically mutated beasts. In such times, many brotherhoods of knights were formed, the most famous of which was known simply as the Order.

The Order had won an excellent reputation amongst the noble houses and knightly organisations. They were known for the integrity and the martial skill of its members, and the Order was also famed for its recruitment methods. On Caliban heredity was everything for the noble houses, yet the Order selected its brothers by merit and skill at arms as opposed to inheritance. Contingents of brother-knights from the Order travelled from keep to keep, aiding each in the never-ending struggle to clear land of forest and monster alike.

The Order was austere, their many rituals simple but exacting. To ensure their proud traditions were maintained, the ruling Masters secretly selected a single member – the Lord Cypher. Upon taking the title, the Lord Cypher renounced his own name, enshrouding his very appearance beneath cloak and hood. It was forbidden by any others to recognise his old self either, for the Lord Cypher was to forsake his very personality, and from that day onwards was to instead embody the laws, customs and strict disciplines of the Order. To him was tasked the responsibility of ensuring the traditions of the Order never faltered, that the recruits and Masters alike were never allowed to degenerate from their lofty ideals. The Lord Cypher advised the Masters on all matters of protocol and officiated at many important ceremonies. The Lord Cypher was a lofty position, one which the Order took extremely seriously, for it was known that it was the nature of the galaxy to recede and structures to collapse. The Cypher that appears as a herald of destruction embodies many of these ancient tenets, although there has never been any absolute connection.

THE LAST YEAR ON CALIBAN

Although the records taken from Caliban and preserved in the Tower of Angels are incomplete, none are more so than those scribed during Luther's turning from the Emperor's light. Many Dark Angels Librarians and Masters have studied them, seeking, but not finding answers.

The title of Lord Cypher is mentioned, but who took the post, or when it might have changed are not documented. Patchy records do seem to indicate that a few of Luther's charges – both veterans and new recruits alike – rejected his newer teachings, remaining true to the Legion, Lion El'Jonson, and their Emperor. These individuals who did not join the betrayal are not named, but seem to have begun the fighting before the Dark Angels fleet appeared in orbit. To show their rejection of Luther, some of the loyalists seem to have repainted their armour. This, perhaps, gives a hint as to the real reason why the Legion switched from black to green colours in the aftermath of the Fall of Caliban.

There are a few sections within those ancient tomes that remain unread, for they have been written in some cryptic code. Some suggest that these are but nonsense – likely the raving-mad scribblings of Luther himself. They remain indecipherable.

A NEMESIS UNVEILED

The Dark Angels believe it is their duty – their penance – to track down their treacherous brethren. So long as a single member of the Fallen remains alive and unrepentant, the Dark Angels would refer to themselves as the Unforgiven. This held true even as their proud Legion underwent the dismantling process imposed on all loyalist Space Marines in the wake of the Horus Heresy known as the Second Founding.

Across the Imperium, it is no longer known exactly how many successor Chapters were made from the existent Legions. Although many of those newly created organisations still exist, some have since been destroyed, and others have lost their records and history over ages of war and turmoil. This is a convenience which the Dark Angels have taken advantage of, for by claiming their records were damaged in a plasma reactor overload as they outfitted the Rock, they could veil a fraction of their past. It was another lie, for the Dark Angels destroyed those records themselves.

The Dark Angels are aware of the scrutiny they are under for the close relationship shared by their many Chapters, but there is another matter that they wish to keep from being uncovered: the loss of the last of the Second Founding Chapters created from the Dark Angels gene-seed, the ill-fated Lions Sable.

Of that time, the Unforgiven do not speak. It was one of their first encounters with the one who was named Cypher, and the history of the long campaign that is referred to as the Forgotten Wars is known only to the highest of the Inner Circle. It was only at the end of this gruelling series of hunts and battles that many came to the realisation that Cypher was something more dangerous than just another of their Fallen brethren.

It began innocently enough. While in pursuit of the remnants of an Ork fleet, elements of the Angels of Vengeance entered the Gothic Sector. Under the guise of scanning for remnants of the greenskin fleet they had been commanded to destroy, the Angels of Vengeance searched for clues that might lead them to any Fallen. This was standard procedure for all Unforgiven Chapters – to pursue their secret goals whilst ostensibly following mission edicts as passed down from the Lords of Terra.

Gathering long-range scans and widely collected reports, the Angels of Vengeance Strike Cruiser uncovered nothing untoward save for an encrypted signal beamed from the mining world of Lemnos. Once decoded, the message described exactly what the Unforgiven were seeking.

The world of Lemnos was embroiled in a bitter war over mining rights – a battle of greed,

rather than ideology. As Imperial tithes were met, there were no orders to intervene, and the matter was to be left for the planetary governor to handle. Rival noble factions were using private armies to enforce their ownership over the richest veins of mineral wealth. It was of these battles that the signal spoke. The mysterious message was sent in one of the older battle codes used by the Dark Angels and provided just the kind of clues that fit the modus operandi of one of the Fallen.

According to the message, the leader of one of the mercenary warbands fighting on Lemnos was turning the tide of battle almost single-handedly. He also fought in what seemed to be an old mark of power armour. Hiding the signs of extensive genetic modification is not easy, and the Unforgiven are trained to investigate legends of humans with superior abilities. Often, these speculations turn out to be misleading – most are mere exaggerated accounts, or perhaps a local warrior aided by a powerful piece of wargear. However, over the years, such leads have uncovered mutants, hidden psykers, xenos shapeshifters and Chaos Space Marines. These leads are pursued only if there is hope that a Fallen will be uncovered. On the most promising trails, the Unforgiven will attempt to get one of their Librarians close to the quarry, for they can employ the most damning method of testing.

At close ranges, Librarians from the Unforgiven Chapters can pick up the unique psychic signatures of those who bear traces of their shared Primarch. Even the most spliced or tainted gene-seed of Lion El'Jonson emits a distinct signal powerful enough to detect. This is not a foolproof method, as such readings can vary due to Warp flux or be blocked by psychic dampeners. Also, not all the Fallen bear the Legion's pure gene-seed. When the First Legion reached Caliban and reunited with their Primarch, they accepted many members of the Order into their ranks. Those young enough to survive the ordeal received the full gene-seed implant, while others – like the arch-traitor Luther – were otherwise augmented into elite soldiers.

In the Lemnos case, the Librarians reported multiple readings. The original target – a towering man known as 'the Mauler' – had raised alarms with his superhuman feats of strength in battle. When subjected to a remote psychic probe by an Angels of Vengeance Librarian, the telltale signs of someone bearing Dark Angels Legion gene-seed appeared. Terminators from the Angels of Vengeance 1st Company were sent in to apprehend him. There were, however, other readings picked up from the vicinity as well. One of these signals flickered – a phenomenon associated with Warp storms, although none were reported at that time. This was the first recorded encounter with the unique signals that would later be associated with Cypher. Whether he had been there first and brought in another Fallen or was working with the Mauler from the beginning is not known.

The strike team was successful in capturing the Mauler, although in doing so, they sustained high casualties. As the Terminators closed upon the surprised mercenary band, there was one amongst their number who shot his way out. At the time, neither the robed stranger, his unusually lethal pistol shots, nor his subsequent escape and disappearance were the known trademark that they have since become. At the time, it was merely noted that the loss of so many Angels of Vengeance Terminators seemed out of place. The veteran warriors in their

nigh-impervious armour rarely fell in battle, and when they did, it was to titanic weaponry or some mighty champion, not a rogue soldier from an outlaw band of third-rate mercenaries.

As the Rock was in an adjoining sector, it was not long before the Mauler was secured in its deep dungeons. Persuaded by the harsh methods of the Interrogator-Chaplains and the relentless mind-probes of the Librarians, the Mauler eventually revealed that he had been known by another, older name. Here was Brother Sytrix, a Dark Angel returned to the fold.

Before finally recanting and being relieved of the burden of living, Sytrix revealed more. He named a dozen of the Fallen that he had seen in the sector. Elements from the Angels of Vengeance, the Dark Angels and the Lions Sable followed these trails. Each stop along this new journey – from planetfalls to the boarding of a derelict hulk floating in the midst of deep space, led the Unforgiven towards still further clues. At each point, some new revelation was ascertained. As each new scrap of information was reported back to the Rock, a larger and more sinister plot was slowly revealed.

Originally, the Unforgiven had begun their mission seeking only to apprehend individuals. What was revealed was a corruption spread through six systems of the Gothic Sector. Running through the collusions and inter-planetary trysts was a coherent and sinister thread that bore many of the hallmarks of an elaborate plot by the Alpha Legion – although that group of traitors had, at the time, erroneously been declared destroyed by the Inquisition.

Weaving through the clues and criss-crossing trail of evidence scattered across the Gothic Sector was the individual with whom Dark Angels Librarians had a fast-growing obsession – the one called Cypher. Sometimes, the cowed figure produced the psychic signature of a Fallen, evincing the blood of their Primarch, the Lion. At other times, however, the mental probes of the Librarians could detect nothing save for a brief flickering of that signal, as if it were overtaken by some other being. Prolonged searches discovered something new – a hollow, null void, a cold emptiness that moved through the Immaterium like a shadow left behind by Cypher. His apparent ability to mask himself has since been observed many times, but whether it comes from innate psychic powers or some unknown artefact has never been determined.

‘I know not if he represents the greatest threat or greatest hope for the future of the Imperium. I only pray we stop him before we find out.’

- Inquisitor Bastalek Grim

Thus far, the Dark Angels and Angels of Vengeance had accomplished much deploying strike teams ranging in size from a few squads to a full company or more. This allowed them to continue their secret missions while still fulfilling all obligations assigned by the High Lords of Terra. However, the chase for Cypher stretched from years into decades, until it came to a grinding halt when the trail led to the densely populated world of Brigia. It had been determined that the commander of the planetary defence force – Grand Captain Tylius – was most probably one of their Fallen brethren. He had certainly been in recent contact with

Cypher. As if he had been forewarned that he was being hunted, the Grand Captain was wary. He remained within Brigia's most formidable fortress system, an entire army acting as his personal bodyguard.

With his forces spread thin across the Gothic Sector, Purson, the Supreme Grand Master of the Dark Angels, gathered all the Unforgiven within range. At the time, the Angels of Absolution were to the galactic east and could send no aid – however, the Angels of Redemption and the Lions Sable answered the summons. The Space Marines descended from Lion El'Jonson have always been known for their well-crafted and flawless war plans, and the assault upon Brigia's best-defended fortress was no different. Well-timed Drop Pod assaults swiftly deployed troops and bunker-busting Dreadnoughts. Lance strikes from Land Speeder formations kept the foes on the ramparts down and eliminated key bunker-mounted gun turrets. With precision timing and deadly accuracy, the Unforgiven made headway through the outermost defences, working their way inwards. They were poised for the second phase of the operation – a final attack on the central keep where Grand Captain Tylius was hidden – when the unexpected happened.

There were two factors that Supreme Grand Master Purson had not anticipated. First, a new target of opportunity appeared on the battlefield – Cypher. The Unforgiven had followed his trail for so long and 'had been so frustrated by his escape at every juncture that all efforts shifted from the battle and Tylius to apprehending Cypher. His appearance in the trench line immediately drew in Purson's Terminator reserves, as they teleported in an attempt to surround their quarry. Grand Captain Tylius was a cunning tactician, however, and he chose this moment to release his hitherto unsuspected reserve force. A large formation of Chaos Space Marine Terminators teleported to aid his fortress defence, while mobs of Cultists were called up from the nearby population centres. Tylius was indeed a Fallen, and he had made a fell pact, fully immersing himself in a labyrinthine Alpha Legion scheme.

This was nothing like the previous covert or skirmish actions the Unforgiven had engaged in throughout the Gothic Sector. The war that erupted over the fortified bunkers was intense, prolonged and destructive.

Cypher moved across the battlefield with speed and surety. It was difficult to track him in the maze of trenches and if not for the Land Speeders that zoomed overhead, they would have lost him or mistaken which of the many bunkers he had blasted into to gain temporary refuge. Again and again the Unforgiven flushed out their prize prey – a running battle in the midst of the raging conflagration that raged all around them. With his twin pistols, the robed warrior blasted a hole through the defenders of Brigia and kept just ahead of his pursuers. As stitched patterns of twin-linked bolter fire blazed all around him, Cypher reached a blast door that opened into an underground complex below. Using his plasma pistol on its maximum setting, the elusive Fallen melted through the reinforced plasteel and disappeared into the tunnels before the nearest squad of Deathwing could reach him. Even as chainfists widened the hole in the blast door so that they could follow, the Chaos Terminators launched their counter-attack. Soon, the Unforgiven were too hard-pressed to follow, as the heavily armoured Dark Angels clashed with their traitorous kin, trading titanic blows.

Although the fight was fierce, and their quarry had likely already fled, the Unforgiven Chapters did not retreat. Notoriously stubborn-minded, the true Sons of the Lion mowed down the Cultist hordes as they swept forward. The clash of Terminators was at first evenly matched, but the Unforgiven were driven by righteous fury, and in the end that proved decisive. Eventually, the last squad of debased enemies was taken out by a single, well-placed burst of energy from a Land Speeder Vengeance's plasma storm battery. Only then could the Unforgiven return to the pursuit of Cypher and the final stronghold assault to prise out Tylius. Both ventures proved too late – for Cypher and Tylius had made good their escape.

SPIRALLING INTO THE EYE

Upon Brigia it was established that Chaos Space Marines were deeply involved with the Fallen, and it was no real surprise when the clues that had been leading the Unforgiven across the Gothic Sector now led towards that most hated of refuges: the Eye of Terror. Reports of the Dark Angels' actions on Brigia had already reached Terra and questions began to filter back to the Rock. Even as answers were crafted to explain why elements from their Chapters had appeared so far from their assigned missions, the Unforgiven were plotting their courses towards the forbidden zones.

The most dreaded part of the galaxy, the Eye of Terror is a hole in reality – a gaping rent where the Warp spills out into realspace. That swirling mass is not only home to raging Warp storms, but also a relatively safe haven for many of the Chaos Space Marine Legions. It was perilous even to track the signal, for psykers that open their mind in the direction of the Eye of Terror risk falling prey to fell things from beyond. Dark Angels Librarians, however, dared the attentions of the darker powers in order to achieve the trace – following the trail to the outermost of the twin planets Cocytus I and II. These were not fully contaminated planets immersed in the chaotic energies, but rather astral bodies that maintained orbit at the edge of the Sentinel Sector – a region of space that was only occasionally enveloped by the Immaterium.

To travel too close to the Eye of Terror was forbidden by the Imperium, yet a council of the Inner Circle was called to discuss that very plan. That region was notoriously unstable and dangerous, and to enter it they would have to navigate around temporal eddies, space anomalies and perhaps Chaos Space Marine battle fleets. Additionally, an Imperial presence surrounded the Eye of Terror – from listening posts and floating mine fields all the way to heavily fortified worlds. This would make it difficult to enter the Eye of Terror without being observed. After the action on Brigia, several Inquisitors had already been dispatched to look into the reported presence of the despised Alpha Legion. The Unforgiven Chapters could ill afford to draw further attention to themselves.

All the Dark Angels successors had inherited their Primarch's legendary tenacity, however, so they did not back away from the ever-growing challenges. Although of reserved mien, they raged inside at the narrow escape of their quarry. That their long and winding path through the Gothic Sector might end without satisfaction was unbearable. The Dark Angels and their

successors thirsted to respond – to take the fight to their foe. Supreme Grand Master Purson agreed to send a task force to the very edge of the Eye of Terror.

The Unforgiven sent a single Strike Cruiser, the Sable Lions' Fury of Caliban, into the swirling mists. It carried companies gathered from the Dark Angels, the Angels of Vengeance, Angels of Redemption and the Lions Sable. At first, all went well – they successfully ran the gauntlet of Warp storms and emerged in realspace to bypass all of the Imperial stations. Transmissions to the Rock were patchy and unreliable, but the Fury of Caliban had reached the orbit of Cocytus I. A strike force immediately made planetfall.

So close to the Eye of Terror, all readings and ranged scannings were corrupted, and comms faded in and out. Not knowing what to expect on a world that had so often been encompassed within the swirling madness of the Eye of Terror, the first drop team was to probe the site of the last signal emission. They found a mist-shrouded planet, its rocky surface largely barren. Here and there stood stone archways or toppled pillars, the remnants of some ancient culture. Weathered and timeworn, the rocks also bore signs of the corrupting Warp – leering faces or symbols of death were etched within the stonework itself. Carefully, the Unforgiven advanced through the eerie landscape, unsure of what they sought. When they saw it, however, they knew they were on the right path.

There, towering out of the roiling fogs, was what looked like the same style of fortress stronghold that topped the Rock itself. Clad in plasteel and adamantium, the walls and ramparts bristled with weapons. The great tower bore the unmistakable icons of the Dark Angels – the hooded and winged figure bearing a sword. Upon closer inspection, it was obvious that the stronghold was constructed not as tribute, but in mockery – a Tower of Fallen Angels. A grim skull-faced visage peered out of the cowl, skulls adorned spikes and several iron cages hung above the ramparts. No few of these gibbets bore skeletal remains inside mangled Dark Angels power armour.

Reinforcements were requested – for here was found a den of Fallen if ever there was such a thing. Yet the Dark Angels were cautious – for it was only a matter of time before the ebb and the flow of the Warp once more wholly consumed both Cocytus I and II within its raging storms. When it was reported that the distinct signal of Cypher was on the planet, Supreme Grand Master Purson gave both the order to attack and the command that sent a second ship. So began the Forgotten Wars – a raging battle upon Cocytus I that drew in half of the Dark Angels and the Angels of Redemption, three companies of the Angels of Vengeance, and the entire Chapter of the Lions Sable.



The corruption grew worse and storms quickly drew over the twin planets. Battle raged as the Unforgiven razed den after den of Cultists, mutants and renegades – always pressing more

deeply into the wasteland continents of both planets. Twice Cypher had eluded them. What was even more infuriating was that he had sent them messages, urging them to depart and warning that they were heading into a trap. Begrudgingly, Purson had to admit that it looked as if Cypher was correct. He gave the command to retreat as the Warp storms crashed over the region. He was loath to abandon the battles, but he knew his time was running short.

The Lions Sable, however, refused. Since splitting into Chapters, each successor was meant to remain autonomous, but the Dark Angels had always maintained more control over their progeny than was laid out in the tenets of the Second Founding another secret they kept hidden. So many times had their Primarch Lion El'Jonson stubbornly held onto a position or refused to give ground that the Lions' defiant act seemed more in character with their mighty forefather, and for a moment Purson hesitated. Taking with him only his bodyguard, the Supreme Grand Master headed back down to the planet. He commanded the fleet – for there were now six of their ships in orbit – to get clear of the Eye of Terror. He would contact them when the storm cleared. None knew it then, but that was the last anyone would ever see of Purson or the Lions Sable.

The storms had become so violent – the ever-spinning spiral arms growing wider and wider as raw Chaos vomited from the Eye of Terror's centre – that the frigate Vendetta was lost into the Warp. The tumult provided one advantage: the Unforgiven fleet escaped out of the Eye of Terror and past the Cadian Gate unobserved in the impenetrable murk. They alone survived to bring word of these events back to the Rock. They were dismayed to find that although they had been gone for but the span of a few years as measured inside the storms, in realspace over a thousand years had passed. Many small sorties had attempted to penetrate that murk, but none ever succeeded.

When at last the tempests ceased, a small task force was sent into the Eye of Terror once again – but no sign of Cocytus I or its twin could be found. It was as if the Eye of Terror had swallowed them.

Cypher, however, did return, and much more quickly. His telltale signal appeared in the same system as the Rock, which quickly scrambled hunt-teams to seek him. Once again he eluded them, but not before leading them into an empty cathedral to the Emperor on a ruined and desolate planet. There, they found neatly placed where they could not miss them the returned Sword of Secrets and the Lion Helm – the most potent icons of the Dark Angels and tokens carried by their Supreme Grand Master.

Whether trap or test, the Unforgiven Chapters suffered serious losses upon Cocytus, and those events were to have profound effects upon the Sons of the Lion. To cover up their immediate losses after their warriors were thought lost to the Warp, the resources of the recruiting world of the Lions Sable – the ebon orb of Nachwald – were usurped to replenish the Angels of Vengeance and the Angels of Retribution. The Dark Angels staged a false plasma explosion aboard the Rock to explain their loss of records, for it was decided by the Inner Circle to destroy all records relating to the event. In this, they were greatly aided by the distraction caused by the largest Ork invasion recorded in the Imperium and the political upheavals of the Beheading, when assassins struck at the High Lords of Terra. Unknown to

any, they were also fortunate when the three members of the Inquisitional inquiry secretly tasked with reviewing the strange activities of the Dark Angels were lost due to a variety of inexplicable accidents.

As for the survivors of Cocytus that did eventually return, they were spread out amongst the Unforgiven Chapters so their sudden influx would not be noted. For the rest of their lives, each was closely monitored by Company Chaplains to ensure the prolonged Warp exposure had not contaminated them in any way.

Of the Forgotten Wars, the Dark Angels do not speak, nor has it entered into the apocryphal tales told to their initiates. They have gone to great lengths to ensure all references to that campaign or to the Lions Sable have been stricken from the records available to the Adeptus Terra. Yet it is the custom and battle cry of the sons of Lion El'Jonson to 'Never forget, never forgive'. Deep in the dungeons of the Rock are secreted the only remaining accounts, and only those of the Inner Circle ever learn of that heroic sacrifice that must forever go untold.

DESCENT INTO DARKNESS

During their millennia-long quest to hunt down the Fallen, the Chapters of the Unforgiven have tracked down and captured hundreds of their damnable brethren. To aid them in this task, they have modified their Chapter organisation. Although the Deathwing and Ravenwing are unique to the Dark Angels, most of the Unforgiven Chapters have their own equivalents.

The Unforgiven will capture any Fallen, any suspected of being a Fallen, or even any who have are believed to have had contact with a Fallen. They are placed in the stasis-crypt of a Dark Talon and ferried to the Rock. Once there, they are led in solemn procession into the highly secluded dungeons. Deep in the underbelly of the fortress monastery of the Dark Angels, in the catacombs where only the highest of the Inner Circle may tread, all these prisoners meet their doom.

Interrogator-Chaplains, aided by the psychic powers of the Grand Master of the Librarians, seek two things from the Fallen. First, they want to hear a full account of the betrayer – his history, his purpose and his actions before and during the Fall of Caliban. Secondly, and most importantly, they seek contrition from the guilty party – for only upon full repentance will the Fallen be granted his final release. The torments are long, the methods are brutal.

With each passing year, the Dark Angels have strayed further, although some individuals are far worse than others. Cruel acts once considered despicable are now a standard part of any Interrogator-Chaplain's method. To elicit a confession, there is no torment to which Asmodai, the current Master Interrogator-Chaplain, will not subject a prisoner. It is this fate that waits in store for Cypher, should he ever be caught.

TRAIL OF REVELATIONS

Over the millennia, Cypher's trail has, time and again, led the Unforgiven Chapters to some new revelation. This has included unveiling evidence that leads to the capture of a Fallen, the detection of a hidden vein of corruption that has wormed its way into the Imperium, or even the discovery of an ideal new recruiting world. If not for chasing Cypher, the Dark Angels would never have landed upon the feral world of Kimmeria, and the Angels of Vengeance would not have realised that the death world of Damnia could serve as one of their main recruiting worlds.

Yet not all the revelations during the hunt for Cypher have proven beneficial. Many a bold and eager Ravenwing commander has been lead badly astray by Cypher's appearance on the battlefield. Only those who prove their ability to aggressively pursue, but at the same time anticipate the enemy's traps and ruses, survive for long in the Dark Angels 2nd Company.

'I know not why, but I believe Cypher is testing us, seeking always to take our measure, to push us beyond our boundaries. Those found wanting do not live long.'

- Grand Master Folcalor, Angels of Vengeance 1st Company

MISDIRECTED

There are instances when it is difficult to understand whether the Unforgiven Chapters are hunting Cypher or if it is the other way around. It is a favoured tactic of Cypher to appear upon a battlefield involving the Sons of the Lion, materialising suddenly at moments so inopportune that it has proven impossible to apprehend him.

Perhaps the most famous of these such instances occurred during the final battle of the Red Stars campaign. In desperation to cut the head off a rising Ork Waaagh! the entire Dark Angels Chapter was deployed en masse. It was their hope that the Deathwing could draw out and destroy the Ork Warboss Zogax da Great before the Space Marines were overwhelmed by the green tide. Alas, these hopes were dashed when Zogax's Meks deployed some sort of jamming device that prevented the Deathwing from teleporting down anywhere near the Warboss' vicinity.

Defiant, Supreme Grand Master Alloken led his own command squad and the 3rd Company in an attempt to cut through the heavily armoured bodyguard of Warboss Zogax. However, aided by all manner of hulking mechanised fighting machines, the Orks proved too powerful. The Dark Angels' impetus was all but spent by the time Alloken appeared before the chainaxe-wielding Ork Warboss. Tragically, the Supreme Grand Master was cut down, but as Zogax reached down to claim the Lion's Helm for his own, his hand was vaporised by a bolt of plasma. Howling in anger and surprise, the towering Ork Warboss looked up just in time to take a rapid volley of bolt pistol shots through both his good eye and his bionically enhanced one. Even devoid of the back part of his huge cranium and the majority of his brains, Zogax

fought on for a few more moments before he fell, twitching.

Cypher appeared, spinning in a circle while his twin guns blazed away. The plasma pistol was powerful enough to melt holes through the thick plating that covered the Mega Nobz, while his bolt pistol shots struck more vulnerable points, such as joints or the Orks' open-faced helms. Many went down beneath that cavalcade of fire, spouts of Ork blood, steam and black oil jetting out from the collapsed piles of blocky armour. Holstering both pistols, Cypher dragged Alloken and his treasured artefacts to a nearby trench, then sprinted off even as the nearest Dark Angels closed in. Ignoring the remaining Orks, the Dark Angels concentrated fire on the robed figure, but he was soon hidden behind the smoking hulks of wrecked vehicles. Within moments, the forcefield jamming device that prevented the Deathwing from teleporting down was nullified and the 1st Company arrived to secure victory.

Of Cypher, no further signs could be found.



VOICE OF DISCORD

Across the galaxy, the legend of Cypher – the mysterious loner who fights for freedom – has been known by many names. He has sometimes been confused with the Saviour of Praxus, the Robed Rogue of the Nova Terra Uprisings and more recently the Voice of the Emperor. Whether Cypher actually ever assumes these aliases, or if his presence has merely begun another series of rumours is another mystery. When Cypher arrives upon a planet he has proven an ability to persuade and cajole the disaffected masses into rebellion. This has alarmed the Imperium, but they cannot pinpoint if he is using manipulation, the power of his mystique or some hitherto unidentified psychic power. Likewise, it is often difficult to discern whether Cypher's message to countless billions is to rise up against harsh oppression, or for justice across the galaxy, or if he merely arrives at the same time that another delivers such a message. What is sure is that Cypher's presence provokes a swift and inevitable response.

Whether Cypher employs meticulous planning or some Warp-born ability to shift the odds, it is often one of the Unforgiven Chapters that is sent to quell the worst of these rebellions. At times, they have uncovered Chaos Cultists or some machination of the Alpha Legion running like an undercurrent beneath the agitator's message. In several instances, such as during the Nova Terra Interregnum, there were one or more Fallen amidst the rising anarchy. Only by

following the trail of Cypher did the Unforgiven find and capture the guilty – but at other times he seemed determined to aid the Fallen to escape.

It is the Dark Angels' belief that Cypher is an expert at manipulating others into his schemes. Some serve as bodyguards and are willing to lay down their lives for Cypher. Others, however, would be appalled to realise whom they have aided, and have been duped by an erstwhile ally who is not all he seems.

In battle, rebels, squads of Chaos Terminators and Daemon Princes have all accompanied Cypher. He has gathered and led squads of Fallen that have campaigned together since the Fall of Caliban, and he has fought alongside the towering war machines of the Dark Mechanicum. Cypher has fought shoulder to shoulder with the Forces of the Imperium – frequently directing Imperial Guardsmen, squads of Space Marines or any number of planetary defence forces, while under the guise of a Space Marine loyal to the Emperor. The one thing they all have in common is that they serve a purpose in Cypher's plans and he easily abandons them to their fates as befits the circumstances of his mission. He will not hesitate to spend their blood if it grants him but a further second needed to escape the clutches of pursuit.

For their part, the forces of the Unforgiven seek to hunt Cypher regardless of whom he surrounds himself with. This has, more than once, brought the Dark Angels and their successor Chapters into direct conflict with their own allies. There are some – such as the Silver Skulls and the Black Templars – who have a bitter enmity with the Unforgiven and will go out of their way to avoid working alongside them.

WHAT DOES THE INQUISITION KNOW?

It is the Inquisition's job to seek answers, to hunt down heresy and corruption and to unravel the mysteries that threaten the Imperium of Mankind.

While the Adeptus Astartes are often able to avoid much of the Imperial bureaucracy, they must tread carefully with Inquisitors. The Inquisition exists outside of the standard hierarchy, and as their authority is derived directly from the Emperor himself, nothing is immune from their scrutiny. They are drawn to lies and cover-ups the way predators are drawn to the scent of blood. Entire worlds that are deemed heretical can be destroyed upon a single command from a High Inquisitor. At need, their rights extend even to the home worlds and recruiting practices of the Space Marines.

How much the Inquisition knows or suspects about Cypher is difficult to ascertain. Since the mysterious fall of their home world, the Dark Angels have been the subject of many inquiries, most of them never completed to satisfaction. Often some more pressing matter intervenes, or the Inquisitor in question becomes sidetracked or worse. Discrepancies, such as the Angels of Redemption's abandonment of Imperial allies to pursue their own seek-and-destroy missions, have been duly noted. The name of Cypher, and the frequency with which rumours

spread about him, have also been marked as conspicuous.

There have been several instances where Cypher has acted to hide not only his trail, but also the indiscretions of the Unforgiven. Some evidence and suspicions still remain, but, with the Imperium under attack from seemingly every angle, there has yet to be a full inquiry made. However, it can only be a matter of time before the Inquisition too joins the hunt for Cypher, if they haven't already...



EVERYWHERE AND NOWHERE



It is impossible to track the deeds of Cypher with any degree of accuracy. Most confirmed sightings come, not surprisingly, from the Unforgiven Chapters. They keep painstaking records on Cypher – codifying every rumour, documenting every potential sighting – so that entire chambers of the librarius are devoted to mere speculations about their nemesis.

Over the millennia, there have been a few Inquisitors who have brushed upon the possible existence the Fallen Dark Angels, though they have not recognised it as such. In no more than a handful of their datascroll records, there are even mentions of Cypher in particular – although he is not always identified by name. There are several missing documents in these collections, which is largely due to intervention of Cypher himself.

If anything, Cypher's movements with other renegade forces are even less well documented. The main reason there is any visibility into these dealings comes from the Logbook of Condemnations seized from the Scourged by the then Grand Master of the Deathwing,

Valefor, during the Battles of Grimtide.

c.M31 First Contact?

It is likely the Dark Angels experienced their first run-ins with the Fallen identified as Cypher during their quest to discover new recruiting worlds. There are over a dozen entries recorded citing mysterious circumstances, acts of sabotage and casualties amongst both the Dark Angels and their potential recruits. These attacks influenced which worlds were originally chosen (or not chosen, as the case often turned out to be). In hindsight, several Librarians have suggested these attacks were instigated by Cypher. Certainly the Massacre on Olney and the loss of the Legion's last remaining Stormbird on the moons of Sestus bear his mysterious hallmarks.

580.M31-632.M32 The Forgotten Wars

The Dark Angels, along with successor Chapters the Angels of Vengeance, the Angels of Redemption and the Lions Sable, embark on the trail of multiple Fallen. The clues lead them through Segmentum Obscurus and deep into the Gothic Sector. Only in hindsight do the Dark Angels realise the extent of the trap that had been laid for them. It was known that Cypher existed for hundreds of years before this campaign, but it was this event that shocked the Unforgiven Chapters into realising the true magnitude of the danger he represented.

c.M33 Truly Forgotten

The Apocrypha of Davio lists the following as Second Founding Chapters derived from the Dark Angels: Angels of Absolution, Angels of Redemption, and the Angels of Vengeance. By this time the name Lions Sable has already been lost.

822.M33 Battle of Vermilac Prime

Cypher's timely intervention prevents the Orks from looting the Lion Helm and the Sword of Secrets from the slain body of the fallen Supreme Grand Master Alloken.

997.M33 Saviour of Praxus

The Angels of Redemption find sedition upon one of their own recruiting worlds. Cypher, under the guise of the Saviour of Praxus, has been manipulating recruiting practices, hand-selecting and training the feral warriors to increase their chances of being chosen. He escapes

before he can be apprehended.

257.M35 The Nova Terra Interregnum

Secessionists of Nova Terra declare a new rule, claiming to take over from the High Lords of Terra. Cypher weaves through the anarchy, his trail highlighting the many Fallen that have taken positions of power during the uprisings in Segmentum Pacificus. It is even rumoured that Cypher himself has taken a position on the Ur-Council – the ruling body of Nova Terra. A daring Ravenwing strike assaults Nova Terra, but fails to apprehend any prisoners.

290-310.M36 The Red Heresy

During the Age of Apostasy, the Red Heresy Plague erupts across the Don'lorth Sector, a foreshadowing of the later battles that would become known as The Plague of Unbelief. Deep in Segmentum Tempestus is a star cluster that supports the heavily populated Don'lorth Sector. It is here that the Cult of the Old Gods rises. Agitators and anarchists stir up the hives into open rebellion. Workers in their untold billions are urged by red-robed priests to cast off their shackles, to reject the corpse-god Emperor. The horrific slaughter of all agents of the Adeptus Administratum and Adeptus Ministorum is enough to draw in vast fleets of Imperial armed forces.

Seeking a quick way to end the rebellion, the Silver Skulls Chapter deploy en masse in a desperate attempt to kill the leaders behind the rising cult. The hunt is disastrous – with Drop Pod assaults ambushed and multiple Thunderhawks brought down en route to their objectives. Only the arrival of Dark Angels Deathwing and Ravenwing forces, along with the 3rd Company of the Angels of Vengeance, staves off certain defeat. However, the Silver Skulls observe the Deathwing forsaking the battle in pursuit of a mysterious robed Space Marine.

Before Cypher escapes, an Angels of Vengeance Librarian detects several Fallen ensconced within the red-robed hierarchy of the Red Heresy. The Silver Skulls are left to dig themselves out of their own predicament. They do so, but openly condemn the Dark Angels; another formal protest is filed to the High Lords of Terra.

624.M36 A Blade out of Time

Although impossible to fix in time, this seems to be the first recorded instance where Cypher is seen carrying the C'tan phase knife – a weapon similar to the C'tan phase sword used by the Callidus Assassins. The blade of the knife can phase in and out of real-space by dimensional realignment, so it is capable of bypassing armour and protective fields. The knife was at some point lost in battle with the C'tan known as the Deceiver in the opening stages of the 13th Black Crusade, however, the battle occurred in the Warp and seems to have been

subject to a strange loop in either the time continuum or reality itself. Cypher is most often seen without the blade, but true to its name, the knife occasionally phases back into being beneath his cloak.

154.M37 The Black Gulf Mines

The few survivors of the Zargosoan smuggler fleet break under pressure from a Dark Angels force led by Master Interrogator-Chaplain Molocia. They relate a tale of how a cloaked stranger fought his way aboard their flagship, the Black Needle, claiming parley. He knew the smuggler's code and invoked the rites of combat – winning his duel and taking the place of a seasoned mate.

Within a year, the stranger had risen to the very top, besting the previous captain in single combat. Under his leadership, the Zargosoan fleet – five ships in all – concentrated their raids along the Black Gulf Mines. There, amidst the sprawling asteroid fields and orbital man-made platforms, the smugglers raided mining complex after mining complex, hauling off many tanker-ships filled with sought after minerals and gasses. As it turns out, the leader of the mining colony – known as the Black Gulf Tyrant – is a figure greatly sought after by the Dark Angels.

665.M38 Inquisitorial Intrigue

While on a secret mission Inquisitor Arnuldus, who wore a cowl to cover his hideous injuries, is supplanted by Cypher, who acts in his stead. Arnuldus has never since been found. After using his new guise to destroy many sensitive records pertaining both to himself and the Unforgiven Chapters, Cypher takes control of Arnuldus' chain of command and redirects the defence of Septius VII – resulting in the complete collapse of an Imperial hive world. Only the Alpha Legion can trace the action back to Cypher.

200-500.M39 Within The Eye

Although it is unknown to the Unforgiven, Cypher spends this period inside the Eye. There, for a time much greater than the years that pass in realspace, he makes contact with various groups of Fallen. It is during this time that he makes further alliances with the Legions, in particular the Alpha Legion. Reports of Cypher continue to haunt the galaxy, with the Dark Angels and their successor Chapters chasing false rumours – some planted long ago by Cypher himself.

518.M39 Hundred Planet Rebellion

Too often dealt with falsely by the Alpha Legion, Cypher takes a measure of revenge upon them. He purposefully leads the Dark Angels onto the path of the priest Alldric the Subverter. Alldric has, through great effort and long planning on behalf of his Alpha Legion allies, led a swathe of planets on the borders of the Veiled Region to reject the rule of the Imperium. Within a decade, the Dark Angels and several of their successor Chapters suppress the Chaos Cultist uprisings and slay their leaders.

Such actions are doubly pleasing for Cypher, for not only is he revenged upon the Alpha Legion's machinations, but he further frustrates the Dark Angels. For their part in the campaign, the Dark Angels are awarded many honour badges and campaign ribbons for their actions by the High Lords of Terra. The austere Dark Angels infrequently bear such commendations, but feel pressured to do so in this case. Deep down, the Inner Circle seethe at the dishonour – for they know the truth, that the badges are but a sign of their failure to capture Cypher once again.

976.M41 Liberation of Amadis

Cypher makes an appearance during the final battle of the liberation of Amadis, arriving in time to rally the last few defenders in the face of Chaos Cultist wave assaults. Only a single trooper from the planetary defence force survives and he swears an oath to the mysterious robed stranger never to reveal the truth of what has happened, never to mention the rogue Space Marine's presence. When the lone survivor greets the Dark Angels as they arrive to mop up the remaining foes, he does not mention his mysterious saviour.

989.M41 Escovan Campaign

Little is known about this series of events, except that following several bloody battles the Red Corsairs vowed to slay Cypher.

995.M41 Rise of the Voice of the Emperor

This is the first recorded instance of the one known as 'the Voice of the Emperor'. A self-proclaimed oracle of the Emperor himself, this individual begins to broadcast across the Agripinaa Sector. On many planets, new cults rose up, answering his call to clash with Ministorum officials.

997.M41 Assassins Dispatched

Alarmed at the growing popularity of 'the Voice of the Emperor' the Imperium assigns multiple agents of the Officio Assassinorum to dispatch the heretic. None return. At least one

gets close to his target, his last communication describing the target as a robed and hooded figure, concealing dark power armour shorn of livery beneath, and bearing a sword and two pistols of great antiquity.

998.M41 Black Templars Incident

A Black Templars Strike Cruiser, *Ophidium Gulf*, assists a Dark Angels force in pursuit of the individual known as ‘The Voice of the Emperor’. After hard fighting, the Black Templars succeed in capturing him – although are later embroiled in a dispute with the Dark Angels, during which both Chapters briefly engage in battle. Although ultimately taken into custody by the Dark Angels, the robed captive mysteriously escapes and the *Ophidium Gulf* is lost. At the behest of the Black Templars, the Inquisition is called upon to investigate – results are pending after the disappearance of Inquisitor Archibald.

561999.M41 Belial’s Fury

Belial, Grand Master of the Deathwing, corners Cypher on Piscina IV. Belial is the best shot and most formidable close combat fighter in the Dark Angels Chapter, yet his efforts come to naught. His storm bolter misses before jamming and the Sword of Silence cuts off merely a piece of Cypher’s hood as he ducks the blow. When Belial is subsequently tied up by the massed wave attack of suicidal Cultists, Cypher makes good his escape. This marks the third time he has eluded the mighty Belial.

786999.M41 Who Hunts the Hunters?

While observing the Ravenwing and Deathwing work in conjunction to capture a prisoner, Inquisitor Rasputin believes he has, at last, solved the riddle of the Dark Angels. As he turns to leave the battlefield, only his lightning-fast reflexes and a nigh-impenetrable force field allow him to survive the flurry of shots that would have slain him. Even as a hooded figure advances upon his position, a new conflict breaks out. Ravenwing troops on bikes have picked up Cypher’s trail and pursue him as he attempts to gun down the Inquisitor before escaping. Rasputin never makes his final report, and once again, the Ravenwing return empty handed from chasing Cypher.

999.M41 The Voice Silenced

Although Cypher seems to be supporting the 13th Black Crusade, this is perhaps only a pretence. Certainly there have been uprisings in the Agripinaa Sector and even upon Piscina IV, however this has had a polarising effect. It has done as much to rally the faithful as it has

stirred rebellion. Cypher has a minor conflict with Abaddon, and their alliance of convenience is brought to an end. The Dark Angels trace the source of the comms-signals to a broadcasting device in deep space. Although difficult to measure with precision, it is estimated that its location amidst the dust-ridden clouds of debris would approximate where their home world of Caliban once was. The beacon is swiftly and unceremoniously destroyed.

CYPHER



Cypher is the most enigmatic and hunted of all the Fallen Angels. Despite an existence that spans at least back to the age of the Scouring, and most probably beyond, the amount of information gathered about Cypher has led to very little actual knowledge or understanding. It is not even known if that is his name, or if it is merely a title or alias. Like the robes and cowl that are always about Cypher, this secretive nature enshrouds him, wrapping him in a layer of mystique. This is just the way he wants it.

To the Imperium at large, Cypher is either wholly unknown, or a being of shadowy rumour that seems to be somehow connected to or sought by the Dark Angels and their successor Chapters. To the Unforgiven, Cypher is a being of legend and untold speculation. Those who do not know the truth behind the history of their progenitors still recognise Cypher as the nemesis of their collective Chapters. Although it is forbidden to discuss such things, even novice Scouts of the 10th Companies have heard of the deadly prowess of their most elusive

enemy. They have observed the change that takes over dour and taciturn veterans when rumours of a Cypher sighting filter down through the ranks. Out of earshot of Sergeant or Chaplain, the ranks will whisper. To them Cypher is a legend, some Warp-daemon or shapeshifter that lives within the robes of the penitent, a great foe and a deceiver of men. Some say he seeks revenge for what the Sons of the Lion did in some war forgotten long ago. Others say there is not one Cypher but many – another of the bizarre cults that lift praises to the Dark Gods.

The Inner Circle – those who know the truth suppressed by the Unforgiven – have read and been briefed on the unique danger that is Cypher. They know of his innumerable escapes, and how he has been the most sought after of the Fallen to no avail. However, they are certain of few more facts about the cowed figure than those initiates who bear none of the Chapter's secret burdens. Most consider Cypher to be nothing less than an arch-traitor, a heretic who is loathed more than anyone save Luther himself. There are, however, Librarians who have studied Cypher for decades that seem less sure. It is as if the more they learned, the more they questioned the few known facts.

It is even possible that Cypher is not one of the Fallen – although he is closely related to them in some unknown way and is often found alongside them. Indeed, the Fallen congregate around Cypher, seeming to turn up wherever he is sighted. This too has proven an enigma – for at times Cypher seems to lure the Unforgiven directly onto the path of Fallen that would otherwise have escaped attention. Yet in other instances, Cypher can be found elsewhere leading the Fallen in battle, or aiding them on some secretive mission. It is this ability to seemingly play both sides that most frustrates those who seek him. His motives and movements about the galaxy appear random and many search for the overriding epiphany that they believe will connect the disparate missions, plans and locations. Thus far, it has proven beyond mortal ken, for to what purpose Cypher plots or for what cause he tests the Unforgiven, none but he can say.

At times, Cypher has seemingly made alliances amongst the Chaos Space Marine Legions, the Chaos Renegades and the various cults spread like a disease across the galaxy. Over the millennia, the Unforgiven have captured and tortured enough of the lost and damned to fathom that most of these erstwhile allies have less real knowledge than they have themselves. Most suspect he is but another renegade, and are wholly unaware of any but the loosest connection between their robed ally and the Dark Angels and their successor Chapters. Instead, those traitors are focused entirely on the mission at hand – be it to topple a planetary governor or to set a sector aflame with war. The higher of the Chaos powers know more of the story, and regard Cypher far more warily. For a while, Cypher was at odds with the Alpha Legion – although accounts differ as to which side actually betrayed the other. Abaddon, the Warmaster himself, has made use of Cypher's mysterious abilities to get into and out of the most heavily guarded planets in the galaxy – but it seems all too likely that neither side trusts the other and that both parties are simply making temporary pacts to serve their own needs.

Working under many aliases and through many ages, Cypher appears again and again across

the paths of the Unforgiven Chapters. They hold Cypher accountable for destabilising the Imperium through acts of war and sedition. Anarchy and unrest follow in his wake. He has actively led and consorted with known Chaos Space Marines and is responsible for luring an entire successor Chapter into the Eye of Terror and leaving them to their fate. Perhaps most confusing of all is that despite his many apparent attempts to seek vengeance against the Sons of the Lion, there are equally as many instances where Cypher has been known to aid the Dark Angels and their successor Chapters. Some of the Inner Circle have suggested that Cypher is not evil, but rather an emissary sent by the Emperor himself, literally a Dark Angel cast into the material world to test the resolve of the Emperor's First Legion. They point out that although Cypher has committed acts of war and unrest against the Imperium, it often seems to emerge stronger than before. Perhaps the fire and strife of battle are but tests to ensure that Mankind transcends its darkest era and emerges finally into the light?

There is something mystical about Cypher and the way he appears and disappears. He is a proven master of escape, somehow eluding capture and even working his way out of seemingly foolproof traps. In battle, Cypher moves with unexpected speed and agility. He has a gunslinger's knack for drawing his pistols in a fluid motion, a blur of movement that challenges the naked eye to follow. Cypher bears two pistols – a bolt pistol and a plasma pistol of ancient craft. He fights with both weapons blazing – able to draw and fire multiple shots with both weapons faster than a duelling bounty hunter can do with just one. His aim is the equal of any master marksman – many reports crediting Cypher with never missing a single shot, although digging out the truth from the hyperbole is an impossible task. Even when dodging incoming fire or moving at speed, the robed figure can send forth a hail of accurate bolts and incandescent plasma bursts.

Ultimately, whether as friend or foe, as hunter or hunted, wherever Cypher appears, battle and discord follow. Until finally captured, he will remain a portentous and shadowy herald of strife.

THE MYSTERIOUS SWORD

One of the characteristics that defines the mysterious Cypher is the sword that he carries. On every world where he has been sighted, Cypher has always bore a sword, yet no matter how pressed he has been in combat, he has never yet drawn the blade forth, either to attack or even in his own defence. Even on the rare occasions when both pistols were struck from his hands, the robed figure did not draw his blade. Some of the Unforgiven have speculated that the blade is none other than the famed Lion Sword – the blade of their Primarch that was lost when the Lion disappeared. Others say it is a new weapon made of the same meteor that produced the metal for the Heavenfall Blades borne by the leaders of the Dark Angels today. There are those within the Inner Circle that speak of the ebon Sword of Luther, the treacherous sword that some believe slew Lion El'Jonson before he vanished into the Warp storm. They whisper that it is Cypher's goal to reach Terra, to finally draw forth that sword for the first and last time, using the

weapon to slay the Emperor, striking him down from his Golden Throne. Some few have even suggested that Cypher will kneel before the Emperor, offering him the blessed blade and by this deed seeking final redemption for the Unforgiven. In the end, all that is known for certain is that the sheathed weapon is yet another mystery.

Cypher can be selected as part of a primary detachment from the following codexes: *Codex: Adepta Sororitas, Codex: Blood Angels, Codex: Chaos Space Marines, Codex: Grey Knights, Codex: Imperial Guard, Codex: Inquisition, Codex: Space Marines* or *Codex: Space Wolves*. Cypher does not take up any slots from the detachment's Force Organisation chart. He may not be included in an army that includes any models from *Codex: Dark Angels*.

HQ

Cypher - 190 points

WS	BS	S	T	W	I	A	Ld	Sv
7	10	4	4	3	8	3	10	3+

UNIT TYPE: Infantry (Character)

UNIT COMPOSITION: 1 (Unique)

WARGEAR: **Power armour, frag grenades, krak grenades**

SPECIAL RULES: **And They Shall Know No Fear, Fleet, Hit & Run, Independent Character, Infiltrate**

At Any Cost

The following additional objectives must be used in missions that include both Cypher and Dark Angels models:

- If Cypher is captured (see Divine Protection below) by a Dark Angel model*, the player whose army includes the Dark Angels scores 3 Victory Points.
- If the Cypher is forced to escape or is captured by a model that is not a Dark Angel*, neither side receives any additional Victory Points.
- If Cypher is neither captured nor forced to escape before the end of the battle, the player whose army includes Cypher scores D3 Victory Points.

** If several models are in a position to capture Cypher, some of which are Dark Angels and some of which are not, randomly decide which of the models is the one that captures him.*

Blazing Weapons

Cypher can shoot both of his pistols twice each in his Shooting phase, or can fire them once each either before or after making a Run move. When taking Overwatch shots, Cypher uses his full Ballistic Skill. In the Assault phase, half of Cypher's close combat attacks (rounding up) are Strength 4 and AP5, and all remaining attacks are Strength 7 and AP2.

Divine Protection

If there is an enemy model within D6" of Cypher when he loses his last Wound or is otherwise removed as a casualty, then Cypher is assumed to have been captured alive. If there are no enemy models within this range when Cypher is removed as a casualty, then he has made a miraculous escape. If Cypher escapes, then he is not considered to be a casualty for the purposes of awarding Victory Points. If he is captured, then Victory Points are awarded normally.

Never Forgive

In missions that include both Cypher and Dark Angels models, all Dark Angels models with the Inner Circle special rule also receive the Zealot special rule.

Shadowy Herald of Strife

Cypher cannot be selected as the Warlord of an army. In addition, the Leadership characteristic of the Warlord of an army that includes Cypher suffers a -1 penalty.

RELICS:

Cypher's Pistols: *It is difficult to get anything other than a brief glimpse at Cypher's pistols – for they are drawn, fired, and reholstered with a blinding speed. As with all things about Cypher, his weapons too have brought about much speculation. They are clearly of ancient design – possibly pre-dating the Imperium itself. The plasma pistol bears many of the same hallmarks as those weapons favoured by the Dark Angels – the energy pulse, the fizzling aftercharge and the roar of its blasts draw comparisons with other notable relics amongst the armoury hoards of the famed First Legion.*

Cypher carries a bolt pistol and a plasma pistol of ancient design that have the following weapon profiles. Note that Cypher's plasma pistol does not Get Hot, and that special rules apply to their use (see Blazing Weapons).

	Range	S	AP	Type
Cypher's bolt pistol	16"	4	5	Pistol
Cypher's plasma pistol	12"	7	2	Pistol

Cypher's Sword: *There is no item more mysterious than Cypher's sword – for it has never been seen unsheathed. Even in the press of close combat, Cypher has never yet been observed to wield the blade. Both psykers and auspex readouts report strange feedback that seems to*

emanate from the sword within the scabbard, as if it were the source of some barely veiled power. Varying legends have arisen over this never-drawn weapon, claiming it to be the Lion's Sword once borne by the Dark Angels Primarch, the Sword of Luther, the arch-traitor, or some even more fanciful tales concerning great doom and final battles.

Cypher's sword grants him the Eternal Warrior and Shrouded special rules. Note that Cypher never draws the sword, and therefore it cannot be used as a melee weapon.



As he had each day since he had overthrown the previous ruler, Lord Rabban stood upon the battlements of the Imperial fortress and looked down upon his toiling serfs. Dagarthi was a backwater planet, but for him it provided a good life. His army enforced the rules, the workers slaved away and the tithes were paid.

If Lord Rabban gave any thought to the untold millions that slaved away under his imposed misery, it was with a satisfied feeling. As he had been taught, it was the right of the strong to rule, and Lord Rabban knew he was strong. Leaving the ramparts, the Lord entered the tower and walked down the corridor towards his harem. He was caught up in his own thoughts so that he did not notice the missing

guards. Lit only by blackiron braziers, the hall was dark, but not so dark that Lord Rabban could miss the sudden shift in the shadows behind him. Reacting with a speed unattainable by a non-augmented man, he spun, lashing out with his fist. Yet the blow never landed.

It had been a long time since Rabban had faced an opponent that could move as quickly as himself, and his robed assailant blocked each strike like he knew it was coming. Worse still – by the clanging his fists were making, his foe was wearing some form of power armour beneath his robes. So – it was not an Imperial assassin or a local Dagarthi bounty hunter. Yet there was little more time for thought as they grappled in the dark. It did not take Rabban long to realise he was overmatched in such a contest. If he had any space he could step back and draw forth his blade – a mono-molecular edge power weapon that would penetrate any armour. Rabban struggled to give himself room to draw his weapon. This was just what his foe had been waiting for, and his attacker unleashed a flurry of pummelling blows. Rabban spat out teeth, desperate enough now to call for guards when he felt something jab into his neck. A jolt of current entered his body, paralysing him almost instantly.

His next thought was that the stone floor was cold and that there was blood in his mouth. How long he had been out Rabban did not know – not long he guessed.

Above him the stranger pulled forth some device from within his robes – it unfolded like a small porta-rack. It was a device that Rabban had not seen for ages and a chill ran through his body. At last he knew his foe...

The startle of his terror released a desperate surge as Rabban lurched upwards using all his strength, fighting the invisible tendrils that bound his limbs. The hooded figure leaned over him so that, at last he could see the face. It was older and more haunted than he remembered. ‘Greetings, Rammael,’ said a voice that was little more than a rasping whisper.

The use of his old name was like some accusation – it sent further waves of terror through Rabban’s mind. He panicked, struggling hard against unseen bonds while leads and clamps were attached cruelly to his head. While he worked, Cypher spoke again.

‘The Dark Angels are coming. This mindwipe will remove what I cannot let you reveal. I could remove everything of course, but I will leave you the full ability to feel. I think you have earned that...’

It was the last thing Rabban remembered until he woke up in twisting agony. He was bound and an Interrogator-Chaplain was inches from his face, Rabban could see his own pale reflection in the inhuman lenses of that skull-like helmet.

‘I thought that might wake you,’ said the black-armoured Space Marine. ‘Welcome to the Rock, heretic. More pain awaits you if you cannot answer my questions. We shall begin with you telling me your true name.’

Rabban, who had long ago been Rammael, attempted to speak, but found himself unable. Try as he might, he could only scream.



'You may say he doesn't exist, but I know better. When I was crew on an ore freighter back in '73, we were laid up on Dagohma making repairs. That was the time the mining Guilders sent in their hired guns to clear the colonists from the Shantos Hills. The colonists were all for packing up and leaving until he arrived, but his prowess and his words gave them courage. Before long the Guilder compound was under siege. He didn't stay 'til the end, but by then there was no stopping the colonists; they stormed the compound and hung the Guilders from their strip-mining rigs. No one else could have done what he did, so what if he didn't tell anyone his name? When the Dark Angels arrived a few weeks later he was all they were interested in, but no one told them anything even when they were declared rebels and the trials began. No one forgot what he had done for them and they died proud and free.'

- Arsann Crowe, Recidivist and Heretic

DATASHEET: FALLEN CHAMPIONS



Faction: Chaos Space Marines

Formation

Fallen Champions is a Formation that consists of the following units:



CYPHER



**1-3 UNITS OF
CHOSEN**

Options and Restrictions:

Units of Chosen from this Formation cannot take Chaos Rewards, Chaos Artefacts, Marks of Chaos or Dedicated Transports.

Special Rules: Infiltrate

Fallen Leader

Any unit from this Formation that is within 12" of Cypher must use his Leadership characteristic instead of their own for any Leadership tests, and has the And They Shall Know No Fear special rule.

Never Forgive

In missions that include both Cypher and Dark Angels models, all Dark Angels models with the Inner Circle special rule also receive the Zealot special rule.

HQ

Cypher - 190 points

WS	BS	S	T	W	I	A	Ld	Sv
7	10	4	4	3	8	3	10	3+

UNIT TYPE: Infantry (Character)

UNIT COMPOSITION: 1 (Unique)

WARGEAR: **Power armour, frag grenades, krak grenades**

RELICS: **Cypher's Pistols, Cypher's Sword**

SPECIAL RULES: **And They Shall Know No Fear, Blazing Weapons, Divine Protection, Fleet, Hit & Run, Independent Character, Infiltrate, Shadowy Herald of Strife**

ELITES

Chosen - 90 points

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

UNIT TYPE:

Chosen: Infantry

Chosen Champion: Infantry (Character)

UNIT COMPOSITION:

4 Chosen

1 Chosen Champion

WARGEAR: **Power armour, bolt pistol, boltgun, close combat weapon, frag grenades, krak grenades**

SPECIAL RULES: **Champion of Chaos** (Champion only)

OPTIONS:

-May add up to five Chosen - *18 pts/model*

-Up to four models may choose one of the following four options:

- Replace bolt pistol with a plasma pistol - *15 pts/model*
- Replace close combat weapon with one of the following:

- Power weapon - *15 pts/model*
- Lightning claw - *15 pts/model*
- Power fist - *5 pts/model*
- Replace bolt pistol, close combat weapon and boltgun with a pair of lightning claws *30 pts/model*
- Replace boltgun with one of the following:
 - Combi-bolter - *3 pts/model*
 - Flamer - *5 pts/model*
 - Combi-flamer, -melta or -plasma *10 pts/model*
 - Meltagun - *10 pts/model*
 - Plasma gun - *15 pts/model*
- One Chosen may replace his boltgun with one of the following:
 - Flamer - *5 pts*
 - Heavy bolter - *10 pts*
 - Meltagun - *10 pts*
 - Autocannon - *10 pts*
 - Plasma gun - *15 pts*
 - Lascannon - *20 pts*
 - Missile launcher (with frag and krak missiles) - *15 pts*
- The Chosen Champion may replace his bolt pistol and/or close combat weapon with one of the following:
 - Chainaxe - *8 pts*
 - Lightning claw - *15 pts*
 - Power weapon - *15 pts*
 - Power fist - *25 pts*
- The Chosen Champion may replace one weapon with one of the following:
 - Combi-bolter - *3 pts*
 - Combi-flamer, -melta or -plasma *10 pts*
 - Plasma pistol - *15 pts*
- The Chosen Champion may take a gift of mutation - *10 pts*

- The Chosen Champion may take melta bombs - 5 pts
- One model in the unit may purchase an Icon of Vengeance - 25 pts

Chaos Chosen









ALTAR OF WAR: CYPHER



The *Warhammer 40,000* rulebook already includes a set of Eternal War missions, and when you multiply that by the different armies you might face, and the myriad different ways you can set up the terrain for your battle, there are hundreds, probably thousands of different ways to play. However, we feel that you can never have too much variety, so this book has three new missions you can use if you or an opponent has Cypher in their army.

'He weaves in and out of my vision – I see one who is many, I see they who will test the Unforgiven. In one hand he carries hope, in the other despair. I speak of Cypher. He is coming closer all the time.'

- Luther, the Dark Oracle

HOW TO USE ALTAR OF WAR MISSIONS

The Altar of War Missions part of this dataslate is split into two sections: the section that you are reading now, which explains how to incorporate the *Altar of War: Cypher* missions into your games of Warhammer 40,000, and the narrative missions we refer to as Echoes of War.

It is very straightforward to use an Altar of War mission – it only requires a handful of minor modifications to the rules for fighting a battle in the *Warhammer 40,000* rulebook. These changes are explained in detail next, but they boil down to: roll-off if you want to use an Altar of War mission; if you win, you can roll on an Altar of War mission table instead of the Eternal War mission tables. And that's it!

You can use the following Altar of War missions in any battle that includes Cypher. If either you or your opponent wish to use an Altar of War mission, then you must make a roll-off at the start of The Mission step of Fighting a Battle (see page 118 of the *Warhammer 40,000* rulebook).

The winner of the roll-off can choose to either roll on the Eternal War Mission table, or instead roll on the Altar of War mission table below. Other supplements also have new types of mission tables, and the winner of the dice roll-off could choose to roll on one of those, if they prefer and are allowed to do so. These rolls will determine which mission is used for the battle.

ALTAR OF WAR: CYPHER MISSION TABLE

D6 - Mission

1-2 - Turn the Tide

3-4 - A Hidden Presence

5-6 - Dichotomy of Purpose

ECHOES OF WAR

After the Altar of War missions, you will find a selection of Echoes of War missions inspired by the battles in which Cypher was involved. The Armies section of each of these missions provide guidance on the forces present so that you can replay the pivotal events using the armies, characters and war machines described in this book. Many of the Echoes of War missions include a map that depicts the battlefield on which the conflicts were fought.

For those with a mind to historical accuracy, you'll notice certain restrictions and rules that we use to replicate the conditions of the battle in question. Whilst the Echoes of War missions have been inspired by specific events, with a little imagination they can easily be repurposed to recreate battles of your own invention. If you choose to go this route, you can modify these missions so that they can be fought using any combination of forces and terrain in your collection.

ECHOES OF WAR: CYPHER MISSION TABLE

- Master of Puppets
 - Blackened
 - The End of the Line
-

THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for an Altar of War mission are included in the mission itself; do not use the deployment maps included in the *Warhammer 40,000* rulebook unless the mission tells you to.

THE ENEMY

The player that won the roll-off and rolled on the Altar of War mission table is known as ‘the player commanding Cypher’s army’ in the rules and missions that follow, and their opponent is known as ‘the enemy player’. Note that the player that loses the roll-off counts as ‘the enemy’ for the purposes of an Altar of War mission, even in the unlikely event that they have Cypher in their army too (clearly, the enemy Cypher is an impostor!).

RESERVES

Altar of War missions follow all of the rules for Reserves in the *Warhammer 40,000* rulebook; however, some specify different limits on how many units may (or must) be placed in reserve rather than deployed at the start of the game.

CARRY ON AS NORMAL

These three changes aside, all of the rules for Fighting a Battle in the *Warhammer 40,000* rulebook are used as normal.

SELECTED MISSION

As an alternative to rolling on a mission table, the players can agree to choose the mission they wish to fight. Picking missions is a great way to try out missions you haven’t fought before or to hone your skills at missions you have previously fought.

‘You do not understand me Master Beligor, but I’m afraid I know you only too well. You are lucky we are so different – for I do not equate justice with torture. I assure you, my judgment will be swift.’

- Cypher’s last words before executing the then Master Interrogator-Chaplain
Beligor



ALTAR OF WAR: TURN THE TIDE



*'We stood no chance. We all knew it, and had made our peace with the fact.
Then he appeared, and everything changed...'*

Cypher's motives are beyond the ken of mortal men. In general, his actions seem to be part of some overarching plan, but what that plan can be, no one knows other than, perhaps, Cypher himself. However, there have been numerous instances where Cypher has participated in a battle for no apparent reason other than to help those who would be doomed without his aid. Appearing suddenly and as if from nowhere, Cypher will fight with grim determination alongside his new allies, helping them to survive long enough for more help to arrive. He will then vanish, as suddenly and mysteriously as he appeared.

THE ARMIES

Choose armies as described on page 118 of the *Warhammer 40,000* rulebook. One army must include Cypher.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described on page 120 of the *Warhammer 40,000* rulebook.

The players then roll-off. The winner of the roll-off can decide which of the table quarters will be Cypher's deployment zone.

DEPLOYMENT

Players should first roll for Warlord Traits (pg 111 of the *Warhammer 40,000* rulebook).

The player commanding Cypher's army must split the units in his army into two contingents. Each contingent must include at least one unit. Do not include Cypher or any fortifications with either contingent at this time.

The enemy player then deploys, anywhere on the table more than 12" from Cypher's deployment zone, as shown in the deployment map. The enemy player then picks one of the

contingents from Cypher's army. This contingent, along with Cypher and any fortifications, must be deployed in Cypher's deployment zone. No units from this contingent can be placed in reserve – any that would normally have to do so are deployed on the battlefield instead. All of the units in the remaining contingent must be placed in reserve, and will arrive using the Better Late Than Never special rule below.

FIRST TURN

The enemy player goes first unless the player commanding Cypher's army can Seize the Initiative.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game, the player that has scored the most Victory Points wins the battle. If the players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

If, at the end of the game, all of the models from the contingent deployed at the start of the battle have been removed as casualties, destroyed, or wrecked then the enemy player receives 6 Victory Points. If this is not the case, then the player commanding Cypher's army receives 6 Victory Points. Cypher and any fortifications are not counted as being part of the contingent for the purposes of these victory conditions.

SECONDARY OBJECTIVES

At the end of the game, each player receives 1 Victory Point for each opposing unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

MISSION SPECIAL RULES

Night Fighting, Reserves

Backs Against the Wall

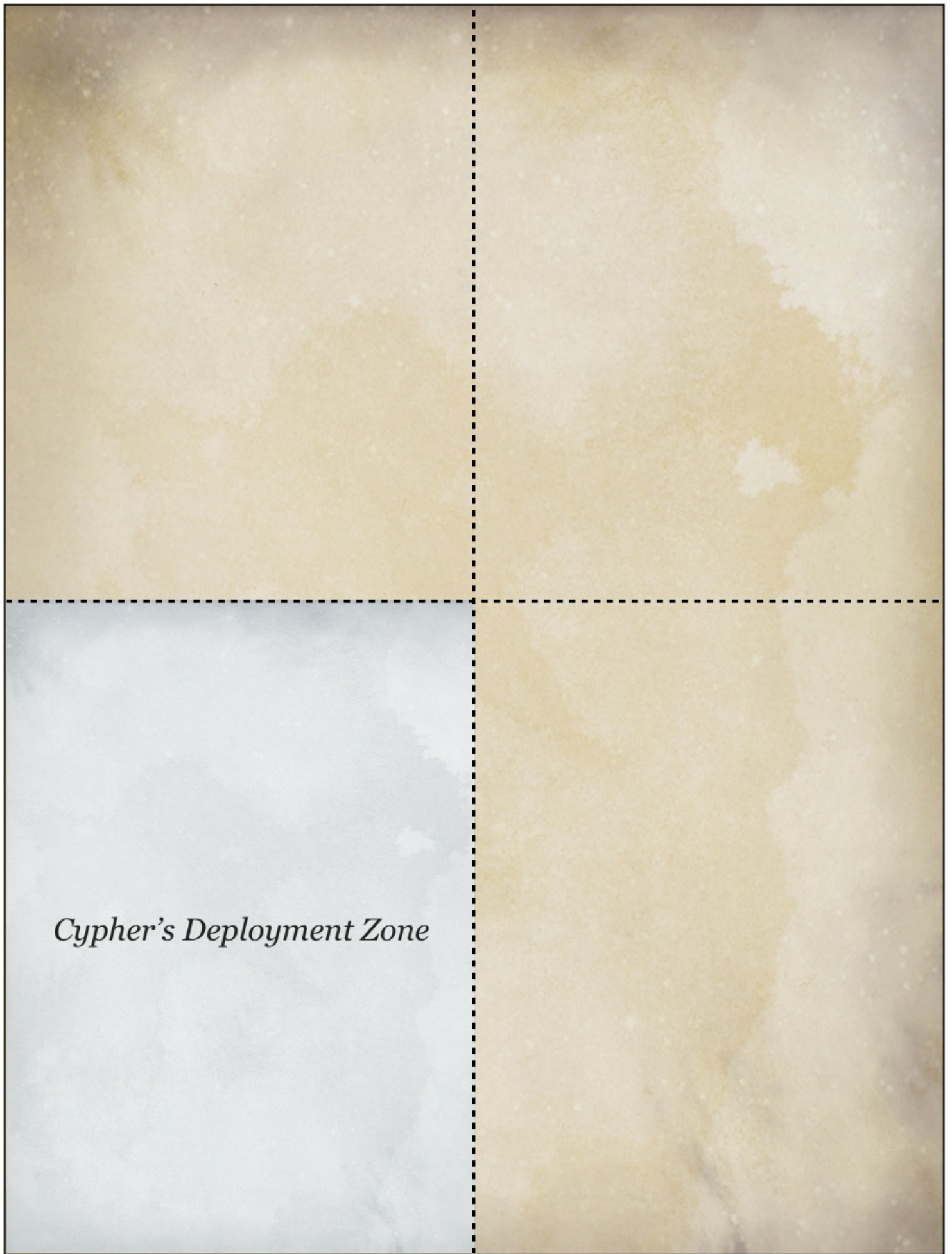
Units from Cypher's army cannot fall back off a table edge before the fourth game turn. Any units that are called upon to do so instead immediately Regroup (even if they had been reduced to less than 25% of their starting number of models).

Better Late Than Never

Units from the reserve contingent in Cypher's army cannot arrive before the fourth game turn. They automatically arrive at the start of Turn 4.

DEPLOYMENT MAP

Enemy Table Edge



Enemy Table Edge

Cypher's Table Edge

Cypher's Deployment Zone

Cypher's Table Edge

ALTAR OF WAR: A HIDDEN PRESENCE



‘At the time, I welcomed his help. It was only later that I realised we had been used as a protective cloak, while he advanced towards his own obscure goal.’

Over the millennia Cypher has joined countless battle forces, more often than not appearing to be a mercenary fighter with little desire other than to earn his keep in battle. His matchless prowess has meant that most leaders turn a blind eye to his origins or background, and are content merely to have such a formidable warrior under their command. It is only later that they realise that Cypher had been using them to mask his own presence from the eyes of those that search for him.

THE ARMIES

Choose armies as described on page 118 of the *Warhammer 40,000* rulebook. One army must include Cypher.

THE BATTLEFIELD

Use the deployment map included with this mission. Then, set up terrain as described on page 120 of the *Warhammer 40,000* rulebook.

The players then roll-off. The winner of the roll-off can decide which of the table quarters will be Cypher’s deployment zone.

OBJECTIVES

Place one Primary Objective marker in the centre of the table, and two more, one each in the centre of each table quarter that is not a deployment zone, as shown on the deployment map.

DEPLOYMENT

Players should first roll for Warlord Traits (pg 111 of the *Warhammer 40,000* rulebook).

The enemy player deploys first, anywhere in his deployment zone that is more than 9" from the centre of the table. The player commanding Cypher's army then does likewise.

FIRST TURN

The enemy player goes first unless the player commanding Cypher's army can Seize the Initiative.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

If, at the end of the game, Cypher has exited the table (see the 'His Own Path' special rule below) then the player commanding Cypher's army receives 3 Victory Points. If this is not the case, then the enemy player receives 3 Victory Points. In addition, at the end of the game, each Primary Objective is worth 2 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

A Hidden Presence

Cypher is not deployed at the start of the battle. Instead, the player commanding Cypher's army must secretly pick a unit from his army that includes one or more Infantry models, none of which has more than three Wounds. He must record this information so that he can prove to his opponent which unit Cypher is hidden in. At any time during the game, the player commanding Cypher's army can reveal Cypher's location, by showing his opponent which unit Cypher was hidden in, and replacing one Infantry model with three or fewer

Wounds from the unit with Cypher's model. Any wounds that the model being replaced has suffered are carried over to Cypher, and from that point on Cypher is treated as a separate unit. Note that if all of the models in the unit that Cypher is hidden in are removed as casualties, then Cypher cannot be revealed.

His Own Path

Cypher can exit the table if he ends one of his Movement phases within 3" of the enemy table edge. If he does so, remove the Cypher model from the battlefield (he is not a casualty). He cannot return.

*'Flame, hammer and blood – so is meteoric iron worked, so were the
Heavenfall Blades tempered. So too shall I test the Unforgiven.'*

- Cypher

DEPLOYMENT MAP

Cypher's Table Edge

Cypher's Table Edge

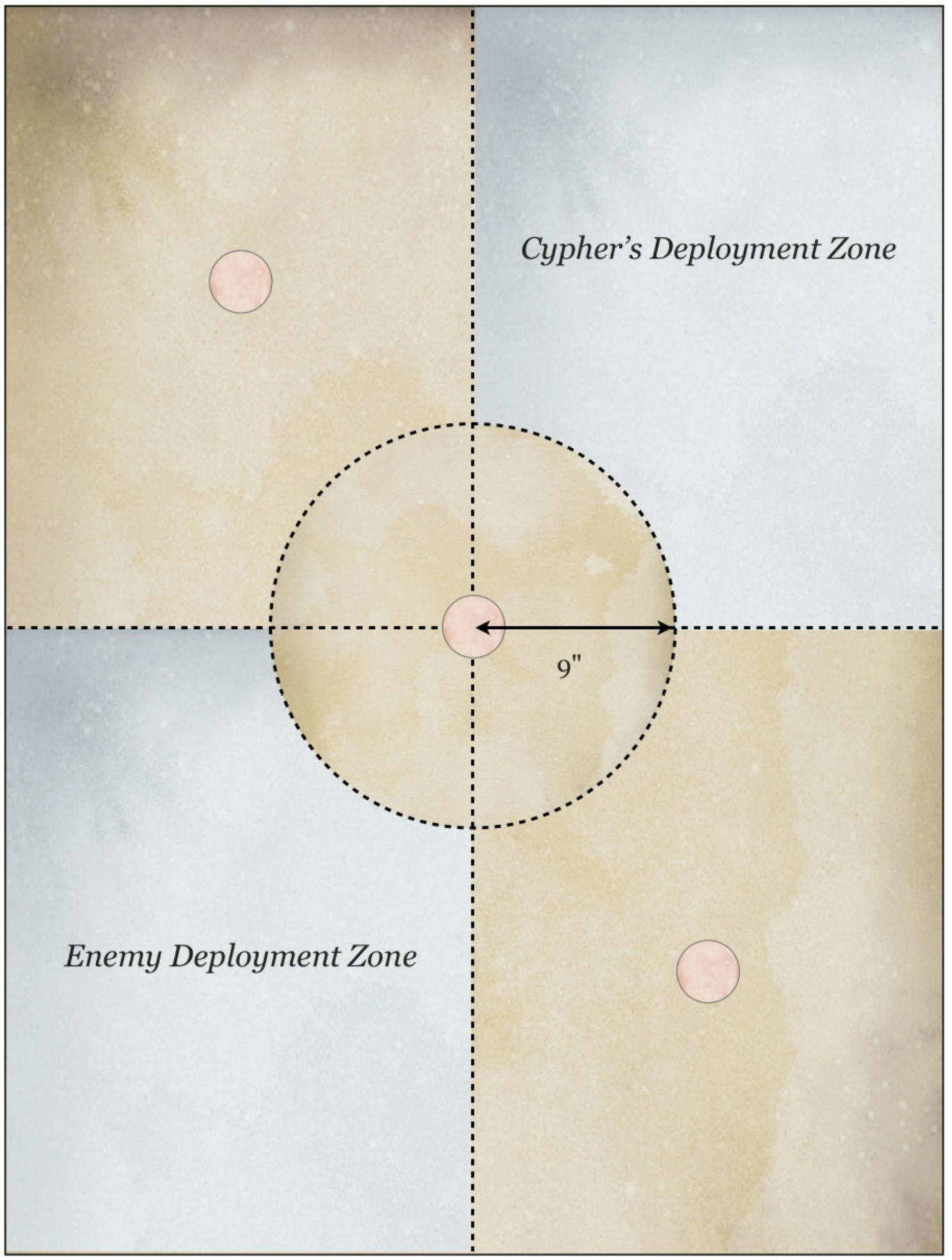
Cypher's Deployment Zone

Enemy Deployment Zone

9"

Enemy Table Edge

Enemy Table Edge



ALTAR OF WAR: DICHOTOMY OF PURPOSE



'Curse you Cypher! What is it that you want?!'

Cypher's actions seem to have an agenda that is known only to himself. His actions appear inconsistent, and because of this it is by no means certain whether Cypher is an ally or an enemy of the Imperium, or a friend or foe of the Dark Angels. Although Cypher only rarely works alone, more commonly fighting alongside allies that are drawn to his prowess and dark charisma, he almost always has his own secret agenda, which will only become apparent after he has achieved his ends.

MISSION GOAL

Although Cypher has his own secret agenda, each side will have their set of goals they wish to complete. To determine this, before starting play, the player commanding Cypher's army must generate an Eternal War mission, which will determine how the armies deploy and what they are trying to achieve.

THE ARMIES

Choose armies as described on page 118 of the *Warhammer 40,000* rulebook. One army must include Cypher.

THE BATTLEFIELD

Use the rules from the Eternal War mission.

OBJECTIVES

Use the rules from the Eternal War mission.

CYPHER'S OBJECTIVE

The players must set up one additional Primary Objective marker, known as Cypher's Objective. Certain secret agenda results (see the Secret Agenda special rule below) will depend on whether this objective is controlled or not. It is not treated as a Primary Objective for any other victory conditions that may apply in the Eternal War mission that is being used.

The players must roll-off to see who will place Cypher's Objective. The winner of the roll-off must place the marker anywhere on the battlefield outside of either side's deployment zone, and more than 12" from any table edge.

DEPLOYMENT

Use the rules from the Eternal War mission.

FIRST TURN

Use the rules from the Eternal War mission.

GAME LENGTH

Use the rules from the Eternal War mission.

VICTORY CONDITIONS

Use the rules from the Eternal War mission. In addition, Cypher will have his own secret agenda, determined using the Secret Agenda special rule below. If Cypher's secret agenda is accomplished, then the player commanding Cypher's army receives D6 Victory Points. If it is not accomplished, then the enemy player receives D6 Victory Points.

MISSION SPECIAL RULES

Use the rules from the Eternal War mission. In addition, the following special rule must be used:

Secret Agenda

Before deployment commences, the player commanding Cypher's army must determine Cypher's secret objective. To do this they will need a D6, and a mug or cup (the container). The player commanding Cypher's army must shake the dice in the container, and then

quickly turn it over onto the table so that the container covers up their dice roll. The player commanding Cypher's army is allowed to peek at the dice at any time, but may not touch it, and should ensure that his opponent doesn't get a chance to see the roll. The dice will remain under the container until the end of the game, when it – and Cypher's agenda – are finally revealed.

The result of the dice roll is shown on the following table. The dice is revealed when Victory Points are scored, if it has not been revealed earlier.

D6 Effect

1 Work out Victory Points as normal at the end of the battle, and then compare the two sides' scores. If Cypher's army has fewer points, add three Victory Points to the total for Cypher's army before determining who has won. If Cypher's army has more points, subtract three Victory Points from the total for Cypher's army before determining who has won. If both sides have the same number of Victory Points, the game is a draw.

2 Reveal this agenda if Cypher is within 1" of Cypher's Objective at the start of any of his turns. The player commanding Cypher's army receives D3 Victory Points. If this agenda has not been revealed by the end of the battle, the enemy player receives D3 Victory Points.

3 Reveal this objective if Cypher fights in a challenge against the enemy Warlord. If the enemy Warlord is removed as a casualty during the challenge, then the player commanding Cypher's army receives D3 Victory Points, in addition to any other points they might receive for so doing. If Cypher is removed as a casualty during the challenge (even if he escapes), then the enemy player receives D6 Victory Points, in addition to any other points they might receive for so doing.

4 If at the end of the battle the Warlord of Cypher's army has been removed as a casualty, the player commanding Cypher's army receives four Victory Points. If he has not been removed as a casualty, the enemy player receives D3 Victory Points.

5 If Cypher is in the enemy deployment zone at the end of the battle, the player commanding Cypher's army receives D3 Victory Points.

6 If Cypher is in his own deployment zone at the end of the battle, the player commanding Cypher's army receives D3 Victory Points.

'Those found wanting shall not return.'

- Encrypted message sent to Azrael, sealed in wax with archaic symbols of the
Dark Angels and the Order

ECHOES OF WAR: MASTER OF PUPPETS



For reasons that even now remain a mystery, Cypher murdered the shadowy Inquisitor, Arnuldus, and assumed his identity for many months to support the brief secession of Septius VII from the Imperium. The true purpose of Cypher's intervention on the hive world has baffled generations of scholars researching the enigmatic Fallen's actions, for Septius VII was restored under Imperial rule within the year. All that is known for certain is that in his guise as Inquisitor Arnuldus, Cypher led Ordo Hereticus death squads personally in a number of engagements against the Planetary Defence Force that sought to regain the territory lost to the rebel forces.

THE ARMIES

The player commanding Cypher's army chooses an army from *Codex: Inquisition* using the additional rules in this dataslate (it must include Cypher). The enemy player commands an army chosen from *Codex: Imperial Guard*. Both players select forces to an agreed points limit. The player controlling Cypher's army must nominate Cypher as his Warlord; Cypher's Shadowy Herald of Strife special rule is not used in this scenario as he is impersonating the Inquisitor directly.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map included with this mission.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the players take it in turns to place a total of D3+2 Primary Objectives (see the *Warhammer 40,000* rulebook).

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits.

The player controlling Cypher's army must roll on the Ordo Hereticus Warlord Traits table (see *Codex: Inquisition*) to determine Cypher's Warlord Trait.

Players then take it in turns to deploy as described in the *Warhammer 40,000* rulebook.

FIRST TURN

The player controlling Cypher's army has the first turn unless the enemy player can Seize the Initiative.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, the player controlling Cypher's army receives 1 Victory Point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed. At the end of the game, the enemy player scores 3 Victory Points for each Objective Marker that he controls.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives, Reserves.

Arnuldus' Spy Network

The player controlling Cypher's army can re-roll the dice to Seize the Initiative, or force the enemy player to re-roll his.

Disguised

Cypher is disguised as Inquisitor Arnuldus. While Cypher is disguised enemy Dark Angels models do not receive the Never Forgive special rule, and he automatically escapes if he is removed as a casualty (do make a roll to see if he is captured). All of his other special rules still apply, and he can use any of his wargear.

If, at the start of any turn, Cypher is within 12" of a Dark Angels model, or a Psyker model (friendly or foe) with psychic powers from the Divination or Telepathy psychic disciplines, then his disguise may be pierced. Roll 1D6 for each model that is capable of piercing his disguise and within 12" of him. If any of the dice roll a '6', then Cypher is revealed. If none of the dice roll a 6, then Cypher's disguise remains intact.

If Cypher is revealed, then the Disguised special rule does not apply for the rest of the battle, and Cypher is not allowed to join friendly units for the rest of the battle. If Cypher is part of a friendly unit when revealed, he must leave the unit in his next Movement phase.

Designer's Note: *Remember that Cypher can be revealed by a friendly Psyker as well as an enemy one. Because of this, it is wise for the player controlling Cypher's army to avoid including psykers with the Divination or Telepathy disciplines in the his army.*

DEPLOYMENT MAP

Enemy Table Edge

Enemy Deployment Zone

12"

24"

Cypher's Deployment Zone

12"

Cypher's Table Edge



ECHOES OF WAR: BLACKENED



Despite evidence that Cypher has worked alongside numerous different renegade Space Marine and Traitor Legionnaire warbands over the millennia, the most concerning sighting to date for the Dark Angels and other agents of the Imperium investigating the enigmatic Fallen was when he was encountered on the forge world of Voss Prime. It was here, amid the vast Munitorum fortress-factories of the Adeptus Mechanicus that Cypher was witnessed at the head of a deadly host of Black Legion Terminators – the first known example of a union between Cypher and the dreaded Chaos Space Marines of Abaddon the Despoiler. Guided by Cypher, the elite Black Legion force smashed its way through the hastily assembled Imperial Guard defenders and into the adamantium-clad archive repositorium known as the Irontower to reach the prize sheltered within its armoured vault.

THE ARMIES

The player commanding Cypher's army chooses an army from *Codex: Chaos Space Marines* using the additional rules in this dataslate (it must include Cypher). The enemy player commands an army chosen from *Codex: Imperial Guard*. Both players select forces to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map included in this mission.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the enemy player places 3 Objective Markers anywhere within his deployment zone. No objective can be placed within 6" of any battlefield edge or 12" of another objective.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits. The enemy player deploys first, placing all of his units in the deployment zone depicted on the map. The player commanding Cypher's army then places all of his units anywhere in his deployment zone.

FIRST TURN

The player controlling Cypher's army has the first turn unless the enemy player can Seize the Initiative.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Mysterious Objectives, Night Fighting, Reserves.

Retrieval Protocols

The player commanding Cypher's army can declare that he will use this special rule at the start of any of his turns. When he does so, any units from Cypher's army that are on the battlefield can enter Ongoing Reserves.

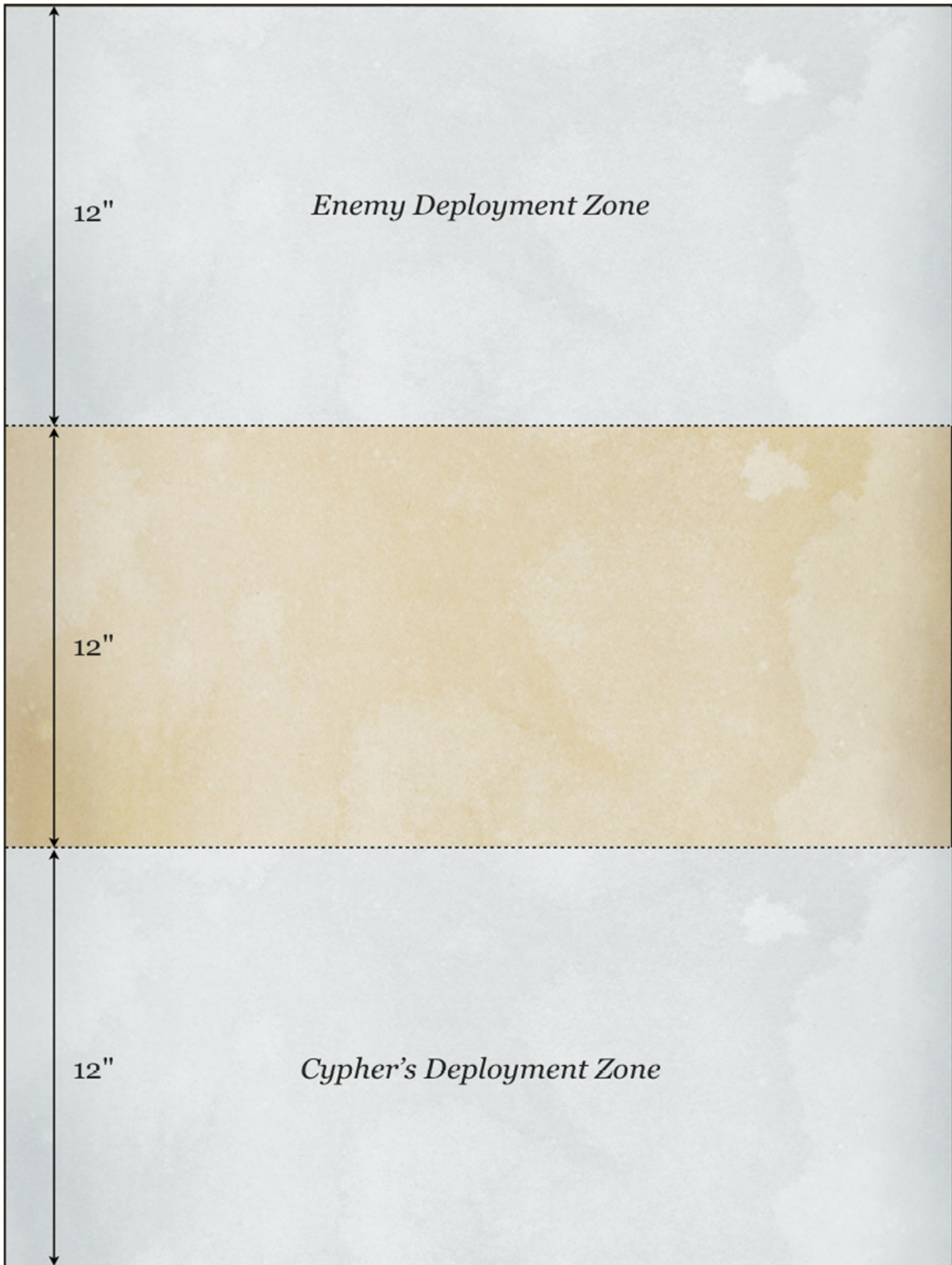
Unfailing Precision

Any units controlled by the player commanding Cypher's army do not Scatter when they Deep

Strike.

DEPLOYMENT MAP

Enemy Table Edge



12"

Enemy Deployment Zone

12"

12"

Cypher's Deployment Zone

Cypher's Table Edge

ECHOES OF WAR: THE END OF THE LINE



The world of Monarch Prime was ill-prepared for the cultist uprising that blossomed across the planet as if from nowhere. Not even the arrival of the battle-hardened 1024th Cadian Regiment, fresh from combat in a nearby system, could quell the sudden ferocity of the renegade forces as they swept aside all resistance. Only when the apostate host reached the emergency bunker that sheltered Monarch Prime's Planetary Governor did the Cadians make their stand – here they would die protecting the Governor or defeat the cultist uprising once and for all. As the unmistakable silhouettes of baroque power armour were spotted amongst the rebel lines for the first time, having evidently arrived to finish what their cultists minions had started, so too did a similarly clad, but robed figure join the ranks of the Imperial Guard and exhort them to hold their ground. Whilst this stranger lived, the defenders of Monarch Prime would yet know hope...

THE ARMIES

The player commanding Cypher's army chooses an army from *Codex: Imperial Guard* using the additional rules in this dataslate (it must include Cypher). The player controlling Cypher's army must also include a squad of Veterans, the Sergeant of which represents Sergeant Grunhelm (see *Stepping Up*, below), and a Wall of Martyrs Imperial Bunker (see *Warhammer 40,000: Stronghold Assault*) in his army to represent the Governor's bunker, though this fortification is free – it does not cost any points, nor does it use up a fortification Force Organisation slot. The enemy player commands an army chosen from *Codex: Chaos Space Marines*. Both players select forces to an agreed points limit.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map included in this mission.

DEPLOYMENT

Before any models are deployed, both players should roll to determine their Warlord Traits. The player commanding Cypher's army deploys first, placing all of his units in the deployment zone depicted on the map included in this mission. The enemy player then places all of his units anywhere in his deployment zone.

FIRST TURN

The enemy player has the first turn unless the player commanding Cypher's army can Seize the Initiative.

GAME LENGTH

The mission uses Variable Game Length.

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. If the enemy player slays Cypher (whether he is then captured or not), he instead scores 3 Victory Points. Units that are falling back at the end of the game, and units that are not on the board at the end of the game count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Furthermore, at the end of the game, the Imperial Bunker is worth 3 Victory Points to the player that controls it.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Bearing of an Officer

Cypher has the Senior Officer special rule (see *Codex: Imperial Guard*). In addition, any unit from this Formation that is within 12" of Cypher must use his Leadership characteristic instead of their own for any Leadership tests.

Stepping Up

Sergeant Grunhelm has two Wounds instead of one, and has the Junior Officer special rule (see *Codex: Imperial Guard*).

DEPLOYMENT MAP

Enemy Table Edge

Enemy Deployment Zone

12"

24"

Cypher's Deployment Zone

12"

Cypher's Table Edge



The Despoiler felt his pulse quicken as he stared at the gently spinning planet below him on the hololith.

Many times had he seen this world, and each time it had remained defiantly beyond his taloned grasp.

To look upon it, it was nothing remarkable, merely one inhabited world among millions in the galaxy. Its bleak, grey surface, arrayed with streaked weather patterns and slate grey oceans, looked like countless other worlds that had fallen before him. But where those other worlds had burned in the fires of the Planet Killer, this one had stood against everything the Eye of Terror had hurled against it. He formed the name of the world with thin, dead lips.

‘Cadia...’

A ripple of fear passed through the bridge of the Planet Killer as those closest to Abaddon felt his rage build within him. Mewling Chaos Spawn jangled their chains as they sensed their master’s anger, and withered, hunchbacked tech creatures slithered into the concealing shadows, fearful of the Despoiler’s unpredictable temper. The war was already underway – the ships of Typhus, the Herald of Nurgle, were spreading their contagions throughout the sectors surrounding Cadia, and Tarraq Darkblood’s Night Lords were killing and mutilating their way through Imperial space with murderous relish. Already reeling from these twin blows, the Cadian Sector was poised to fall.

Hanging in glowing suspensor fields, a host of scrying stones surrounded the Despoiler, each displaying an array of torment and carnage. In one, rampaging warriors of the World Eaters butchered screaming Imperial soldiers, while in another, a diseased, corpse-choked wasteland turned with pyres of the dead. Scenes of slaughter and war, armies marching to battle and conquered worlds filled his senses and the sights and sounds of a galaxy burning were pleasing to him. He felt his satisfaction ebb as one of his genuflecting servant creatures approached.

‘Master,’ gurgled the deformed creature. ‘He is here...’

Abaddon turned, his Terminator bodyguard closing around him as a robed figure emerged into the diffuse light of the bridge, his cowled features remaining swathed in shadow. Beneath his pale robes, the newcomer wore dark power armour, and two ornate pistol grips in cross draw holsters were clearly visible. Seeing this, one of the Terminators stepped forward, lightning claws sliding from their sheaths with a metallic rasp; crackling arcs of blue energy snapped from the blades. Abaddon watched the newcomer’s reaction as the Terminator advanced upon him.

So fast that even Abaddon almost missed it, the figure drew and fired one of

his pistols. A searing bolt of incandescent fire struck the Terminator and he sagged to his knees before crashing to the deck, a smoking hole punched through his molten breastplate. The other Terminators raised their weapons, but Abaddon halted them with a gesture as the figure spun the pistol and sheathed it in one smooth motion.

'Is it done?' asked Abaddon.

'It is,' confirmed the newcomer. 'The worlds of the Agripinaa Sector are in revolt and on Piscina IV, I have given the Sons of the Lion yet another reason to hate me.'

'Another twist of the knife in the flesh of the Unforgiven?'

'Indeed.'

'And what is it you wish for this?'

'Nothing, save that when the Tower of Angels comes to avenge this wrong, you leave them for me.'

'And that is all?'

'That is all,' confirmed the robed figure, turning to leave.

Abaddon nodded to himself and said. 'My spies tell me that the Imperium arises resurgent from the violence you have unleashed. The common herd's faith in the False Emperor is now stronger than ever. Tell me why I should be thankful for this?'

The robed figure turned his head and said, 'Cadia is yours for the taking, Despoiler. Everything else in this war of yours is but a sideshow compared to that. So why concern yourself with my agenda?'

'Because nothing must prevent final victory here!' roared Abaddon. 'This is what I was created to do, and everything before this moment has been prologue. The Imperium is weak, stretched too thin and assailed from without and within. It is a rotting corpse, with maggots writhing in its belly, and it must fall.'

'Nothing I intend will prevent that,' assured the warrior.

'Your soul is forfeit otherwise,' promised Abaddon. 'This I swear by all the Daemons of Chaos.'

The robed warrior nodded, accepting the Despoiler's threat, and slipped from the darkness of the command bridge.

Abaddon returned his gaze to the gently revolving image of Cadia on the hololith, cupping the image of the planet in the Talon of Horus.

'Cadia is mine...' he hissed

GLOSSARY

A Hidden Presence

Cypher is not deployed at the start of the battle. Instead, the player commanding Cypher's army must secretly pick a unit from his army that includes one or more Infantry models, none of which has more than three Wounds. He must record this information so that he can prove to his opponent which unit Cypher is hidden in. At any time during the game, the player commanding Cypher's army can reveal Cypher's location, by showing his opponent which unit Cypher was hidden in, and replacing one Infantry model with three or fewer Wounds from the unit with Cypher's model. Any wounds that the model being replaced has suffered are carried over to Cypher, and from that point on Cypher is treated as a separate unit. Note that if all of the models in the unit that Cypher is hidden in are removed as casualties, then Cypher cannot be revealed.

Adamantium Will

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (pg 68 in the *Warhammer 40,000* rulebook).

And They Shall Know No Fear

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

Armourbane

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls 2D6 for armour penetration in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

Arnuldus' Spy Network

The player controlling Cypher's army can re-roll the dice to Seize the Initiative, or force the enemy player to re-roll his.

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

At Any Cost

The following additional objectives must be used in missions that include both Cypher and Dark Angels models:

- If Cypher is captured (see Divine Protection below) by a Dark Angel model*, the player whose army includes the Dark Angels scores 3 Victory Points.
- If the Cypher is forced to escape or is captured by a model that is not a Dark Angel*, neither side receives any additional Victory Points.
- If Cypher is neither captured nor forced to escape before the end of the battle, the player whose army includes Cypher scores D3 Victory Points.

* If several models are in a position to capture Cypher, some of which are Dark Angels and some of which are not, randomly decide which of the models is the one that captures him.

Autocannon

Range	S	AP	Type
48"	7	4	Heavy 2

Backs Against the Wall

Units from Cypher's army cannot fall back off a table edge before the fourth game turn. Any units that are called upon to do so instead immediately Regroup (even if they had been reduced to less than 25% of their starting number of models).

Bearing of an Officer

Cypher has the Senior Officer special rule (see *Codex: Imperial Guard*). In addition, any unit from Cypher's detachment that is within 12" of Cypher must use his Leadership characteristic instead of their own for any Leadership tests.

Better Late Than Never

Units from the reserve contingent in Cypher's army cannot arrive before the fourth game turn. They automatically arrive at the start of Turn 4.

Blast and Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight.

In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Blazing Weapons

Cypher can shoot both of his pistols twice each in his Shooting phase, or can fire them once each either before or after making a Run move. When taking Overwatch shots, Cypher uses his full Ballistic Skill. In the Assault phase, half of Cypher's close combat attacks (rounding up) are Strength 4 and AP5, and all remaining attacks are Strength 7 and AP2.

Bolt pistol

Range	S	AP	Type
12"	4	5	Pistol

Boltgun

Range	S	AP	Type
24"	4	5	Rapid Fire

Champion of Chaos

A model with the Champion of Chaos special rule must always issue and accept a challenge whenever possible. If there is more than one model in a combat with this special rule, you may select which model issues or accepts the challenge. Whenever a character with the Champion of Chaos special rule kills an enemy character, you must immediately check to see if the Dark Gods reward him.

To do this, roll a D66 on the Chaos Boon table below – by this we mean roll two D6, one after

the other, counting the first dice as 'tens' and the second dice as 'units'. Then refer to the table below to see what boon (if any) your champion has gained. So, if you roll a 3 on the first dice and a 5 on the second, you would get a D66 roll of 35 – your champion would now benefit from the Mechanoid Chaos Boon. This boon lasts for the rest of the game; make a note of it on your army roster next to that character's entry.

If a boon is rolled that the character already has, the roll has no effect. If an enemy character dies as a result of multiple Wounds being allocated to it simultaneously, and one or more of those Wounds were caused by the champion, that champion still rolls on the Chaos Boon table. Note that destroying models in a Sweeping Advance does not confer a roll on the Chaos Boon table.

D66 - Chaos Boon

11-16 - Unworthy Offering: The champion receives no reward. Better luck next time!

21-22 Spawnhood: *The champion is transformed into a Chaos Spawn.* Place a spare Chaos Spawn model (see *Codex: Chaos Space Marines*), on full Wounds, within 3" of the champion (or the vehicle in which he is embarked) and more than 1" from enemy models. Then, remove the champion model from play.

If the Chaos Spawn cannot be placed, just remove the champion. The champion only counts as killed once this Chaos Spawn is removed as a casualty, or if it cannot be placed on the board. The champion is now a separate, unengaged, non-scoring unit that retains none of the champion's special rules, Chaos Boons or wargear. It does, however, retain the same Mark of Chaos (if it had one). If the champion was your Warlord, this Chaos Spawn remains your Warlord but loses his Warlord Trait.

23 - Warp Frenzy: *The champion is consumed with anger.* The champion has +1 Attack.

24 - Fragment of Immortality: *The champion cheats death.* The champion has the Eternal Warrior special rule.

25 - Strength of the Berzerker: *Power flows into the champion.* The champion has +1 Strength.

26 - Arcane Occulum: *A blood-shot eye pushes through the flesh.* The champion has +1 Ballistic Skill.

31 - Cerebral Cogitator: *The champion's mind races with stimuli.* The champion has +1 Initiative.

32 - Bloated: *The champion's flesh bulges out in clammy rolls.* The champion is returned to full Wounds. If he is already at full Wounds, he now has +1 Wound.

33 - Crystalline Body: *The champion's flesh changes to diamond.* The champion has +1 Toughness.

34 - Shield of Force: *The champion is obscured by Warp energy.* The champion has the Shrouded special rule.

35 - Mechanoid: *The champion's flesh bonds with his armour.* The champion's Armour Save improves by 1.

36 - Blade of Chaos: *The champion's favoured weapon is infused with the raw power of the Warp.* If he has one, choose one of the champion's Melee weapons – it now has the Fleshbane special rule.

41 - Witch-eater: *Warp-spawned powers and their practitioners have no dominion over this champion.* When the champion or his unit pass a Deny the Witch roll, the enemy Psyker immediately takes a S 6, AP 2 hit.

42 - Cosmic Fate: *The champion has a touch of destiny upon him.* The champion may re-roll failed armour saves.

43 - Venomous: *The champion's very touch is toxic.* The champion's Melee attacks have the Poisoned special rule.

44 - Unholy Crusader: *For this champion, to rest is to die.* The champion has the Crusader special rule.

45 - Meteoric Charge: *The champion charges like a steel bull.* The champion has the Hammer of Wrath special rule.

46 - Icy Aura: *The champion's body exudes a deathly chill.* Enemy models in base contact with the champion at the end of Initiative Step 1 take a S 4, AP 5 hit.

51 - Mind of Metal: *The champion's resolve is absolute.* The champion has the Adamantium Will special rule.

52 - Gun Morph: *The champion's arm forms a fleshmetal gun.* If he has one, choose one of the champion's ranged weapons – it now has +1 Strength (this applies to both weapons on a combi-weapon).

53 - All-consuming Hatred: *The champion's ire seethes within.* The champion has the Hatred special rule.

54 - Warp Claws: *The champion's claws can cut through reality.* The champion has the Shred special rule.

55 - Lifetaker: *The champion's aura ages his foes.* The champion's Melee attacks have the Instant Death special rule.

56 - Blademaster: *The champion's blade is an extension of his arm.* The champion has +1 Weapon Skill.

61 - Voice of Horus: *The champion's voice is heavy with authority.* The champion has the Stubborn special rule.

62 - Temporal Distortion: *Time is altered around the champion.* The champion has the Fleet special rule.

63 - Masochism: *The champion has acquired a taste for agony.* The champion has the Feel No Pain special rule.

64 - Multiple Boons: Roll another D3+1 times on this table, re-rolling Spawnhood and Dark Apotheosis results.

65-66 - Dark Apotheosis: The champion is transformed into a Daemon Prince (see *Codex: Chaos Space Marines*) equipped with power armour. Place a spare Daemon Prince model, on full Wounds, within 3" of the champion (or the vehicle in which he is embarked) and more than 1" from enemy models. Then, remove the champion model from play.

If the Daemon Prince cannot be placed, just remove the champion. The champion only counts as killed once this Daemon Prince is removed as a casualty, or if it cannot be placed on the board. The champion is now a separate, unengaged, non-scoring unit that retains none of the champion's special rules, Chaos Boons or wargear. However, if the champion had a Mark of Chaos, he does not retain it but the Daemon Prince is instead a Daemon of the same Chaos god. If the champion was your Warlord, he retains his Warlord Trait.

Chainaxe

Range	S	AP	Type
-	User	4	Melee

Character

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found on pages 63-65 of the *Warhammer 40,000* rulebook.

Close combat weapon

Range	S	AP	Type
-	User	-	Melee

Combi-bolter

Range	S	AP	Type
24"	4	5	Rapid Fire, Twin-linked

Combi-weapon

A model armed with a combi-weapon can choose to fire either the primary boltgun, or the secondary weapon. The boltgun can be fired every turn, but the secondary weapon can only be fired once per battle (a combi-plasma gun can, of course, Rapid Fire). You cannot fire both weapons in the same turn. Each combi-weapon has only one secondary weapon.

Primary Weapon

	Range	S	AP	Type
Boltgun	24"	4	5	Rapid Fire

Secondary Weapons

	Range	S	AP	Type
Flamer	Template	4	5	Assault 1
Meltagun	12"	8	1	Assault 1, Melta
Plasma gun	24"	7	2	Gets Hot, Rapid Fire

Concussive

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Crusader

A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advances total (roll each time).

Cypher's Pistols

Cypher carries a bolt pistol and a plasma pistol of ancient design that have the following weapon profiles. Note that Cypher's plasma pistol does not Get Hot, and that special rules apply to their use (see Blazing Weapons).

	Range	S	AP	Type
Cypher's bolt pistol	16"	4	5	Pistol
Cypher's plasma pistol	12"	7	2	Pistol

Cypher's Sword

Cypher's sword grants him the Eternal Warrior and Shrouded special rules. Note that Cypher never draws the sword, and therefore it cannot be used as a melee weapon.

Disguised

Cypher is disguised as Inquisitor Arnuldus. While Cypher is disguised enemy Dark Angels models do not receive the Never Forgive special rule, and he automatically escapes if he is removed as a casualty (do make a roll to see if he is captured). All of his other special rules still apply, and he can use any of his wargear.

If, at the start of any turn, Cypher is within 12" of a Dark Angels model, or a Psyker model (friend or foe) with psychic powers from the Divination or Telepathy psychic disciplines, then his disguise may be pierced. Roll 1D6 for each model that is capable of piercing his disguise and within 12" of him. If any of the dice roll a '6', then Cypher is revealed. If none of the dice roll a 6, then Cypher's disguise remains intact.

If Cypher is revealed, then the Disguised special rule does not apply for the rest of the battle, and Cypher is not allowed to join friendly units for the rest of the battle. If Cypher is part of a friendly unit when revealed, he must leave the unit in his next Movement phase.

Divine Protection

If there is an enemy model within D6" of Cypher when he loses his last Wound or is otherwise removed as a casualty, then Cypher is assumed to have been captured alive. If there are no enemy models within this range when Cypher is removed as a casualty, then he has made a miraculous escape. If Cypher escapes, then he is not considered to be a casualty for the purposes of awarding Victory Points. If he is captured, then Victory Points are awarded normally.

Eternal Warrior

A model with this special rule is immune to the effects of Instant Death.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Fallen Leader

Any unit from this Formation that is within 12" of Cypher must use his Leadership characteristic instead of their own for any Leadership tests, and has the And They Shall Know No Fear special rule.

Fearless

Units containing one or more models with the Fearless special rule automatically pass

Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

First Blood

The first unit, of any kind, to be removed as a casualty during the game is worth 1 Victory Point to the opposing player at the end of the game.

Flamer

Range	S	AP	Type
Template	4	5	Assault 1

Fleet

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

Fleshbane

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

Frag grenades

Frag grenades are assault grenades as described on page 61 in the *Warhammer 40,000* rulebook.

When used in the Shooting phase, they have the following profile:

Range	S	AP	Type
8"	3	-	Assault 1, Blast

Gets Hot

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Gift of Mutation

Before deployment, roll on the Chaos Boon table (see Champion of Chaos, above) and mark the result on your army roster. Do not apply any Spawnhood or Dark Apotheosis results; roll again on the table instead. The model has that result for the entire game.

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Hatred

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Heavy bolter

Range	S	AP	Type
36"	5	4	Heavy 3

His Own Path

Cypher can exit the table if he ends one of his Movement phases within 3" of the enemy table edge. If he does so, remove the Cypher model from the battlefield (he is not a casualty). He cannot return.

Hit & Run

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked

in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

Icon of vengeance

All models in a unit equipped with an icon of vengeance have the Fearless special rule.

When determining assault results, add one to your total if there are one or more friendly units with a Chaos Icon locked in that combat.

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Independent Character

Independent Characters can join other units. They cannot, however, join vehicle squadrons (see page 77 of the *Warhammer 40,000* rulebook) or units that always consist of a single model (such as most vehicles and Monstrous Creatures). They can join other Independent Characters, though, to form a powerful multi-character unit!

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in reserve, by informing your opponent of which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that he is within the 2" unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within 2" of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to (or cannot) join a unit, it must (where possible) remain more than 2" away from it at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that, after an Independent Character joins a unit, that unit can move no further that

Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. He cannot join or leave during any other phase – once shots are fired or charges are declared, it is too late to join in or duck out!

An Independent Character cannot leave a unit while either he or the unit is locked in combat, falling back or has gone to ground.

He cannot join a unit that is locked in combat or falling back. If an Independent Character joins a unit, and all other models in that unit are killed, he again becomes a unit of one model at the start of the following phase.

While an Independent Character is part of a unit, he counts as part of the unit for all rules purposes, though he still follows the rules for characters.

Look Out, Sir

Independent Characters pass Look Out, Sir rolls on a 2+.

Heroic Morale

A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the character leaves the unit, both he and the unit continue to be affected by the effect, so you'll need to mark the character accordingly.

Conversely, if a character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after himself having been the target of an ongoing effect) benefits and penalties from that effect are not shared.

Infantry

As the bulk of the rules are concerned with Infantry, they have no additional rules to present here.

Infiltrate

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it.

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Instant Death

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to 0 Wounds and removed as a casualty.

Krak grenades

Shooting

When a unit armed with krak grenades makes a shooting attack, one model can choose to throw a grenade, rather than using another shooting weapon.

Range	S	AP	Type
8"	6	4	Assault 1

Assault

Unless used against vehicles or Monstrous Creatures, krak grenades have no effect. When used in assaults against vehicles or Monstrous Creatures, krak grenades have the following profile:

Range	S	AP	Type
-	6	4	-

Lascannon

Range	S	AP	Type
48"	9	2	Heavy 1

Lightning claw

Range	S	AP	Type
-	User	3	Melee, Shred, Specialist Weapon

Linebreaker

If, at the end of the game, you have at least one model from one or more scoring or denial units wholly in the enemy's deployment zone, you score 1 Victory Point. Units that are falling back or that have gone to ground do not count.

Melee

Weapons with the Melee type can only be used in close combat.

Melta

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of the *Warhammer 40,000* rulebook) for more details on armour penetration.

Melta bombs

When used in assaults against vehicles or Monstrous Creatures, melta bombs have the following profile:

Range	S	AP	Type
-	8	1	Armourbane, Unwieldy

Meltagun

Range	S	AP	Type
12"	8	1	Assault 1, Melta

Missile Launcher

All missile launchers come with frag and krak missiles as standard. Each time a missile launcher fires, the controlling player must choose which type of missile is being used.

Frag Missile

Range	S	AP	Type
48"	4	6	Heavy 1, Blast

Krak Missile

Range	S	AP	Type
48"	8	3	Heavy 1

Mysterious Objectives

Though the fortunes of war may ebb and flow, a strategic position is always hugely valued. A campaigning army often finds that its vital ground has been the site of old battles, with abandoned technology, shattered debris or sinister traps waiting to be discovered. In missions with the Mysterious Objectives mission special rule, the objectives that the armies are attempting to control confer special abilities or particular effects or onto the unit that

controls them.

Identifying Objectives

When using Mysterious Objectives, any unit that moves within 3" of an objective, or it is within 3" at the start of the first turn, must identify the nature of it. To do so, the identifying unit's controlling player must roll a D6 and consult the table on the right. Alternatively, if you've a set of Battlefield Objective dice, you can simply roll one of these and place it next to the objective, referring to the symbol to tell you the type.

Note that, while any unit can identify the nature of an objective, it is only scoring units that can make use of it. If there is more than one scoring unit within range of an objective, the unit with the closest model is considered to be 'in control' for the purposes of the rules discussed below. If two or more units are an equal distance from the objective, randomise to see which is in control.

D6 - Result

- 1. - Sabotaged!** At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1, the objective explodes. Centre the large blast marker over the objective. Units suffer a number of Strength 4, AP – hits equal to the number of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.
- 2. - Nothing of Note.** This has no additional affect.
- 3. - Skyfire Nexus.** A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.
- 4. - Targeting Relay.** A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.
- 5. - Scatterfield.** A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules.
- 6. - Grav Wave Generator.** Any unit attempting to charge a unit in control of this objective halves its charge range.

Never Forgive

In missions that include both Cypher and Dark Angels models, all Dark Angels models with the Inner Circle special rule also receive the Zealot special rule.

Night Fighting

In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5. On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting

While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

Outflank

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Pistol

All Pistols are effectively Assault 1 weapons. A Pistol also counts as a close combat weapon in the Assault phase (pg 24 and 51 of the *Warhammer 40,000* rulebook).

Gunslinger

All models with two pistols can fire both in the Shooting phase. This follows the normal rules for shooting.

Plasma gun

Range	S	AP	Type
24"	7	2	Rapid Fire, Gets Hot

Plasma pistol

Range	S	AP	Type
12"	7	2	Pistol Gets Hot

Poisoned

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

Power armour

Models equipped with power armour receive an armour save of 3+.

Power fist

Range	S	AP	Type
-	x2	2	Melee, Specialist Weapon, Unwieldy

Power weapon

A power weapon is sheathed in the lethal haze of a disruptive energy field that eats through armour, flesh and bone with ease.

TYPES OF POWER WEAPONS

Power weapons come in all shapes and sizes, but for the purposes of our game, we have four simple categories of power weapons: power axes, power mauls, power swords and power lances.

If a model's wargear says it has a power weapon which has no further special rules, look at the model to tell which type of power weapon it has: if it's a sword or dagger, it's a power sword; if it's an axe or halberd, it's a power axe; if it's a blunt weapon like a mace or staff, it's a power maul; if it's a spear or lance, it's a power lance.

	Range	S	AP	Type
Power sword	-	User	3	Melee
Power axe	-	+1	2	Melee, Unwieldy
Power maul	-	+2	4	Melee, Concussive
Power lance	-	+1/User*	3/4*	Melee

*Power lances have two profiles for both Strength and AP. The first is used only on a turn in which a model charges; the second is used at all other times.

Unusual Power Weapons

Many models have unusual power weapons that have one or more unique rules. If a power weapon has its own unique close combat rules, treat it as an AP 3 Melee weapon with the additional rules and characteristics presented in its entry.

Rapid Fire

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Reserves

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

Preparing Reserves

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

Arriving from Reserve

At the start of your Turn Two, you must roll a D6 for each unit being held in reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in

question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, roll a single dice for both the Independent Character and its unit.

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, it must move fully onto the table from the controlling player's own table edge (maps and diagrams illustrate table edges for the different deployment methods). Models that are arriving by Deep Strike or Outflank deploy using their special rules.

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

Retrieval Protocols

The player commanding Cypher's army can declare that he will use this special rule at the start of any of his turns. When he does so, any units from Cypher's army that are on the battlefield can enter Ongoing Reserves.

Secret Agenda

Before deployment commences, the player commanding Cypher's army must determine Cypher's secret objective. To do this they will need a D6, and a mug or cup (the container). The player commanding Cypher's army must shake the dice in the container, and then quickly turn it over onto the table so that the container covers up their dice roll. The player commanding Cypher's army is allowed to peek at the dice at any time, but may not touch it, and should ensure that his opponent doesn't get a chance to see the roll. The dice will remain under the container until the end of the game, when it – and Cypher's agenda – are finally revealed.

The result of the dice roll is shown on the following table. The dice is revealed when Victory Points are scored, if it has not been revealed earlier.

D6 - Effect

- 1 - Work out Victory Points as normal at the end of the battle, and then compare the two sides' scores. If Cypher's army has fewer points, add three Victory Points to the total for Cypher's army before determining who has won. If Cypher's army has more points, subtract three Victory Points from the total for Cypher's army before determining who has won. If both sides have the same number of Victory Points, the game is a draw.
- 2 - Reveal this agenda if Cypher is within 1" of Cypher's Objective at the start of any of his turns. The player commanding Cypher's army receives D3 Victory Points. If this agenda has not been revealed by the end of the battle, the enemy player receives D3 Victory Points.
- 3 - Reveal this objective if Cypher fights in a challenge against the enemy Warlord. If the enemy Warlord is removed as a casualty during the challenge, then the player commanding Cypher's army receives D3 Victory Points, in addition to any other points they might receive for so doing. If Cypher is removed as a casualty during the challenge (even if he escapes), then the enemy player receives D6 Victory Points, in addition to any other points they might receive for so doing.
- 4 - If at the end of the battle the Warlord of Cypher's army has been removed as a casualty, the player commanding Cypher's army receives four Victory Points. If he has not been removed as a casualty, the enemy player receives D3 Victory Points.
- 5 - If Cypher is in the enemy deployment zone at the end of the battle, the player commanding Cypher's army receives D3 Victory Points.
- 6 - If Cypher is in his own deployment zone at the end of the battle, the player commanding Cypher's army receives D3 Victory Points.

Seize the Initiative

If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn of the game. On the roll of a 6, he successfully seizes the initiative and goes first instead.

Shadowy Herald of Strife

Cypher cannot be selected as the Warlord of an army. In addition, the Leadership characteristic of the Warlord of an army that includes Cypher suffers a -1 penalty.

Shred

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

Shrouded

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Skyfire

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

Slay the Warlord

If, at the end of the game, the enemy's Warlord has been slain, you score 1 Victory Point.

Specialist Weapon

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

Stealth

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Stepping Up

Sergeant Grunhelm has two Wounds instead of one, and has the Junior Officer special rule (see *Codex: Imperial Guard*).

Stubborn

When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Template

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the Warhammer 40,000 rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Twin-linked

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Unfailing Precision

Any units controlled by the player commanding Cypher's army do not Scatter when they Deep Strike.

Unwieldy

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker. If it does so, it will also Pile In at Initiative step 1.

Variable Game Length

At the end of game turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of game turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of game turn 7.

Zealot

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

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A GAMES WORKSHOP LTD PUBLICATION

Published in 2013 by Games Workshop Ltd., Willow Road, Nottingham, NG7 2WS, UK

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN 978-1-78253-454-9

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Games Workshop Ltd - 25.12.13