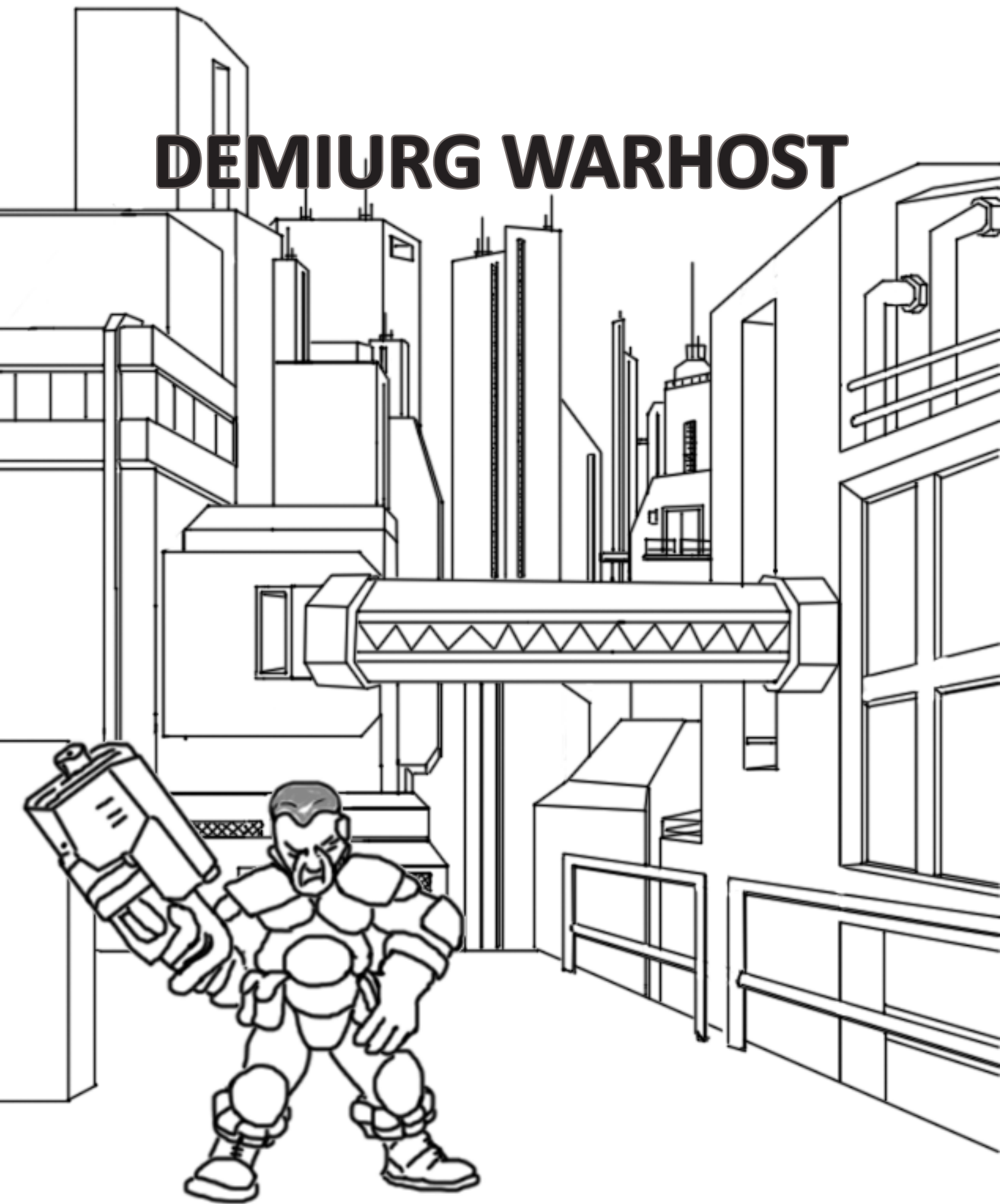


DEMIURG WARHOST



Written and Compiled by: Richard I. Fogarity
E-mail Address: fog99uk@hotmail.com
Website: fog99uk.blogspot.com

CONTENTS

Introduction

Page XX

The Demiurg

Ancient History

Page XX

Age of Founding
Age of Trade
Age of Wars
Age of Rediscovery

Age of the Imperium

Page XX

The Homeworlds
The Leagues
The Guilds
The Ancestors

The Age of Betrayal
Age of Renewal
Age of Retribution
The Demiurg Race
The Ancestors

The Siege of Gamoran

Page XX

The Clans

Page XX

Clan
Support Formations
War Machine Formations

The Stronghold Fleets

Page XX

Stronghold Fleets
Demiurg Ship Classes

Trade & Treaties

Page XX

The Imperium and the Mechanicum
Orks and Eldar
The Tau Empire
Others

Forces of the Demiurg

Page XX

Ancestor Lord Ruairi Redmane
Guild Lord Donald son of Ragnal
Warlord
Living Ancestor
Lord
Guild Engineer
Hearthguard
Hearthguard Support Squad
Ironguard
Battle Robots
Crusader Reconnaissance Group
Warrior Clan
Enforcer Clan
Miner Clan
Kroot Carnivore Kindred
Guild Bike Squad
Guild Trike Squad

Iarann Iolair Gyrocopter
Iron Hawk Gyrocopter
Thunderer Clan
Support Weapon Battery
Tarantula Sentry Group
Cu Sidh Battle Tank
Cait Sidh Tank Destroyer
Spartan
Termite

Wargear

Page XX

Weapons
Vehicle Armoury
Armour
Other Equipment
Living Ancestor Spirit Powers

Creating a Demiurg Warhost

Page XX

Demiurg Army List

Page XX

HQ
Elites
Troops
Transports
Fast Attack
Heavy Support

Summary

Page XX

Demiurg have long memories and never forget an act of treachery or a broken promise. The relationship between the Homeworlds and the Imperium was always strained, and the history of the two peoples is studded with bouts of war and ill-feeling. Demiurg are not diplomatic by nature, their brutal manners and fierce tempers do not always inspire confidence in men. Eldar regard them as little more than beasts and only barely preferable to Orks. But the Demiurg care little for the effete ways of men or the or the mincing delicacies of the Eldar. Demiurg are robust in body and bluff in manner, and consider other races fragile and lacking in good, honest Demiurg virtues of comradeship and directness.

INTRODUCTION

Warhammer 40,000

The Warhammer 40,000 rulebook contains the rules you need to fight battles with your miniatures set in the war-torn universe of the 41st millennium. Every army has its own Codex book that works with these rules, allowing you to turn your collection of miniatures into an organised force ready for your games of Warhammer 40,000. This Codex everything you need to know about the Demiurg.

Why collect a Demiurg Warhost

The warriors of a Demiurg Warhost are not simply soldiers employed to fight wars on behalf of their superiors. Every one is just another survivor of a shattered race. They rely on their stoicism, duty and honour to see them through to victory, supported by advanced weaponry and massed artillery barrages. One of the most appealing aspects of the Demiurg is their long and relentlessly harsh history and the bitter animosity it has caused with the older races of the galaxy.

How this codex works

Codex: Demiurg Warhost contains the following sections:

The Demiurg: The first section introduces the Demiurg and their place in the Warhammer 40,000 universe. It includes full details on their history; the defining events that shaped them into what they are today.

Forces of the Demiurg: Each and every character, troop type and vehicle in a Demiurg Warhost is examined in this section. Firstly you will find a full description of the unit, describing its role within the army and its specialist combat abilities. Secondly you will find complete rules for the unit and details on any unique skills, wargear and abilities they can use in pursuit of vengeance against those who abandoned them.

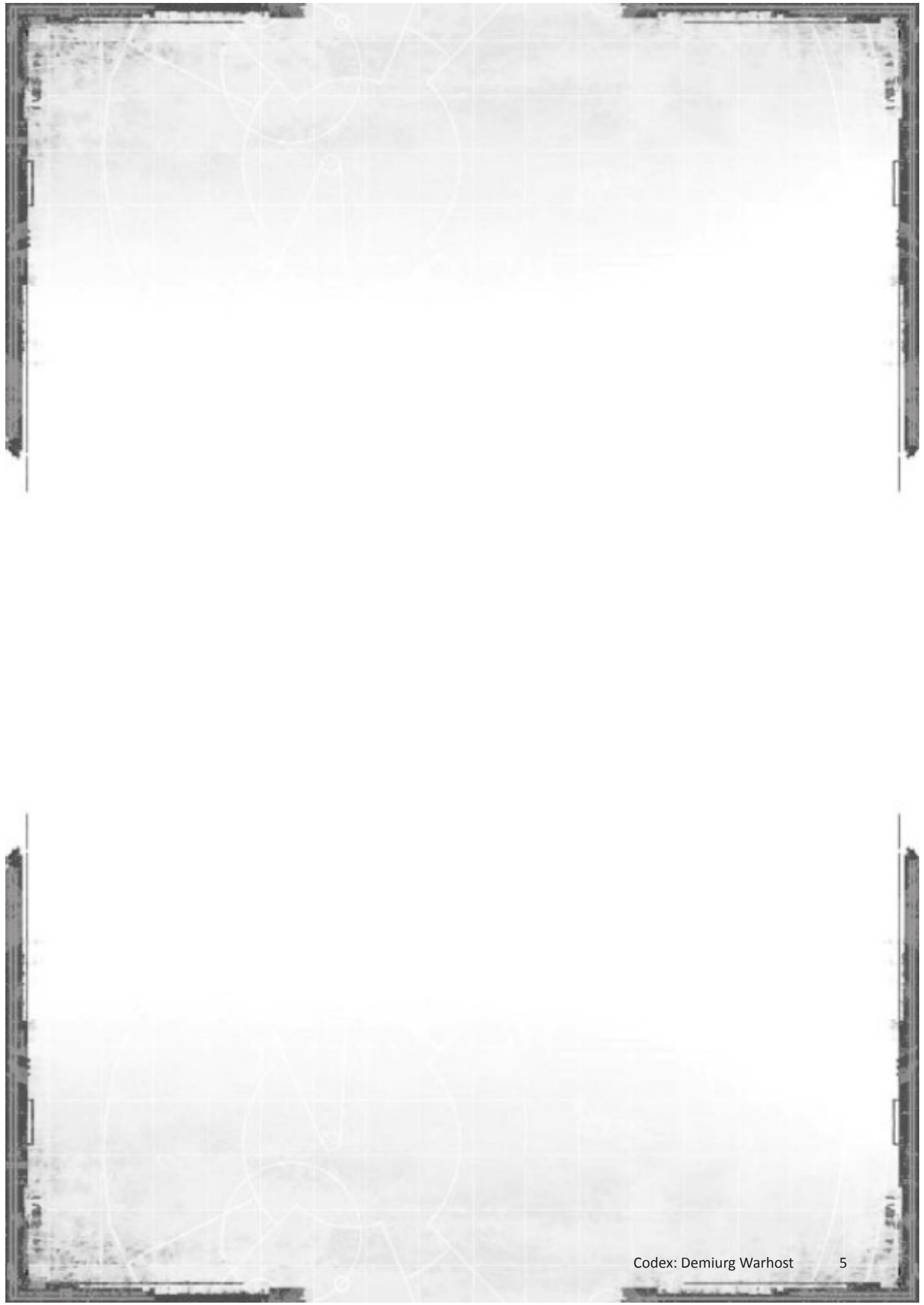
Wargear: This section contains full details of the weapons, armour and equipment used by the soldiers of a Demiurg Warhost.

Creating a Demiurg Warhost: This section contains photographs of models used for the various units in the Demiurg army as well as colour schemes for the various Stronghold Fleets.

Demiurg Army List: The army list takes all of the units presented in the Forces of the Demiurg section and arranges them so you can choose an army for your own games. Each unit type also has a points value attached to help you pit your forces against an opponent's in a fair match.

Do not underestimate the Demiurg. They survived for millennia cut off from the Imperium and assailed from all sides. Their determination and resilience is an example to all.

*Leman Russ
Meditations on Imperial Command, Book XVI*



ANCIENT HISTORY

The Core

The core of the galaxy hosts a black hole millions of times more dense than Sol. Ringing the black hole is an accretion disk of matter heated to immeasurably high temperatures by the forces exerted by the black hole. The matter of the disk is slowly drawn from a ring of ancient stars born in the early ages of the galaxy's youth. The red-hued stars of this inner ring are numbered in the thousands. An outer ring of colossal stars brought into existence in the recent past, but still long before any of the races currently inhabiting the galaxy.

The planets of the Core are many and varied; from gas giants to molten metallic spheres. Amongst the planets of the Core are numerous mineral-rich desert worlds. The gravity of these worlds is great; usually two or three times that of Terra and sometimes more. These huge worlds are rich in minerals but in all other respects barren and lifeless. Those that orbit the ancient stars are shadowy, sombre places while those that orbit the young stars have surface temperatures so high of the light side that the rocky surface melts into a hemisphere spanning sea of lava. All of the worlds of the core are inimical to plant life so impossible to terraform. Barren, cheerless and inhospitable, it is hard to imagine anywhere less likely to nurture human existence.

The Age of Founding - 20,000 AD

The history of the Demiurg begins with the Age of Founding. Although unrecognizable as such the Demiurg race were once human. During the period known in the Imperium as the Dark Age of Technology when humans spread throughout the galaxy from Terra, the first human colonists reached the worlds around the galactic core. Here they found vast mineral wealth including compounds smelted in the furnaces of dying suns. They discovered strange substances formed at the galaxy's birth before the stabilisation of the laws of physics. The discovery of these almost limitless resources came at just the right time, for Terra's own mineral wealth was by now long exhausted. The exploration and exploitation of the galactic core became imperative for mankind's survival. Thousands of specially adapted spacecraft were dispatched to reap the harvest and with them went hundreds of thousands of miners, engineers and explorers. Soon the galactic core became the most densely populated part of the galaxy.

The original colonists were hardy miners and explorers, tough frontiers folk who dreamed of finding fabulous wealth and returning back to Terra. They dug homes for themselves in the rocky landscape, creating self-contained communities from the tunnels and load chambers of exhausted mines. Although huge cargo ships brought food with the colonists, the only way to feed the growing population was to grow nutrient rich algae in artificially lit hydroponic tanks deep below ground. Dried and processed, this provided a basic material that could be ground into flour, retextured into coarse synthetic foods or even brewed into crude but highly potent ale.

The high gravity, harsh environment and monotonous diet gradually had their effect on the settlers. They became physically shorter and more resilient. They also became surprisingly tough for their short stature with thicker skin and dense mus-

cles. This process must have taken many thousands of years, during which time the new race began to develop a distinctive cultural identity. They also acquired a new name - the Demiurg, often translated as half-human although the true meaning is only known to the Demiurg themselves.

Age of Isolation - 23,500 AD

At some time in the distant past the galactic core was cut off from the rest of human space by devastating warp storms. Many worlds were swallowed by the warp and disappeared forever; others were trapped in stasis and became lost. Most survived, although they were separated from Terra and all contact was lost with the rest of the galaxy. During this time of isolation and danger the Demiurg worlds still in contact with each other began to organise for their mutual defence. It was at this time the Demiurg began to refer to their worlds as the Homeworlds.

The Homeworlds remained isolated for thousands of years and the inhabitants learned to survive in a universe that was becoming increasingly hostile. With their planets inaccessible to the human fleets the Demiurg built their own spacecraft and developed their own weapons to fight off marauding Chaos warbands and plundering Ork Warlords. Some of the Homeworlds were lost to invasion, others were destroyed by environmental instability, and a few were devastated by internal strife. Those that survived grew and prospered; settlements were enlarged and fortified into impregnable Holds.

Left to fend for themselves, the Demiurg were obliged to develop their own technological base. Not only had they to reinvent complex machines such as spacecraft and advanced weaponry, but they had to keep their life-support systems and hydroponic units active. Without air, heat and food the Demiurg communities would not have been able to survive, and such matters became a priority for them. Fortunately the natural expertise and ingenuity of these hardy miners enabled them to exploit the materials at hand, and they quickly developed alternative technologies to make up for the lack of supplies from Terra.

Age of Trade - 25,500 AD

The Age of Trade took place during a slight abatement of the warp storms during the Age of Strife and led to the Demiurg encountering other races, including Orks and Eldar. The Age of Trade lasted for nearly three millennia, but finally collapsed when an enormous Ork battle-fleet, under the command of Grunhag the Flayer, attempted a full-scale invasion of the Homeworlds. At the beginning of the Age of Trade, some strongholds were attacked, but the aliens quickly realised that the Demiurg were determined and tenacious fighters, and that trade was a more practical arrangement. The Demiurg took full advantage of their tremendous mineral wealth, which they traded for weapons, foodstuffs and high-technology systems. The Demiurg remained carefully neutral in the numerous conflicts between Eldar and Orks, maintaining trade links with both sides. There were inevitably small wars from time to time, but for the most part the Demiurg's complex structure of treaties and trade agreements maintained a stable peace.

Age of Wars - 28,500 AD

The Homeworlds lay close to the two most dangerous adversaries in the galaxy, the followers of Chaos who dwelled in the Eye of Terror and the extensive Ork empires of the northern spiral. The Demiurg never relented in their struggle against Chaos and lost no time in tracking down and destroying Chaos raiders. The main threat from Chaos forces has been in space, where warbands attack ships as they move through the Warp.

The other great enemy of the Demiurg became the Orks. During the Age of Trade the Demiurg were content to leave the Orks alone and even traded with them to some extent. The Homeworlds are inhospitable to Orks in any case so there was never any great clash of interests between the two races. This state of affairs could not last for very long. The Demiurg records of their early history are confused and incomplete, but it is clear that after some period of mutual trading the Demiurg found themselves under sudden assault from massive Ork forces. Losses on both sides were astronomical, with vicious tunnel-fights through the mine workings and bloody pitched battles in the Demiurg's underground settlements. The Demiurg appealed to their Eldar trading partners for help against the invading Orks, but none was received.

Caught by surprise several Strongholds fell to the Ork invaders and only a last ditch defence eventually brought the green-skinned aliens to a halt. The Demiurg were appalled at the massive loss of life but also at the unashamed treachery of the Orks. The Demiurg never forgot this lesson. Some of the more enduring Demiurg legends tell of the hopeless defence of a beleaguered fortress or a stranded Land Train under Ork attack. Many wars have been fought against the Orks since the first attack and each conflict is bitterly fought to the last proud and defiant Demiurg Warrior.

The Age of Wars, as it became known, is regarded by the Demiurg as one of the blackest chapters in their history, and the double betrayal by Orks and Eldar gave rise to a cultural enmity that still persists. Many Strongholds were destroyed, swept away by the green tide of invading Orks. The traditional epic ballad known as The Fall of Imbach commemorates one such attack.

The Founding and the First Ages

Age of Rediscovery - 28,800 AD

The warp storms that isolated the Homeworlds lasted for many thousands of years and only dissipated a little over ten thousand years ago, this freed human and Demiurg spacecraft to and among the Homeworlds again, and contacts were quickly re-established between the former colonies and the newly founded Imperium.

During their isolation the Demiurg had changed. They were no longer human and their civilisation had taken a divergent path that gave them many advantages over the Imperium. The Homeworlds and the Imperium traded for their mutual benefit and, for the most part, enjoyed peaceful relations. Demiurg and humans shared many common enemies, including Orks, so it was in both races interests to cooperate wherever possible. However relations were not entirely peaceful by any means. Demiurg are intensely proud, bluff and straightforward, they take great offence at any slight to their honour or double-dealing, especially in matters of trade, and are likely to be stubborn in pursuit of retribution.

The first contact the Demiurg had with the Imperium was during the early years of the Great Crusade.

The Iron Warriors Legion was dispatched to the Galactic Core in search of isolated human worlds and bring them to compliance. The Space Marines were expecting to find isolated systems, most likely under the yolk of an alien race, as had been the case with the majority of worlds discovered so far in the Great Crusade. What they were not expecting was a vast, strong and independent empire of once-human colonists. Although the millennia had made drastic alterations to the Demiurg, the Iron Warriors recognised them as descendants of humanity and attempted peaceful negotiations.

The Iron Warriors sent out communications stating their identity and proclaiming their purpose to reunite the scattered remnants of humanity, to bring them into the Imperium under the rule of the Emperor of Mankind. While the Demiurg were eager to make contact with their long-lost kindred and the Birthworld the Demiurg would never relinquish their independence and refused to accept compliance. With this clear and un-negotiable refusal The Iron Warriors immediately set about bringing the Demiurg Homeworlds to compliance by force.

Thus far in the Crusade the Legiones Astartes had yet to come across any serious challenge to their military might. They were to find just such a challenge from the Clans of the Demiurg. The campaign that followed quickly became one of the most bitter and brutal of the Crusade. The tough and resolute defenders fought the invaders with every ounce of courage that could be mustered.

The Iron Warriors found themselves on the losing side for the first time since they set out on their Crusade. In the labyrinthine tunnels of the Homeworlds there was little cover to be had and their Mk.II Crusade Armour proved to be poor defence against the superior weaponry of the Demiurg. This led to the development of Mk.III power armour, commonly

known as Iron Armour, with increased protection on the front. This development evened the odds for the Space Marines but the relentless fighting continued, with heavy losses sustained on both sides. Eventually the Iron warriors were forced to realise the futility of the campaign against the Demiurg and retreated to form a defensive cordon between Imperial and Demiurg space.

Following the retreat of the Iron Warriors the Imperium sent envoys to the Demiurg Warlords in an attempt to negotiate their compliance, feeling that the Iron Warriors negotiations failed because of their warlike nature. The envoys quickly realised that they would also fail to bring the Homeworlds to compliance but learned much about the Demiurg. Most important of these facts was the vast mineral wealth the Demiurg possessed.

The Great Crusade required massive resources to sustain momentum. The Imperium had begun to struggle to supply the ever expanding armies and newly compliant worlds, so the unprecedented decision was made to acknowledge the Demiurg's independence.

The Imperium immediately began trading with the Demiurg Homeworlds. The vast resources and production capabilities of the Demiurg were now at the Imperium's disposal. The relationship between the two empires flourished. New and ancient technologies flooded into the Imperium, who continued to expand through the galaxy.

*So Grunhag led his host to Wyss,
Encamped upon the plain of Swend.
Proud Hargan and rich Erlach fell,
Destroyed and ravaged and defiled,
"You see my power" Grunhag quoth,
"Let Imbach see and quake in fear,
"And pay me treasure, wealth and slaves."
He added with a sneer.*

*Lord Uri sat in Imbach's hall,
His brow as hard as knotted flint.
"No Ork shall our folk as slaves,
Nor what we win from laden rock,
While one in Imbach still draws breath."
He told proud Grunhag "Nothing
Is yours except an Ork-shaped hole,
And headstone with your name."*

*Called Imbach to the vain Eldar,
"Your enemy is at our gates.
Come to our aid against your foes,
Together let us lay them low."
The Eldar never made reply,
But left fair Imbach to the Orks.
"We fight alone then." Uri said,
"Our friends leave us to die."*

- From The Fall of Imbach

The Imperial Civil War

When Horus turned traitor he attempted to bring the Demiurg over to his cause but failed.

The Demiurg hold no ideals higher than honour and loyalty, and there is nothing more wretched in Demiurg society than an Oathbreaker, and to break the treaties made with the Imperium and side with a traitor was unthinkable.

Since the Age of Isolation began the Demiurg Homeworlds have suffered Chaos Incursions uncounted times. Having fought against these foes for millennia the Demiurg learned much about the followers of Chaos, and the Powers they served. In the years before the Heresy the Demiurg noted the path many of the legions were taking and sent messages the Birthworld. Whether the messages were lost to the Warp, were intercepted by traitors or were simply ignored is not know, but it would seem the Imperium did not act on them.

It is without doubt that with the resources of the Demiurg on his side, Horus would have made his advance on Terra much sooner and the whole course of the war could have gone in his favour.

After the Heresy there was much to rebuild and the Demiurg were once again called upon for aid. Not only did they supply the crippled Imperium but even sent out engineers across the galaxy to lend their expertise and knowledge where the much reduced Mechanicum were unable to have a presence.

In addition to lending materials and engineers to the Imperium the Demiurg Empire sent out many young Warriors to fight alongside the soldiers of the newly formed Imperial Guard.

The Age of The Imperium

The Demiurg, known in the Imperium by the derogatory term Squats due to their short stature, and their Homeworlds were almost unique in the Imperium; though they were a part of the Imperium they were not directly controlled by the Administratum. Instead, they were allowed a certain amount of autonomy, being ruled by the Strongholds and Leagues just as they were before and during the Age of Rediscovery. The experiences of the previous millennia had left the Demiurg with a strong sense of cultural unity and a fiercely independent nature, and instead of rejoining the Imperium as subject worlds; the Homeworlds negotiated a series of treaties, which enabled them to keep their independence. The racial character of the Demiurg - hard-working, tenacious and honourable - was almost perfect from the Imperial point of view, and the Imperium was content to allow them a great degree of self-government.

Both the Imperium and the Demiurg benefited from this arrangement. The Homeworlds provided allied troops who would fight alongside Imperial armies and the Imperial Guard provided military support to the Homeworlds when necessary, as they would any other threatened Imperial world. Additionally the Demiurg traded their mineral wealth exclusively with the Imperium.

The Adeptus Mechanicus were highly interested in the Demiurg and the Homeworlds for several reasons; Demiurg possess a high level of technical expertise which seems to come naturally to the race, and the Homeworlds as a whole possessed the greatest amount of surviving STC equipment in the Imperium. The Demiurg were said to have allowed the Adeptus Mechanicus access to a great deal of Demiurg technology. However it is also said the Demiurg kept much of their technology from other races, regarding the Adeptus Mechanicus as little more than sorcerers mired in superstition.

During their long isolation the Demiurg were forced to become self-sufficient in order to survive the barren environments of their Homeworlds. They have also managed to maintain technological knowledge and expertise, which has allowed the race to continue to progress technologically. Accordingly the Demiurg have developed their own advanced technologies, which not even the most technically-adept of the Techpriests understand. These include the little understood neo-plasma reactors powered by a warp-core and held in thrall by a zero-energy containment field. The Demiurg never shared the specifics of exactly how warp-cores functioned. Although they experimented with using the cores themselves as a form of spacecraft propulsion but decided against using them for this purpose due to several undivulged risks. No other race has developed this technology and the Adeptus Mechanicus gave up on their experiments with stolen warp-cores after the infamous Contagion of Ganymede. Some of the technology developed by the Demiurg engineers is still considered too

On one side of me stand my Homeworld, Stronghold and Clan; on the other, my Ancestors. I cannot behave otherwise than honourably.

Warlord Kettri son of Egil, Grindel Stronghold

dangerous and remains unused. Many of the weapons and equipment that are now in regular service with Imperial forces were originally developed by the Demiurg. This includes the Leviathan super-heavy assault transport, Thunderfire cannon, Thudd gun and Tarantula. There are also thousands of other ubiquitous pieces of technology created by the Demiurg in use throughout the Imperium.

It was also common for the Demiurg to alter, improve and experiment with technology received in trade, often inciting animosity with the Mechanicum when they did so with STC technologies. One such example is with the RH1N0 template. The Demiurg took the vehicle and improved its armour and drive mechanisms, and developed scores of variants on the design, acts considered by the Techpriests as heresy towards the Machine God. The Demiurg have also made extensive developments with bolt technology, miniaturizing them so that they could be easily be wielded by Demiurg soldiers and creating bolt weapons more suitable to the conditions the Demiurg usually fight.

In war, the Demiurg used squads of motorcycles supported by massive barrages from juggernaut war machines such as the Land Train, Colossus, Cyclops and Leviathan and massed artillery batteries. They also used advanced armour, such the heavy exo-armour and made extensive use of personal power fields.

The Homeworlds

There were several thousands of Homeworlds during the age of the Imperium. Each Homeworld had one or more strongholds and each Stronghold was more or less an independent community with its own laws, traditions and armed forces. If a world had several Strongholds, as most did, it was usual for one to be pre-eminent so as to have nominal rule over the lesser Strongholds. Each of these communities were built over labyrinths of mine workings, which delved deep into the rocky planets. Strongholds were vast, containing everything needed to maintain their civilisation, including workshops, hydroponic plants, power generators and atmospheric pumps.

The size and inhospitable environments of the Homeworlds mean that their surfaces were mostly barren and uninhabited. The strongholds themselves were havens amongst plains of solid rock and seas of shale and dust. Their atmospheres were mainly composed of inert gasses so it was only possible to survive in the Strongholds or in one of the outposts dotted over the planets.

Outposts would be built for many reasons; some simply watch-towers erected to observe the atmospheric approaches, others to house batteries of huge lasers that defended the planet from attack. The most common outposts by far were the mines. Although the Strongholds are situated over the original mine sites and could still be worked it was very time consuming and expensive to do so as the remaining deposits laid deep underground. It was more practical to build new mines in ore-rich regions.

To reach their mines the Demiurg built huge mobile fortresses called Land Trains, whose vast tracks enabled them to cross the

daunting continental shelves and dust seas. This was a dangerous business, for most of the Homeworlds had thick layers of finely pulverised rock that flowed very much like water.

It was possible to cross these dust seas but accidents were common and Land Trains were known to disappear without trace if they ventured into deep dust. The dust itself often had a high ore content and was mined by specially designed factory Land Trains equipped with massive scoops and towing powered track-cars of ore, supplies or living quarters. The Iron Sea of Grendel was renowned for being the greatest single source of ferrous ore in the entirety of the Homeworlds. Other dust seas worth harvesting were composed of chromium compounds, silica or tiny mineral crystals.

The weather systems of the Homeworlds were unpredictable and, like the planets themselves, on a massive scale. Storms were able to whip up the dust seas into abrasive winds that could strip a man down to the bones in mere seconds and nothing but atoms in the wind within a few seconds more. Such storms were known to spring up suddenly and without warning, and were able to last for days or even weeks on end.

Occasionally a dust storm would cover a whole world, plunging it into darkness as the roiling clouds blot the dim light of the stars completely. At such times it was impossible for aircraft to fly or spaceships to land. The Demiurg became used to their harsh worlds and learned to sense the subtle changes in the breeze and air pressure that heralded the coming of a storm. Deep below ground in their Strongholds the Demiurg would be safe from the turmoil above and could survive for years if necessary.

The Leagues

Although each Demiurg Stronghold was independent they have developed relations with each other. Some Strongholds had been allies for thousands of years and interchange of peoples and cultures made them virtually one nation. Others were loosely federated to their neighbours and shared the duty of patrolling local space and defending outlying planets against attack from Chaos or Orks. Alliances were usually formed for defence or trading purposes but they also defined power blocks within the Homeworlds, where the most powerful rivals gathered together the other Strongholds into mutually supportive Leagues.

Each League was led by a single powerful Stronghold and included many other Strongholds that either relied upon their leader for trade and defence or identified themselves their League on cultural or historic grounds. At the height of the Demiurg civilisation there were approximately seven hundred Leagues in all, the most powerful being the influential League of Thor that included over three hundred Strongholds. The other Leagues were less powerful, and the smallest was the League of Emberg, made up of only four Strongholds, that lay close to the Eye of Terror.

Other Leagues were the League of Kapellar, which was actually the largest in size, and the League of Norgyr that lay closest to Terra. Although these Leagues, and many others, were permanent institutions others represented looser or temporary alliances between Strongholds. The total number of Leagues

therefore varied but the most influential remained fairly constant and formed the largest united political institutions of the Demiurg.

Although the Demiurg have a strong sense of mutual preservation it has been known for rival Leagues to go to war against each other. Such occasions would often lead to lasting enmity, for Demiurg are inclined to remember deeds of infamy for many generations. The League of Thor and League of Grindel fought an unusually bitter war when settlers from both sides clashed over the exploration of the Lost Stronghold of Dargon. The war that followed resulted in the destruction of several Strongholds and the capture of Thungrim and Bruggen by the League of Thor. Peace only came with the huge Ork invasion on Grunhag the Flayer, which obliged all the Leagues to cooperate against their mutual foe. Although the war ended with the rout of the Orks the two Leagues have remained distrustful rivals and both sides considered themselves owed heavy debts of blood and honour.

The Guilds

When their civilisation was isolated from the rest of human space the Demiurg found it necessary to preserve the engineering skills and knowledge they possessed for future generations. Their lives depended upon maintaining their Strongholds, generating air and food, and defending their worlds from attack. To this end they evolved a system of Engineering Guilds. The Guilds drew together all the information and knowledge available and set about recording it for future generations. As the years passed the Guilds became the repositories of knowledge and Guild training produced all the engineers, miners and other specialists vital to keep the Strongholds running. Through the passing centuries the guilds spearheaded research into alternative technologies and invented many of the machines that remain unique to the Demiurg.

The Guilds extended across all Strongholds and Leagues allowing information to spread throughout the Homeworlds. Initially this was necessary because knowledge and specialist skills were spread throughout the Homeworlds and had to be drawn together just to enable the Strongholds to survive. As the Guilds developed they sought to maintain the free passage of information despite the rivalries of individual Homeworlds. The Guilds became the common factor that united all of the Strongholds, enabling each to benefit from advances in technology and discoveries of ancient knowledge. Although individual Guildsmen would be loyal to their own Stronghold they also owed loyalty to their Guild and to the dissemination of knowledge.

The Guild has succeeded in developing several new technologies that are exclusive to the Demiurg and are not even understood by the Technomagi of the Adeptus Mechanicus on Mars. These include the warp-core powered neo-plasma reactors. The Demiurg have mastered the use of many other technologies and developed many others that they considered too dangerous to use. Although the Guild would make its discoveries available to its own members it would often keep the more advanced technologies from the other races. The Demiurg have a practical and straightforward attitude to technology that is very different from the neo-arcana of the Imperium.

The Age of Betrayal - 36,000 AD

Two thousand years ago a Tyranid Hive Fleet pierced like a dagger straight to the heart of the Galaxy. The Imperium, in a shocking act of treachery, refused to send aid to their besieged allies. The hive fleet engulfed the galactic core where the Demiurg Homeworlds lay, swarming through the holds, mines and factories slaughtering everything in their path. The proud Demiurg race and over twenty thousand years of history, turned into raw genetic soup, read to be devoured by the living ships of the hive mind.

Realising they could not defeat the invaders alone and with no aid from their allies the Leagues gathered together as many vessels as they could, filled with survivors evacuated from the various worlds under their control. With the ships gathered into rag-tag flotillas they ordered the use of the experimental warp-core drives. As the drives powered up, prayers were made to the Ancestors for guidance and they gave themselves over to fate. In blinding flashes of light the ships vanished and nothing more was heard from them.

After years of feasting on the dead the Tyranids retreated back into the void. With the Demiurg destroyed the other race advanced, descending like carrion birds after battle, annexing the Homeworlds for themselves. No trace of life was found and it was assumed that the Demiurg peoples had been utterly wiped from existence. The Mechanicum ached at the loss of so much ancient technology, while rejoicing at being able to have access to the mineral rich core worlds without paying taxes to their owners.

The worst crimes of all were those committed by the Ordos of the Inquisition. With only a few scattered Demiurg spread throughout the Imperium they took their chance to wipe a race they either saw as heretical mutations, or as foul Xenos scum, that should be purged like a virus. These organisations began hunting down Demiurg who were spread through the Imperium, slaughtering them and removing any references to them from the archives. The agents of the Inquisition were so thorough in their genocide that all traces of the Demiurg were wiped from existence and within a few short generations they were forgotten.

Most especially the loathing of the Demiurg is focussed upon the agencies of the Inquisition and the Techno-magi of the Adeptus Mechanicus of Mars. Following the Tyranids' destruction of the Homeworlds, and the devouring of their people, the Mechanicum sent agents, like carrion birds, pouring throughout the Demiurg planets searching for every scrap of technology that survived.

There are a few surviving legends of a squat and hardy race that had died out long ago. Only a handful of people know the true history and fate of the Demiurg within the Imperium. Amongst these are Inquisition leaders and Astartes commanders, although even they know very little. For over four millennia the Imperium has had no contact with the Demiurg.

The Tech-adept rewound the tendrils into the stump of his wrist. "The nature of this device is not clear to me," he said mournfully. The short figure at his side bustled up to the console.

"Well, shift your spanners and let's have a look at the thing." The Tech-adept sidled uncomfortably away, and the Demiurg peered into the casing. "Now, then," he continued, as much to himself as to the Adept, "Hydroplastic power transmission, controls attached to a timer and what looks like an encoder, a pressure chamber at the centre, surrounded by..." The Tech-adept, who was looking over his shoulder by this time, shot a manipulative tendril into the machine, seizing a frayed and broken end of cable.

"If we remake this join..." He began, enthusiastically. The engineer laid a restraining hand on his arm. "I really wouldn't recommend it." He said, "You see, I interpret this device as an unusually complex plasma bomb, and that cable you're holding goes direct to the arming mechanism.

The Squats have advanced our cause considerably over the millennia. On no other group of worlds has so much Dark Age technology survived, nor so much expertise been preserved.

Morgin Harad, Adeptus Mechanicus

The Age of Renewal

The surviving Demiurg found the warp-core drives had scattered them across the entire Eastern Fringe of the galaxy. Pride and bitterness kept them from seeking refuge with the Imperium and drifted alone through space for many years. Over the centuries the clans came to consider their vessels as home, protector, friend and saviour and could not imagine abandoning their honoured spirit and settling on new worlds. Instead they built upon the vessels, turning what in many cases were simple transport ships into the heart of colossal Hold Ships. Through millennia of research and experimentation they managed to learn how to control the powerful warp-core drives and increased the efficiency of the neo-plasma generators to a level more than sufficient to run a Hold Ship. Occasionally ships would come across each other in the void. Every such reunion was marked with great celebration and new bonds of Clan were formed.

From time to time the scattered Demiurg would come across other alien species. While some were hostile towards them others would enter into trade, receiving technology or benefiting from the vast experience and wisdom of the Living Ancestors.

One such meeting involved the Hold Ship of Ruairi Redmane encountering a handful of Kroot vessels engaging crudely built Ork ships. Outnumbered and wavering in the face of the ferocity of the Orks, the Kroot were relieved when the Hold Ship drove forward, pummelling the Ork ships with colossal weapons batteries and strange beam weapons. The smaller ships were torn apart, scattering wreckage for thousands of kilometres. The larger ships reeled from the withering fire and were cut in half by the beam weapons as they tried to disengage.

After the Orks had been defeated the Demiurg Warlord opened communications with the Kroot and offered their assistance in repairing the damaged Warspheres. The Kroot Shaper agreed with gratitude and the Engineers began making repairs. Over time the two became close trading partners and the Kroot and Demiurg became trusted and valued friends.

It was through the Kroot that the Demiurg first met the Tau Empire. The Demiurg quickly realised that the Tau could be valuable allies and began sending out merchant vessels to Tau worlds to begin trade. It was through trade with the Demiurg that the Tau first learned how to make Ion Cannons. It was only recently, through contact with the Tau, that the remnants of the scattered Demiurg were able to come together in greater numbers. The growing friendship between the Demiurg and the Tau has inspired hope in the hearts of a race that had all but given up on daring to believe in a prosperous future.

The Age of Retribution

The Demiurg are a patient race. Content to sail the vast expanses of the Eastern Fringe they have been slowly rebuilding their strength. Brooding in their hatred they have amassed powerful forces.

Until now the only contact with them has been the rare instances of their commerce vessels accompanying Tau fleets. The waiting is now over, the vast Stronghold Fleets are moving out from the void, pushing into Imperial space and attacking the Isolated frontier worlds at the far eastern extremities of the Imperium. Once the fleets have smashed the defending ships in orbit the forces of the Demiurg descend in gargantuan drop ships. They devastate the Imperial forces, flatten cities and appropriate technologies and materials as they see fit. This done they will most often leave the shattered world as a message to the Imperial institutions that the Demiurg are far from extinct and they have returned to punish all those who betrayed them.

The first time a true Demiurg Stronghold Fleet entered an Imperial system, and made planet fall, the false beliefs of their extinction were shattered. As the gargantuan war machines dropped from orbit, amidst precise orbital bombardments and giant troop transports, even the very ground shook with justified fear.

The first world to fall to the Demiurg was a remote planet named Forehope, a frontier world at the edge of Imperial space in the Eastern Fringe. The psychic death scream of the Planetary Governor's private astropath etched a vivid image into the minds of psykers in neighbouring systems. The image of colossal war machines and massive artillery batteries, leagues of stunted, human-like aliens firing bolts of flame-wreathed lightning, and the fires of a burning hive city rising skyward behind them.

The Demiurg have finally returned to wreak their terrible revenge on all those who abandoned and betrayed them.

You misunderstand, this is Tau space, despite what the Gue'la may claim, and you are welcomed to it as friend. We too have suffered difficulty with the Or'es'la, since it seems they wish no unity. We would be honoured to have you fight alongside us against this common enemy. You will find it to the benefit of both our peoples, You will find it, I have no doubt, to be for the greater good.

Por'O Dal'yth V'Rok greets the Thurm Clan during first contact with the Demiurg

THE DEMIURG RACE

The Demiurg are a diminutive race, hardened by millennia of harsh living. They are a primarily mercantile race who are willing to trade with any of the myriad races they come in contact with. They value duty and honour above all else, including their vast mineral wealth. In battle the Demiurg are famed for their tenacity and unwavering bravery, seeking renown at every opportunity. Demiurg will fight on through the gravest of injuries to defeat their enemies, only succumbing to their injuries once the battle is concluded; passing into the realm of the Ancestors with pride.

Although they are but half the height of a human they are far more resilient. Their skin is thick, like toughened leather, and their bones are far more dense than a humans to the point that it is as hard as stone. Their bodies are resistant to many harmful substances and most poisons have little or no effect on them. Through millennia spent in the murky depths of vast mines and industrial complexes, the Demiurg have developed exceptional vision in low light, and their hearing is heightened to the point where they can navigate in complete darkness.

The Demiurg are some of the most skilful artisans around. Crafting is a favoured pastime for Demiurg, they are often found idly carving into chunks of stone or shards of metal. The Demiurg take great pride in their possessions and carve at them, bit by bit, with great reverence. As family heirlooms are passed down through the generation, each owner adds to the detailing.

The race is often viewed as a militant one, it is true that every Demiurg must fulfil a minimum term of service and may be called upon by their Lord when the need arises. This state has been necessary to ensure the race's survival since the destruction they suffered during the Age of Betrayal. Every Demiurg is expected to maintain their martial skills; be they warrior, minor, merchant, engineer or even ambassador.

Demiurg Social Structure

Demiurg society is divided into distinct but integrated groups. They can be described as Military, Mining, Mercantile and Royal. Set aside from the strict structure of Demiurg society are the Engineers' Guilds and the Living Ancestors.

The military sector contains the standing military forces. With the exception of the Guild Biker formations all military forces fall under this category. This includes everything from Warrior Kindreds to the gargantuan war engines.

The mining sector contains not only mining operations but also covers the refineries and forges that turn the raw minerals and compounds extracted by the miners into usable materials. The mining sector also covers food and ale production. When going to war the Lords may call upon the miners, who form Sapper Kindreds. The miner's expertise makes them the perfect choice for undermining the enemy and causing damage to key structures.

The mercantile sector covers the majority of trades, from small goods traders to powerful merchant families dealing with material exchanges with other races. The mercantile sector also contains the ambassadors and emissaries tasked with opening and maintaining diplomatic relations. The royal sector consists of the ruling class; Warlords, Lords and their close relations.

The Royal Households hold responsibility over the Stronghold Fleets, whose Stronghold and Hold ships are their personal possessions. The royal sector is also responsible for overseeing the processes of law and order, all judges are members of the royal families and the Lord's Court is the absolute authority in all disputes. Perhaps most importantly the Demiurg royalty are tasked with the duty of maintaining the traditions of their race.

We have always been a race of traders. It is natural to us that we should trade the fighting skills of our Clans. As well as bringing profit, it also allows our youngsters to gain experience and honour, and to keep alive the skills, which our Strongholds may one day need for their own defence.

Lord Grummi, Bruggen Stronghold

THE DEMIURG RACE

Engineers Guilds

The engineers of the guilds are fully integrated within all other sectors, tasked with maintaining the machinery used by the entire race. In addition to supplying engineers to the other sectors they are also entrusted with keeping the technological knowledge, a task treated with great care and reverence. Within the Guilds themselves they tinker and experiment, ever seeking to improve upon current knowledge and create new technologies.

Daoine Sidh, The Ancestor Spirits

The Demiurg are unique amongst the known races. When they die their souls do not pass into the warp but instead drift to the Spirit Realm. With their spirit and soul joined in this way the departed Demiurg are able to exert a small amount of influence in the Material Realm. The Daoine Sidh, also known as Ancestor Spirits or simply as the Ancestors, watch over their descendants and help to protect them from the influence of Chaos. The living Ancestors act as a focus of their power, and their power of the Ancestors flows through them more and more the longer they live, making Living Ancestors amongst the fiercest and most cunning military commanders in the galaxy as well as bearing great wisdom and centuries of experience.

Because the power of the Living Ancestors comes from the Ancestors in the Spirit realm rather than being drawn from the Warp there is no danger from the malicious creatures of the Warp. The protection of the Ancestors ensures that the Demiurg are entirely without the taint of Chaos. However, drawing upon the power of the Spirit Realm is not without its risks. The peace of the spirit realm has a great draw on the living, every time they channel the powers of the Ancestor Spirits they have to resist crossing over to the Spirit Realm.

Demiurg and the Tau Empire

Despite agreeable diplomatic relations the Demiurg remain independent, despite numerous attempts by the Water Caste to bring them into the Tau Empire. The Demiurg have a strong racial identity that they would never give up. They refused to become a part of the Imperium and will never join another. Pride and tradition run deep in the veins of every Demiurg, to give up their identity is unthinkable.

There are other, more tangible, reasons the Demiurg will not allow themselves to be absorbed into the Tau Empire. Freedom within the Tau Empire is very limited, this is most evident with the Kroot. The practice of eating their fallen prey is banned by the Tau, forcing them to seek mercenary work outside Tau controlled space to absorb new genetic material.

If the Demiurg joined the empire they would be forced to give up control of their amassed knowledge, as well as their technologies and material wealth, to the Earth Caste.

Demiurg Technology

The Demiurg possess an instinctive awareness of technology, able to define the purpose of a piece of machinery from even the most cursory of examinations. Their level of technology is far above that of the Imperium. Much from the Golden Age of Technology is remembered by the Demiurg, keeping those that suit themselves, and storing the rest in their Vaults of Knowledge.

One particular form of technology extensively employed by the Demiurg, and entirely baffling to other races, is their use of stone. Just when the Demiurg developed this technology is not known, but they did not possess the knowledge when they were first encountered by the Imperium.

The Demiurg are somehow able to create stone, and craft it into any number of uses. The plates of armour worn by Demiurg warriors is created from layers of stone and ceramics, and is more resistant than the carapace style armour of the Imperium. Even the vehicles deployed in battle are crafted from stone, and their starships are often crafted of similar materials. Examinations by the greatest Technomages of Mars have proven fruitless. The samples examined appear to be nothing more than naturally formed rock, showing no signs as to how they were created.

Although the roots of much of Demiurg technology is shared with their Human cousins, they have made many advancements themselves. This is most evident in their ion technology, as well as their unrivalled mastery of metal alloys. The propulsion systems employed by Demiurg starships are also a mystery to outsiders.

The young Warlord turned to the ancient Demiurg beside him.

"Revered Ancestor," he said, "What is our best course in this situation?" The Living Ancestor half-closed his rheumy eyes.

"I have seen this but once before," he began. "Six hundred years before your birth, your revered Ancestor Lord Thynggrim, whose name you bear in your own turn, was on the world of Dioscis Theta. I was younger then, undistinguished amongst the mass of my Clan."

"And how did Lord Thynggrim win the day?" Asked the Warlord, with some impatience. The Orks were getting closer.

The Living Ancestor shook his head and chuckled, a sound like pebbles clacking together. "I cannot tell you how to win as he did," he said, "but if you don't mind uncomfortable truths, I can tell you how to avoid losing as he did."

THE KROOT

The Kroot are expert jungle-fighters and trackers, who can be found fighting as mercenaries across the Ultima Segmentum and beyond. The majority of Kroot warriors fight as mercenaries in the armies of the Tau. Their integration into the Tau empire requires them to provide troops to the Tau military, and furthermore attempts to prohibit them from fighting alongside the armies of races that are not incorporated into the Tau Empire, with the exception of those races allied to them, such as the Demiurg.

Kroot evolution depends on their absorbing the genetic traits of other races, selectively inheriting the most desirable. They do this through eating specific prey animals to ensure that the next generation take on certain characteristics of that animal. Unfortunately, the Tau insistence that the Kroot fight exclusively for them would lead to a disastrous stagnation, as they have absorbed the traits of most of the creatures from within the Tau region.

To collect as wide a range of characteristics as possible, they secretly despatch entire armies of mercenaries to fight alongside other races in order to expose themselves to creatures and environments not found in Tau space. The nature of the Demiurg to explore remote planetary systems in search of materials, rather than waging war to forge an empire of their own, offers a unique opportunity to gather genetic material from often isolated species that would rarely come in contact with other armies.

The result is that each of these mercenary bands develops separately to the mainstream of Kroot society. When they periodically return to the Kroot home world of Pech, they bring with them a wealth of new traits to be absorbed by the race at large. These itinerant bands often appear radically different from the standard Kroot, having absorbed all manner of outlandish genetic data.

The opposing skills of the Kroot and Demiurg work in harmony on the innumerable warzones of the galaxy. As natural marksmen and tunnel fighters from barren and storm blasted worlds the Demiurg find the Kroot's affinity with nature invaluable. When fighting on fertile planets with dense flora Demiurg commanders consult with Kroot Master Shapers and incorporate their wisdom and guidance into their battle plans.

Kroot Society

One of the main reasons the Demiurg regard the Kroot above so many others is due to the similarity of their societies, particularly the clan-like structure and ancestor veneration. Both races share a mutual respect for tradition and, unlike the Tau, the Demiurg give the Kroot free reign in absorbing the genetic material of their defeated foes.

Kroot society is based on the kindred, and each Kroot mercenary force mirrors this in its organisation. The kindred fulfils the battlefield role of a squad, but represents something far more fundamental. A kindred is an extended family group, who develop together under the direction of a Shaper; an individual who is able to guide the group down a particular evolutionary path by determining their diet. Senior Shapers form councils, whose role is to oversee a group of kindreds, thus insuring a level of homogeneity within the species. An individual known as the Master Shaper, who sits at the top of this pyramid-shaped organisation and guides it in all matters, leads each council. Kroot forces are led by Master Shapers who seek the infinite variety of the galaxy, leading their kindreds into every warzone imaginable in an effort to absorb the abilities of the lifeforms occupying those war-torn areas.

With the Kroot the Demiurg believe they have found a race that can truly be trusted. The simple nature of the Kroot's goals and purely mercenary loyalties are easily identified with. Additionally, each race bears the other with mutual respect to their complex clan cultures.



THE SIEGE OF GAMORAN

The earliest known encounter with Hive Fleet Gorgon was an attack on the isolated mining colony on the mineral rich moon named Gamoran.

The Demiurg mining colony lay at the very edge of space, at the extreme east of the galaxy. Commerce vessels in orbit around Gamoran reported faint returns at the extreme edge of sensor range. As the fast-moving signatures rapidly approached they were confirmed as Tyranid bio-vessels.

The commander in charge of the forces garrisoned on Gamoran ordered the commerce vessels in orbit to evacuate the system. Warnings and calls for reinforcements were communicated to their Stronghold Fleet as the automated orbital defence platforms opened fire with lance batteries and devastating long ranged ion weapons. The fleeing commerce ships were set upon by devouring bio-vessels before their warp core drives were fully charged. The containment breaches caused by the attacking Tyranid ships caused the unstable propulsion systems to overload, the resultant rip in space tore the living ships screaming into the Warp. The defence platforms were no match for the unstoppable ferocity of the Hive Fleet and were quickly overwhelmed and cast to the moon's surface.

Spore mines drop from orbit disgorging hordes of Tyranid creatures, many have not been encountered before by the Demiurg. Details of these creatures are transmitted to the Stronghold Fleet along with a call for reinforcements.

The initial assaults by the Tyranid hordes destroy most of the isolated mines spread across the moon but defenders manage to collapse the subterranean highways connecting the mines to their parent fortified forge complexes.

Tyranids employ new strategies by deploying many of their new creatures in subterranean attacks to bypass the defences of the fortified forges. Once the larger creatures had tunnelled under the defences and come up into the complex itself many of the smaller creatures would swarm through the tunnels they create to sweep through the unprepared workers. Diverting Warriors from the walls to deal with the new threat weakened the outer defences, leading to the success of the Tyranid ground forces. Once the walls were breached there was nothing the defenders could do but fight on until torn apart by their attackers, their dying breaths cries of eternal hatred and oaths of vengeance.

With the forges destroyed the only Demiurg still fighting were those in the Capital Bastion. The Bastion of Gamoran was like the island at the centre of a hurricane, with the swarm of Tyranid creatures swirling about it and crashing against its walls like waves off uncaring rocky shores. The subterranean assaults that worked so well against the outlying fortifications were utterly useless against the fully garrisoned Bastion. Every attempt was repelled by wave after wave of tunnelling torpedoes fired by massed artillery batteries of heavy mole mortars and seismic mines deployed by termite transports ahead of each assault.

With the utter failure of the tunnelling creatures the attacks on

the surface and in the air were stepped up and renewed with even greater ferocity. Deployment of giant bio-titans newly spawned by the hive ships in orbit.

Focussed defensive fire pushes the horde back from fortress doors

Doors open, out roll super-heavy vehicles (colossus flanked by land trained, followed by cyclops)

Large spore drops from orbit and the dread form of a Dominatrix bursts forth.

Dominatrix focuses the will of the hive mind and increases the ferocity of every attack. The Bastion walls held firm against everything the havening hordes could throw at them. Even the most devastating bio-weapons barely making a mark on their stony surface. With a deafening roar that echoed to the very depths of the Capital Bastion the Dominatrix, along with a host of bio-titans, charges across the battlefield. Ignoring the masses of lesser creatures crushed by their headlong charge the gargantuan creatures smashed into the walls. The devastating impacts opened great cracks in the stoic defences. With teeth and claws limbs the size of battle tanks, the Dominatrix tore away at the cracks.

THE CLANS

The core of Demiurg society revolves around the Clans. Every member of a Clan is related to every other by blood or by oath, and their Lord can trace their bloodline back through the generations to the Clan's founding Ancestor.

Below is an outline of the standard military organisation for a Clan. Formations are broken down into their constituent units. Those units presented in black form the core of the formation and are the minimum that are always included. Those units shown in red are additional units that may be present within the formation. This means that the strength of each Clan can vary greatly, but even the smallest is at least one hundred and ten warriors strong.

Clan

- 1 Lord
- 11 Warrior Kindreds, Miner Kindreds
- 1 Warlord
- 1 Guild Master
- 1 Living Ancestor
- 3 Thunderer Kindreds
- 6 Support Weapon Batteries
- 3 Tarantula Sentry Groups

ENFORCER HOST

- 8 Enforcer Kindreds

BIKER GUILD

- 6 Guild Bike Sections or Guild Trike Sections
- 1 Guild Master
- 3 Guild Biker Sections or Guild Trike Sections

IRONGUARD HOST

- 4 Ironguard

SUPPORT FORMATIONS

- Up to 2 per Clan

Hearthguard

- 6 Hearthguard Kindreds
- 1 Living Ancestor

Gyrocopter Wing

- 5 Iron Hawk Sections, Iarann Iolairean

Robot Cohort

- 5 Crusader Reconnaissance Groups or Battle Robots

Super-Heavy Support

- 1 Leviathan, Colossus, Cyclops or Hellbore
- 1 Living Ancestor

Thunderer Battery

- 5 Thunderer Kindreds

Grand Battery

- 9 Support Weapon Batteries
- 3 Support Weapon Batteries
- 3 Tarantula Sentry Groups
- 3 Thunderer Kindreds

WAR ENGINE FORMATIONS

- 1 for every 2 Clans

Overlord Section

- 3 Overlord Armoured Airships

Goliath Battery

- 2 Goliath Mega-Cannons
- 2 Thunderfire-armed Support Weapon Batteries

Land Train Mobile Fortress

- 1 Engine
- 1 Battle Carriage (any type)
- 1 Living Ancestor
- 3 Dragon Battle Carriages
- 1 Bomb Battle Carriage
- 2 Mortar Battle Carriages
- 3 Enforcer Battle Carriages

THE STRONGHOLD FLEETS

Stronghold Fleets

At the direction of Ancestor Lord Ruairi Redmane the Hold Ships gathered together in echo of the old ways. In each fleet of Hold Ships a single vessel was chosen as their flagship. These lead ships were built upon even more and became the Stronghold Ships. These ships and those aligned with them were termed Stronghold Fleets and were named after the Living Ancestors who act as their figureheads.

There are currently only a small handful of sizable Stronghold Fleets although there are many smaller fleets that do not yet have enough resources to build a Stronghold Ship. The strongest and most commonly encountered Stronghold Fleets are Fleet Redmane, Fleet Fellmire and Fleet Blackrock.

The Stronghold Fleets sailed the void mining asteroids and mineral rich moons but never settling on any worlds, instead preferring to continue the nomadic lifestyle they had lived for so long. The fleets are not only made up of Hold Ships: there are many smaller vessels under their command. Each Stronghold and Hold Ship produces and maintains their own merchant, mining and escort vessels as well as squadrons of attack craft.

The Demiurg Homeworld vessels are vast beyond compare; the smallest Hold Ships dwarfing the largest Imperial star bases. Stronghold Ships are unimaginably large, ranging up to the size of small moons and home to millions of Demiurg. Each of these ships is home to one or more clans.

The most commonly encountered Demiurg vessels, their Commerce Class ships, are a match for all but the largest Imperial battleships. These vessels, while not dedicated warships, carry the Demiurg forces in planetary assaults. The Demiurg battleships are vast beyond compare and are very rarely seen by any outside their secretive culture, as they are usually tasked with protecting the Stronghold Fleets. The few reports on the Demiurg battleships have been given by cowardly Imperial Navy Captains who fled rather than face them in battle.

Demiurg Ship Classes

Homeworld Vessels

Stronghold Ship - 300+ Clans
Hold Ship - 100-300 Clans

Battleships

Kraken Class - 20 Clans
Hydra Class - 10 Clans
Proteus Class - 5 Clans

Engineers' Guild Forge Vessels

Cait Sidh Class - 1 Clan plus 3 Biker's Guild Formations

Commerce Vessels

Stronghold Class - 3 Clans
Bastion Class - 1 Clan

Escorts

*** Class - Torpedo Frigate
*** Class - Lance Frigate
*** Class - Bombardment Frigate



Stronghold Class Commerce Vessel

The Stronghold Fleets



Bastion Class Commerce Vessel

Codex: Demiurg Warhost

TRADE AND TREATIES

The Imperium and the Mechanicum

Once allies and friends the Demiurg now regards the Imperium with outright loathing. Fed by the broken oaths and betrayals of the Imperium the Demiurg ever seek vengeance against the forces and institutions of the Imperium wherever they find them. Uncharacteristically the Demiurg do not bear special enmity towards the ignorant human populations but rather to the institutions that broke the bonds of Clan, diplomatic agreements and trade partnerships when they left the entire Demiurg race to their inevitable fate at the claws and teeth of the Tyranids.

The Tau Empire

Over the last few hundred years the Demiurg have had muvh contact with the Tau and the other races of their empire. Trade between the nomadic Demiurg commerce vessels and the Tau Empire has been highly profitable for both sides.

The Demiurg and Tau have traded much technology, most notably the Ion Cannon weaponry developed by the Demiurg. Although the Demiurg see the air and water castes as weak they respect the honour of the fire caste, the ingenuity of the earth caste and recognise the role of the Ethereals as similar to that of the Living Ancestors.

Tyranids

The Demiurg hold a special loathing for the Tyranids, in all of their multitude of forms, for the destruction of the Homeworlds and the devastation of the Demiurg race. They will seek to pulverise them to paste wherever they are found.

Necrons

There have been very few instances of conflicts between the Demiurg and the Necrons although such instances are increasing rapidly due to the dead worlds inhabited by the sleeping Necrons often being rich in mineral resources and other similarities to the Homeworlds. Engagements between the two in space are usually marked by a brief moment of intense fire followed by either or both sides rapidly disengaging.

The Orks and Eldar

Once, the Demiurg traded openly with the Orks and Eldar, exchanging their vast mineral wealth and technological expertise for food, knowledge and military cooperation. Without showing favour to one race over the other, the Demiurg maintained a peaceful neutrality, and many a war was fought against the forces of Chaos by Eldar, Orks and Demiurg Warriors standing side by side. This came to an end when an ambitious Ork Warlord looked on the rich mines of the Demiurg with jealous eyes. When the Waaagh! destroyed several Homeworlds, stealing valuable resources and taking brave Demiurg as slaves, calls for aid were sent to the Eldar but their pleas fell on deaf ears. From then on both Orks and Eldar were regarded as treacherous, untrustworthy and cowardly.

Followers of Chaos

The forces of Chaos have always been enemies of the Demiurg, since the earliest days of the colonies, and the Demiurg have never relented in their struggle against the Dark Gods. Even in the far reaches of the Eastern Fringe, far from the Eye of Terror, worlds are riddled with the corruption spread by the followers of Chaos.

Others

The Demiurg hold no special regard for the multitude of other alien races that exist in the galaxy. They will trade with any who are willing and fight any who are hostile towards them. The few who do chose to attack the ambassadors and merchants of the Demiurg soon find themselves bombarded from orbit and having their cities levelled by severe artillery fire. The Demiurg will often punish in such a manner then leave. They would not consider exterminating a species for their ignorant hostility.

Allies

The Demiurg have the following allies options:

Trade Partners (Battle Brothers):

Tau, Kroot, Space Wolves.

Temporary Contracts (Allies of Convenience):

Imperial Guard, Space Marines.

Hostile Negotiations (Desperate Allies):

Eldar, Orks.



FORCES OF THE DEMIURG

This section of the book details the forces used by the Demiurg – their weapons, their units and some famous special characters that you can choose to use, such as the Ancestor Lord Ruairi Redmane and the Guild Lord of Fleet Fellmire, Donald son of Ragnal. Each entry describes the unit and gives the specific rules you will need to use them in your games of Warhammer 40,000. The army list given later refers to the page numbers of these entries, so you can check back as you pick your force.

The Forces of the Demiurg section is sub-divided into two parts. The first part describes all of the troops fielded by the Demiurg, including the special characters, while the second part details the Demiurg's armoury of weapons and equipment.

Special Rules

The models in the Demiurg army use a number of special rules. Where those rules are unique to a particular troop type, they are detailed in that unit's bestiary entry. Any special rules that are not explained in the unit's bestiary entry can be found in the Warhammer 40,000 rulebook.

Unique Equipment

The army list at the back of the book shows all the standard and optional wargear available to a particular model. You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique it is detailed in the entry for its owning unit; otherwise it is detailed in the wargear section.

Special Rules

All Demiurg have the Adamantium Will and Night Vision universal special rules from the Warhammer 40,000 Rulebook as well as the Squat special rule described below.

Squat: The Demiurg are short and stocky in build, lowering their centre of gravity and making their bodies more stable. Demiurg always count as being stationary when firing Rapid Fire weapons during the SHooting Phase, and may charge into close combat during the following Assault Phase.

Through millennia spent in the murky depths of vast mines and industrial complexes, the Demiurg have developed exceptional vision in low light, and their hearing is heightened to the point where they can navigate in complete darkness.

Spotter: Some units in the army have a special rule called Spotter. These Spotters would move into advanced positions and 'spot' enemy targets for artillery crews, drastically increasing the accuracy of their barrages. Units with this rule have a single model designated as the Spotter. To spot an enemy unit, the Spotter selects a single enemy unit in line of sight and within 24" during the Shooting Phase, the unit is then considered to be Spotted for the remainder of the shooting phase. If a model chooses to spot an enemy unit they may not fire any ranged weapons, nor may they charge during the Assault Phase. Any Barrage weapons fired by friendly Support Weapon Batteries at the Spotted unit will always reduce the distance rolled on the scatter dice by their Ballistic Skill, whether the firing unit can see the target or not.

Ancestor Lord Ruairi Redmane, Warlord of Fleet Fellmire

The family of Ruairi Redmane is unique among Demiurg bloodlines; his father was a Living Ancestor, as was his great grandfather and so on, all the way back to the great Taranis. The Heirs of Taranis have always become Living Ancestors and as such have always embodied the strength and longevity of the Demiurg race. Taranis is generally regarded by the Demiurg as a God Ancestor.

It is common practice for a Living Ancestor to give up their past life to dedicate themselves to their new position as advisors to the Lords and Warlords that lead their people. The Heirs of Taranis are unique in having the singular honour of retaining their Lordship until they pass on to the Halls of the Ancestors. Each Heir in turn takes up their dual responsibilities with pride and honour.

It is not known just how old Ruairi Redmane truly is. What is known is that over 7000 years ago, long before the destruction of the Homeworlds the line of Taranis seemed to be coming to an end; the last of the Heirs of Taranis was on his deathbed with no children to take his place. Upon his death, with no one to lead them, the clan was on the brink of anarchy. It was at this time that one of the stoic Ironguard, the silent sentinels that guard the vaults of knowledge, stepped forward and revealed himself as the next heir. The Ironguard's name was Ruairi Redmane.

When the Tyranids attacked the Homeworlds, and it was obvious that the Imperium had abandoned them, Ruairi was amongst the first to recognise this was a threat they could not overcome alone and began evacuating his people, even as Tyranid spores descended to the planet surface. Many could not escape in time and yet more were lost trying to escape the living ships in orbit. All in all less than a quarter of the world's population escaped alive to join up with the other ships gathered by the Leagues.

As the Tyranid hive fleet surrounded the Homeworlds, cutting them off from the rest of the galaxy, the Leagues gathered as many survivors they could together and, in desperation, ordered the ships to activate their experimental Direct Warp Propulsion Drives in order to escape what seemed like an inevitable fate. It was Ruairi Redmane who made first contact with the Kroot.

Ruairi Redmane is regarded by many as the ultimate leader of their peoples and swear oaths of loyalty to him as well as to their own Lord, Stronghold and Guild. It is by his direction that the Hold ships drew together and he leads his people into battle from the fore, inspiring devotion far above duty or Clan.

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

SPECIAL RULES

Stubborn, Eternal Warrior, Independent Character, Psyker, Mastery Level 3, Adamantium Will, Night Vision, Squat

Supreme Commander & Foresight: See the Living Ancestor Bestiary entry for details.

Grudge of Ages: Ruairi Redmane has lived for so long that he remembers grudges long forgotten by even the oldest of Ancestor Lords. Ruairi Redmane, and any unit he joins, benefit from Hatred against all enemies, except for other Demiurg armies.

Ascended Spirit: Ruairi Redmane knows all Spirit Powers and the Domination Spirit Power described below.

WARGEAR

Armour of The Ages: Counts as Exo-Armour. Bonuses included in the unit profile. In addition, the Armour of The Ages incorporates a powerful refractor field, granting the wearer a 4+ Invulnerable Save.

Spear of Taranis: Counts as a Sentinel Spear. See the Ironguard Bestiary entry for details.

Domination: The will of Ruairi Redmane is so strong it can overcome the minds of his enemies. Using the power of the Ancestor Spirits he is able to reach into another being's mind and wrest control of their body from them.

Domination is a Psychic Power that may be cast during the owning player's Movement Phase. To use Domination Ruairi Redmane may not move during the Movement Phase, but may be used as normal thereafter.

Select a single-model enemy unit within 18", and in line of sight, of Ruairi Redmane as the target of Domination. Vehicles and Monstrous Creatures may not be targeted by Domination. Roll a D6 and add the Leadership value of Ruairi Redmane. The owning player of the target model rolls a D6 and adds the Leadership of the target model (models without a Leadership value will count as having Leadership 10). If the result of the target's roll is higher than that made for Ruairi Redmane take no further action. If the result is equal to or lower, the target suffers from Domination.

A model suffering from Domination is placed under the control of the player who used the Domination Spirit Power for the remainder of the turn and may not be used by the owning player in the owning player's next turn.

Domnail son of Ragnal, Guild Lord of Fleet Fellmire

Amongst the many Guilds within a fleet a single Guild Master is elected to lead the focus of technological development.

Domnail son of Ragnal is the current such Guild Lord of Fleet Fellmire and, at just over one hundred years old, is the youngest in known history to hold the position.

Starting as a lowly greaser Domnail showed an unprecedented aptitude with both machinery and mathematics. He rose swiftly through the ranks of his Guild, making many advances in mechanisms for artillery mounts and targeting systems.

Not only demanding respect, as his position is due, he is highly regarded as the most skilled artillery commander, able to drop shells dead on target with incalculable accuracy.

	WS	BS	S	T	W	I	A	Ld	Sv
Domnail	3	5	4	4	3	3(4)	3	10	3+

SPECIAL RULES

Eternal Warrior, Independent Character, Adamantium Will, Night Vision, Squat

Artillery Commander: Donald son of Ragnal is amongst the most proficient artillery commanders amongst the Demiurg and he is often seen marching between gun crews barking orders. Donald son of Ragnal may join Support Weapon crews. If he does so the whole Support Weapon Battery may use his Ballistic Skill.

Living Ancestor

Demiurg typically live for about three hundred years but a small percentage are able to live much longer. If a Demiurg lives to see their four hundredth year their longevity is greatly increased and they can expect to survive at least to the age of eight hundred. The tiny proportion of Demiurg that live to such a great age are treated with enormous respect and become known as Living Ancestors.

Living Ancestors are venerated as tangible members of the group of Ancestor Spirits that watch over the Stronghold. Their long lives have filled them with wisdom so they are their Lord's most favoured and trusted advisors. On occasion a Living Ancestor accompanies a Warlord into battle to advise him on the best plans to bring victory.

As the Living Ancestor grows older he starts to develop potent psychic powers, often of a protective or precognitive nature. Psychic ability is virtually unknown amongst normal Demiurg so they are another factor that makes Living Ancestors doubly venerated. Once a Demiurg becomes a Living Ancestor it is usual for them to give up their position and possessions to ascend to their new position as the embodiment of the clan's traditions, pride and honour. There is however an exception to this rule. When it becomes clear that a Hold's Lord is becoming stronger and tougher at the age of three hundred rather than being worn down by the passage of time they take on the role of Ancestor Lord. They continue to lead the Hold but also take on the responsibilities of a Living Ancestor.

Lord

Every Hold Ship is commanded by a Demiurg Lord, who is the head of a clan. Each Hold Ship is home to a single clan and so everyone aboard is closely related. This system ensures a high level of devotion through the ranks and discourages unscrupulous commanders sending their subordinates into dangerous situations without care. As the clan's population increases, more levels and sections are added to the Hold Ship.

Warlords are the hereditary rulers of an entire group of related clans and have been trained since birth to be a leader in both war and peace. Warlords are the pinnacle of Demiurg society; they hold the ultimate authority and are answerable only to the Ancestors.

A Demiurg Warlord is also the commander of their fleet's Stronghold Ship. On the battlefield he not only forms the focus of the Stronghold, but he also acts as a great source of inspiration to the soldiers under his command, and to constantly remind them of their duty to their ancestors.

As the leader of an entire Stronghold Fleet, a Warlord has access to the most advanced and innovative technologies available. They march into battle wearing suites of exo-armour and wielding powerful weapons. Warlords are always seen in the thick of the fiercest fighting, earning themselves great renown.

	WS	BS	S	T	W	I	A	Ld	Sv
Ancestor Lord	5	4	4	4	3	4	3	10	4+
Living Ancestor	4	4	4	4	2	3	2	10	4+

SPECIAL RULES

Stubborn, Eternal Warrior, Independent Character, Psyker, Adamantium Will, Night Vision, Squat

Mastery Level: Living Ancestors have an Mastery Level of 1, and Ancestor Lords have a Mastery Level of 2.

Supreme Commander: Living Ancestors have lived for many years and their wisdom and experience is invaluable on the battlefield. Any friendly Demiurg units with at least one model within 12" of the Living Ancestor may use his Leadership for Morale and Leadership Tests.

Grudge Bearer: The betrayals dotting the Demiurg's past have ingrained a bitter hatred of those who broke their oaths and turned against them, as well as to the Tyranids for the destruction of the Homeworlds. It is the Living Ancestors' task to remember these grudges and make the perpetrators pay their debts with their own blood. Characters with this special rule, and any unit they join, count as having Hatred (Tyranids, Orks & Eldar).

Foresight: Living Ancestors benefit from long lifetimes of wisdom and are highly accomplished battlefield commanders. They are also able to gain insights from the Ancestors who have gone before them. Their combined experiences can predict the flow of battle and advise their descendants on the best course of action. The owning player may re-roll 1 roll per turn made for any Living Ancestor, Lord or Warlord in their army.

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

SPECIAL RULES

Stubborn, Independent Character, Adamantium Will, Night Vision, Squat

Guild Engineer

Each guild is divided into many different lodges, each lodge is ruled by the oldest and most respected Engineer, and amongst them one is chosen to rule over the entire guild. This Engineer is known as the Guild Master. Guild Masters are privy to many of the secrets of the Stronghold Ships' construction – its secret passages and hidden defences. They are responsible for coordinating the maintenance and repair of the ship as well as leading the lodges in time of war.

There are many Demiurg Guilds, whose influence can span several fleets. Each Guild is an entirely self-supporting institution with numerous lodges dedicated to a different technology or discipline. The extent to which a lodge specialises varies widely. For instance, one lodge may encompass every aspect of propulsion technology, while another may be entirely focused on the design and manufacture of nails.

The Guilds have an influence on every level of Demiurg society, with engineers found on every ship and within every community and clan.

In battle Guild Masters will fight in the style that best suits their own speciality. They will usually either be artillery specialists, joining formations of support weapons and lending their considerable experience to get the gun crews firing faster and more accurately. Others will don ancient exo-armour that has been passed down from predecessor to successor over the centuries and roars into battle on a heavily modified reinforced trike. These Biker Guild Masters lead squadrons of Guild bikes or trikes in battle inspiring them to greater acts of bravery.

	WS	BS	S	T	W	I	A	Ld	Sv
Guild Master	3	5	4	4	3	3	2	10	4+
Guild Engineer	3	5	4	4	2	3	2	9	4+

SPECIAL RULES

Independent Character, Adamantium Will, Night Vision, Squat

Artilleryman: A Guild Engineer that has going a unit of artillery counts as a crew member.

WARGEAR

Fabricator Harness: Demiurg engineers have the uncanny ability to design and build tools on the spot for the task at hand. The fabricator harness acts as a portable tool shop that the engineer can program to produce the tools they need.

An engineer equipped with a fabricator harness may attempt to repair a single damaged vehicle they are in base to base contact with at the start of the shooting phase. To determine whether a repair is successful roll a d6. On a 1 to 4 the attempt has failed, on a 5 or 6 the attempt has passed. A successful attempt may be used to repair a single Immobilised or Weapon Destroyed result, chosen by the engineer's owning player.

Targeting Module: Guild Engineers are expert artillerymen and may join the gun crews just like any other unit. Any Support Weapon crew joined by a Guild Engineer equipped with a Targeting Module may use the engineer's Ballistic Skill instead of their own.

Siege Specialist: The Demiurg are experts at siege warfare, whether offensively or defensively. A guild engineer with the siege specialism can improve friendly defences before battle, or undermine enemy defences. After set-up, select one piece of terrain. You can then choose to either improve or reduce the terrain feature's cover save by one.

Hearthguard

A Lord or Warlord's closest relatives will march out alongside them into battle as Hearthguard. They wear ornate armour styled to reflect those worn by the oldest Ancestors. Being of the royal house, destined to a life of leadership, the Hearthguard are well trained in the arts of war in all its forms. The doors to the royal armoury are open to these warriors, to arm themselves however they choose. They are as adept at fighting in the thickest melee as they are at picking their enemies off at range.

These soldiers of royal blood often join the levies of Warrior Kindreds, leading their younger and less experienced clansmen, urging them to greater acts of bravery and stoicism. Some Hearthguard will form units together rather than leading others. Their royal privileges insuring these troops are amongst the best trained, armed and armoured in any Demiurg force.

Ironguard

Knowledge is the Demiurg's most valuable possession, shortly followed by metal, stone and ale. Every Hold Ship has, at its core, a vast library filled with row upon row of databanks and dusty old books. The libraries of the Demiurg contain some of the oldest surviving technologies, some from even before the Golden Age of Technology. Every piece of technology discovered or invented by the Demiurg fleets is stored in these libraries and the rare destruction of a Hold Ship and the knowledge aboard is a loss mourned by the whole race. It has been known for fleets to abandon mining operations and trade missions to scour entire subsectors of wreckage in search of surviving artefacts.

With such reverence paid to the libraries it is only natural that they be guarded by the best warriors in the fleet. Armed with the most advanced equipment and training, these Warriors defend the artefacts of the libraries with fanatical devotion. While almost exclusively bound to the Hold Ships the warriors that form the Ironguard may be ordered into battle by a Stronghold Fleet's Warlord, usually to aid in the capture or protection of an important artefact.

On the battlefield, the unwavering stoicism and devotion to duty that typify the Ironguard is akin to an unmovable mountain standing amid the tearing winds of a hurricane.

Hearthguard Support Squad

Some Hearthguard prefer to take to the field wielding special ranged weapons to support their brothers' advance. These troops have access to a wide range of special weapons and so can be deployed to engage a variety of targets.

	WS	BS	S	T	W	I	A	Ld	Sv
Hearthguard	4	4	4	4	1	3	2	10	4+

SPECIAL RULES

Stubborn, Adamantium Will, Night Vision, Squat

Royal Duties: The Hearthguard not only act as bodyguard for their Lord, but also as leaders to those with less battlefield experience. Before the battle, each Hearthguard has the option of being split-off from his unit and assigned to lead a Warrior Kindred. Only one Hearthguard may join each Warrior Kindred in this manner. Hearthguard count as Characters and so can issue and accept challenges, and may make Look Out Sir rolls.

	WS	BS	S	T	W	I	A	Ld	Sv
Loremaster	5	4	4	4	1	3(4)	3	10	2+
Ironguard	4	4	4	4	1	3(4)	2	10	2+

SPECIAL RULES

Stubborn, Adamantium Will, Night Vision, Squat

WARGEAR

Exo-Armour: Bonuses included in the unit profile.

Repulsor Shield: During Close Combat, once all attacks have been made by both sides, Ironguard equipped with Repulsor Shields may activate them. When activated, any enemy infantry units engaged with the Ironguard take a Strength test. If the test is passed nothing happens.

If the test is failed, all models involved in the unit are pushed so that they are 1" away from all Ironguard models. If there are no enemy models left within 1", the Close Combat immediately ends, and models are no longer engaged.

Note that because this is resolved before calculating combat resolution neither side will have won or lost the combat, so neither side need take a Break Test, make Fall Back moves, etc.

Sentinel Spear: The Ironguard often march into battle wielding shimmering spears that can propel a burst of energy. This form of runic weapon seems to be unique to the Ironguard. A sentinel spear is both a ranged and close combat weapon with the following profile.

Range	Strength	AP	Type
-	+2	3	Melee, Specialist Weapon
24"	4	5	Assault 1, Rending

Battle Robots

Unlike the Imperium the Demiurg make extensive use of automated systems and robots for a wide array of applications both military and domestic. Robots are used in the most hazardous conditions; extreme temperatures and toxic atmospheres amongst many others. On the battlefield robots are used for extremely dangerous missions where the Lords would not wish to send their warriors or where there would be little chance of gaining honour or renown.

These robots are designed to withstand large amount of weapons fire and bring their own weapons to bear. Enemy commanders have often been surprised to find their most heavily defended positions under assault. The distraction this can cause creates openings that the Demiurg quickly exploit.

Cataphract: The Cataphract class is a heavily armoured general-purpose battle robot designed for use in almost all battlefield situations. It mounts a range of weapons for various purposes, and although it is regarded by some commanders as a jack of all trades and master of none, its versatility in a wide range of roles makes it a highly deployable and popular machine.

Castellan: The Castellan class is a general-purpose combat and assault robot developed for use in a wide range of battlefield situations. The two Assault Drills in the standard configuration make it particularly effective in siege and anti-tank roles, and provide an effective compliment to the heavy weapon armament.

Conqueror: The Conqueror class robot is designed for use in battlefield situations where heavily armed resistance is expected. A major part of its design is the combination of firepower with heavy armour, and is widely used in assault and anti-tank roles

	WS	BS	S	T	W	I	A	Ld	Sv
Cataphract	3	3	5	6	3	3	2	6	2+
Castellan	3	3	5	6	3	3	2	6	2+
Conqueror	3	4	6	8	4	3	2	6	2+

SPECIAL RULES

Monstrous Creature, Fearless

Crusader Reconnaissance Group

The Crusader Reconnaissance Robot is a light, agile, lightly armoured robot, designed to move in quickly and deliver a telling blow. It is generally used in anti-personnel mode, and is very popular, having proved itself to be very effective in hunter-killer operations. The Crusader is not generally used where heavy resistance or strong concentrations of enemy armour are expected.

	WS	BS	S	T	W	I	A	Ld	Sv
Crusader	3	3	5	5	2	3	2	6	3+

SPECIAL RULES

Relentless, Fearless, Scout, Spotter

Sapper Kindred

Mining rich mineral deposits from the asteroid fields of the Eastern Fringe are a large part of life for the Demiurg. Over their long lives the Demiurg amass vast personal wealth. Even after completing their compulsory term of service the Demiurg are expected to take to the battlefield when called upon by their Lord during desperate times. When miners go into battle they take their unique skill set with them. Miners form special sapper units that perform several vital roles; they are responsible for raising defences, building bridges and other engineering tasks. Sappers are also the Demiurg Warhost's demolitions experts.

Tunnelling underground, the sappers move right under the opposing forces, emerging behind enemy lines to destroy often unprotected targets. Sappers frequently target long ranged fire support, giving friendly artillery free reign over the battlefield. In protracted campaigns they appear as if from nowhere to attack supply lines then disappear just as quickly. In sieges they undermine the enemy fortifications, planting explosive charges to bring down the defences.

	WS	BS	S	T	W	I	A	Ld	Sv
Elder	3	4	4	4	1	3	2	9	4+
Clansman	3	4	4	4	1	3	1	8	4+

SPECIAL RULES

Adamantium Will, Night Vision, Squat

Undermining: Sappers are experts in demolition, and as such count as having the Tank Hunters special rule when attacking buildings and fortifications.

Warrior Kindred

Demiurg Kindreds are amongst some of the toughest and bravest infantry in the galaxy. Made up of closely related clansmen they form the main block of Demiurg fighting formations. Warrior Kindreds are the basic infantry in the army. Armed with an Ion Carbine they excel at engaging enemy infantry at close range and especially so in confined battlefields with limited fields of fire. At the age of twenty all Demiurg begin a ten year term of service as part of a warrior kindred. At the end of this term they have the choice to remain in military service, join an Engineers' Guild or go back into civilian life. Any who choose a career in the military can apply for transfer to specialist roles in one of the other units or remain with their kin within a warrior Clan.

	WS	BS	S	T	W	I	A	Ld	Sv
Elder	3	4	4	4	1	3	2	9	4+
Clansman	3	4	4	4	1	3	1	8	4+

SPECIAL RULES

Adamantium Will, Night Vision, Squat

Mercenaries: Up to two Warrior Clans may be taken in a Tau Empire army. The Warrior Clans do take up slots on the Force Organisation Chart but do not count towards compulsory choices.

Oathbreaker Kindred

In Demiurg society there is nothing more loathed than an oathbreaker. Duty and honour are held most highly by the Demiurg, and the shame of breaking an oath can drive them to insanity. To regain their honour, an Oathbreaker must seek a glorious death. On the battlefield these soldiers arm themselves with close combat weapons and seek to engage the enemy in hand to hand fighting. All Demiurg are doughty fighters but Oathbreakers are renowned for their tenacity and courage against the most impossible odds, battling fearlessly against even the mightiest of opponents without thought for their own losses.

	WS	BS	S	T	W	I	A	Ld	Sv
Oathbreaker	4	3	4	4	1	4	1	8	4+

SPECIAL RULES

Adamantium Will, Night Vision, Squat

Enforcer Kindred

The bravest and most inquisitive clansmen are formed together into Enforcer Kindreds. The Enforcer Kindreds main duty lies away from the battlefield. They are the law enforcement arm of Demiurg society and are also tasked with the defence of Demiurg vessels from enemy boarding actions. On the battlefield these soldiers arm themselves with close ranged weapons such as pistols and combat weapons and seek to engage the enemy in hand to hand fighting. They are expert tunnel fighters and excel at clearing buildings and fortifications ahead of the Warhost's advance. All Demiurg are doughty fighters but Enforcer Kindreds are renowned for their tenacity and courage against the most impossible odds, battling fearlessly against even the mightiest of opponents without thought for their own losses.

	WS	BS	S	T	W	I	A	Ld	Sv
Elder	3	4	4	4	1	3	2	9	4+
Clansman	3	4	4	4	1	3	1	8	4+

SPECIAL RULES

Infiltrate, Adamantium Will, Night Vision, Squat

Gun Fighter: Enforcers are experts at hand to hand firefights and use their pistols to great effect as they dart around their opponents in the swirling melee of close combat. During Close Combat roll to hit as normal but resolve each successful hit using the Strength and AP values of the pistols.

Guild Bike Section

Bikes and trikes were used extensively for personal transportation on the Homeworlds through the vast thoroughfares between a Hold and its outlying settlements. The bikes and trikes used by the Demiurg are a great example of their extensive use of power fields as well as the advancements and adaptations they have made to the technology. These vehicles incorporate miniature refractor fields into their structure. The field generators create pulses of 'hard air' against the surface of the bike to keep it stable at high speeds. Working in tandem with systems that scan the ground around them the power fields can 'fill in' uneven surfaces. These power fields also provide limited protection, helping to deflect enemy fire.

The Guilds have always deployed sections of bikes armed with an array of special weapons. Once it was common for the Guilds to field huge formations of bikes, sent roaring across the battlefield, they would sweep through the enemy. Now the Guild bike squads primary role is to move in advance of the main force, scouting out enemy positions and relaying the information back to their commander. When battle is joined they perform hit-and-run attacks against isolated targets whenever the opportunity presents itself, they also help to protect the flanks of the slow moving infantry formations from fast moving enemy units.

Trike formations are deployed to the battlefield as a rapid reaction force to give heavy fire support where needed. They mount a suitably devastating heavy weapon in a recoil displacing turret towards the rear. Guild trike teams are famed for their leaps and daredevil skid turns, evading enemy fire as they make their hit-and-run attacks with stunning bravado.

	WS	BS	S	T	W	I	A	Ld	Sv
Engineer	3	4	4	5	1	3	1	9	4+
Guildsman	3	4	4	5	1	3	1	8	4+

SPECIAL RULES

Scout, Adamantium Will, Night Vision, Squat

Iron Hawk Close Support Gyrocopter

The smaller of the Demiurg Gyrocopters the Iron Hawk is mainly deployed in the scouting role or as spotting units for the larger Demiurg tanks and artillery barrages. The Iron Hawk is armed with a single weapon mounted in the nose or on the underside for defence or to engage isolated enemy infantry.

	BS	Front	Sides	Rear	Hull Points
Iron Hawk	4	10	10	10	2

SPECIAL RULES

Scout, Spotter

Pegasus Rapid Insertion Craft

The Pegasus, a transport variant of the Iarann Iolair, is used exclusively by the Enforcers in their law enforcement duties. In the most extreme circumstances the Pegasus can transport Enforcer Strike Teams to trouble spots far faster than their ground vehicles. It's most common role to provide airborne assistance in tracking suspects. There is also a medical evacuation variant of the Pegasus.

A Pegasus has a Troop Capacity of 12 and may carry units of Enforcers and Hearthguard. Characters may also be transported but still count towards the Carry Capacity limit.

	BS	Front	Sides	Rear	Hull Points
Pegasus	4	12	12	10	2

TRANSPORT

Transport Capacity: A Pegasus has a transport capacity of 12 models

Fire Ports: One model may fire from each side door.

Access Points: A Pegasus has three access points, one each side of the hull and one at the rear.

Thunderer Kindred

Thunderer Kindreds are the most heavily armed units in a Demiurg Warhost, consisting of hardened veterans carrying heavy weapons into battle aided by power-assisted armour. The armour supplements their strength to enable them to lift the weapon and provides a stable firing platform. These suits utilise a false gravity technology unique to the Demiurg that fixes the warrior in place stopping the weapons from knocking them over when fired. Thunderers supply withering supporting fire for the Warriors on the battlefield, devastating concentrations of enemy troops or tanks and forming strong points to hold the battle line.

	WS	BS	S	T	W	I	A	Ld	Sv
Elder	3	4	4	4	1	3	2	9	4+
Clansman	3	4	4	4	1	3	1	8	4+

SPECIAL RULES

Adamantium Will, Night Vision, Squat

Support Weapon Battery

The support weapons are grouped into batteries of up to 3 guns and the crews required to operate them. The guns found in these groups are Thudd Gun quad mortars, capable of putting out a withering hail of high explosive rounds, and Mole Mortars that fire tunnelling torpedoes that burrow up under their target, detonating just beneath the surface, sending infantry flying into the air and bogging down tanks. They can also field large anti-tank weapons called Atomic Destroyers and Thunderfire anti-aircraft weapons. Each gun is crewed by two Demiurg gunners and a robot used to load the massive shells fired by these immense weapons.

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	4	4	4	1	3	1	8	4+
Loader Robot	3	4	5	4	1	3	1	6	4+
Gun	-	-	-	7	2	-	-	-	3+

SPECIAL RULES

Adamantium Will, Night Vision, Squat

WARGEAR

Blast Shield: Guns equipped with a blast shield increase their toughness value to 8.

Gun Emplacement: Models equipped with a gun emplacement gain a 5+ Cover Save but this will be lost if the unit moves. Models equipped with a gun emplacement must always be deployed at the beginning of the game, even in games where the models would normally have to be held in reserve.

These artillery batteries often form the core of Demiurg armies. Unlike most armies the Demiurg support weapon batteries are the attacking force defended by the infantry rather than the artillery supporting the infantry as they advance.

Loader Robots: Loader robots count as part of an artillery gun's crew. As long as there are any remaining loader robots in a support weapon crew then the gun does not count as Immobile.

Spotter Teams

Forward team tasked with spotting targets for artillery batteries.

	WS	BS	S	T	W	I	A	Ld	Sv
Elder	3	4	4	4	1	3	2	9	4+
Clansman	3	4	4	4	1	3	1	8	4+

SPECIAL RULES

Infiltrate, Adamantium Will, Night Vision, Squat, Spotter

Tarantula Sentry Group

The Tarantula automated defence system can be set up before battle or dropped in place by low flying aircraft or specially designed Iarann Iolair Gyrocopters. Each Tarantula is armed with a pair of heavy weapons, usually heavy bolters or lascannons. Tarantulas are most often deployed to protect supply lines and other areas when infantry are unavailable. The Tarantulas advanced targeting systems are able to scan their surroundings, assess threats and engage enemies as they appear. Although designed for defence some commanders like to drop them in behind the enemy to cut off lines of retreat and attack tanks weak rear armour.

	BS	Front	Sides	Rear	Hull Points
Tarantula	3	10	10	10	2

SPECIAL RULES

Automated Fire System: The Tarantulas weapons are controlled by an Automated Fire System.

Cait Sidh Tank Destroyer

The smallest armoured fighting vehicle used by the Demiurg is known as the Cait Sidh. This dedicated tank hunter is armed with the formidable atomic destroyer in a fixed forward mounting in the hull. The vehicle has a distinctively low profile and thick front armour.

	BS	Front	Sides	Rear	Hull Points
Cait Sidh	4	13	12	10	3

Cu Sidh Battle Tank

The Cu Sidh's thick armour plates and multiple weapons systems make this tank not only one of the most heavily armed in common use but also one of the toughest. The tank ploughs forwards through the thickest enemy fire, firing upon several targets at once. The Cu Sidh is armed with a single twin-linked main armament in a sturdy turret that is able to turn to face anywhere in the vehicle's front arc.

	BS	Front	Sides	Rear	Hull Points
Cu Sidh	4	14	14	14	4

Iarann Iolair Gunship

Although more than competent at fabricating and maintaining anti-gravity systems the Demiurg find that the simpler system of horizontally rotating blades to create lift much more reliable and efficient to maintain. They make use of them in their gyrocopters. These craft operate in similar roles to Space Marine land speeders and Imperial Guard Vendettas but are far more agile, able to make swift course changes and evasive manoeuvres. Due to the efficiency of this system, larger Demiurg gyrocopters are able to carry much heavier loads than their Imperial counterparts, enabling them to be armed with a greater array of heavy weapons or drop Tarantula sentry guns into position.

The Iarann Iolair, known as the Iron Hawk in Low Gothic, is the larger of the common Demiurg gyrocopter. Armed with an array of heavy weapons, and the ability to carry the tarrantula, The Iarann Iolair brings mobile firepower to a Demiurg army

	BS	Front	Sides	Rear	Hull Points
Iarann Iolair	4	12	12	12	3

TRANSPORT

Transport Capacity: An Iarann Iolair may carry one Tarrantula

Spartan

The Spartan is also a good example of Demiurg Engineers taking STC designs and altering and enhancing them to their needs. The Engineers took the RH1N0 template and increased the toughness of its armour considerable while the redesigned propulsion kept its speed up. Spartan transport vehicles will usually have a cupola mounted heavy ion blaster to suppress nearby enemy infantry and as light anti-aircraft defence.

A Spartan has a Troop Capacity of 12 and may carry units of Warriors, Enforcers, Sappers, Thunderers and Hearthguard. Characters may also be transported and still count towards the Carry Capacity limit.

Termite

The smallest of the tunnelling vehicles commonly used by Demiurg warhosts the Termite is able to carry and deploy troops behind enemy lines to engage poorly defended support positions. A successful tunneller assault is able to neutralise the enemy's long ranged fire support, leaving the infantry vulnerable to punishing massed artillery barrages.

A Termite has a Troop Capacity of 12 and may carry units of Warriors, Enforcers, Sappers, Thunderers and Hearthguard. Characters may also be transported but still count towards the Carry Capacity limit.

	BS	Front	Sides	Rear	Hull Points
Spartan	4	12	12	10	3

TRANSPORT

Transport Capacity: A Spartan has a transport capacity of 12 models

Fire Ports: Two models may fire from the Spartan's top hatch.

Access Points: A Spartan has one access point at the rear of the hull and one on each side.

	BS	Front	Sides	Rear	Hull Points
Termite	4	11	11	10	3

SPECIAL RULES

Tunneller

TRANSPORT

Transport Capacity: A Termite has a transport capacity of 12 models

Fire Ports: None.

Access Points: A Termite has one access point at the rear of the hull.

Tunneller: The Demiurg make extensive use of tunnelling armoured vehicles during battle. These vehicles are either adapted versions of machines originally designed for digging passages under the surface of the Homeworlds, or specifically created for the battlefield.

Units with the Tunneller Special Rule may be kept in reserve and enter play using the Deep Strike special rule, even if the scenario being played does not usually allow reserves. Units that have the Tunneller special rule arriving by Deep Strike will never roll on the mishap table due to impassable terrain. Tunnelers do not treat difficult terrain as dangerous terrain when arriving by Deep Strike.

If a vehicle with the Tunneller special rule scatters onto enemy troops when arriving by Deep Strike, do not roll on the Mishap Table but place it beside the enemy unit and resolve a Tank Shock on the enemy unit, Death or Glory may not be used against a Tunnelling vehicle arriving by Deep Strike.

WARGEAR

This section of Codex: Demiurg Warhost lists the weapons and equipment used by the Demiurg Warhosts, along with the rules for using them in your games of Warhammer 40,000.

Weapons and equipment that can be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit (including wargear carried by named special characters) is detailed in the appropriate entry in the Forces of The Demiurg section.

Weapons

Flamer: Flamers spew out volatile clouds of liquid chemicals that ignites on contact with the air. Flamers are primarily used to scour the enemy from defended positions, their belches of superheated vapour slaughtering the defenders in a fiery conflagration.

Range	Strength	AP	Type
Template	4	5	Assault 1

Frag Grenades: Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades drives opponents further into cover for a few precious moments while the attackers close in.

Frag Grenades are Assault Grenades, as described in the Warhammer 40,000 rulebook.

Gatling Ion Blaster: This multi-barrelled weapon uses the same ion technology as much of the weaponry deployed by Demiurg forces, but in a unique manner. Rather than the short bursts fired by other ion weapons the gatling ion blaster fires four continuous streams of ions from rotating barrels. While the individual streams are less powerful than the standard weapons, the combined effects of the streams react violently with each other as they spiral towards the target creating a much more destructive impact.

The Tau Empire, using their knowledge of the Ion Cannons gifted to them by the Demiurg, have attempted to create similar weapons but as yet have not been able to refine the technology to the standard produced by the Demiurg.

Range	Strength	AP	Type
24"	6	4	Heavy 4, Rending

Grenade Launcher: Grenade launchers are versatile, man portable weapons capable of firing a range of deadly rounds. Each time the grenade launcher fires the controlling player can decide which round is being used.

Range	Strength	AP	Type
24"	3	6	Assault 1, Blast
24"	6	4	Assault 1

Heavy Flamer: The heavy flamer incorporates larger promethium reserves and a more powerful fuel flow system. These enable the weapon to sow even greater devastation on the enemy. The Demiurg have held these weapons in high regard ever since the Age of Wars when they were invaluable for driving the Ork hordes from the tunnel complexes of the Homeworlds.

Range	Strength	AP	Type
Template	5	4	Assault 1

Heavy Ion Blaster: Ion weaponry generates a stream of high-energy particles that are accelerated by an electromagnetic field. These will react explosively with the target as a result of direct transfer of energy at the atomic level. An enormous version of the ion blaster, the heavy ion blaster produces stronger bursts of particles at a staggering rate of fire.

Range	Strength	AP	Type
24"	5	4	Heavy 1, Rending

Ion Blaster: Another product of the Demiurg's experiments with ion technology is the ion blaster. The weapon looks like a bulkier version of the ion carbine. The extra space is taken up by more powerful electrostatic and magnetic systems that increases the weapon's effective range and focuses the stream of particles produced. While the rate of fire is reduced the stream produced by the ion blaster is better able to penetrate armour.

Demiurg equipped with ion blasters must also wear carapace armour with a specially upgraded underlay required to dissipate the energy pulse created when the weapon fires. The energy crackles along the creases in the armour like vibrant blue lightning and is dissipated safely into the atmosphere.

More wealthy Demiurg, such as the Hearthguard, are able to afford an improved version of carapace armour that absorbs the energy into a device on the back to be recycled into the weapon's power coils. The sight of this process can be quite dazzling and has even been described as beautiful.

Range	Strength	AP	Type
24"	4	5	Assault 1, Rending

Ion Carbine: The ion weapons used by the Demiurg are one of the finest examples of the technical expertise that comes naturally to them. The Demiurg have been able to reduce the size of the particle reactors created for the ion cannon, and so the weapons themselves. The bolt carbine is not only smaller than Imperial firearms but has been calibrated to be more stable over shorter ranges making it a weapon better suited to combat in the twisting passages of spacecraft and labyrinthine tunnels of mining complexes.

Range	Strength	AP	Type
24"	4	5	Rapid Fire

Ion Pistol: Ion pistols are the smallest ion weapons in the Demiurg arsenal, designed to be carried in one hand and small enough to be used in the swirling melee of close combat.

Range	Strength	AP	Type
12"	4	5	Pistol

Ion Pulse Cannon: The pulse ion weaponry variant differs from the more common form in that rather than firing a stream of ionised particles they form the rogue ions into a dense ball, held by a power field, before firing. Upon impact with the target the power field generator at the ball's centre deactivates, releasing the stored ions in a devastating explosion.

Range	Strength	AP	Type
48"	8	2	Heavy 2

Krak Grenades: Krak grenades are armour piercing bombs, designed to crack open the armoured hulls of enemy vehicles. Though they lack the explosive force of melta-bombs or other specialised demolition charges, they are small and easy to carry, making them ideal weapons of opportunity.

See the Vehicle chapter of the Warhammer 40,000 rulebook for details of using krak grenades.

Melta-bombs: Melta-bombs are subatomic charge-powered demolition munitions, capable of melting through even the most heavily armoured targets. They are much bulkier than krak grenades, with a more sophisticated detonation mechanism.

See the Vehicle chapter of the Warhammer 40,000 rulebook for details of using krak grenades.

They are aliens, granted. But if ever I witness another creature so furiously keen to wipe out the green skinned scum, it could be a ship's plasma-rat and I wouldn't think twice about having them fight by my side.

Rogue Trader Ennumerius Skurien

Meltagun: Melta weapons are heat-based weapons that work by sub-atomic agitation of the air. Targets on the receiving end are heated to the point of being vaporised. The effect on flesh is fearsome to say the least, while vehicles can be reduced to molten slag. Most melta weapons use highly pressurised pyrum-petrol gasses with a two part injection system that forces the gasses into a molecular state, which will vaporise just about anything. Unfortunately, due to the high power consumption and range dissipation, the weapon is only effective over very short distances, but anything caught in the blast is likely to be destroyed.

Although short-ranged they are prized for their power against armoured vehicles. They are also considered a good alternative to plasma weapons, which are unreliable and capable of killing their user. Besides the roar of the explosive vaporising the target's moisture the weapons themselves are quiet.

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

Missile Launcher: Demiurg missile launchers, commonly known as hives or swarm launchers, are amongst the most advanced launcher weapons in the galaxy and the technology used in their construction is a closely kept secret. The weapon itself houses systems for determining targets, range-finding and atmospheric conditions. Rather than a single, self-propelled, projectile used in conventional missile launchers, the rounds used by Demiurg swarm launchers are made up of dozens of micro-warheads equipped with miniaturized anti-gravity drives and complex guidance systems. The array of information collected by the launcher are fed into the guidance systems of each warhead along with the specific detonation pattern to be used.

The weapon releases the warheads rather than firing them. Once the firing chamber is opened the guidance systems immediately activate and the warheads rush to their designated target like a swarm of insects. Once they reach the target they will behave in one of two detonation patterns, predetermined by the firer. In one of these patterns, the Burst pattern, the warheads swarm around and through the target area, working themselves into gaps in armour, and detonate in a cloud of plasma-fire and dark, black smoke. If programmed for the second detonation pattern, the Thunderspear pattern, the warheads focus on a single point on the target and stream towards it like a thrusting spear. Each warhead detonates on contact with the target producing a powerful, staggering stream of explosions that can tear through thick armour plates and punch gruesome holes through unprotected enemies.

Range	Strength	AP	Type
48"	4	5	Heavy 1, Blast
48"	8	3	Heavy 1 Heavy 1, Skyfire

Mole Mortar: The Mole Mortars were developed from mining equipment used to place surveyor probes below the surface without having to expend unnecessary time and resources digging test holes. These military versions fire a tunnelling torpedo that is fired directly into the ground and guided to their target, either under directions given by a controller or by using complex guidance systems built into the torpedo itself. Once the torpedo reaches its target it burrows up beneath them and detonates just below the surface, sending infantry sprawling amidst the blast and flying debris and causing vehicles to get bogged down as they drop into the crater created by the blast.

Any units with at least one model hit by the template move as if in Difficult Terrain in its following Movement Phase. If the unit would already be moving through Difficult Terrain, roll one dice less than normal to determine its maximum move. Vehicles hit by the template must make a Dangerous Terrain test if it moves in the following movement phase. This even applies to skimmers, whose delicate grav-engines are pummelled by shockwaves.

Hits against vehicles are always resolved against the target's rear armour, to represent the vehicle's vulnerable underside. When attacking Bunkers or any other terrain feature with an armour value, roll 2D6+Strength for armour penetration.

Range	Strength	AP	Type
12-60"	5	5	Heavy 1, Large Blast, Barrage

Multi-melta: A larger, more destructive version of the melta-gun, a multi-melta is perfect for destroying bunkers and tanks.

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta

Plasma Cannon: Plasma cannons fire a plasma 'bolt' that explodes on impact, generating the destructive heat of a small sun. Unlike the Tech-priests of the Mechanicum, the Demiurg were not afraid of experimenting with plasma technologies, including weaponry. Where the plasma weapons of the Imperium are poorly understood and maintained, those used by the Demiurg are vastly more efficient, and reliable.

Range	Strength	AP	Type
36"	6	2	Heavy 1, Blast

Plasma Carbine: The Demiurg plasma carbine is significantly different from the Imperial plasma guns. They are more stable, making the weapon much safer for the firer to use but the potency of the plasma shot is lessened slightly. Following the same principals that evolved the bolt carbine, the plasma carbine foregoes range for greater stability and accuracy over shorter distances.

Range	Strength	AP	Type
18"	6	2	Rapid Fire

Plasma Pistol: Plasma pistols are the smallest variant in the plasma weapon family. The destructive fury is undiminished, although the range and rate of fire are less.

Range	Strength	AP	Type
12"	6	2	Pistol

Sniper Rifle: Sniper Rifles boast powerful telescopic sights that enable the firer to target weak points and distant foes with unerring accuracy.

Range	Strength	AP	Type
36"	X	6	Heavy 1, Sniper

Do not think we bear you any ill-will. You were simply in the right place at the right time or the wrong time from your point of view.

Warlord Thargrim, The Red

Thudd Gun: The Thudd gun is a massive, quad-barrelled, heavy mortar that is wheeled into position before engaging the enemy and is turned and loaded by a specially built artillery robot at the direction of the Demiurg crew. The Thudd Gun is the most common Demiurg artillery gun used and forms a core of large weapon batteries that pummel the enemy with high explosive shells.

Thudd guns are slow to reload and so may fire for two turns but then must miss a turn whilst it reloads.

Range	Strength	AP	Type
12-60"	5	5	Heavy 4, Barrage, Shell Shock*

*Units taking pinning tests as a result of taking wounds from a Thudd Gun do so at -2 to their Leadership value.

Thunderfire AA Gun: Due to the volatile weather systems of the Homeworlds the Demiurg never seriously developed aircraft. When they came in contact with hostile forces they soon realised the weakness to attacks from the air and immediately set about developing weapon systems to clear the skies of enemy aircraft.

Firstly the Overlord armoured airships were created. These gigantic zeppelins made from thick armoured plates bristled with guns and floated high over the battlefield firing upon enemy bombers and fighters as they came in range.

As a secondary measure a ground based anti-aircraft defence system was proposed. Basing the weapon on the thudd gun, the thunderfire anti-aircraft gun fires salvos of four large calibre, high explosive shells high into the air. The range and power of the thunderfire make it one of the most potent anti-aircraft weapons in the galaxy.

Thunderfire AA Guns incorporate an Advanced Targeting System and so always roll to hit using the firer's unmodified Ballistic Skill.

Range	Strength	AP	Type
60"	6	4	Heavy 4, Skyfire

Other Equipment

Ancestor Stone: When the Demiurg were forced to flee from the ravaging Tyranid hordes many took small stones as reminders of their home. On every Hold Ship, at the centre of the Lord's Court stands a block of stone engraved with names of the Lord's ancestors running back to the Age of Betrayal.

On occasion a Lord will take the Ancestor Stone into battle. Such a tangible link to their revered Ancestors inspires great pride in the descendants.

Any Warlord or Lord equipped with an Ancestor Stone, and unit they join that are forced to flee, will automatically regroup at the beginning of the owning player's turn, even when below half strength.

Bionics: *When a model equipped with Bionics is reduced to zero Wounds place the model on its side instead of removing it from play. At the beginning of the owning player's next turn roll a D6. If the result is a 6 the model is stood back up with one Wound remaining. On any other result the model is removed from play.*

Clan Standard: For the Demiurg, duty, honour and kinship are the most potent and defining aspects of their culture. To fight beneath the colours of their revered Warlord is a great privilege and they will fight all the harder, bolstered by the presence of the Clan Standard. Standard bearers hold positions of great respect amongst their kin as their duty is to safeguard the symbol of the Clan's pride and honour.

Friendly Demiurg units with one or more models within 12" of the Battle Standard may re-roll failed Morale and Pinning tests. In addition, while the standard bearer is still alive, unit counts as scoring one extra wound in close combat for the purposes of calculating the assault result.

Fabricator Harness: See the Guild Engineer Bestiary entry for Details.

Grav-chute: It is common for Enforcer Kindreds to drop into battle amidst their foes equipped with grav-chutes. While lacking the power of jump packs they are able to slow their descent just before they reach the ground.

Models equipped with grav-chutes may be deployed using the Deep Strike rules. When models equipped with grav-chutes Deep Strike they only scatter D6" instead of the usual 2D6".

Guild Bike: For some Demiurg the thrill of tearing across the battlefield aboard powerful motorbikes never goes away.

Models equipped with a Guild Bike change their Unit Type to Bike. A Guild Bike is equipped with a twin-linked ion carbine.

Guild Trike: *Models equipped with a Guild Trike change their Unit Type to Bike. A Guild Trike is equipped with a twin-linked ion carbine and a gatling ion blaster.*

Refractor Field: As projectiles, whether solid or otherwise, near the bearer of a Refractor Field the power field detects it and instantly solidifies the air in its path. Although this gives considerable protection there is still a chance that the bearer may be hit by shrapnel or caught in secondary detonations before the Refractor Field is able to detect the new threats.

A model equipped with a Refractor Field gains a 5+ Invulnerable Save. When artillery is equipped with a Refractor Field both the gun and crew gain the 5+ Invulnerable Save.

Repulsor Shield: See the Ironguard Bestiary entry for details.

Siege Specialist: See the Guild Engineer Bestiary entry for Details.

Storm Field: The Demiurg Storm Field was developed from the Storm Shield often given to Terminators of the Astartes. Rather than being projected around a shield, the Demiurg version projects the considerable protective power outward, forming a bubble around the bearer.

A model equipped with a Storm Field gains a 4+ Invulnerable Save against ranged attacks and a 3+ Invulnerable Save in close combat.

Targeting Module: See the Guild Engineer Bestiary entry for Details.

Armour

Breach Shields: Shields are a common sight amongst Demiurg warriors, and many clans favour their use. Unlike the shields of ancient days, the Demiurg breach shields are constructed from incredibly tough alloys that can easily withstand the weapons of the 41st millennium. The breach shields, so named due to their effective use in defending breached tunnel complexes, offer a further level of defence for Demiurg Warriors.

Models equipped with a Blast Shield gain a 3+ Armour Save. A Breach Shield also counts as a Close Combat Weapon. A model armed with a ranged weapon with the Heavy type, or a close combat weapon that requires two hands, cannot be equipped with a Breach Shield.

Carapace Armour: The standard issue Carapace Armour worn by Demiurg warriors is made from overlapping composite ceramic-alloy plates laid over an energy absorbing layer of fabrics designed to keep the wearer's body temperature at a constant level. These suits were commonly worn by Demiurg miners working in areas of high or low temperatures that were not at the extremes required to wear exo-armour environmental suits, and by engineers working in the colossal forges of the Strongholds, and helped stop them from experiencing heat stroke, frostbite and any number of related symptoms.

Carapace Armour of any design confers a 4+ Armour Save on the wearer.

Exo-Armour: One of the most iconic images of the Demiurg at war are the elite warriors clad in exo-armour. Developed from environmental suits worn by miners working in the most extreme environments, exo-armour is made from an alloy unique to the Demiurg. This alloy is far tougher than anything in the Imperium, giving a considerable degree of protection, rivalling the renowned tactical dreadnought armour worn by the Terminators of the Adeptus Astartes.

Exo-armour confers +1 Initiative and a 2+ Armour Save upon the wearer. Models in Exo-Armour also have the Bulky special rule.

The Guardsmen kept their heads down and concentrated on staying alive. Surrounded on three sides by the advancing Orks, their every move was rewarded by heavy fire. Lieutenant Mortix and Commissar Granden were both dead, and the survivors of the Second Platoon huddled into a group, using what cover there was and preparing to sell their lives dearly.

Sergeant Torvin looked up from his communicator. "Command's sending some reinforcements!" He bellowed above the noise. "We've just got to sit tight for a few more minutes, then we start our advance!" Trooper Brendon looked up wearily.

"What have they got left to send us?" He asked. "Land Raiders? We'll need some real firepower to cut through these greenskins."

The Sergeant smiled. Not quite Land Raiders, no," He said, "Squats."

"Squats? We'll need half a Company to get out of this alive, let alone push forward!"

Even as Brendon spoke over to the right there was noise like a dozen thunderstorms at once. Four mobs of Orks went down like wheat in a hurricane, and the others instinctively turned and dug in against the new threat.

Sergeant Torvin smiled again as the snarl of half a dozen bulk-motors grew louder. Through the smoke, the silhouettes of a formation of heavy weapons trikes raced toward the Second Platoon, raining death on the Ork positions.

"We've got our firepower."

Close Combat Weapons

Assault Drill: The Assault Drills used by the Demiurg are an example of weaponry adapted from mining equipment. Powerful drills, equipped with power fields that force away anything near its surface, are used to tear into hard rock to extract ore, minerals and anything else the Demiurg may want. In battle these Assault drills tear through the thickest armour with ease.

Range	Strength	AP	Type
-	x2	2	Melee, Armourbane, Specialist Weapon, Unwieldy

Master-Crafted Weapons: Master-crafted weapons are the product of years of careful labour by the most accomplished Demiurg Engineers. A weapon that has been manufactured with such dedication will be superior to other weapons of its type.

A master-crafted weapon allows the bearer to re-roll one failed roll to hit per player turn when using the weapon.

Power Weapon: A power weapon; typically a sword or axe, but sometimes a glaive, halberd or mace, is sheathed in the lethal haze of a disruptive energy field, capable of tearing through all manner of materials with ease.

See the Weapons chapter of the Warhammer 40,000 rulebook for details of using power weapons.

Runic Weapon: Runic weapons are not only superb close combat weapons but act as a status symbol for the bearer. No Guild Engineer has the knowledge or expertise to create these weapons. The Ancestor Spirits will sometimes visit their most honoured descendants in dreams and waking visions. It is through these visions that they guide the hand of the Warrior in the forges to create the Runic weapons. Producing craftsmanship too fine for mortal skill, the Warrior, possessed by the Ancestor Spirits, forges their mighty weapon with intricate runes that glow with power. Into these runes the Ancestors pour the fighting skills that can be drawn upon by the wielder in the heat of battle. These weapons are often called Ancestor Weapons due to the origin of their craftsmanship and the gift of experience they bestow upon those who carry them onto the battlefield.

Attacks made in Close Combat with runic weapons are resolved at +1 Weapon Skill.

Range	Strength	AP	Type
-	+2	3	Melee, Specialist Weapon

Sentinel Spear: See the Ironguard Bestiary entry for details.

Thunder Hammer: By using similar power fields to power weapons Thunder hammers can release a terrific blast of energy when they strike an opponent. The energy of the power field is focussed to the face of the hammer so that the target is buffeted by immense forces.

See the Weapons chapter of the Warhammer 40,000 rulebook for details of using thunder hammers.

Vehicle Armoury

Automated Fire System: The Demiurg are masters of sophisticated programming and specialise in artificial intelligences.

Weapons fired by an automated fire system do so at Ballistic Skill 3 and may fire at several different targets. Weapons fired by an automated fire system are not effected by Crew Shaken or Crew Stunned results on the Vehicle Damage Chart. When a vehicle may take an Automanted Fire System is will note in brackets which armament it controls.

Blast Shield: See the Support Weapon Battery Bestiary entry for details.

Extra Armour: *Vehicles equipped with extra armour count Crew Stunned results on the Vehicle Damage table as Crew Shaken instead.*

Firestorm Missile System: This nightmarish weapon system is a most horrific weapon for enemy troops who find that even the best of defences cannot stop its rain of death from burning them alive with engulfing flames.

Range	Strength	AP	Type
48"	4	5	Heavy 4, Blast, Barrage, Ignores Cover, One Shot

Gun Emplacement: See the Support Weapon Battery Bestiary entry for details.

Ion Cannon: Ion weaponry generates a stream of high-energy particles that are accelerated by an electromagnetic field. These will react explosively with the target as a result of direct transfer of energy at the atomic level.

Range	Strength	AP	Type
60"	7	3	Heavy 3

Atomic Destroyer: The atomic destroyer is the pinnacle of particle weapon technology. In essence the weapon is four long-barrelled ion weapons combined to focus their fire on a single point. Each particle beam has different properties that not only react with the target, as other ion weapons do, but also with each other. The careful combination of particle streams contains the explosive reaction within a controlled area, creating immense penetrative potential.

Range	Strength	AP	Type
72"	9	2	Heavy 1, Ordinance

Seismic Mine: Demiurg tunnelling vehicles can be equipped with Seismic Mines. These mines are dropped behind the Tunneller as it burrows under the battlefield and detonates once the vehicle is at a safe distance. The psychological effect Seismic Mines has on enemy units is great as the fear of being attacked at anytime, anywhere, affects their morale.

To use a seismic mine place the blast marker anywhere on the table and roll for scatter as normal, do not deduct the vehicle's Ballistic Skill from the scatter distance. Note that this weapon may only be used when the vehicle is in Reserve, not when it is deployed on the battlefield.

Range	Strength	AP	Type
Special	3	-	Ordinance Barrage 1, Large Blast

Smoke Launchers: See the vehicles section of the Warhammer 40,000 rulebook for details.

You people do well at war because you treat it as a religion. We do well because we treat it like a business. It is just a matter of outlook.

Warlord Hargir son of Brond, Gruben Stronghold

Living Ancestor Spirit Powers

Living Ancestor spirit powers work in the same way as Psychic Powers. Living Ancestors and Ancestor Lords may select 3 Spirit Powers at the beginning of the game. The Force Dome Spirit Power may not be chosen by Living Ancestors. Demiurg Psykers may instead generate up to 3 powers from the Divination and Telepathy disciplines detailed in the Warhammer 40,000 rulebook.

Null Barrier: The Living Ancestor forms the power of the Spirits into a barrier of stability around themselves that is impervious to the devices of the Warp.

Null Barrier is a psychic power that may be cast at any time during the owning player's turn. This power lasts until the beginning of the owning player's next turn.

While Null Barrier is in effect, any enemy psychic powers that target the Living ancestor and any unit they join will automatically fail.

Disruption: The Ancestor Spirits roam the battlefield, invisible to all but the Living Ancestors, seeking out enemy psykers and disrupting their connection to the Warp, often weakening their defence against the daemons who constantly seek to enter the material realm through them.

Disruption is a psychic power that may be cast at any time during the owning player's turn. This power lasts until the beginning of the owning player's next turn.

Any enemy psykers that attempt to use a psychic power within 24" of the Living Ancestor must make two Psychic Tests instead of one and pass both for the power to succeed. Note that the enemy psyker can only suffer Perils of The Warp once while attempting to cast one power, even if both tests would cause a Perils of The Warp attack.

Aura of Stability: The power of the Ancestors flows around the Living Ancestor, weakening the influence of the Dark Gods and the Warp. Within this area of stability psykers find the source of their power distant and obscured.

Aura of Stability is a psychic power that may be cast at any time during the owning player's turn. This power lasts until the beginning of the owning player's next turn.

All friendly units within 12" of the Living Ancestor gain +1 to Deny the Witch rolls. This is in addition to the +1 for Adamantium Will.

Force Dome (Ancestor Lords only): A Force Dome is a barrier that can be created by a Living Ancestor, through which nothing may pass.

Force Dome is a psychic power that may be cast during the Shooting Phase of the owning player's turn. This power lasts until the beginning of the owning player's next turn.

Pick any point within 12" of the Living Ancestor, models may not move, use psychic powers or make attacks of any kind through the edge of an area 5" in diameter around the target point in all directions, This area is the Force Dome. Line of sight may still be drawn through this area. Models within the area may act normally but any movement, shooting and psychic powers will be contained within the Force Dome.

Might of Ages: The Living Ancestor draws upon the might of the Spirits, feeling their grasp upon his own. Weapons become light as air as the strength of their Ancestors fills their muscles.

Might of Ages is a psychic power that may be cast at the beginning of any Assault Phase. This power lasts until the beginning of the owning player's next turn.

The Living Ancestor increases the Strength (S) characteristic on their Unit Profile by 2.

Rockform: The skin of the Living Ancestor thickens and toughens, taking on a stony appearance. The stony skin joins with the Living Ancestor's rock hard bones and through their feet into the ground; the Living Ancestor literally becomes a part of the ground beneath their feet.

Rockform is a psychic power that may be cast at the beginning of any assault phase. This power lasts until the beginning of the owning player's next turn.

While the power is in effect the Living Ancestor adds +1 to its Toughness value.

Fury of The Ancestors: The power of the Spirits flow through the Living Ancestor's body, infusing them with supernatural speed. They move faster than would normally be possible, becoming a blur of motion, tearing through the enemy.

Fury of The Ancestors is a psychic power that may be cast at the beginning of the owning player's Movement Phase. This power lasts until the end of the owning player's Assault Phase.

While this power is in play, the Living Ancestor increases the Initiative (I) characteristics on their Unit Profile by two, and gains the Fleet Universal Special Rule. The Living Ancestor must run during the Shooting Phase and charge during the Assault Phase if there is an enemy unit within range.

Spectral Hound: The Living Ancestor calls upon the aid of the Cu Sidh; a giant hound from the spirit realm. Legend tells that the shaggy, green furred beast is a silent hunter, tasked with taking the dead to the Spirit Realm. An aspect of the Cu Sidh comes into being by the Living Ancestor's side and, at a word from its new master, dashes forwards to reap the souls of his enemies.

Spectral Hound is a psychic shooting attack with the following profile.

Range	Strength	AP	Type
12"	5	4	Assault D6

"What...!" Bawled Thrund Redbeard as he sprang from his ornately carved throne scattering ale mugs and spilling their contents over the floor. The feasting Demiurg fell suddenly quiet.

"It's true Lord Thrund, by my father's beard." Scowled the messenger, a squint-eyed, ruddy-faced, black-maned Demiurg by the name of Honest Magam Magrog.

"Curse those damned green skinned scum!" Yelled the Demiurg Lord. He spat upon the floor in disgust and turned his sullen gaze upon the silent Demiurg revellers who had only a moment before been drinking, singing and telling stories of their heroic exploits.

"Shall we muster the Clans, Lord? Asked Dorak Ironhead, Thrund's most esteemed general and the only Demiurg known to have beaten him in a formal drinking contest. Suddenly, the hall was filled with the clanking sound of weapons being drawn and readied. One Demiurg a little worse for drink yelled an incoherent oath and a couple of wild bolt shots rang out, punching holes in the grimy ceiling.

"Naa..." Groaned Thrund, "It's only an Ork invasion, not the end of the planed. "We'll give them a while to tire themselves out crossing the Blighted Waste and chasing the Chrome Miners."

The assembled Demiurg nodded sagely at these words and began to fondle their ale mugs impatiently. The silence was quite unbearable and the Demiurg were beginning to feel uncomfortably thirsty.

"More beer!" Yelled Thrund, "More beer! I'm parched as a sand toad's nadgy bits." The massive Demiurg Lord waved his huge fists in the air and laughed loudly. "For Grungni's sake," he cried, "will someone bring me more beer!"

A massive drunken cheer went up as several ale casks appeared and the Demiurg got stuck into some serious drinking. A loud and vulgar song was struck up by Dorak Ironbeard, who was well known to have the best and loudest voice in the entire Hold, and soon the ale was flowing freely once more. Tomorrow they would march to war and the Orks would regret the day they landed in Thrund's Stronghold. Thrund raised his foam-flecked lips from his gigantic tankard and looked at his brawling warriors. He smiled to himself as he muttered into his ale.

"Those Orks stand no chance, no chance at all!"

CREATING A DEMIURG WARHOST

You've chosen to seek vengeance upon the betrayers and forge a brighter future for the Demiurg. It's time to muster an army and lead your Warhost to victory. Lets take a look at a few things to bear in mind.

The Basics

The Demiurg army features some of the toughest and most determined soldiers in the galaxy. With an array of assault weapons they are more manoeuvrable than most forces. Although less effective at longer ranges the high Ballistic Skill makes these troopers deadly at close quarters.

Warrior Kindreds are the backbone of the Demiurg army, equipped with carapace armour and bolt carbines, they are able to keep on the move; engaging the enemy at close ranges while often keeping one step ahead. Warriors also have the option of taking a special weapons giving them a variety of options that allows the player to tailor each unit to make them better able to engage different types of opponents. Clansmen in Warrior Kindreds may also be equipped with breach shields that increase their armour save. When taking breach shields, not all models in the unit need to be equipped with them. This allows you to create a wall of shield equipped warriors to protect the less well armoured members of the unit.

The other Troops option is the Enforcer Kindreds. Clansmen in Enforcer Kindreds are equipped with two weapons for engaging the enemy in close combat. Although lacking the range of the Warrior Kindreds, Enforcers benefit from the Infiltrate Universal Special Rule so are perfect for placing in advanced positions to quickly engage targets in hand to hand combat, slowing the enemies advance and drawing fire. With outflank they can be kept in reserve and come on to the battlefield, often flanking the enemy forces. Enforcers have the option of being equipped with grav-chutes, allowing them to arrive onto the tabletop via deepstrike. The Pegasus rapid insertion craft

Both unit types are equipped with Krak grenades as standard, enabling them to deal with any lighter armour that ventures too close, and frag grenades for assaulting enemies in cover.

Something Special

After you have fulfilled the compulsory choices there is a huge variety of interesting units that can be added to the army, often defining the character of the force. In standard missions you will be able to take up to three choices each of Elites, Fast Attack and Heavy Support, as well as having access to Fortifications and an Allied Detachment.

By specialising in either of the choices on the force organisation chart you can focus the playing style and character of your army, or take selections from each to make your force balanced and flexible.

The units from the Elites section give you access to more specialist infantry. The Hearthguard offer a very flexible choice. Their profiles are slightly better than standard Warriors, and have access to a wide selection of weapons, armour and equipment that can be tailored to your desire. Hearthguard may also be attached to lead units of Warrior Kindreds, boosting the effectiveness of your basic troops.

The Ironguard are specialists at getting up close to your enemies and engaging them head on. They come equipped with the best armour, and carry weapons ideal for their role. The whole unit may choose to exchange all of their weapons for Sentinel Spears and Repulsor Shields, equipment unique to the Ironguard, which make them a fearsome close combat unit at the cost of ranged firepower.

The different types of battle robots are also included as Elites. With a variety of options they are able to fill several battlefield roles. The small Crusader class robots are deployed in advance of the main host, their purpose to scout enemy positions and withdraw, but are more than capable of defending themselves when forced.

The larger Cataphract and Castellán class battle robots are designed to face the enemy head on. The Cataphract is equipped with a range of weaponry that makes it as adept at supporting the Demiurg warriors at range and in close combat. The Castellán is a dedicated siege machine. It is equipped with weapons designed to break through the strongest fortifications and purge the enemies within.

The last choice from the elites section is the Sappers. The Sapper Kindreds are drawn from miners of several clans, and their weapons and equipment reflect their speciality. They are experts with explosives, and flame weapons used in demolitions and to clear tunnels of infestations.

Of all the races of the universe the Squats have the longest memories and the shortest tempers. They are uncouth, unpredictably violent and frequently drunk. Overall, I'm glad they're on our side.

*Report to the Imperial Guard High Command
(Thuro)*

Rapid Response

The Demiurg are not well known for speed and agility. Young Demiurg greatly enjoy the freedom that comes with riding at break-neck speed, but they soon grow out of it. However, there are some Demiurg for which the thrill of speed and the roaring of engines remains strong. These 'deviant' Demiurg find themselves on the fringes of society, and band together, forming their own Guilds.

While they may remain outcasts amongst their own people, the Biker Guilds still hold to their duties and answer the call to war. These units are able to flank slow moving armies while being able to rapidly move to intercept swifter opponents.

The Iarann Iolair skims over the battlefield bringing their heavy weapons to bear where needed, while the light and agile iron hawk moves in advance of the main army picking targets for the artillery and performing hit and run attacks on isolated infantry.

Heavy Hitters

The Heavy Support choices provide long ranged heavy weapon fire, artillery barrages and armoured vehicles. The Demiurg are somewhat unusual in their common deployment of artillery. Other forces preferring to field a variety of tanks and other armoured vehicles. There are only two armoured fighting vehicles fielded by the Demiurg; the Cait Sidh and the Cu Sidh.

The Cait Sidh tank destroyer is a self-propelled gun. Armed with a single atomic destroyer for offence, and heavy ion blasters for defence. It is capable of engaging heavily armoured targets at range.

The other armoured fighting vehicle used by the Demiurg is the Cu Sidh battle tank. The Cu Sidh is one of the most heavily armed and armoured of any army main-line tank in the 41st millennium.

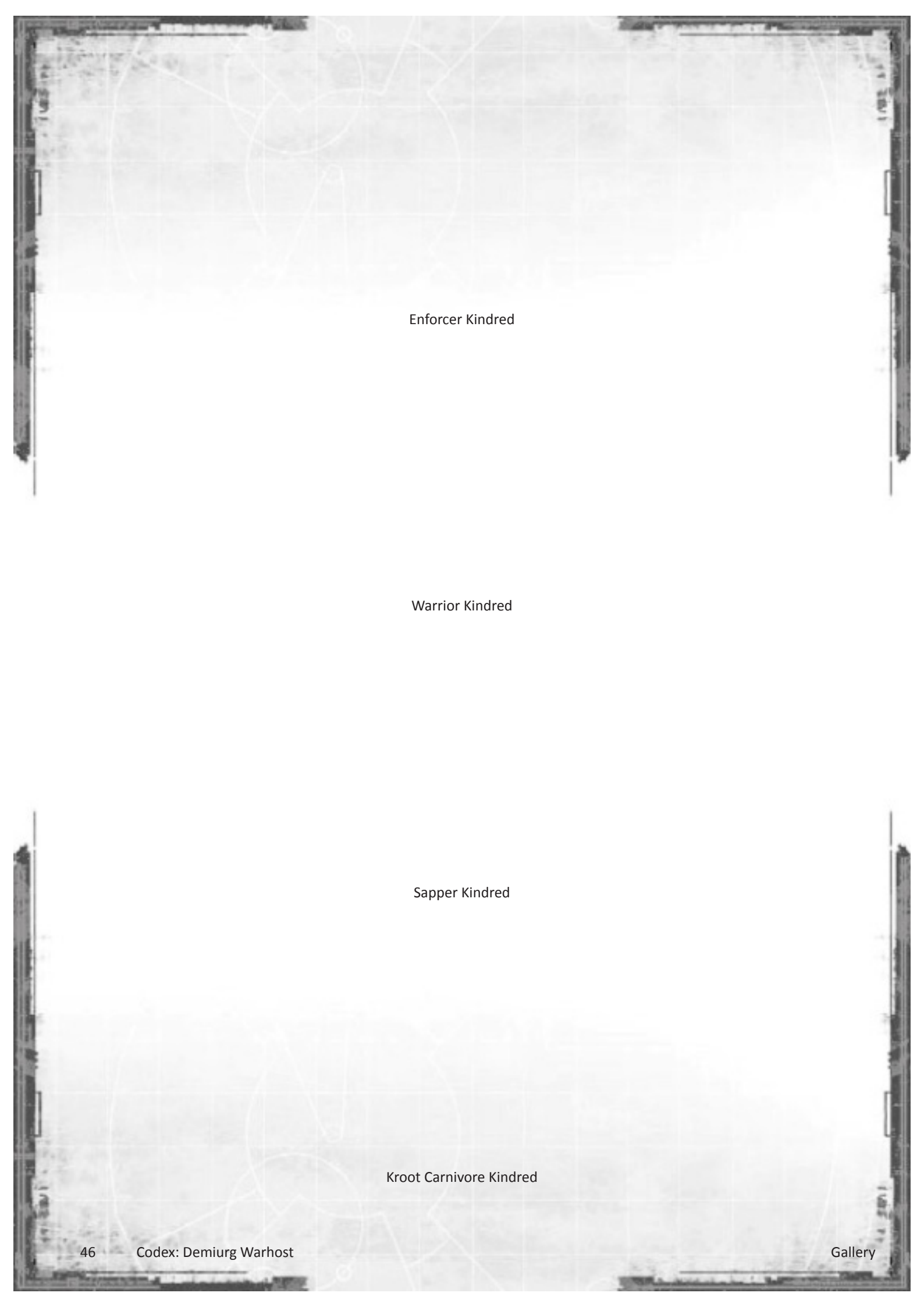
The most versatile of these supporting units is the Thunderer Kindreds. They have access to a wide selection of heavy weapons that can be brought to bear against a range of targets.

As mentioned earlier the Demiurg place great emphasis on artillery support. The Support weapon batteries have access to mighty weapons to aid the Demiurg Warriors. They can make use of

Mighty Heroes

Once you have picked your Troops choices you will need someone to lead them. There is a variety of HQ options to choose from, each with their own advantages; some, such as the Warlord, are especially useful when leading the fight from the front lines, while the Guild master is better off being kept back, attached to an artillery gun crew they can make supporting fire much more accurate.

It is best to keep an idea of the character you want for your army when picking HQ choices. Armies focussed on close range combat would be suited to being led by a Warlord. Balanced forces might therefore benefit from being led by a Living Ancestor of Lord HQ choice.



Enforcer Kindred

Warrior Kindred

Sapper Kindred

Kroot Carnivore Kindred

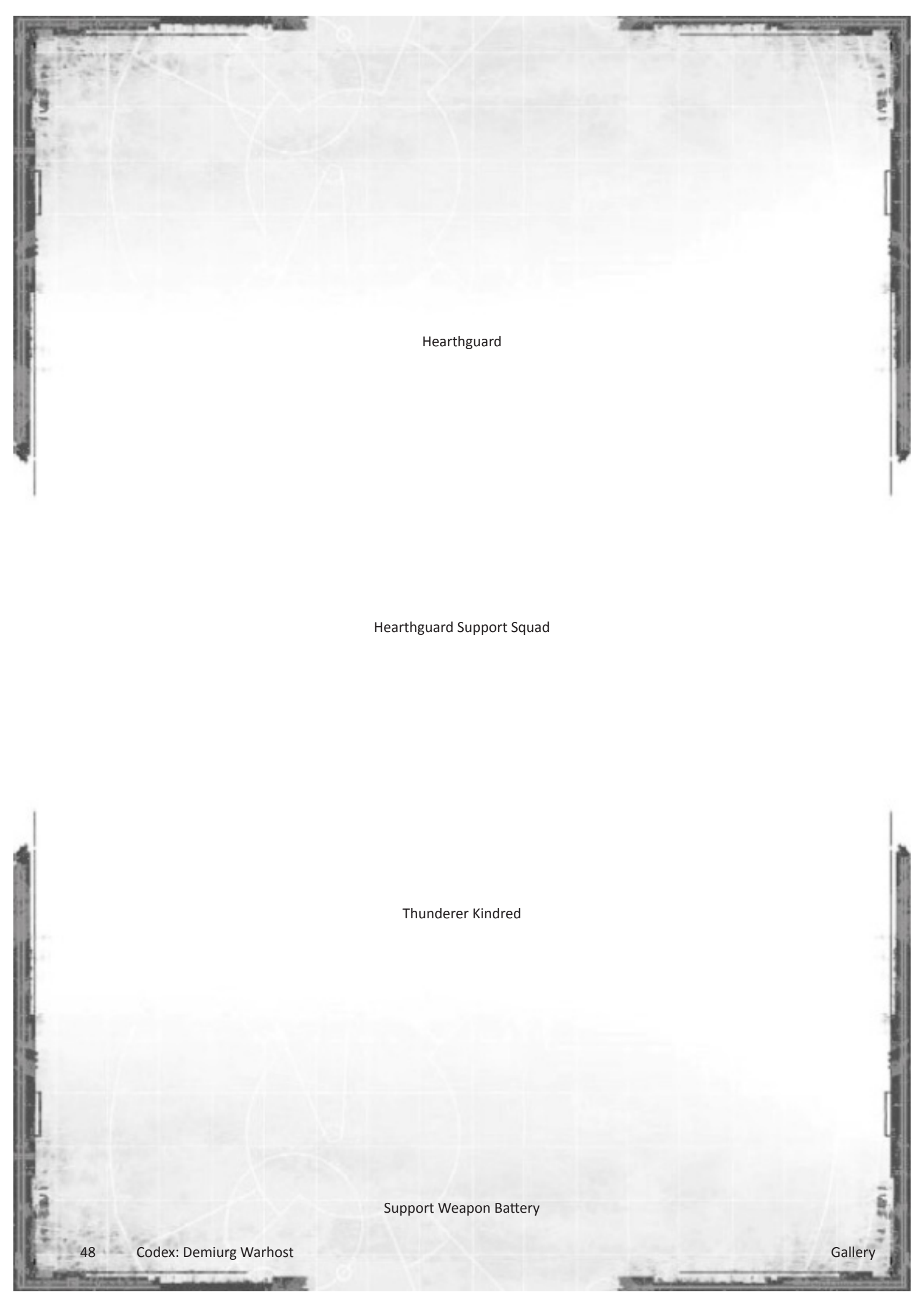


Spotter Team

Kroot Stalker Kindred

Kroot Tracker Kindred

Krootox Herd



Hearthguard

Hearthguard Support Squad

Thunderer Kindred

Support Weapon Battery



Warlord with Assault Drill

Hearthguard with Ion Blaster

Lord with Power Weapon

Thunderer

Thunderer

Ironguard

Cu Sidh Battle Tank

DEMIURG ARMY LIST

The following army list enables you to field a Demiurg Warhost and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

Using the Army List

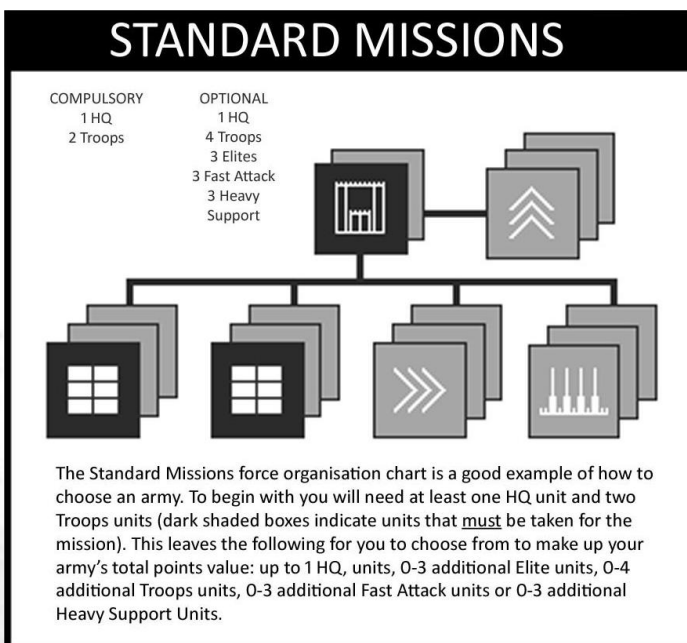
The Demiurg army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points cost, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the maximum total number of points each of you will spend. Then you can proceed to pick your army.

Using a Force Organisation Chart

The army list is used in conjunction with the force organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each grey-toned box indicates that you may make one choice from that section of the army list, while a dark-toned box indicated a compulsory selection.

This army list is primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. I have included the chart used for Standard Missions below. This army list may be used in conjunction with other missions and scenarios that use the force organisation charts, but please note that play balance may be affected if they are used for anything other than a Standard Mission.



Army List Entries

Each entry in the army list represents a different unit. More information about the background and rules for the Demiurg and their options can be found in the Forces of the Demiurg section, while information and examples of miniatures you will need to represent them can be found in the Creating a Demiurg Army section.

Each unit entry in the Demiurg army list is split into several sections:

Unit Name: At the start of each army list entry you will find the name of the unit alongside the points cost of the unit without any upgrades.

Unit Profile: This section will show the profile of any models the unit can include.

Unit Composition: Where applicable, this section will show the number and type of models that make up the basic unit, before any upgrades are taken.

Unit Type: This section refers to the Warhammer 40,000 Unit Type rules chapter. For example, a unit may be classed as infantry, vehicle or cavalry, which will subject it to a number of rules regarding movement, shooting, assault, etc. If a Unit Type box indicates the word 'Unique' you may only include one of this unit in your army.

Wargear: This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the point cost listed next to the unit name.

Special Rules: Any special rules that apply to the models in the unit are listed here. These special rules are explained in further detail in either the Forces of the Demiurg section or the Universal Special Rules section of the Warhammer 40,000 rulebook.

Options: This section lists all of the upgrades you may add to the unit if you wish to do so alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you replace either, neither or both provided you pay the points cost.

Characters And Other Fleets

You'll notice that the named characters in the Demiurg Warhost army list are drawn from specific Stronghold Fleets, but they can still be used in the same army. This represents the common occurrence of different Demiurg armies fighting alongside one another. Alternatively you can use the model and rules of a named character to represent a hero of another Stronghold Fleet - for example, using the rules for Guild Lord Donald son of Ragnal as a Guild Master of great renown from a different Fleet, even one of your own design, you just need to come up with a new name.

HQ

Ancestor Lord Ruairi Redmane											Points: 260		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Ruairi Redmane	6	5	5	4	4	5	4	10	2+	Infantry (Character)	1 (Unique)	23	

Wargear:

- Armour of The Ages
- Storm Field
- Spear of Taranis
- Frag & Krak Grenades

Special Rules:

- Eternal Warrior
- Grudge Bearer
- Independent Character
- Psyker (Mastery Level 3)
- Stubborn
- Supreme Commander
- Adamantium Will
- Night Vision
- Squat

Psyker:

Ruairi may select powers from the **Spirit Powers** list, or generate them from the **Divination** or **Telepathy** disciplines.

Domnail son of Ragnal, Guild Lord of Fleet Fellmire											Points:140		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Domnail	3	5	4	4	3	4	3	10	2+	Infantry (Character)	1 (Unique)	24	

Wargear:

- Exo-Armour
- Refractor Field
- Twin-Linked Ion Carbine
- Thunder Hammer
- Frag & Krak Grenades
- Bionics

Special Rules:

- Artillery Commander
- Eternal Warrior
- Independent Character
- Adamantium Will
- Night Vision
- Squat

HQ

Living Ancestor											Points: 75		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Ancestor Lord	5	4	4	4	3	4	3	10	4+	Infantry (Character)	1 Living Ancestor	25	
Living Ancestor	4	4	4	4	2	3	2	10	4+	Infantry (Character)			

Wargear:

- Carapace Armour
- Refractor Field
- Ion Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Psyker:

Living Ancestors may select powers from the **Spirit Powers** list, or generate them from the **Divination** or **Telepathy** disciplines.

Special Rules:

- Eternal Warrior
- Grudge Bearer
- Independent Character
- Psyker
- Mastery Level 2 (Ancestor Lord)
- Mastery Level 1 (Living Ancestor)
- Stubborn
- Supreme Commander
- Foresight
- Adamantium Will
- Night Vision
- Squat

Options:

- May be upgraded to an Ancestor Lord for 25pts
- May replace the Refractor Field with Storm Field for 20pts
- May replace the Ion Pistol with one of the following:
 - Ion Carbine for free
 - Ion Blaster for 5 pts
 - Plasma Pistol for 15pts
 - Plasma Carbine or Meltagun for 15pts
- May replace the Close Combat Weapon with one of the following
 - Power Weapon (Axe or Maul) for 15pts
 - Thunder Hammer for 20pts
 - Assault Drill for 25pts (Exo Armour Only)
 - Runic Weapon for 30pts
- May be equipped with Bionics for 5pts
- May exchange their Carapace Armour for Exo-Armour for 20pts

Lord											Points: 50		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Warlord	5	5	4	4	3	3	3	10	4+	Infantry (Character)	1 Lord	25	
Lord	4	4	4	4	2	3	2	10	4+	Infantry (Character)			

Wargear:

- Carapace Armour
- Refractor Field
- Ion Pistol
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Independent Character
- Stubborn
- Adamantium Will
- Night Vision
- Squat

Options:

- May be upgraded to a Warlord for 25pts
- May replace the Ion Pistol with one of the following:
 - Ion Carbine for free
 - Ion Blaster for 5pts
 - Plasma Pistol for 15pts
 - Meltagun or Plasma Carbine for 15pts
- May replace the Close Combat Weapon with one of the following:
 - Power Weapon (Axe or Maul) for 15pts
 - Thunder Hammer for 20pts
- May be equipped with on of the following:
 - Refractor Field for 10pts
 - Storm Field for 20pts
- May take an Ancestor Stone for 20pts
- May be equipped with Bionics for 5pts
- A Warlord may exchange their Carapace Armour for Exo-Armour for 20pts
- In addition to the options above, a Warlord may replace the Close Combat Weapon with one of the following:
 - Assault Drill for 25pts (Exo Armour Only)
 - Runic Weapon for 30pts

ELITES

Hearthguard										Points: 80		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Hearthguard	4	4	4	4	1	3	2	10	4+	Infantry (Character)	5 Hearthguard	27

Wargear:

- Carapace Armour
- Ion Blaster
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Stubborn
- Royal Duties
- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 5 extra Hearthguard for 16pts each
- Any may replace their Ion Blaster with one of the following:
 - Twin-Linked Ion Carbine for free
 - Plasma Pistol for 5pts
- Up to 5 models may replace their Ion Blaster with one of the following:
 - Flamer or Grenade Launcher for 5pts
 - Plasma Carbine or Meltagun for 15pts
- The entire unit may be equipped with any of the following:
 - Grav-chutes for 5pts per model
 - Melta-bombs for 3pts per model
 - Refractor Fields for 5pts per model
 - Exo Armour for 10pts per model
- Any may replace their Close Combat Weapon with one of the following:
 - Breach Shield for 3pts
 - Power Weapon (Axe or Maul) for 15pts per model
 - Thunder Hammers for 20pts
 - Assault Drill for 25pts (Models in Exo Armour only)
- One may be given the Clan Standard (one per army) for 15pts
- Any may have Bionics for 5pts

Transport:

May take a Spartan, Termite or Pegasus

Ironguard										Points: 150		
You may field up to one Ironguard unit per Warlord												
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Loremaster	5	4	4	4	1	4	3	10	2+	Infantry (Character)	1 Loremaster	27
Ironguard	4	4	4	4	1	4	2	10	2+	Infantry	4 Ironguard	

Wargear:

- Exo-Armour (bonuses included in profile)
- Ion Blaster
- Power Weapon (Axe or Maul)
- Refractor Field
- Frag & Krak Grenades

Special Rules:

- Stubborn
- Adamantium Will
- Night Vision
- Squat

Options:

- The whole unit may replace their Ion Blasters and Power Weapons with Repulsor Shields and Sentinel Spears for 20pts per model
- Up to 2 models may replace their Ion Blaster with a Plasma Carbine or Meltagun for 15pts each.
- Any may replace their Power Weapon with one of the following:
 - Thunder Hammer for 10pts
 - Assault Drill for 15pts
- One may be given the Clan Standard (one per army) for 15pts

Guild Engineer										Points: 50		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Guild Master	3	5	4	4	3	3	2	10	4+	Infantry (Character)	1 Guild Engineer	26
Guild Engineer	3	5	4	4	2	3	2	9	4+	Infantry (Character)		

Wargear:

- Carapace Armour
- Refractor Field
- Ion Carbine
- Close Combat Weapon
- Frag & Krak Grenades

Special Rules:

- Independent Character
- Adamantium Will
- Night Vision
- Squat
- Artilleryman

Options:

- May be upgraded to a Guild Master for 15pts
- May replace the Close Combat Weapon with one of the following:
 - Power Weapon (Axe or Maul) for 15pts
 - Thunder Hammer for 20pts
 - Assault Drill (exo-armour only) for 20pts
- May replace the Ion Carbine with one of the following:
 - Twin-linked Ion Carbine or Flamer for 5pts
 - Meltagun or Plasma Carbine for 15pts
- May replace the Refractor Field with a Storm Field for 20pts
- A Guild Master may replace their Carapace Armour with Exo-Armour for 20pts
- May be equipped with any of the following:
 - Guild Trike for 20pts
 - Fabricator Harness for 10pts
 - Targeting Module for 15pts
 - Siege Specialist for 10pts
 - Bionics for 5pts

ELITES

Crusader Reconnaissance Group											Points: 50	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Crusader	3	3	5	5	2	4	2	6	3+	Infantry	1 Crusader	28

Wargear:

- Heavy Ion Blaster
- Assault Drill

Special Rules:

- Fearless
- Relentless
- Scout
- Spotter

Options:

- May add up to 2 extra Crusaders for 50pts each
- May be equipped with a Refractor Fields for 10pts per model
- Any may replace their Heavy Ion Blaster with one of the following:
 - Missile Launcher or Heavy Flamer for free

Cataphract Battle Robot											Points: 110	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Cataphract	3	3	5	6	3	4	2	6	2+	Monstrous Creature	1 Cataphract	28

Wargear:

- Assault Drill
- Heavy Ion Blaster

Special Rules:

- Fearless

Options:

- May be equipped with a Refractor Field for 20pts
- May replace the Assault Drill with one of the following:
 - Missile Launcher or Heavy Flamer for free
 - Gatling Ion Blaster, Multi-Melta or Plasma cannon for 10pts
 - Ion Cannon or Ion Pulse Cannon for 20pts
- May replace the Heavy Ion Blaster with one of the following:
 - Missile Launcher or Heavy Flamer for free
 - Gatling Ion Blaster, Multi Melta or Plasma cannon for 10pts
 - Ion Cannon or Ion Pulse Cannon for 20pts

Castellan Siege Robot											Points: 130	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Castellan	3	3	5	6	3	4	2	6	2+	Monstrous Creature	1 Castellan	28

Wargear:

- Castellan only:
- 2 Assault Drills
 - 2 Flamers (1 built into each Assault Drill arm)

Special Rules:

- Fearless

Options:

- May be equipped with a Refractor Field for 20pts
- May replace either of the Assault Drills with Thunder Hammers for free
- May replace the built-in Flamers with one of the following:
 - Heavy Flamers or Meltaguns for 10pts
 - Multi-Meltas for 30pts

Sapper Kindred											Points: 80	
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Elder	3	4	4	4	1	3	2	9	4+	Infantry (Character)	1 Elder	28
Clansman	3	4	4	4	1	3	1	8	4+	Infantry	4 Clansmen	

Wargear:

- Carapace Armour
- Ion Carbines
- Close Combat Weapons
- Frag & Krak Grenades

Special Rules:

- Undermining
- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 5 extra Clansmen for 16pts each
- Any may be replace their Close Combat Weapon with a Breach Shield for 3pts per model
- The whole unit may be equipped with Melta-Bombs for 5pts per model
- For every 5 models in the unit, up to 2 Clansmen may replace their Ion Carbine with one of the following:
 - Flamer or Grenade Launcher for 5pts
 - Plasma Carbine or Meltagun for 10pts
- For every 5 models in the unit, one Clansman may replace their Ion Carbine with one of the following:
 - Heavy Flamer for 10pts
 - Multi-melta for 20pts
- The Elder may replace their Close Combat Weapon with one of the following:
 - Thunder Hammer for 15pts
 - Assault Drill for 20pts
- The Elder may be equipped with any of the following:
 - Melta-Bombs for 5pts
 - Bionics for 5pts

Transport:

May take a Spartan or Termite

TROOPS

Warrior Kindred											Points: 55		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Elder	3	4	4	4	1	3	2	9	4+	Infantry (Character)	1 Elder	29	
Clansman	3	4	4	4	1	3	1	8	4+	Infantry	4 Clansmen		

Wargear:

- Carapace Armour
- Ion Carbines
- Close Combat Weapons
- Frag & Krak Grenades

Special Rules:

- Mercenaries
- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 5 extra Clansmen for 10pts each
- Any may replace their Close Combat Weapon with a Breach Shield for 3pts per model
- For every 5 models in the unit one Clansman may replace their Ion Carbine with one of the following:
 - Flamer or Grenade Launcher for 5pts
 - Plasma Carbine for 10pts
 - Meltagun for 15pts
- The Elder may replace their Close Combat Weapon with one of the following:
 - Power Weapon (Axe or Maul) for 10pts
 - Thunder Hammer for 20pts
- The Elder may be equipped with Bionics for 5pts

Transport:

May take a Spartan or Termite

Oathbreaker Kindred											Points: 50		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Oathbreaker	4	3	4	4	1	4	1	8	4+	Infantry	5 Oathbreakers	29	

Wargear:

- Carapace Armour
- Pair of Close Combat Weapons
- Frag & Krak Grenades

Special Rules:

- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 5 extra Oathbreakers for 10pts each
- Any may replace either of their Close Combat Weapons with one of the following:
 - Ion Pistol for 2pts
 - Breach Shield for 3pts
 - Power Weapon (Axe or Maul) for 10pts

Transport:

May take a Spartan or Termite

Enforcer Kindred											Points: 55		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Elder	3	4	4	4	1	3	2	9	4+	Infantry (Character)	1 Elder	29	
Clansman	3	4	4	4	1	3	1	8	4+	Infantry	4 Clansmen		

Wargear:

- Carapace Armour
- Pair of Ion Pistols
- Frag & Krak Grenades

Special Rules:

- Gun Fighter
- Infiltrate
- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 5 extra Clansmen for 10pts each
- The entire unit may be equipped with Grav-chutes for 5pts per model
- Any may replace one of their Ion Pistols with a Breach Shield for free
- In addition to the options above, the Elder may replace both Ion Pistols with a pair of Plasma Pistols for 15pts
- The Elder may be equipped with Bionics for 5pts

Transport:

May take a Pegasus

FAST ATTACK

Guild Bike Section										Points: 60		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Engineer	3	4	4	5	1	3	1	9	4+	Bike (Character)	1 Engineer	30
Guildsman	3	4	4	5	1	3	1	8	4+	Bike	2 Guildsmen	

Wargear:

- Carapace Armour
- Ion Carbine
- Close Combat Weapons
- Frag & Krak Grenades
- Guild Bike

Special Rules:

- Scout
- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 2 extra Guildsmen for 20pts each
- The Engineer may replace their Ion Carbine with one of the following:
 - Flamer for 5pts
 - Meltagun or Plasma Carbine to the bike for 10pts
- Up to two Guildsmen may replace their Guild Bike with a Guild Trike for 20pts
- Guildsmen equipped with Guild Trikes may replace their trike's Heavy Ion Blaster with one of the following:
 - Missile Launcher or Heavy Flamer for free
 - Gattling Ion Blaster with a Multi-melta or Plasma Cannon for 10pts

Iron Hawk Close Support Gyrocopter						Points: 80		
	BS	Front	Sides	Rear	Hull Points	Unit Type	Unit Composition	Page
Iron Hawk	4	10	10	10	2	Vehicle (Skimmer, Fast)	1 Iron Hawk	30

Wargear:

- Gattling Ion Blaster

Special Rules:

- Scout
- Spotter

Options:

- May add up to 2 extra Iron Hawks for 80pts each

HEAVY SUPPORT

Thunderer Kindred											Points: 55		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Elder	3	4	4	4	1	3	2	9	4+	Infantry (Character)	1 Elder	31	
Clansman	3	4	4	4	1	3	1	8	4+	Infantry	4 Clansmen		

Wargear:

- Carapace Armour
- Ion Carbines
- Close Combat Weapons
- Frag & Krak Grenades

Special Rules:

- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 5 extra Clansmen for 10pts each
- Any may be replace their Close Combat Weapon with a Breach Shield for 3pts per model
- Up to 4 Clansmen may exchange their Ion Carbine for one of the following:
 - Flamer or Grenade Launcher for 5pts
 - Plasma Carbine for 10pts
 - Meltagun for 15pts
 - Heavy Ion Blaster, Missile Launcher or Heavy Flamer for 10pts
 - Gatling Ion Blaster, Multi-melta or Plasma Cannon for 20pts
- The Elder may replace their Close Combat Weapon with one of the following:
 - Power Weapon (Axe or Maul) for 10pts
 - Thunder Hammer for 20pts
- The Elder may be equipped with Bionics for 5pts

Support Weapon Battery											Points: 80		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Clansman	3	4	4	4	1	3	1	8	4+	Artillery	2 Clansmen	31	
Loader Robot	3	3	5	4	1	3	1	6	4+	Artillery	1 Loader Robot		
Gun	-	-	-	7	2	-	-	-	3+	Artillery	1 Gun		

Wargear:

- Carapace Armour
- Ion Pistols

Special Rules:

- Adamantium Will
- Night Vision
- Squat

Options:

- May add up to 2 extra Guns, with Crew, for 80pts each
- All Guns in a battery must be of the same type, chosen from the following:
 - Thudd Gun, Mole Mortar or Thunderfire AA Gun for free
 - Atomic Destroyer for 20pts per Gun
- May take any of the following:
 - Gun Emplacement for 10pts per Gun
 - Blast Shields for 20pts per Gun
 - Up to 2 extra Clansmen per Gun for 10pts each
 - Up to 1 extra Loader Robot per Gun for 12pts each

Spotter Team											Points: 46		
You may include one Spotter Team per Support Weapon Battery. They do not take up any slots on the Force Organisation Chart but are otherwise treated as a separate Heavy Support unit.													
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Elder	3	4	4	4	1	3	2	9	4+	Infantry (Character)	1 Elder	31	
Clansman	3	4	4	4	1	3	1	8	4+	Infantry	2 Clansmen		

Wargear:

- Carapace Armour
- Ion Carbines
- Close Combat Weapons
- Frag & Krak Grenades

Special Rules:

- Spotter
- Adamantium Will
- Night Vision
- Squat

Options:

- Any may exchange their Ion Carbine for a Sniper Rifle for 10pts

HEAVY SUPPORT

Tarantula Sentry Group							Points: 25		
	BS	Front	Side	Rear	Hull Points	Unit Type	Unit Composition	Page	
Tarantula	3	10	10	10	2	Vehicle (Immobile)	1 Tarantula	32	

Wargear:

- 2 Heavy Ion Blasters
- Grav Chute

Special Rules:

- Automated Fire System

Options:

- May add up to 2 extra Tarantulas for 25pts each
- May replace the Heavy Ion Blasters with Lascannons for 20pts

Cait Sidh Tank Destroyer							Points: 80		
	BS	Front	Sides	Rear	Hull Points	Unit Type	Unit Composition	Page	
Cait Sidh	4	13	12	10	3	Vehicle (Tank)	1 Cait Sidh	32	

Wargear:

- Hull-mounted Atomic Destroyer

Special Rules:

Options:

- May have one of the following as a Secondary Armament (turret):
 - Heavy Ion Blaster for 15pts
 - Missile Launcher for 20pts
- May take any of the following vehicle upgrades:
 - Extra Armour for 15pts
 - Smoke Launchers for 10pts
 - Searchlight for 5pts
 - Automated Fire System (Secondary Armament)

Cu Sidh Battle Tank							Points: 140		
	BS	Front	Sides	Rear	Hull Points	Unit Type	Unit Composition	Page	
Cu Sidh	4	14	14	14	4	Vehicle	1 Cu Sidh	32	

Wargear:

- Twin-linked Ion Cannon

Special Rules:

- Automated Fire System (Secondary Armament)

Options:

- May replace the Twin-linked Ion Cannon with one of the following:
 - Twin-linked Ion Pulse Cannon for 20pts
 - Twin-linked Atomic Destroyer for 40pts
- May have one of the following as a Secondary Armament (sponsons):
 - 4 Heavy Ion Blasters for 30pts
 - 2 Missile Launchers for 20pts
 - 2 Ion Pulse Cannons for 40pts
- May take any of the following vehicle upgrades:
 - Extra Armour for 15pts
 - Smoke Launchers for 10pts
 - Searchlight for 5pts

Iarann Iolair Gunship							Points: 100		
	BS	Front	Sides	Rear	Hull Points	Unit Type	Unit Composition	Page	
Iarann Iolair	4	12	12	12	3	Vehicle (Skimmer)	1 Iarann Iolair	32	

Wargear:

- Battlecannon

Special Rules:

- Transport Capacity - 1 (Tarrantula)

Options:

- May replace the Battlecannon with an Ion Cannon for free
- May be equipped with a Twin-linked Ion Pulse Cannon for 15pts
- May be equipped with one of the following:
 - Twin-linked Ion Pulse Cannon for 20pts
 - Twin-linked Ion Cannon or two Melta-rockets for 30pts
 - Firestorm Missile System for 35pts

Conqueror Battle Robot											Points: 175		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page	
Conqueror	3	4	6	8	4	4	2	6	2+	Monstrous Creature	1 Conqueror	28	

Wargear:

- 2 Plasma Cannons
- Twin-linked Missile Launcher

Special Rules:

- Fearless

Options:

- May be equipped with a Refractor Field for 20pts
- May replace any of the Plasma Cannons with the one of the following:
 - Gatling Ion Blaster or Multi-melta for free
 - Ion Cannon or Ion Pulse Cannon for 10pts

TRANSPORT VEHICLES

Spartan						Points: 50		
	BS	Front	Sides	Rear	Hull Points	Unit Type	Unit Composition	Page
Spartan	4	12	12	10	3	Vehicle (Tank, Transport)	1 Spartan	33

Wargear:

- Heavy Ion Blaster

Special Rules:

- Transport Capacity - 12
- Fire Ports - 2 (Top Hatch)
- Access Points - 3 (sides, rear)

Options:

- May replace the Heavy Ion Blaster with one of the following:
 - Missile Launcher for 10pts
- May take any of the following:
 - Extra Armour for 15pts
 - Smoke Launchers for 10pts
 - Searchlight for 5pts

Termite						Points: 80		
	BS	Front	Sides	Rear	Hull Points	Unit Type	Unit Composition	Page
Termite	4	12	11	10	3	Vehicle (Tank, Transport)	1 Termite	33

Wargear:

- Smoke Launchers

Special Rules:

- Tunneller
- Transport Capacity - 12
- Fire Ports - None
- Access Points - 1 (All Round)

Options:

- May take any of the following:
 - Seismic Mines for 20pts
 - Extra Armour for 15pts
 - Smoke Launchers for 10pts
 - Searchlight for 5pts

Pegasus Rapid Insertion Craft						Points: 100		
	BS	Front	Sides	Rear	Hull Points	Unit Type	Unit Composition	Page
Pegasus	4	12	12	10	3	Vehicle (Skimmer, Transport)	1 Pegasus	30

Wargear:

- Twin-linked Ion Cannon

Special Rules:

- Transport Capacity - 12
- Fire Ports - None
- Access Points - 2 (sides)

Options:

- May replace the Twin-linked Ion Cannon with one of the following:
 - Twin-linked Ion Pulse Cannon for free
 - Firestorm Missile System for 15pts

DEMIURG SUMMARY

Demiurg Profiles

	WS	BS	S	T	W	I	A	Ld	Sv
Ruairi Redmane	6	5	5	4	4	5	4	10	2+
Domnail	3	5	4	4	3	4	3	10	3+
Ancestor Lord	5	4	4	4	3	4	3	10	4+
Living Ancestor	4	4	4	4	2	3	2	10	4+
Warlord	5	5	4	4	3	3	3	10	4+
Guild Master	4	5	4	4	3	3	2	10	4+
Guild Engineer	3	5	4	4	2	3	2	9	4+
Lord	4	4	4	4	2	3	2	10	4+
Loremaster	5	4	4	4	1	4	3	10	2+
Ironguard	4	4	4	4	1	4	2	10	2+
Hearthguard	4	4	4	4	1	3	2	10	4+
Crusader	3	3	5	5	2	4	2	6	3+
Cataphract	3	3	5	6	3	4	2	6	2+
Castellan	3	3	5	6	3	4	2	6	2+
Conqueror	3	4	6	8	4	4	2	6	2+
Clansman	3	4	4	4	1	3	1	8	4+
Elder	3	4	4	4	1	3	2	9	4+
Oathbreaker	4	3	4	4	1	4	1	8	4+
Brigid	5	5	4	4	2	4	2	10	6+
Engineer	3	4	4	5	1	3	1	9	4+
Guildsman	3	4	4	5	1	3	1	8	4+
Loader Robot	3	3	5	4	1	3	1	6	4+

Demiurg Vehicle Profiles

	BS	Front	Sides	Rear	Hull Points
Cait Sidh	4	13	12	10	3
Cu Sidh	4	14	14	14	4
Iarann Iolair	4	12	12	12	3
Iron Hawk	4	10	10	10	2
Pegasus	4	12	12	10	3
Spartan	4	12	12	10	3
Tarantula	3	10	10	10	2
Termite	4	11	11	10	3

Demiurg Ranged Weapons Profiles

Weapon	Range	Strength	AP	Type
Atomic Destroyer	72"	9	2	Heavy 1, Ordinance
Firestorm Missile System	48"	5	4	Heavy 4, Blast, Barrage, Ignores Cover, One Shot
Flamer	Template	4	5	Assault 1
Gatling Ion Blaster	24"	6	4	Heavy 4, Rending
Grenade Launcher (Frag)	24"	3	6	Assault 1, Blast
Grenade Launcher (Krak)	24"	6	4	Assault 1
Heavy Flamer	Template	5	4	Assault 1
Heavy Ion Blaster	24"	5	4	Heavy 1, Rending
Ion Blaster	24"	4	5	Assault 1, Rending
Ion Cannon	60"	7	3	Heavy 3
Ion Carbine	24"	4	5	Rapid Fire
Ion Pistol	12"	4	5	Pistol
Ion Pulse Cannon	48"	8	2	Heavy 2
Meltagun	12"	8	1	Assault 1, Melta
Melta-rocket	72"	8	1	Heavy 1, Special
Missile Launcher (Frag)	48"	4	5	Heavy 1, Blast
Missile Launcher (Krak)	48"	8	3	Heavy 1
Mole Mortar	12-60"	5	5	Heavy 1, Large Blast, Barrage
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma Cannon	36"	6	2	Heavy 1, Blast
Plasma Carbine	18"	6	2	Rapid Fire
Plasma Pistol	12"	6	2	Pistol
Seismic Mine	Special	3	-	Ordinance 1, Barrage, Large Blast
Sniper Rifle	36"	X	6	Heavy 1, Sniper
Thudd Gun	12-60"	5	5	Heavy 4, Blast, Barrage, Shell Shock
Thunderfire AA Gun	60"	6	4	Heavy 4, Skyfire

Demiurg Melee Weapons Profiles

Weapon	Strength	AP	Type
Assault Drill	x2	2	Melee, Armourbane, Specialist Wepaon, Unwieldy
Power Axe	+1	2	Melee, Unwieldy
Power Maul	+2	4	Melee, Concussive
Runic Wepaon	+2	3	Melee, Specialist Wepaon, +1 WS
Thunder Hammer	x2	2	Melee, Concussive, Specilist Weapon, Unwieldy

APOCALYPSE WARGEAR

This section of Codex: Demiurg Warhost lists the weapons and equipment used by the Demiurg Warhosts, along with the rules for using them in your games of Warhammer 40,000: Apocalypse.

Atomic Annihilator

Range	Strength	AP	Type
120"	D	2	Heavy 1

Bombard Heavy Siege Mortar

Range	Strength	AP	Type
36"-240"	8	3	Ordnance 1, Barrage, 7" Blast

Doomsday Cannon

The doomsday cannon is amongst the most powerful weapons in the Demiurg arsenal, designed to law waste to entire city sectors. Such is the power of this weapon that the force of its impact punches straight through the most formidable of defences.

Range	Strength	AP	Type
24"-200"	Special	Special	Ordnance 1, 10" Blast, Macro Weapon

Heavy Ion Pulse Cannon

Range	Strength	AP	Type
120"	8	3	Heavy 1, Large Blast, Special*

Gatling Ion Cannon

Range	Strength	AP	Type
60"	7	3	Heavy 10

Goliath Mega Cannon

Range	Strength	AP	Type
48" to Unlimited	D	2	Ordnance 1, Barrage, Apocalypse Barrage (8)

Inferno Gun

To fire the Inferno Gun place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Inferno Gun is then treated like any other template weapon.

Range	Strength	AP	Type
Hellstorm	7	3	Heavy 1

Macro Weapons

The Demiurg are known to bring the most devastating weapons to bear on the battlefield. More commonly mounted on starships, macro weapons are unbelievably powerful. Such is the greatness of a macro weapon's power that even the most powerful defences offer no protection against them.

Any models hit by a weapon that has Macro Weapon in their Type are automatically removed from play, losing all of their remaining wounds, gargantuan creatures lose D6 wounds, with no saves of any kind allowed.

Vehicles hit by a macro weapon are destroyed and removed from play. Super heavy vehicles suffer D3 Structure Points of damage. Any vehicles equipped with void shields will lose any remaining void shields before damage is resolved.

Melta Bombs

Range	Strength	AP	Type
48"	8	1	Heavy 1, Large Blast, Melta

Plasma Missile

Range	Strength	AP	Type
Unlimited	6	2	Heavy 1, Barrage, Apocalypse Barrage (6), One Shot

Skyhammer Anti-aircraft Gun

The Demiurg Skyhammer is one of the most powerful land-based air defence weapons in existence.

Range	Strength	AP	Type
120"	9	3	Heavy 3

Thunderer Cannon

Thunderer cannons fire enormous incendiary rounds

Range	Strength	AP	Type
60"	10	2	Ordnance 1, 10" Blast, Ignores Cover

APOCALYPSE WARGEAR

Armoured Underside

The underside of large Demiurg aircraft and orbital landers are heavily armoured to protect against the stresses of atmospheric entry and against enemy anti-aircraft fire.

Models with an Armoured Underside will have a second set of Armour Values, shown in brackets, that are used against ground based weapons fire while airborne, and against close combat attacks when landed.

Cargo Pod

The Carryall may be equipped with an armoured cargo pod. This pod can be used to transport all kinds of materiel and personnel.

The cargo pod has a transport capacity of one small vehicle or 40 troops. The cargo pod may be deployed when the Carryall lands and is treated as a separate model from that point on and counts an immobile tank with Armour Value 14 on all sides. Any model transported may disembark as soon as the cargo pod is deployed, although they may choose not to do so. Models may also choose to embark upon the cargo pod

Landing Pad

Any friendly skimmers, or flyers with the Hover Mode special rule, may land on a landing pad. If they do so then the skimmer may not be targeted by enemy attacks, and any attacks that hit the skimmer, due to scattering blast weapons for example, will be resolved against the vehicle equipped with the landing pad.

While on a landing pad a landing pad a skimmer may not fire any weapons or use any special rules they may have, nor may they move other than to leave the landing pad, after which the skimmer may act as normal.

In addition, when a skimmer lands on a landing pad it may be rearmed. This means that any weapons with the One-shot special rule, such as Hellstrike Missiles, will be replenished and may be used again.

Reconnaissance Gyrocopter

The Gyrocopter that always accompanies a Colossus into battle is chosen from the Larann Iolair Gyrocopter listed in Codex: Demiurg Warhost, paying the points for it as normal. In addition to the unit's normal rules the Reconnaissance Gyrocopter also has the Spotter special rule.

APOCALYPSE UNITS

Colossus

Points: 3000

	BS	Front	Sides	Back
Colossus	4	14	14	14

Special Rules:

Structure Points - 6
 Void Shields - 6
 Access Points - 1 (rear), 2 (sides)
 Landing Pad

Composition:

1 Colossus
 1 Iron Hawk

Wargear:

Doomsday Cannon
 Thunderer Cannon
 2 Thunderfire AA Guns
 4 Plasma Missiles
 8 Battlecannons
 16 Heavy Ion Blasters
 Landing Pad
 Reconnaissance Gyrocopter

Unit Type:

Super Heavy Tank

Leviathan

Points: 2000

	BS	Front	Sides	Back
Leviathan	4	14	14	14

Special Rules:

Structure Points - 6
 Void Shields - 3
 Transport Capacity - 150
 Fire Points - 40
 Access Points - 1 (rear), 6 (sides)
 Command Vehicle

Composition:

1 Leviathan

Wargear:

Doomsday Cannon
 Battlecannon
 2 Thunderfire AA Guns
 6 Lascannons
 12 Twin-linked Heavy Ion Blasters

Unit Type:

Super Heavy Tank

Hellbore

Points: 1000

	BS	Front	Sides	Back
Hellbore	4	14	13	13

Special Rules:

Tunneller
 Structure Points - 3
 Void Shields - 3
 Transport Capacity - 100
 Fire Ports - None
 Access Points - 1 (rear), 6 (Sides)

Composition:

1 Hellbore

Wargear:

Unit Type:

Super Heavy Tank

Overlord Armoured Airship

Points: 500

	BS	Front	Sides	Back
Overlord	4	12(14)	12(14)	12(14)

Special Rules:

Structure Points - 3
 Void Shields - 2
 Armoured Underside

Composition:

1 Overlord

Wargear:

6 Battlecannons (AA Mount)
 4 Ion Cannons
 8 Melta Bombs
 6 Twin-linked Heavy Ion Blasters

Unit Type:

Super Heavy Flyer

APOCALYPSE UNITS

Land Train

Points: 1000

	BS	Front	Sides	Back
Engine	4	14	14	14
Battle Carriage	4	14	14	14

Options:

- May add extra Battle Carriages for ***pts each
- Each Battle Car must select one of the following types
 - Transport - Adds Transport Capacity 50, Fire Ports 20 and Access Points 4
 - Bombard - Adds 1 Thunderer Cannon to the Battle Carriage's wargear
 - Skyhammer AA - adds 1 Skyhammer AA Gun to the Battle Carriage's wargear
 - Support - adds Support Weapon Battery to the Battle Carriage's wargear
 - Inferno - adds 1 Inferno Cannon to the Battle Carriage's wargear

Composition:

1 Engine
1 Battle Carriage

Wargear:

Engine:
Doomsday Cannon
4 Battlecannons
8 Twin-linked Heavy Ion Blasters

Unit Type:

Super Heavy Tank

Battle Carriage:

2 Twin-linked Heavy Ion Blasters

Special Rules:

Engine:
Structure Points - 3
Void Shields - 2
Combined Defences

Battle Carriage:

Structure Points - 2
Void Shields - 1

Carryall

Points: 500

	BS	Front	Sides	Rear
Carryall	4	12(14)	12(14)	12(14)

Options:

Composition:

1 Carryall

Wargear:

Gatling Ion Cannon
2 Heavy Ion Pulse Cannons
6 Melta-rockets

Unit Type:

Super heavy Flyer

Special Rules:

Structure Points - 3
Armoured Underside
Hover

APOCALYPSE SUMMARY

Demiurg Vehicle Profiles

	BS	Front	Sides	Rear	Structure Points	Void Shields
Colossus	4	14	14	14	6	6
Leviathan	4	14	14	14	6	3
Hellbore	4	14	13	13	3	3
Land Train Engine	4	14	14	14	3	2
Battle Carriages	4	14	14	14	2	1
Overlord	4	12(14)	12(14)	12(14)	3	2
Carryall	4	12(14)	12(14)	12(14)	3	

Demiurg Weapons Profiles

Weapon	Range	Strength	AP	Type
Bombard Heavy Siege Mortar	36"-240"	8	3	Ordnance 1, Barrage, 7" Blast
Doomsday Cannon	24"-200"	Special	Special	Ordnance 1, 10" Blast, Macro Weapon
Heavy Ion Pulse Cannon	120"	8	3	Heavy 1 Blast, Rending
Gatling Ion Cannon	60"	7	3	Heavy 10
Goliath Mega Cannon	48" to Unlimited	D	2	Ordnance 1, Barrage, Apocalypse Barrage (8)
Inferno Gun	Hellstorm	7	3	Heavy 1
Melta Bombs	48"	8	1	Heavy 1, Large Blast, Melta
Plasma Missile	Unlimited	6	2	Heavy 1, Barrage, Apocalypse Barrage (6), One Shot
Skyhammer AA Gun	120"	9	3	Heavy 3
Thunderer Cannon	60"	10	2	Ordnance 1, 10" Blast, Ignores Cover