

THE TEMPUS FUGITIVES

SOUL FORGE



Written by S Mackaness

WARHAMMER
40,000

Great Scouring Edition

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The Tempus Fugitives have designed this army list to be (we hope) as enjoyable and fun to use as possible. It is our hope that we can repay some small part of the kindness that the gaming community has shown us over the years and organise a top notch event that everyone can enjoy.

The fantastic front cover is by the extremely talented artist Ian Field-Richards. You can see more of his work at <http://www.zilla774.com/>

Special thanks to the members of the Tempus Fugitives, particularly Anateus. Without your feedback and support this document would not be here today.



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THE SOUL FORGE

In the Formless wastes of the Realm of Chaos there is a place that is perpetually cloaked in a pall of black, oily fumes, rank with the acrid stench of forbidden metallurgy, dominated by a cacophony of strident grinding and the wailing of uncountable tortured spirits. This accursed place is known as the Forge of Souls, where the blind, ever-mutating Daemon craftsmen of Chaos eternally hammer at their creations in cyclopean smitheries.

The black fires of these cavernous laboratories are fuelled by the souls of the damned and kept roaring by colossal screaming bellows, manned by legions of semi-sentient nightmare creatures. From the dark bowels of the Forge of Souls come all manner of hideous and unholy weapons. By means of the perverse technologies of the artisans of the Dark Mechanicum, daemonic energies are fused with arcane metals to create great jagged blades, weeping swords, barbed steel whips and other potent weapons and talismans, to be used by the Daemons in their eternal warfare. But much more than these are the great Daemon engines and other possessed vehicles, like the mighty Battle Titans of the Legio Mortis, or the rampaging Defilers created for the Traitor Legions.

In the ash plains outside the Forge of Souls battle never stops, as many amongst the higher ranks of Daemonhood vie with each other and duel for the chance of being the one to fuse with the mechanical constructs. This is because, unlike a possessed mortal body, these steel and ceramite shells can sustain a Daemon in the mortal world for decades, even centuries. This fusion of the daemonic with the technological is the dark art at the heart of the Soul Forge and all part of the Great Paradigm of the Dark Mechanicum.

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SPECIAL RULES

Daemonic Assault: Daemons do not go to war in the same way as mortals, rather, guided by the capricious will of their Dark Gods, they appear out of thin air; reality screaming as it is torn apart by the baleful energies of the Warp. No model with the Daemon rule is ever placed on the battlefield during deployment. Instead, all of the units with this ability always start the game in reserve, even in missions that do not normally allow this rule to be used.

At the beginning of your first turn, divide the affected units into two groups that must include, as much as possible the same number of units. Then you must face the unfathomable judgement of the Gods of Chaos, and nominate which of the two groups you wish to make a 'Daemonic Assault' at the beginning of the battle. Pick one of the two groups and pray to the Dark Gods by rolling a D6. On a 3-6 the Powers of Chaos agree with your choice, but on a 1-2 they choose the other group.

The units in the group that has been chosen to make the Daemonic Assault arrive on your first turn, using the Deep Strike rules. The remaining units are held in reserve and their arrival is rolled for as normal. When a unit becomes available, it enters play by Deep Strike.

Power Scourge: A Power Scourge is a vicious array of barbs and whips that literally rakes the flesh from a target's body. They count as a Lightning Claw and so only a pair will grant the bearer +1 attack for an additional close combat weapon.

Servo Claw: A Servo Claw grants the model an additional close combat attack at Strength 8 Initiative 1 ignoring armour saves.

Ravager Harness: The Ravager-harness is an upgrade for a servo claw and incorporates the following features: a second servo-claw (giving a model equipped with one two servo-claw attacks), a Kai Gun and an Infernal Flamer.

DARK MECHANICUS

The part of the Adeptus Mechanicus that split off during the Horus Heresy is called the Dark Mechanicus. These Magi do not appear to worship Chaos but rather some other ancient entity. They seek to combine the power of the Warp with that of the Machine to enact their plan known as the Great Paradigm. Their alliance with the forces of Chaos means that they are responsible for constructing and maintaining the majority of the war-machines for the legions of Chaos. Such creations include the Stalk Tanks of the Blood Pact, the Hell talon fighter-bombers and the gargantuan Harbinger bomber. It is also believed that some dark magi research the techno-virus which has in turn created creatures such as the Obliterators and the Flayer-kin.

All models with the designation Dark Mechanicus benefit from the following special rules:

Dark Craftsmen: The heretical craftsmanship in the weapons of the Dark Mechanicus surpasses even that found amongst the Traitor Legions. As a result all rolls to hit of a 1 for shooting attacks may be re-rolled (although the wound caused by overheating weapons still applies as below). Blast weapons may re-roll a miss on the scatter dice.

The 11th Commandment: The Tech Priests of the Dark Mechanicus have not lived for centuries amongst the plasma fires of the Soul Forge without learning that such technology can be fatal in unskilled hands. Any weapon that overheats while being fired by a member of the Dark Mechanicus may cause a wound on another member of their own unit rather than on the weapon operator.

HQ

VESICANT REX – THE FIRST

205 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Vesicant Rex	5	3	6	4	3	13	12	10

Unit Composition: 1 (Unique)

Vehicle Type: Walker

Wargear

- Dreadnought close combat weapon and built in Stygian Caster
- Bile Spew
- Daemonic Aura (5+ Inv)

Special Rules

Daemonic Assault
Infernal Spirit

Corpulent: Vesicant is extremely hard to kill and whenever he suffers a glancing or penetrating hit you may ask your opponent to re-roll the result on the Vehicle Damage table. However, you must accept the second result, even if it is worse.

Vesicant was Equerry to Mortarion during the Great Crusade. He was laid low during the battle with the Jorgall. Interred in a Dreadnought, Vesicant soon proved himself adept at using his armoured form to storm enemy positions and melt them with his chemical cannon. During the Heresy, Vesicant became the first Dreadnought to be possessed by a Daemon and as such Vesicant Rex became the primogenitor of the Daemon-Engines of Nurgle.

Poisoned Pathfinder: An army that includes Vesicant Rex may include Plague Hulks as both Elite and Heavy Support choices.

LEGION

180 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Legion Shard	4	3	5	4	2	9	9	9
Returning Shard	-	-	-	-	-	9	9	9

Squadron: (Unique)

10 Legion Shards

Vehicle Type

- Walker

Wargear

- Shard Blaster
- Infernal Spirit
- Soul Sight

Special Rules

- Daemonic Assault
- Fleet
- Rending (close combat)

Their Number is Legion: Each time a Legion Shard is destroyed; a Returning Shard is placed into reserve and is automatically arrives at the start of the next turn. Returning Shards move on from the controlling player's table edge and may do nothing except move towards the squadron of Legion Shards. Once the Returning Shard is within squadron coherency, replace it with a Legion Shard and it becomes part of the Squadron. If there are no Legion Shards on the table, all Returning Shards are immediately removed from play and the unit counts as destroyed.

Legion is a terrifying example of how dangerous a Data-Daemon can be. Infesting the hulk of a large vehicle such as a Baneblade or Land Raider, the machine is torn apart in a whirlwind of razor sharp metal. The wickedly twisted fragments form ten distinct entities and operate with a single malevolent mind. Even when the host forms are destroyed, Legion immediately possesses battlefield debris and moves to join the rest of its kind.

Rapid Return: Returning Shards always move and run 6" towards the nearest Legion Shard.

Fragmentary Nature: Legion Shards and Returning Shards ignore dangerous terrain. Any glancing or penetrating hit automatically destroys them.

MARIHOW – THE WIDOW MAKER

95 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Marihow	4	4	4	3	3	4	8	9	3+

Unit: (Unique)

- 1 Marihow

Unit Type

Infantry

Wargear

- Maker's Maw
- Ravager Harness
- Assault Grenades

Special Rules

- Dark Mechanicum
- Independent Character
- Fearless
- Invulnerable 5+ Save
- Feel No Pain
- Eternal Warrior

Maker's Maw: These monofilament scissor shaped blades emit a sticky coating which enmesh their prey as Marihow devours them. The Maker's Maw counts as two power weapons (additional attack already included in profile). Enemy units which attempt to flee in Assault roll two dice and add their Initiative to the lowest.

Once a loyal servant of the Omnissiah, the creature known as Marihow suffered from too much experimentation into forbidden lore. Outcast, she found her way finally to the Forge of Souls where her multi-limbed form found appreciation.

Walk Into My Parlour

A single Unbound Defiler or Shambler Squadron may be taken as a Troops choice if you include Marihow in your army.

Spiderwalk: Marihow ignores Difficult and Dangerous Terrain.

TOURBADON - PRINCE OF OBLITERATION

215 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Prince of Obliteration	5	5	5	6	4	5	4	10	2+

Unit (Unique): 1 Prince of Obliteration

Unit Type: Monstrous Creature

Special Rules

- Daemonic Assault
- Invulnerable 5+ Save
- Fearless
- Eternal Warrior
- Slow and Purposeful

Obliterator weapons: May form either two different weapons in the Shooting phase and may fire both or may form a single twin-linked weapon. Weapons created from the following list: Ether Lance, Forge Hammer, Phlegm Maw, Shard Cannon, Twin-Linked Stygian Caster or a Tongue Maw.

Ambassador of Destruction: The Prince of Obliteration allows one Obliterator of the Forge unit to be taken as a Troops choice. Such is the Prince of Obliteration's majesty that all Obliterator of the Forge units in the army must be taken at maximum size.

Once Master Techmarines of the Astartes, Prince's of Obliteration are obsessed with the overlap of the material and immaterial, the organic and the inert. They use arcane knowledge they have gleaned from the powers of Chaos, and the sinister adepts of the Dark Mechanicum, to blur the boundaries between biological, technological and daemonic. Infused with this energy they are hulking warriors that can fashion weapons out of their own bodies, grow armoured plates and repair injuries that would fell lesser creatures.

The Needs of the One: A Prince of Obliteration in base contact with an Obliterator of the Forge at the start of the turn may drain wounds from the Obliterator to regain lost wounds itself. This process destroys the Obliterator, regardless of the number of wounds taken from it. The Prince of Obliteration may not increase its wounds above its starting level of four.

THE WARPSMITH – INSTRUMENT OF THE FORGE

185 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
The Warpsmith	4	3	6	3	4	13	13	11

Unit: (Unique) 1 Warpsmith

Vehicle Type: Walker

Wargear

- Two Dreadnought Close Combat Weapons with built in Harvester Guns (additional attack already included).
- Hell Maw
- Infernal Spirit
- Soul Sight
- Brimstone Launchers
- Dirge caster

Special Rules

- Daemonic Assault
- Fleet
- Instrument of the Forge

Instrument of the Forge: When the Warpsmith arrives you may place it anywhere on the table as long as it is not in impassable terrain or within 1" of an enemy model. Roll a Scatter dice, if a hit results the Warpsmith emerges from the warp on target otherwise it scatters 2D6" in the direction shown. If this movement would take it into impassable terrain or within 1" of an enemy model reduce the scatter distance by the minimum necessary to avoid it/them. Provided it does not fire any weapons in the Shooting Phase, the Warpsmith may Assault on the same turn that it enters play. Any units entering play via Daemonic Assault while the Warpsmith is on the board may re-roll their scatter dice for Deep Striking.

The Warpsmith is a Soul Grinder chosen to be the harbinger of the Dark Mechanicum by the malign presence at the heart of the Soul Forge. It is gifted with psychosonic devices, similar to warhorns of its daemonic brethren. The cacophonous blare allows the Warpsmith to focus the warp around it as it makes the transition into reality and so emerges from the warp with incredible speed and deadly accuracy.

Herald of the Soul Grinders:

An army that includes the Warpsmith may include Soul Grinder of the Forge as both Elite and Heavy Support choices.

TROOPS

MINION

65 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Minion	3	3	3	3	1	3	1	5	5+
Dread Magi	4	3	3	4	1	4	2	9	3+

Unit Composition

1 Dread Magi and 5 Minion

Unit Type

- Infantry

Special Rules

- Dark Mechanicum
- Furious Charge
- Fleshcraft

Wargear

- Shard pistol
- Close Combat Weapon
- Frag Grenades

Options

- Up to ten Minion can be added to the unit at +7 points per Minion.
- One Minion can be armed with a weapon from the following list in place of their Shard Pistol: Stygian Caster or Heartseeker Lance at +20 points; Forge Blade or Reaper Cannon at +15 points; Infernal Flamer or Heartpounder Mortar at +10 points.
- One Minion can be armed with a Servo claw at +15 points.

The Dread Magi are responsible for the millions of cloned fighting slaves who goad and restrain the various daemonic creatures in the laboratories beneath the Soul Forge. Surgically grafted with various tools and armour, these crude upgrades double the life expectancy of these Minion to a whole day.

Dread Magi

Equipped with a Shard Pistol, power scourge and Servo Claw. The servo claw can be replaced with a Ravager Harness for +15 points.

Fleshcraft: Such is the Dread Magi's proficiency with the staplegun that debilitating wounds can sometimes be ignored and severed limbs can be reattached temporarily to be used as a crutch. While the Dread Magi is alive, the Minion have a 5+ Feel No Pain.

Transport: The unit may be deployed in a Huntsman, Warp Wyrms or Pit Locust (see dedicated transport section).

PIT FODDER

44 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Pit Fodder	2	2	3	3	1	3	1	5	6+
Overseer	2	2	4	3	1	3	2	8	6+

Unit Composition

1 Overseer and 9 Pit Fodder

Unit Type: Infantry

Wargear

A close combat weapon

Special Rules

- Furious Charge
- Fearless

The Loyal Slave Learns to Love the Lash

Should the Overseer in the unit be killed, the Pit Fodder will see this as their opportunity to escape and must immediately take a leadership test. Should they pass, the unit continues to act as normal. However, if the unit fails its leadership test then the number failed by equals the number of Pit Fodder that immediately flee the battlefield and are removed as casualties. On each subsequent turn the unit must continue to take a leadership test at the beginning of the movement phase. Each time it fails, the amount failed by equals the further Pit Fodder that are removed.

Options

- Up to thirty Pit Fodder can be added to the unit at +4 points per model.

The vast majority of those who toil in the Soul Forge do so in near total ignorance of the greater work carried out by the Dark Mechanicum. They are the Pit Fodder, cloned humans or near human slaves who carry out the myriad of lowly tasks that are not worth the time binding a daemon to carry out. The Soul Forge is blisteringly hot and its lower levels, known as The Pit, are in near total gloom from the exhaust and smoke. Creatures such as the Pit Fodder welcome the chance to serve their masters on the battlefield rather than die in ignominy in the bowels of the Forge.

Strip It!

Accustomed to stripping a vehicle down to its bare chassis at a single command, Pit Fodder are able to perform this action even under fire. In the assault phase, any vehicle engaged by the unit in close combat automatically suffers a glancing hit for every five Pit Fodder (which can include the Overseer).

SERVILE

10 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	Sv
Servile	4	2	3	3	1	4	1	8	4+

Unit Composition

- 5 - 30 Servile.

Unit Type

- Infantry

Wargear

Servo Claw

You may take a unit of Servile in your army for each unit of Minions you include. Servile units do not use up any Force Organisation Chart selections but are otherwise treated as separate Troop units. They can never be considered scoring units.

Tantrum: The petulant and fragmentary brain of a Servile functions poorly unless constantly whipped into submission. Unless engaged in combat, a unit of Servile must test for Tantrum at the start of each friendly turn. Roll a D6 for each unit of Servile on a 3+ the unit functions normally. On a 2 or less the unit may not move, shoot or assault that turn. Instead the unit suffers D6 Str 3 hits as the creatures tear into themselves.

Debased feral creatures grafted with dark technology, Serviles exist solely to serve the masters of the Soul Forge.

DEDICATED TRANSPORT VEHICLE

The following vehicle is available to several of the units in a Soul Forge army. Although they do not use up any force organisation chart selections, they otherwise function as separate units. See the Transport Vehicles section of the 5th Edition Warhammer 40,000 rulebook.

HUNTSMAN

60 POINTS

	BS	FRONT	SIDE	REAR
Huntsman	3	11	10	10

Huntsmen are used to carry infantry from the Soul Forge into battle. Arcane daemonic shadows hang from the multi-legged creature causing enemy sentries to miss its approach until too late.

Vehicle Type

- Walker, Open Topped

Wargear

- Harvester Gun
- Infernal Spirit
- Soul Sight
- Brimstone Launchers

Long Limbed: The Huntsman may treat difficult terrain as open terrain for movement.

Unit Composition

- 1 Huntsman

Daemon-Shroud: The Huntsman generates a stealth field making it difficult to detect and hard to hit. Any enemy unit wishing to shoot at the Huntsman must test as though the Night Fight rules were in use. Enemy units with Searchlights may use them against a Huntsman. The Daemon-Shroud counts as a psychic power that is automatically cast at the beginning of every player turn.

Special Rules

Long Limbed
Daemon-Shroud
Infiltrate

Options

- May take a Dirge Caster at +15 points.
- May take the following on a Pintle Mount: Heartpounder Mortar +15 points.

Transport Capacity

May carry up to 12 models.

PIT LOCUST

60 POINTS

	BS	FRONT	SIDE	REAR
Pit Locust	3	11	10	10

Invidious creatures, the Pit Locust carry small groups of infantry in pincers dangling from their jagged narrow bodies. Their rapidly beating razor sharp wings slice through the air but are all too easily shattered by a well placed blow. Dwelling in nests in the bowels of the Forge, they feed on Fodder or Malefics that stray too far from the communal areas.

Vehicle Type

- Skimmer, Fast

Wargear

- Harvester Gun
- Heartpounder Mortar
- Infernal Spirit
- Soul Sight

Fragile: All Immobilised results on the vehicle damage chart are instead treated as Wrecked.

Unit Composition

- 1 Pit Locust

Transport Capacity

May carry up to 6 models.

Options

- May take a Dirge Caster at +15 points.

Special Rules

Scout

Vehicle Upgrades

Dirge Caster: The device emits terrifying screams and wails to demoralise the enemy. Enemy units within 6" suffer a -1 modifier to their Leadership. The effect is not cumulative with further Dirge Casters.

Infernal Spirit: The vehicle is a prison for an enraged daemon bound to the machine and forced to channel its might through pistons and weapons. The vehicle ignores Crew Shaken and Crew Stunned results on the Vehicle Damage chart. Soul Grinders are considered to have Infernal Spirits and may enter play via Daemonic Assault.

Soul Sights: Soul-sights are used when the Night Fighting rule is in effect. If the vehicle has a soul-sight it ignores the Night Fighting rules to pick a target. Even machine-spirits and the echoes of life found in the Necrons can be detected by the soul-sight.

Brimstone Launchers: Once per game after completing its move, a vehicle can trigger its brimstone launchers (it doesn't matter how far it has moved). The vehicle or any passengers may not fire in the same turn that the vehicle uses its brimstone launchers. The vehicle counts as obscured in the next enemy Shooting phase, receiving a 4+ cover save. After the enemy's Shooting phase the smoking brimstone dissipates with no further effect. Note that the vehicle may still use its brimstone launchers if its crew are Stunned or Shaken. Non-vehicle units (friend or foe) within 6" of a vehicle that uses its brimstone launcher suffer d6 automatic wounds.

WARP WYRM

75 POINTS

	WS	BS	S	T	W	I	A	LD	Sv
Warp Wurm	2	2	4	6	3	4	2	10	5+

Wargear: Tongue Maw

Unit Composition

- 1 Warp Wurm

Vehicle Type

- Monstrous Creature

Special Rules

- Daemonic Assault
- Warp Strike
- Deep Dive
- Transport
- Slug-ish

Warp Strike: A Warp Wurm always enters play using the Daemonic Assault rules, even in missions that do not use these rules. If, when a Warp Wurm Deep Strikes, it enters play onto a point occupied by another model, do not roll on the Deep Strike Mishap table but instead do the following.

Place the large blast template directly over the spot the Warp Wurm is emerging from. Every unit under the template suffers a number of Strength 4 hits equal to the number of models in that unit that are touched by the template. Vehicles are always struck on their rear armour. If any unit still has surviving models under the template, move that unit by the minimum distance necessary to clear all models from beneath the template whilst maintaining squad coherency and avoiding impassable terrain. Units that were locked in combat prior to the Warp Wurm's attack must remain in base contact if possible, but otherwise models cannot be moved within 1" of an enemy model. Vehicles, including immobile vehicles, retain their original facing if they are moved. Any models that cannot be moved out of the way are destroyed. After all casualties have been determined, replace the large blast template with the Warp Wurm.

Deep Dive: A Warp Wurm can, at any point during its Movement phase, elect to dive back into the warp provided it is not engaged in close combat. If a Warp Wurm chooses to do so remove it from the table and place it back in reserve. It automatically re-emerges via Deep Strike during your next Movement phase. Note that a Warp Wurm cannot Deep Strike and Deep Dive in the same turn

Transport: A Warp Wurm can carry a single unit of up to 20 infantry models within its serpentine body. The first time the Warp Wurm arrives by Deep Strike, all infantry within must immediately deploy - place the unit such that every model is within 2" of the Warp Wurm. If any models cannot be deployed because of impassable terrain or enemy models within 1", those models are destroyed. A unit that Deep Strikes via a Warp Wurm cannot move or assault in the same turn it arrives but may shoot (or run) as normal.

Slug-ish: A Warp Wurm cannot move in the Movement Phase or Run. However, it may make an assault move provided it has not entered play via Deep Strike that turn. It may never go to ground, voluntarily or otherwise - and may not consolidate or make a sweeping advance following a close combat.

Warp Wyrms, known by the natives of Tallarn as the Shay-Halood, are normally docile creatures that live in the space between reality and the warp. When they feed it is once every millennium. This is the only time that they use their unique ability to breach reality and erupt into the material world, devouring anything in its path. Returning to the warp, their appetite sated, the Wurm slowly digests its food over a thousand years. The Dark Mechanicus have twisted this purpose with technological grafts to provide a terrifying battlefield tool. By inserting a series of devices into the creature's vast labyrinthine stomach the Dread Magi make the Wurm regurgitate its food. Ravenously hungry the Wurm then swallows whole the unlucky Minions and Pit Fodder who have been chosen and prepared for the task. Directed by daemonic rituals, the Wurm then swims the warp until it re-emerges onto the intended target, the Dark Mechanicus devices forcing it to regurgitate the swallowed units where they can enter the fray. Ravenously hungry, the Wurm remains, unable to satisfy its starvation and dies once their purpose is at an end.



ELITES

BLOOD SLAUGHTERER

135 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Blood Slaughterer	5	1	6(10)	4	2	13	12	10

Blood Slaughterers are gore-splattered daemon engines of glittering brass and black iron; a possessed warmachine forged and bound for a single purpose. Driven by fury the Blood Slaughterers rend and kill as an act of profane worship to Khorne.

Vehicle Type

- Walker

Unit Composition

- 1 Blood Slaughterer

Wargear

- Dreadnought Close Combat Weapon
- Impaler

Special Rules

Daemonic Assault
Fleet
Rage
Fury of Khorne

Fury of Khorne

Consumed by their lust for battle the Blood Slaughterer's rage builds until it is released in the frenzy of close combat. A Blood Slaughterer gets +D3 extra attacks when charging instead of the usual 1.

Options

The Blood Slaughterer may replace its Impaler with an additional Dreadnought Close Combat Weapon. A blood Slaughterer upgraded in this way gains +1 attack.

Impaler

The Impaler firers a barded harpoon attached to chains and is used to spear its victim then drag it into the Blood Slaughterer's reach. If a hit is scored then roll to wound as normal. If the target survives and is a vehicle or Monstrous Creature the harpoon immediately retracts, dragging the target into base contact with the Blood Slaughterer. The Blood Slaughterer counts as charging a target that is brought into assault in this manner.

Range: 12" Strength: 8 AP:3 Assault 1

DATA-DAEMON

55 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	Sv
Data-Daemon	4	3	5	5	2	1	2	5	3+

Cohort Composition

- 3 – 5 Data-Daemons.

Unit Type

- Infantry – Data-Daemons count as two models for transport purposes.

Special Rules

- Daemonic Assault
- Fearless
- Relentless
- Scrapcode
- Abominable Intelligence

Wargear

- Ether Lance
- Servo Claw

Abominable Intelligence: Possessed as they are by malign spirits, the Data-Daemons are unrelenting in their pursuit of their prey. Data Daemons may re-roll failed to hit rolls in the first turn of an assault where they charged.

Scrapcode: Data Daemons in combat with a vehicle may exchange their normal close combat attacks for a single attack using the corrupting tech-language known as scrapcode. Instead of making its normal attacks, the Data Daemon may make a single roll against the targeted vehicle on the table below:

1-3 No effect

4-5 May immediately fire a weapon of choice at a target in range and line of sight.

6 Vehicle suffers a Penetrating Hit and Roll again.

The Legio Cybernetica is one of the oldest parts of the Mechanicum. Its records stretch back to the times before the Imperium. The Legio has a long history, and its members found amongst the armies of the Soul Forge regard themselves as an elite battle force priding themselves that they were first amongst the Mechanicum to declare for Horus during the Great Heresy. Binding Data-Daemons to the frames of their robots, these cybernetic constructs are powerful shock troops able to wade into the fiercest of opposition without flinching.

Options

Any Data-Daemon may replace its Servo Claw with one of the following weapons: a Harvester Gun or Reaper Cannon at +10 points, a Kai Gun or Forge Hammer at +20 points.

OBLITERATOR OF THE FORGE

75 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	Sv
Obliterator of the Forge	4	4	4	4	2	2	2	9	2+

Unit Composition

- 1 Obliterator.

Unit Type

- Infantry

Wargear

- Obliterator Weapons

Special Rules

- Fearless
- Slow and Purposeful
- Daemonic Assault

Options

- The unit may include up to an additional two Obliterators for +75 points each.

Inhuman, grotesque arcano-cyborgs whose blood can become white hot plasma, whose internal organs generates electricity, whose bones are fused with titanium and whose brains are as much machine as they are flesh. They are the Obliterators.

Obliterator Weapons

The unit must create a single weapon each from the following list: Forge Hammer; Mawcannon (Vomit); twin-linked Stygian Caster; twin-linked Harvester Gun or Reaper Cannon.

PLAGUE HULK

200 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Plague Hulk	3	2	7(10)	2	4	13	13	11

Unit: 1 Plague Hulk

Vehicle Type: Walker

Wargear

- Two Dreadnought Close Combat Weapons.
- Rot Cannon
- Bile Spew
- Infernal Spirit

Special Rules

- Daemonic Assault

Necrotic Fumes

The thick smog of corruption surrounding the Plague Hulk means that in addition to counting as partially obscured against ranged attacks (granting a 5+ cover save) the Plague Hulk counts as being armed with both Defensive and Assault grenades.

Similar in design to the Soul Grinders and Defilers, the Plague Hulks have the appearance of a rusting wreck, more likely to fall apart than pose any real threat. But in truth its victims are already dead as the very air around the machine is befouled by daemonic corruption. The aura of decay surrounding the Plague Hulk is toxic, as are the streams of razor-sharp flies that burst from its Rot Cannon. Even what appears to be a harmless scratch can in seconds reduce its victim to a bubbling pool of effluent.

SHAMBLER SQUADRON

35 POINTS PER MODEL

	WS	BS	S	I	A	FRONT	SIDE	REAR
Shambler	2	3	5	2	2	11	11	10

Squadron: 1 -3 Shamblers

Vehicle Type: Walker

Wargear

- Vomit Maw
- Shard Blaster
- Infernal Spirit

Special Rules

- Daemonic Assault
- Slow and Purposeful

Options:

- A single Shambler in the squadron may replace its Vomit Maw with a Phlegm Maw for +20 points.
- Any Shambler may take a servo claw for + 5 points.

Sloth-like in its movement and making mewling sounds from its malformed and stunted features, the Shambler is the lowliest of the warmachines produced by the Soul Forge. It is not uncommon to see mighty Soul Grinders casually eviscerate one that is too slow in shuffling out of its path. In battle Shamblers tend to follow in the wake of the more potent engines, their dripping maw weaponry or disjointed claws dispatching the wounded and the dying.

UNBOUND DEFILER

150 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Unbound Defiler	4	2	6(10)	3	3	12	12	10

Vehicle Type: Walker

Squadron Composition

- 1 Unbound Defiler

Wargear

- 2 Dreadnought Close Combat Weapons (extra attack already included)
- Reaper Cannon
- Soulfire Cannon
- Twin-linked Infernal Flamer
- Brimstone Launchers
- Soul Sight
- Infernal Spirit

Special Rules

Daemonic Assault
Fleet

Options

- The Twin-Linked Infernal Flamer can be replaced with a Heartpounder Mortar for +10 points or a servo claw for + 5 points.
- The Reaper Cannon can be replaced with either a Heartpounder Mortar or a servo claw for no additional points cost.

Using complex arcane rites, the smiths of the Soul Forge work with Chaos Space Marine Sorcerers to draw forth the essence of a Daemon from the warp and trap it within the rune-bound form of a Defiler. These creations are payment for the continued protection of the Traitor Legions and are usually in exchange for slaves or artefacts to further to work of the Forge. In their own armies, however, the Masters of the Soul Forge do not place such strict bindings on the Defiler's daemon. With its full immortal anger unleashed, the Daemon drives the Defiler forward, guns blazing and claws ripping apart all in its path.

FAST ATTACK

BLIGHT DRONE SQUADRON

125 POINTS PER MODEL

	BS	FRONT	SIDE	REAR
Blight Drone	2	12	11	10

Squadron Composition

- 1-3 Blight Drones

Vehicle Type

- Skimmer, Fast

Wargear

- Reaper Cannon
- Vomit Maw
- Phlegm Maw
- Infernal Spirit

Special Rules

Explosion of Pus
Maw Weapons
Daemonic Assault

Explosion of Pus

When a Blight Drone is destroyed, it is invariably in a shower of toxic ichors and infected bile. Treat all Vehicle Damage results of Wrecked as Explodes instead.

Maw Weapons

Blight Drones have a limited opening to deploy their Maw weaponry and so may only fire either their Phlegm Maw or their Vomit Maw each turn.

BLOAT NURSE SQUADRON

50 POINTS PER MODEL

	BS	FRONT	SIDE	REAR
Bloat Nurse	3	12	12	10

Like a tick gorged on pus, Bloat Nurses are demonically possessed machines that carry their awkward and bloated body a few metres off the ground. They buzz along the battlefield, occasionally releasing Malefics from the cysts that cover its body. The pestilent vomit that spews from its thick lips spatters bone and flesh until it resembles thick cream and sloughs from its enemies into pools.

Vehicle Type

- Tank, Skimmer

Options

- May take the following: Dirge Caster at +5 points.

Squadron Composition

- 1-3 Bloat Nurses

Special Rules

Daemonic Assault

Wargear

- Vomit Maw
- Infernal Spirit
- Soul Sight
- Brimstone Launchers
- Infernal Resurrection
- Malefic Hatchery

Malefic Hatchery: The Bloat Nurse is studded with cyst containing dozens of Malefics. These mischievous imp-like creatures are eager to burst free and disrupt the enemy's technology. Each turn, at the beginning of the Movement phase, a Bloat Nurse that is not in close combat can force some of the Malefics to hatch from its bloated body. Roll a D3 for the number of bases of Malefics generated. On a roll of a 1, no Malefics are generated and the Bloat Nurse takes an automatic glancing hit as the Malefics damage it as they are birthed. Once generated, the two or three Malefic bases form their own unit and are free to act as normal. They may not make a daemonic assault move.

Infernal Resurrection: Bloat Nurses may attempt to repair a damaged vehicle using the corrupting tech-language known as scrapcode. If a friendly vehicle has suffered an Immobilised or Weapon Destroyed result then there is a chance the Bloat Nurse can rebind the angered daemon and use a portion of its essence to renew the damaged machine. To do this the Bloat Nurse must be in base contact with the damaged vehicle in the Shooting Phase of the Soul Forge turn. Instead of firing with the Bloat Nurse, roll a D6 and if the result is a 5 or more then either a Weapon Destroyed result or Immobilised result (owning player's choice) will be repaired. On a roll of a 1 (before modifiers) the daemon lashes out on the Bloat Nurse and the Nurse takes a glancing hit. Once a weapon is repaired it can be fired in the following Shooting Phase.

MALEFIC SWARM

12 POINTS PER BASE

	WS	BS	S	T	W	I	A	LD	Sv
Malefic Swarm	2	0	2	3	3	3	2	10	-

Swarm Composition

- 3 -10 Malefic Swarm bases

Unit Type

- Swarm

Wargear

- Gremlins

Normally you may only include a single Malefic Swarm in your army. You may take an additional Malefic Swarms for each squadron of Bloat Nurses you include. Malefic Swarms do not use up any Force Organisation Chart selections but are otherwise treated as separate Troop units.

Special Rules

- Daemonic Assault
- Fearless

Transport: Malefic Swarms are unpredictable creatures and so may never be transported.

When the Dark Mechanicum first came to the Soul Forge, they found it inhabited by small, mischievous creatures. These Malefics seemed to take delight in smashing delicate objects and ruining the various experiments the adepts attempted. On the battlefield, hordes of Malefics are goaded into the enemy lines to cause their own unique brand of confusion and destruction.

Gremlins: After rolling to hit a vehicle, roll a dice for each successful hit. A roll of a 6 causes an automatic glancing hit regardless of the target vehicle's armour value.

DOOMWING SQUADRON

130 POINTS PER MODEL

	BS	FRONT	SIDE	REAR
Doomwing	4	12	11	10

Squadron Composition

- 1-3 Doomwing

Vehicle Type: Fast Skimmer**Special Rules**

Daemonic Assault
Scout

Wargear

- Two wing mounted Reaper Cannons
- One head mounted Hell Maw
- Infernal Spirit
- Soul Sight

Dreadful sky-darkening creatures, the Doomwing enjoy raking their targets with reaper cannon fire, shearing off legs and shredding tracks before swooping down and incinerating their prey in a deadly conflagration of warping flame.

Options: The Doomwing may replace its Hell maw with a Heartseeker Lance for +10 points.

FLAYER-KIN HAREM

28 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	Sv
Flayer King	6	0	5	5	3	6	3	10	3+
Flayer-Kin	5	0	5	4	1	5	2	10	3+

Unit Composition

- 5 – 15 Flayer-Kin

Unit Type

Infantry

Wargear

Close Combat weapon

Special Rules

- Infiltrate
- Feel No Pain
- Fearless
- Fleet

Flayer-Kin Weapons: The techno-virus in the Flayer-Kin causes the skin on their fingers to slough off and a horrific array of blades and needles emerges. Flayer-kin cause rending hits in close combat.

Unstable Mutation: The constantly shifting sea of chemicals and materials swirling within the Flayer-Kin makes them potent adversaries in combat, but is not without its price. Before the enemy makes any saves, add together the number of rending wounds. Now make an Unstable Mutation test. To make the test roll a number of dice equal to the number of rending wounds caused on the enemy. For each roll of a 1 a Flayer-Kin explodes causing a further Strength 3 hit on all enemy models in combat. Remove a Flayer Kin model as a casualty.

Infiltration: Flayer-Kin are always deployed using the Infiltrate rules, even in missions that would not normally allow it.

Infected with a similar technovirus that warps the Obliterators, albeit far more unstable, the Flayer-Kin dwell in the caves surrounding the Soul Forge. The origins of this feral species are shrouded in mystery. All of the Flayer-Kin appear to be female with the exception of a powerful individual known as the Flayer King who seems to exert some form of control over them. As convoys of materials and emissaries from the Chaos Legions approach the Forge, the Flayer-Kin leap on them, detonating on their targets or tearing open power armour and feasting on the marrow inside. When needed, the Dark Mechanicum make blood-pacts with the Flayer-Kin promising to aid them in luring the traitor legions to these ambushes in exchange for their continued fealty.

Flayer King: One Flayer Kin can be upgraded to a Flayer King for +35 points. In addition to his considerable martial prowess, the Flayer King exerts a degree of control over the unstable mutations of his harem. You may re-roll successes or failures on the Unstable Mutation test (either to get more or less ones!)

HELLFIEND SQUADRON

100 POINTS PER MODEL

	WS	BS	S	I	A	FRONT	SIDE	REAR
Hellfiend	4	2	6	4	4	11	11	10

Squadron Composition

- 1-3 Hellfiend

Vehicle Type: Walker**Special Rules**

Daemonic Assault
Fleet
Hell Shriek
Stealth

Wargear

- Two Close Combat Weapons (additional attack included in profile)
- Infernal Spirit
- Soul Sight

Hell Shriek

The Hellfiend emits a painful sonic attack as it leaps into combat. It has the Furious Charge special rule and counts as being armed with Assault Grenades.

With a terrifying shriek, the Hellfiend leap from the ruins of the worlds set aflame by the rampages of the Soul Forge. Smaller than the Soul Grinders and other similar creations, the Hellfiend race in with unbridled ferocity and pull limbs from sockets

Eviscerate: Instead of its normal close combat attacks, the Hellfiend instead attempts to make a single Eviscerate attack which is Strength 10 and ignores armour saves. Roll to hit as normal.

TORMENTOR SQUADRON

70 POINTS PER MODEL

	WS	BS	S	I	A	FRONT	SIDE	REAR
Tormentor	3	3	5	3	1	11	11	10

Squadron Composition

- 1-3 Tormentor

Vehicle Type: Walker**Special Rules**

Daemonic Assault
Flanker

Wargear

- Shard Cannon
- Infernal Spirit
- Soul Sight

Dangerous outriders, packs of Tormentors are usually seen attacking vulnerable flanks of enemy units or slaughtering lightly defended outposts.

Flanker: During deployment, rather than deploying using the Daemonic Assault rules, the Tormentor squadron may instead be placed into reserve. When rolled for and available, any Tormentor squadron placed into reserve in this manner enters play using the Outflank special rule.

HEAVY SUPPORT

FLESHFACTORY

215 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Fleshfactory	3	3	6	2	3	14	13	11

Vehicle Type

- Walker

Unit Composition

- 1 Fleshfactory

Wargear

- Reaper Cannon turret
- 2 Harvester Gun sponsons
- Spawn Cannon
- Infernal Spirit
- Soul Sight
- Dirge Caster
- Brimstone Launchers

Special Rules

Daemonic Assault
Fleshcrafter
We Have the Technology

Spawn Cannon

Mounted on the hull of the Fleshfactory is the terrifying Spawn Cannon. Often seen when the Dark Mechanicum besiege cities, these hurl shells of living flesh and explosive high in the air that crash indiscriminately onto the foes below. But the living soon envies the dead as the survivors of these bombardments warp into mindless technospawn devouring their friends.

Range: 72" Strength: 5 AP: 4 Type: Heavy Large Blast

Once casualties are resolved, add up the total number of unsaved wounds caused. Place a technospawn model with wounds equal to the number of unsaved wounds caused 1" away from the wounded unit. The Technospawn may act as normal (for a technospawn) in the assault phase and so must assault the enemy unit it was created from. The Fleshfactory may not fire any other weapons if it fires its Spawn Cannon. Technospawn units created this way are each worth a Kill Point if destroyed. If the Technospawn is created from a friendly unit (caused by the shot scattering) then once deployed it must move towards the nearest enemy unit as per the rules for Rage.

Fleshfactories are massive constructs, one of the largest creations from the Soul Forge outside of the Daemon Titans. Striding on multiple, sturdy legs or on massive tracks, these living factories churn out troops and support the armies of the Soul Forge with barrages of warping technovirus.

We Have the Technology: A single infantry unit within 6" gains the Feel No Pain universal rule, representing the Fleshfactory rebuilding the fallen.

Fleshcrafter: The gigantic clone tanks and assembly yards on the Fleshfactory's back make for the creation of new troops a simple task. Many Dread Magi have Pit Fodder, Servile and Minion hacked apart specifically so that the Fleshfactory has enough parts to build its army in the field. If a unit of Minion, Servile or Pit Fodder is eligible to enter play from reserves then they may emerge within 2" of a Fleshfactory's hull, just as though they had disembarked from an enclosed vehicle. Models that cannot be placed within 2" of the hull are destroyed.

TECHNOPAWN

40 POINTS PER MODEL

	WS	BS	S	T	W	I	A	LD	Sv
Technospawn	3	0	5	5	3	3	D6	10	-

Unit Composition

- 1 – 3 Technospawn

Unit Type: Beasts

Wargear

- Tentacles, chainsaws, claws, mouths, suckers and other misshapen weapons.

Normally you may only include a single unit of Technospawn in your army. You may take an additional Technospawn unit for each Fleshfactory you include. Technospawn do not use up any Force Organisation Chart selections but are otherwise treated as separate Heavy Support units. They can never be considered scoring units.

Special Rules

- Slow and Purposeful
- Fearless
- Rage

Technospawn are insane, mewling creatures with no sense of self-awareness. They were once Obliterators or some other creation that has lost forever the balance between machine and daemon.

SCIONS OF PERTURABO

70 POINTS PER SUPPORT WEAPON

	WS	BS	S	T	W	I	A	LD	Sv
Minion	3	3	3	3	1	3	1	7	4+
Dread Reductor	4	3	3	4	1	4	2	9	3+

The Dark Magi of what was once part of the Ordo Reductor of the Adeptus Mechanicus rebelled against what they saw as a corruption of the Ordo's teachings by Rogal Dorn. Instead the Magi titled themselves the Scions of Perturabo and sought out the siege-master on the daemonworld of Medregard. After many years a few of these Dread Reductor have returned, wielding terrible weapons on the servants of the False Emperor.

Iron Pact: If a Support Weapon is destroyed then there is a chance the Dread Reductor can rekindle its angered war spirit. To do this a Dread Reductor must be in base contact with the damaged vehicle in the Shooting Phase of the Soul Forge turn. Instead of firing with the model, roll a D6 and if the result is a 5 or more then a Support Weapon will be repaired. On a roll of a 1 (before modifiers) the daemon lashes out on the Dread Reductor and the model takes an unsaveable wound. Once a weapon is repaired it can be fired in the following Shooting Phase. The adept may not repair if gone to ground or falling back.

Venting Frustration: The Support weapons used by the Scions contain barely controlled daemons of significant power. These creatures lash out whenever possible, the more bloodshed caused. The weapons all have the 'Gets Hot' rule. As per the 11th Commandment, the Dread Reductor ensures there are plenty of Minions around to take the hit for him.

Battery Composition

- 1-3 Support Weapons each manned by a Dread Reductor and two Minions.

Unit Type

- Artillery

Special Rules

- Dark Mechanicum
- Iron Pact

Wargear

- Shard Pistol
- Power Scourge (Reductor)
- Servo Claw (Reductor)
- Close Combat weapon (Minions)

Each of the weapons in the battery is armed with one of the following weapons:

Doomfire Cannon:

A large, tracked artillery piece. The Doomfire Cannon is favoured by the Scions for the sheer devastation it can cause.

Range: G 12-36" Strength: 4 AP: 4 Type: Heavy 2 Large Blast Always indirectly fired.

Reiver Destroyer:

A large laser based weapon, the Reiver is ideal at punching through bunkers and other heavily fortified opponents.

Range: 60" Strength: 10 AP:2 Type: Ordnance 2

Skullshredder Cannon:

A large, multi barrelled artillery piece, the Skullshredder Cannon lays down a fusillade of high explosive skulls that seek out their prey all the while shrieking out their names.

Range: 36" Strength: 4 AP: 4 Type: Heavy 5 Twin-linked, Ignores Cover Saves

Soulfire Thrower:

A single bulbous cauldron sits atop this large, tracked artillery piece. The Cauldron of Hate hurls gout of green flame out from its maw some distance, incinerating well dug in enemies.

Range: 12" Strength: 6 AP: 4 Type: Heavy 1 Template

After rolling a die to test for 'Gets Hot', designate a target unit and place the flamer template so that it is at least partially over as many unit members as possible. The narrow end of the template must be in range and line of sight.

SOUL GRINDER OF CHAOS

155 POINTS

	WS	BS	S	I	A	FRONT	SIDE	REAR
Soul Grinder of Chaos	3	3	6(10)	3	3	13	13	11

Unit: 1 Soul Grinder of Chaos

Vehicle Type: Walker

Wargear

- Dreadnought Close Combat Weapon
- Harvester Gun
- Maw Weapons
- Infernal Spirit

Special Rules

- Daemonic Assault
- Fleet
- Shardblade

Shardblade: A creature in its own right, this mighty sword is a source of great power for the Soul Grinder and the daemon draws upon it to enhance its own considerable might. The Soul Grinder may re-roll all failed to wound rolls in close combat. A Shardblade does not provide additional attacks in close combat.

The Dark Mechanicum in their Forge of Souls create these fusions of the most powerful daemon entities with the machines of war originating from beyond the Immaterium. Demanding the Iron Pact from these creations, they reap a high price in flesh and souls

Maw Weapons

Soul Grinders have a limited opening to deploy their Maw weaponry and so must choose which one to use each turn: Tongue Maw, Phlegm Maw or Vomit Maw.

SOUL FORGE SUMMARY

TROOP TYPES

WS BS S T W I A Ld Sv

RANGED WEAPONS

	Rng	STR	AP	Type
<i>Bile Spew</i>	Template	1	3	Assault 1, Poisoned 2+
<i>Ether Lance</i>	Template	4	3	Assault 1, Power Weapon
<i>Forge Blade</i>	12"	8	1	Assault 1, Melta, Power Weapon
<i>Forge Hammer</i>	18"	8	1	Heavy 1, Melta, Blast, Power Fist
<i>Harvester Gun</i>	24"	4	5	Assault 6
<i>Heartpounder Mortar</i>	24"	5	5	Heavy 2, Blast
<i>Heartseeker Lance</i>	48"	6	5	Heavy 1, Large Blast (Lance & AP1 at centre)
<i>Hell Maw</i>	Template	6	3	Assault 1
<i>Infernal Flamer</i>	Template	4	5	Assault 1, Pinning
<i>Kai Gun</i>	24"	6	3	Assault 2, Gets Hot
<i>Phlegm Maw</i>	36"	8	3	Assault 1, Large Blast
<i>Reaper Cannon</i>	48"	7	4	Heavy 2 Twin Linked
<i>Rot Cannon</i>	36"	6	3	Ordnance 1, Large Blast, Rending
<i>Shard Blaster</i>	18"	4	6	Assault 3, Pinning
<i>Shard Cannon</i>	24"	4	6	Heavy 20, Pinning
<i>Shard Pistol</i>	12"	4	6	Pistol, Pinning
<i>Soulfire Cannon</i>	72"	8	3	Ordnance 1, Large Blast
<i>Stygian Caster</i>	12"	5	2	Assault 2
<i>Tongue Maw</i>	24"	10	1	Assault 1
<i>Vomit Maw</i>	Template	6	4	Assault 1

VEHICLE TYPES

BS Front Side Rear

WS BS S I A Front Side Rear

THE TEMPUS
FUGITIVES