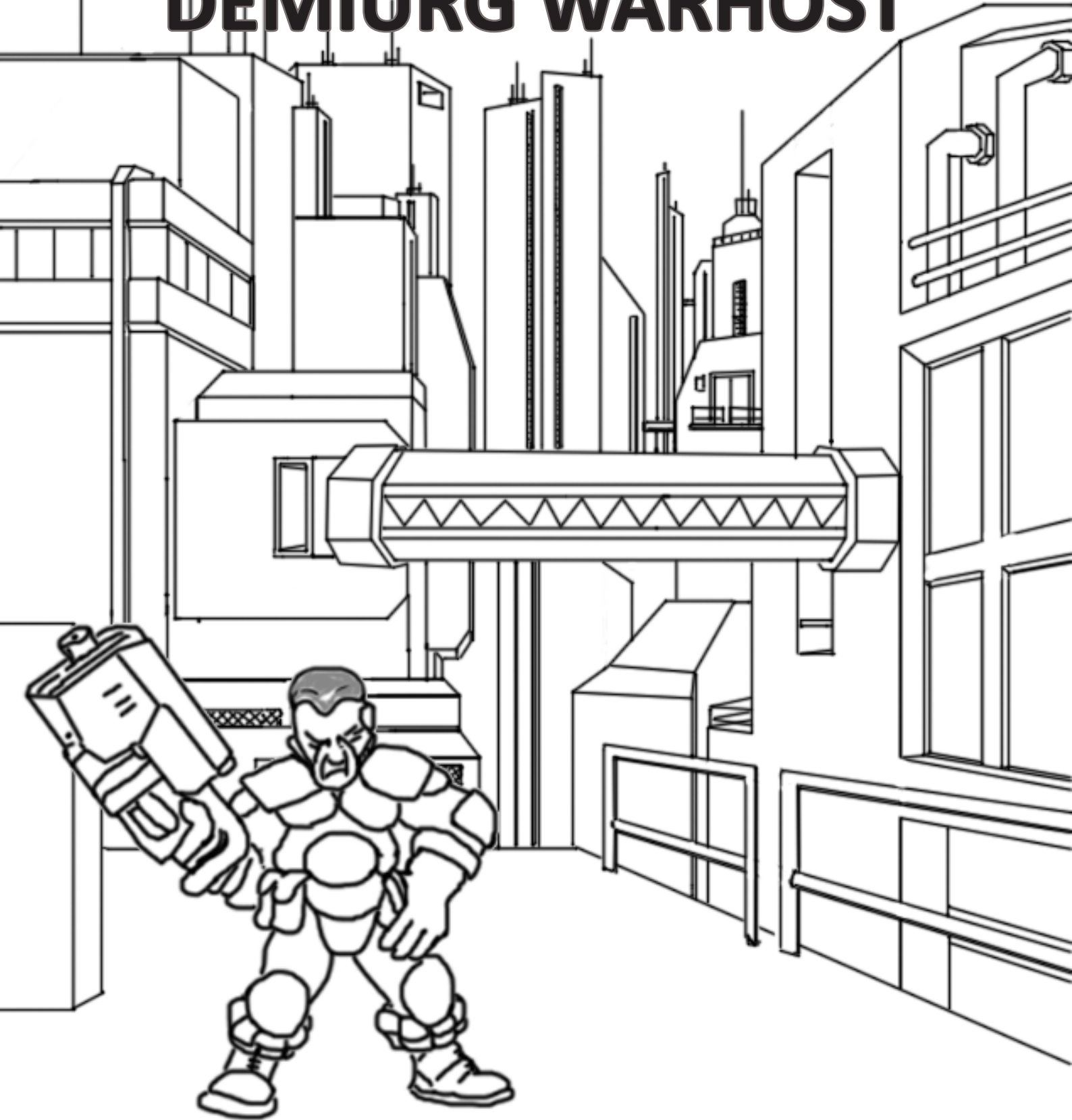


DEMIURG WARHOST



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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*

*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 Founding and the First Ages

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 - M19

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 - 500.M23

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 - 500.M25

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 - 500.M28

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 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 Founding and the First Ages

Age of Rediscovery - 800.M28

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.

The Imperial Civil War - 005.M31

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, we 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.

*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 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 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 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 watchtowers 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. In the Demiurg civilisation's height 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 - 000.M36

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 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, pummeling 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 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 Emergence

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 the void they have amassed powerful forces, both mercantile and military. Were it not for the rising threat of Hive Fleet Jormungandr, in the void they would have remained.

Many worlds of the Tau Empire had already fallen to the Tyranids when a call for aid was intercepted from Vortigern Hanroth, the Admiral of an Imperial Grand Fleet; gathered for the sole purpose of ending Jormungandr. Two commerce vessels attached to a small Tau patrol fleet passed the message to their parent Stronghold Fleet, hoping that their kin could provide some more strength to the cause.

The vessels of the Demiurg Fleets had remained hidden deep in the void for millennia, keeping their kin safe, and their race's true identity secret. All that would change if they sent some of those ships to aid an Imperial fleet, so the Elders debated for some time, and the Warlord's decision would not be made lightly. In the end, the Warlord swore an oath to send a small number of ships, proclaiming that they would not abandon their allies to the Great Maw as they were once abandoned themselves.

As battle was joined between the Hive Fleet and the Allied Fleet of Admiral Hanroth, three ancient Demiurg warships dropped into the system to fight alongside their mercantile kinsmen in their commerce vessels. While the Imperial ships would make the greatest impact in the Battle of the Black Nebula, the ponderous might of the colossal Demiurg warships and their Tau allies were able to secure the vulnerable right-most flank against a tendril of the Serpent attempting to wrap around the misorganised vessels of the lesser races; greatly aiding in the defeat of Hive Fleet Jormungandr.

The appearance of the mighty ships, while welcome, was a great surprise to the Imperial commander. Such as these had not been seen by human eyes since the first War for Armageddon and the Ruin of Golgotha. Until now the only Imperial contact with the Demiurg had been the rare instances of their commerce vessels accompanying Tau fleets.

Immediately after the battle's conclusion, the Demiurg initiated their warp-core drives and instantly jumped out of the system, but the damage had already been done, and their existence could no longer remain hidden.

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

My Kinsmen, hear my words.

Our old foe has risen anew to threaten our new allies; the honourable Tau. The call has come, the great multitude of races who reside in this Eastern Fringe are answering and gathering their strength to meet this murderous invasion.

Now is the time to decide; do we reveal ourselves and gather the fleets for war, or do we continue to cower in the darkness, abandoning our allies to their fate as we were once abandoned ourselves.

Warlord Quorrie MacOrruff of Fleet Morae at the Jormungandr Gathering

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 Grumni, 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 Sidhe, 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 Sidhe, 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.

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.

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.

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.



Stronghold Class Commerce Vessel

The Stronghold Fleets

Demiurg Ship Classes

Homeworld Vessels

Stronghold Ship - 300+ Brotherhoods

Hold Ship - 100-300 Brotherhoods

Battleships

Kraken Class - 20 Brotherhoods

Hydra Class - 10 Brotherhoods

Proteus Class - 5 Brotherhoods

Engineers' Guild Forge Vessels

Cait Sidhe Class - 1 Brotherhood plus 3 Biker's Guild Formations

Commerce Vessels

Stronghold Class - 3 Brotherhoods

Bastion Class - 1 Brotherhood

Escorts

*** Class - Torpedo Frigate

*** Class - Lance Frigate

*** Class - Bombardment Frigate



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.

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

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 Empire, Space Wolves.

Temporary Contracts (Allies of Convenience):

Armies of the Imperium

Hostile Negotiations (Desperate Allies):

Eldar Craftworlds, Orks.



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.

Domnail son of Ragnal, Guild Lord of Fleet Black Crag

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 Black Crag 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.

Briain the Blessed

Briain the Blessed was the only known Oathbreaker in history to have reclaimed their honour without sacrificing his life. Such were his glorious feats of heroism and leadership, a council of living ancestors was convened. After weeks of meditation, communing with the ancestor spirits, they were forced to scratch his name from the great Tome of Grudges.

On the desolate world of A'Wieroghu, the Demiurg of the Brightstar Fleet had been trapped in a viscous struggle against the Eldar's darker kin. The Clan's ships had been destroyed in orbit and great numbers of their stout warriors had been slain or dragged off into the webway by Reaver attacks. Every other Oathbreaker had already regained their honour in glorious battle, but Briain remained; no enemy had been found worthy of taking his life and a great many had lost theirs in the effort. Chassing after his foes in battle-lust, Briain had become separated from the warhost.

When the hopes of the Demiurg were at their lowest, and they had been driven to their last remaing stronghold, Briain reappeared. As the Demiurg were about to become overrun Briain swooped down from the sky on feathery wings, ripped from the broken corpse of one of his vanquished foes, and let loose a mighty bellow.

He had been well known for his strength of voice, but at that moment his fierce battlecry was of such force a shockwave spread through the Dark Eldar host, stunnig them for a moment. Hearing Briain's cry, the Demiurg Warriors were filled with such courage, they leaped over the defences and charged their disoriented foes, cutting a bloody path to stand and fight at this hero's side. In this single act, Briain had rallied his broken clan from certain defeat, and led them to victory over their vile enemy

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 Lining 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 an 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.

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.

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.

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.

Standard Bearer

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.

The Hearthguard offer a very flexible choice. Their profiles are slightly better than standard Warriors, and have access to a wide selection of weapons 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.

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.

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.

ELITES

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 (General Purpose Variant): The Cataphract class is a heavily armoured general-purpose battle robot designed for use in a wide range of 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.

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 and tunnel warfare 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.

Castellan (Siege Variant): The Castellan class is an assault focused battle robot developed for use against enemy armour and fortifications. The two Assault Drills in the standard configuration make it particularly effective in siege and anti-tank roles, and are complimented by a heavy weapon armament.

Conqueror (Fire Support Variant): 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

Sappers are experts with explosives, melta weapons used in demolitions and flame weapons to clear tunnels of infestations. These units are able to arrive from using deepstrike, and the Termite transports are ideally suited to ensure they can disengage once their target has been destroyed and allow them to redeploy where needed.

TROOPS

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.

Warrior Kindreds are the backbone of the Demiurg army, equipped with carapace armour and ion carbines, they are adept at engaging the enemy at close ranges. Warriors also have the option of taking 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.

Oathbreaker Kindred

In Demiurg society there is nothing more loathed than an oath-breaker. 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.

Oathbreakers go to war armed only with a variety of axes, which they wield to deadly effect in their search for death in glorious battle. Oathbreakers carry a pair of hand-axes imbued with powerful neurotoxins and corrosive agents that can fell even the mightiest of beasts. In addition to these potent weapons, they also carry a large double-headed battle axe incorporating a power field keenly focussed along its twin blades.

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.

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 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.

FAST ATTACK

Guild Bike Section

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. In Ages past, these 'deviant' Demiurg find themselves on the fringes of society, and band together, forming their own Biker Clans. Now, many of the Engineer's Guilds contain elements of those Demiurg who show a certain aptitude towards maintaining and riding these cycles. There are even several Guilds entirely dedicated to them, but are often confined to the fringes of Demiurg society; their hot-headedness frowned upon.

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 of guldsmen bikers are able to flank slow moving armies while being able to rapidly move to intercept swifter opponents. It is not uncommon for units of bikers to include at least one trike, able to mount a variety of potent heavy weapons.

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 genera-

tors 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.

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.

Crusader Reconnaissance Group

The small Crusader class robots are deployed in advance of the main host, their primary purpose to scout enemy positions and withdraw, but are more than capable of defending themselves when forced. 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.

HEAVY SUPPORT

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.

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.

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.

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.

Spotter Teams

Artillery batteries are often accompanied to the battlefield by spotter teams; small units of specially trained clansmen, whose role is to move into advanced positions, and relay the distribution of enemy forces to their parent support weapon battery. With the accurate information of these experienced spotters, the Demiurg are able to be more precise with their supporting fire.

HEAVY SUPPORT

Cait Sidhe Tank Destroyer

The smallest armoured fighting vehicle used by the Demiurg is known as the Cait Sidhe. This dedicated tank hunter is armed with the formidable turret-mounted atomic destroyer. The vehicle has a distinctively low profile, sitting at a little over half as high as a Predator tank.

Cu Sidhe Battle Tank

The Cu Sidhe'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 Sidhe 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.

Iron Eagle 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 Iron Eagle, named the Iarann Iolair in the Demiurg's own language, is the larger of the common Demiurg gyrocopters. Armed with an array of heavy weapons, and the ability to deploy a Tarantula Sentry Group, the Iarann Iolair brings mobile firepower to a Demiurg army

TRANSPORT VEHICLES

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.

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.

Bean Sidhe Rapid Insertion Craft

The Bean Sidhe, a transport variant of the Iarann Iolair, is used exclusively by the Enforcers in their law enforcement duties. In the most extreme circumstances the Bean Sidhe 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 Bean Sidhe.

LORDS OF WAR

Spirit of Setanta

Setanta was a fearsome warrior of ancient Demiurg legend, renowned for his martial prowess and violent fits of rage. He rode into battle upon a swift chariot and wielded a powerful barbed throwing spear.

Even amongst the Ancestor Spirits, the Spirit of Setanta is feared and respected in equal measure. He is so powerful, even after death, that he is able to possess a willing mortal vessel. When he does so, he takes over their entire being;

reforming their body and summoning into existence his ancient weapons and armour, and his famous chariot pulled by giant spectral hounds.

Setanta's presence on the battlefield can have a profound effect on nearby Demiurg, particularly Oathbreakers. The aura of aggression emanating from Setanta fills the minds of the Oathbreakers with visions of slaughter that drives them into a killing frenzy.

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.

Keywords

Throughout this book you will come across a keyword that is within angular brackets, specifically **<Fleet>**. This is shorthand for a keyword of your own choosing, as described below.

<Fleet>

All Demiurg units are drawn from a Fleet. Some datasheets specify what Fleet the unit is drawn from (e.g. Ruairi Redmane has the Fellmire keyword, so is drawn from Fleet Fellmire). If a Demiurg datasheet does not specify which Fleet it is drawn from, it will have the **<Fleet>** keyword. When you include such a unit in your army, you must nominate which Fleet that unit is from. You then simply replace the **<Fleet>** keyword in every instance on that unit's datasheet with the name of your chosen Fleet.

For example, if you include a Living Ancestor in your army, and you decide they are from Fleet Black Crag, their **<Fleet>** Faction keyword is changed to **Black Crag** and their Supreme Commander ability would then say 'Any friendly **<Fleet>** units within 6" may use this model's Leadership characteristic for Morale tests.'

Abilities

Throughout this book you will come across a keyword that is within angular brackets, specifically **<Fleet>**. This is shorthand for a keyword of your own choosing, as described below.

Adamantium Will

Psykers with the Adamantium Will ability add +1 to any tests they make to resist enemy psychic powers. In addition, units with the Adamantium Will ability that are not **Psykers** can attempt to deny one psychic power in each enemy Psychic phase in the same manner as a **Psyker**. However, if they do so, instead of rolling 2D6, only roll a single D6; the psychic power is resisted if the roll is greater than the result of the Psychic test that manifested the power.

Squat

Units with the Squat ability do not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Elder Equipment

Up to two weapons can be chosen from the following list:

- Ion Gauntlet
- Ion Carbine
- Ion Blaster
- Forge Gauntlet
- Plasma Gauntlet
- Sniper Rifle (Spotter Team Elder Only)
- Assault Drill (Models in Exo-Armour Only)
- Power Axe
- Power Maul
- Thunder Hammer
- Runic Weapon

Up to one of each of the items from the following list can be chosen:

- Bionics
- Breach Shield
- Exo-Armour
- Grav-chute
- Guild Trike (Guild Masters & Guild Engineers Only)
- Melta bombs
- Refractor Field
- Storm Field

Special Weapons

- Flamer
- Grenade Launcher
- Forge Carbine
- Plasma Carbine

Heavy Weapons

- Heavy Ion Blaster
- Demiurg Missile Launcher
- Heavy Flamer
- Gattling Ion Blaster
- Forge Blaster
- Demiurg Plasma Cannon
- Ion Pulse Cannon

Vehicle Equipment

A model can take up to one of each of the following.

- Extra Armour
- Smoke Launchers
- Searchlight

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

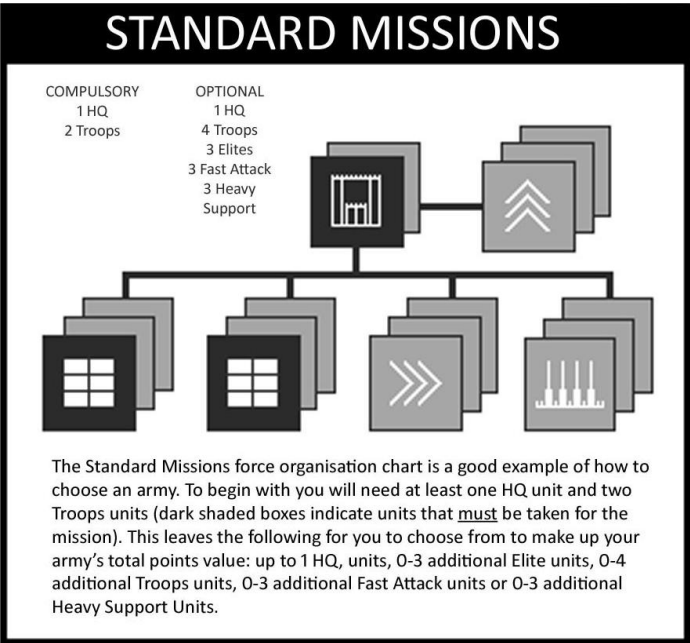
The Demiurg army list is split into five sections: HQ, Elites, Troops, Fast Attack and Heavy Support. All of the squads, vehicles and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points cost, which varies depending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

PL: 10

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

This unit contains 1 Ruairi Redmane. This model is armed with the spear of taranis, armour of the ages, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Spear of Taranis	When attacking with this weapon, choose one of the profiles below.					
- Melee	Melee	Melee	+2	-3	D3	
- Ranged	24"	Assault 1	4	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options: **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.

Abilities: **Adamantium Will, Squat**

Supreme Commander: Living Ancestors have lived for many years and their wisdom and experience is invaluable on the battlefield. Any friendly **Fleet Fellmire** units within 6" may use this model's Leadership characteristic for Morale tests.

Grudge of Ages: Ruairi Redmane has lived for so long that he remembers grudges long forgotten by even the oldest of Ancestor Lords. During the Fight phase, you can re-roll failed hit rolls made for friendly **Demiurg** units within 6" of this model.

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.

Invigorated Spirit: All damage suffered by Ruairi Redmane is halved (rounding up).

Psyker: Ruairi Redmane may attempt to manifest three psychic powers in each friendly psychic phase and attempt to deny four Psychic powers in each enemy Psychic phase.
Ruairi Redmane knows all of the powers from the Spirit Powers discipline, including the Force Dome and Domination powers.

Faction Keywords: Demiurg, Fellmire

Keywords: Character, Infantry, Psyker

Domnail son of Ragnal, Guild Lord of Fleet Fellmire

PL: 7

	M	WS	BS	S	T	W	A	Ld	Sv
Domnail	4"	4+	2+	4	4	5	3	10	2+

This unit contains 1 Domnail. This model is armed with a twin-linked ion carbine, thunder hammer, refractor field, bionics, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Thunder Hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit rolls.
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Abilities: **Adamantium Will, 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. You can re-roll hit rolls of 1 made for friendly **Fleet Black Crag Gun Carriages** within 6" of this model.

Targeting Module: Guild Engineers are expert artillerymen and may join the gun crews just like any other unit. During the Shooting phase, a single Gun Carriage within 1" of this model may use its Ballistic Skill instead of their own.

Faction Keywords: Demiurg, Black Crag

Keywords: Character, Infantry, Clansmen Crew

HQ

Briain the Blessed

PL: 5

	M	WS	BS	S	T	W	A	Ld	Sv
Briain the Blessed	12"	2+	4+	4	4	4	5	10	4+

This unit contains 1 Briain the Blessed. This model is armed with oathbreaker axes, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Oathbreaker Axes	When attacking with this weapon, choose one of the profiles below.					
- Deathblow Axe	Melee	Melee	+2	-3	1	When attacking with this weapon, you must subtract 1 from the hit roll.
- Envenomed Axes	Melee	Melee	User	0	1	This weapon wounds on a 3+ unless they are targeting a VEHICLE or BUILDING. When using this profile, the model may make one additional attack.
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Abilities:	<p>Adamantium Will, Squat</p> <p>Pariahs: Oathbreakers may only be affected by the aura abilities of Oathbreaker Characters.</p> <p>Glorious Death: During the Fight phase, before removing a model from this unit as a casualty, roll a D6. On a 4+ that model can make a single attack with any of its melee weapons.</p> <p>Mighty Bellow: When Briain charges into combat, all enemy models in the combat suffer -5 to their Initiative (to a minimum of 1). you can re-roll failed hit rolls made for friendly OATHBREAKER units within 1" of Briain the Blessed. Also, any friendly DEMIURG units within 6" of Briain the Blessed can re-roll failed Morale tests.</p>
Faction Keywords:	Demiurg, <Fleet>
Keywords:	Character, Infantry, Jump Pack, Fly, Oathbreaker

Ancestor Lord

PL: 7

	M	WS	BS	S	T	W	A	Ld	Sv
Ancestor Lord	4"	2+	2+	4	4	5	4	10	4+

This unit contains 1 Ancestor Lord. This model is armed with an ion gauntlet, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Gauntlet	12"	Pistol 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:	<ul style="list-style-type: none"> This model may replace its ion gauntlet with items from the Elder Equipment list.
Abilities:	<p>Adamantium Will, Squat</p> <p>Supreme Commander: Living Ancestors have lived for many years and their wisdom and experience is invaluable on the battlefield. Any friendly <Fleet> units within 6" may use this model's Leadership characteristic for Morale tests.</p> <p>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. During the Fight phase, you can re-roll failed hit rolls made for friendly Demiurg units within 6" of this model against Orks, Tyranids, and Eldar.</p> <p>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.</p>
Psyker:	An Ancestor Lord may attempt to manifest two psychic powers in each friendly psychic phase and attempt to deny three Psychic powers in each enemy Psychic phase. Ancestor Lords know three powers from the Spirit Powers discipline.
Faction Keywords:	Demiurg, <Fleet>
Keywords:	Character, Infantry, Psyker, Living Ancestor, Ancestor Lord

HQ

Living Ancestor

PL: 5

	M	WS	BS	S	T	W	A	Ld	Sv
Living Ancestor	4"	3+	3+	4	4	4	3	10	4+

This unit contains 1 Living Ancestor. This model is armed with an ion gauntlet, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Gauntlet	12"	Pistol 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options: • This model may replace its ion gauntlet with items from the **Elder Equipment** list.

Abilities: **Adamantium Will, Squat**

Supreme Commander: Living Ancestors have lived for many years and their wisdom and experience is invaluable on the battlefield. Any friendly <Fleet> units within 6" may use this model's Leadership characteristic for Morale 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. During the Fight phase, you can re-roll failed hit rolls made for friendly **Demiurg** units within 6" of this model against **Orks**, **Tyranids**, and **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.

Psyker: A Living Ancestor may attempt to manifest one psychic power in each friendly psychic phase and attempt to deny two Psychic powers in each enemy Psychic phase. Living Ancestors know three powers from the Spirit Powers discipline.

Faction Keywords: Demiurg, <Fleet>

Keywords: Character, Infantry, Psyker, Living Ancestor

HQ

Warlord

PL: 5

	M	WS	BS	S	T	W	A	Ld	Sv
Warlord	4"	2+	2+	4	4	5	4	10	4+

This unit contains 1 Warord. This model is armed with an ion gauntlet, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Gauntlet	12"	Pistol 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- This model may replace its ion gauntlet with items from the **Elder Equipment** list.
- May take an Ancestor Stone.

Abilities: **Adamantium Will, Squat**

Ancestor Stone: Friendly <Fleet> units within 6" may reroll failed morale tests.

Faction Keywords: Demiurg, <Fleet>

Keywords: Character, Infantry, Lord, Warlord

Lord

PL: 4

	M	WS	BS	S	T	W	A	Ld	Sv
Lord	4"	3+	3+	4	4	4	3	10	4+

This unit contains 1 Lord. This model is armed with an ion gauntlet, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Gauntlet	12"	Pistol 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- This model may replace its ion gauntlet with items from the **Elder Equipment** list.
- May take an Ancestor Stone.

Abilities: **Adamantium Will, Squat**

Ancestor Stone: Friendly <Fleet> units within 6" may reroll failed morale tests.

Faction Keywords: Demiurg, <Fleet>

Keywords: Character, Infantry, Lord

HQ

Guild Master

PL: 5

	M	WS	BS	S	T	W	A	Ld	Sv
Guild Master	4"	4+	2+	4	4	5	3	10	4+

This unit contains 1 Guild Master. This model is armed with an ion gauntlet, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

- Wargear Options:**
- This model may replace its ion gauntlet with items from the **Elder Equipment** list.
 - May be given the Siege Specialist special rule for 15pts
 - May be equipped with any of the following:
 - Guild Trike
 - Fabricator Harness
 - Targeting Module

- Abilities:**
- Adamantium Will, Squat**
- 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.
- 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. At the end of your Movement phase, a Guild Engineer may repair a single friendly <Fleet> **Vehicle** (other than models that can **Fly**) within 1". That model regains D3 lost wounds.
- Targeting Module:** Guild Engineers are expert artillerymen and may join the gun crews just like any other unit. During the Shooting phase, a single Gun Carriage within 1" of this model may use its Ballistic Skill instead of their own.

Faction Keywords: Demiurg, <Fleet>, Engineers' Guild

Keywords: Character, Infantry, Guild Engineer, Clansmen Crew

ELITES

Guild Engineer

PL: 4

	M	WS	BS	S	T	W	A	Ld	Sv
Guild Engineer	4"	4+	2+	4	4	4	2	9	4+

This unit contains 1 Guild Engineer. This model is armed with an ion gauntlet, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- This model may replace its ion gauntlet with items from the **Elder Equipment** list.
- May be given the Siege Specialist special rule for 15pts
- May be equipped with any of the following:
 - Guild Trike
 - Fabricator Harness
 - Targeting Module

Abilities:

Adamantium Will, Squat

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. At the end of your Movement phase, a Guild Engineer may repair a single friendly <Fleet> **Vehicle** (other than models that can **Fly**) within 1". That model regains D3 lost wounds.

Targeting Module: Guild Engineers are expert artillerymen and may join the gun crews just like any other unit. During the Shooting phase, a single Gun Carriage within 1" of this model may use its Ballistic Skill instead of their own.

Faction Keywords:

Demiurg, <Fleet>, Engineers' Guild

Keywords:

Character, Infantry, Guild Engineer, Clansmen Crew

Standard Bearer

PL: 3

	M	WS	BS	S	T	W	A	Ld	Sv
Standard Bearer	4"	3+	3+	4	4	4	2	10	4+

This unit contains 1 Standard Bearer. This model is armed with a clan standard, ion gauntlet, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Gauntlet	12"	Pistol 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- This model may replace its ion gauntlet with items from the **Elder Equipment** list.

Abilities:

Adamantium Will, Squat

Clan Standard: <Fleet> units within 6" of any friendly <Fleet> **Standard Bearers** add 1 to their Leadership. In addition, roll a D6 each time a friendly <Fleet> **Infantry** model is destroyed within 6" of any friendly <Fleet> **Standard Bearers**, before removing the model as a casualty. On a 4+ that model musters one last surge of strength before succumbing to its wounds! it can either shoot with one of its weapons as if it were the Shooting phase, or make a single attack as if it were the Fight phase.

Faction Keywords:

Demiurg, <Fleet>

Keywords:

Character, Infantry, Standard Bearer

ELITES

Hearthguard

PL: 6

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

This unit contains 5 Hearthguard. Each model is armed with an ion blaster, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Blaster	24"	Assault 1	4	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 5 extra Hearthguard
- Any may replace their ion blaster with items from the **Elder Equipment** list.
- For every 5 models in the unit, two Hearthguard may replace their ion blaster with one item from the **Special Weapons** list.

Abilities: **Adamantium Will, 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.

Faction Keywords: Demiurg, <Fleet>

Keywords: Infantry, Hearthguard

Ironguard

PL: 11

	M	WS	BS	S	T	W	A	Ld	Sv
Loresmaster	4"	2+	3+	5	4	2	3	10	2+
Ironguard	4"	3+	3+	5	4	2	2	10	2+

This unit contains 1 Loresmaster and 4 Ironguard. Each model is armed with an ion blaster, power maul, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Blaster	24"	Assault 1	4	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.
Power Axe	Melee	Melee	+1	-2	1	
Power Maul	Melee	Melee	+2	-1	1	
Sentinel Spear	When Attacking with this weapon, choose one of the profiles below.					
- Melee	Melee	Melee	+2	-3	D3	
- Ranged	24"	Assault 1	4	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 5 extra Ironguard
- Up to 2 models may replace their ion blaster with one item from the **Special Weapons** list.
- Any may replace their Power Maul with a Power Axe, Thunder Hammer, or Assault Drill
- The whole unit may replace their Ion blasters and power mauls with repulsor shields and sentinel spears

Abilities: **Adamantium Will, Squat**

Repulsor Shields: During the Fight Phase, once all units have fought, 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 in the unit must make a move of up to 3" so that they are at least 1" away from all models from the Ironguard unit that activated the shields. If there are no enemy models left within 1", the Close Combat immediately ends, and models are no longer engaged.

Faction Keywords: Demiurg, <Fleet>

Keywords: Infantry, Ironguard

ELITES

Cataphract

PL: 6

	M	WS	BS	S	T	W	A	Ld	Sv
Cataphract Robot	6"	4+	4+	5	6	4	2	6	2+

This unit contains 1 Cataphract Robot. This model is armed with an assault drill, a heavy ion blaster, and a refractor field.

Weapon	Range	Type	S	AP	D	Abilities
Heavy Ion Blaster	24"	Heavy 1	5	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.
Assault Drill	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit rolls.

Wargear Options:

- May add up to 2 extra Cataphracts
- May replace the Assault Drill with a thunder hammer or one item from the **Heavy Weapons** list.
- May replace the Heavy Ion Blaster with one item from the **Heavy Weapons** list

Abilities: **Machine Mind:** This unit automatically passes Morale tests.

Faction Keywords: Demiurg, <Fleet>

Keywords: Vehicle, Robot

Castellan Siege Robot

Points: 8

	M	WS	BS	S	T	W	A	Ld	Sv
Castellan Robot	6"	4+	4+	5	6	4	2	6	2+

This unit contains 1 Castellan Robot. This model is armed with two assault drills, two heavy flamers, and a refractor field.

Weapon	Range	Type	S	AP	D	Abilities
Heavy Flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target
Assault Drill	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit rolls.

Wargear Options:

- May add up to 2 extra Castellan Robots
- May replace either Assault Drill with a Thunder Hammer
- May replace either Heavy Flamer with a Forge Carbine or Forge Blaster

Abilities: **Machine Mind:** This unit automatically passes Morale tests.

Faction Keywords: Demiurg, <Fleet>

Keywords: Vehicle, Robot

ELITES

Conqueror Battle Robot										PL: 12	Damage Some of this model's characteristics change as it suffers damage, as shown below.											
											Remaining W	M	BS	A								
Conqueror Robot										*	4+	*	6	8	16	*	8	2+	8-16+	8"	3+	4
This unit contains 1 Conqueror Robot. This model is armed with a two missile launchers, and a refractor field.										4-7										6"	4+	2
										1-3										4"	5+	1
Weapon		Range	Type	S		AP	D	Abilities														
Missile Launcher		When attacking with this weapon, choose one of the profiles below.																				
- Frag Missile		48"	Heavy D6		4	0	1															
- Krak Missile		48"	Heavy 1		8	-2	D6															
- Flak Missile		48"	Heavy 1		7	4	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.														
Wargear Options:		• Must take two additional items from the Heavy Weapons list.																				
Abilities:		Automated Fire System: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Machine Mind: This unit automatically passes Morale tests.																				
Faction Keywords:		Demiurg, <Fleet>																				
Keywords:		Vehicle, Robot																				

Sapper Kindred										PL: 5
	M	WS	BS	S	T	W	A	Ld	Sv	
Elder	4"	4+	3+	4	4	1	2	9	4+	
Clansman	4"	4+	3+	4	4	1	1	8	4+	

This unit contains 1 Elder and 4 Clansmen. Each model is armed with an ion carbine, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 5 extra Clansmen
- Any may be take a Breach Shield
- The whole unit may be equipped with Melta-Bombs
- For every 5 models in the unit, up to 2 Clansmen may take items from the **Special Weapons** list.
- For every 5 models in the unit, one Clansman may replace their Ion Carbine with a Heavy Flamer or Forge Blaster
- The Elder may may replace their ion carbine with items from the **Elder Equipment** list.

Abilities:

Adamantium Will, Squat

Undermining: Sappers are experts in demolition, as such they maye reroll damage when attacking **BUILDINGS**.

Faction Keywords:

Demiurg, <Fleet>

Keywords:

Infantry

TROOPS

Warrior Kindred

PL: 4

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

This unit contains 1 Elder and 4 Clansmen. Each model is armed with an ion carbine, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 15 extra Clansmen
- Any may be replace their Ion Carbine with a Breach Shield and Ion Gauntlet for free.
- For every 5 models in the unit one Clansman may replace their Ion Carbine with one item from the **Special Weapons** list.
- The Elder may may replace their ion carbine with items from the **Elder Equipment** list.

Abilities: **Adamantium Will, Squat**

Gallowglass: Up to two Warrior Kindreds may be taken in Imperial and Eldar armies, and any number in Tau Empire and Space Wolves armies. The Warrior Clans do take up slots on the Force Organisation Chart but do not count towards compulsory choices.

Faction Keywords: Demiurg, <Fleet>

Keywords: Infantry

Oathbreaker Kindred

PL: 5

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

This unit contains 5 Oathbreakers. Each model is armed with oathbreaker axes, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Oathbreaker Axes	When attacking with this weapon, choose one of the profiles below.					
- Deathblow Axe	Melee	Melee	+2	-3	1	When attacking with this weapon, you must subtract 1 from the hit roll.
- Envenomed Axes	Melee	Melee	User	0	1	This weapon wounds on a 3+ unless they are targeting a VEHICLE or BUILDING. When using this profile, the model may make one additional attack.
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 5 extra Oathbreakers

Abilities: **Adamantium Will, Squat**

Pariahs: Oathbreakers may only be affected by the aura abilities of **Oathbreaker Characters**.

Glorious Death: During the Fight phase, before removing a model from this unit as a casualty, roll a D6. On a 4+ that model can make a single attack with any of its melee weapons.

Faction Keywords: Demiurg, <Fleet>

Keywords: Infantry, Oathbreaker

TROOPS

Enforcer Kindred

PL: 4

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

This unit contains 1 Elder and 4 Clansmen. Each model is armed with a pair of ion gauntlets, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Gauntlet	12"	Pistol 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 5 extra Clansmen
- The entire unit may be equipped with Grav-chutes
- Any may replace one of their Ion Gauntlets with a Breach Shield
- The Elder may may replace their ion gauntlets with items from the **Elder Equipment** list.

Abilities:

Adamantium Will, 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 the Fight phase count the Range and Type of their gauntlets as Melee.

Infiltrate: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone.

Faction Keywords:

Demiurg, <Fleet>

Keywords:

Infantry, Enforcer

FAST ATTACK

Guild Bike Section

PL: 4

	M	WS	BS	S	T	W	A	Ld	Sv
Engineer	14"	4+	3+	4	5	2	2	9	4+
Guildsman (Bike)	14"	4+	3+	4	5	2	1	8	4+
Guildsman (Trike)	14"	4+	3+	4	5	4	1	8	4+

This unit contains 1 Engineer and 2 Guildsmen. Each model rides a guild bike and is armed with an ion carbine, a twin ion carbine, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Twin Ion Carbine	24"	Rapid Fire 2	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 3 extra Guildsmen
- The Engineer may replace their ion carbine with items from the **Elder Equipment** list.
- For every 3 models in the unit, one Guildsmen may replace their Guild Bike with a Guild Trike
- Guildsmen equipped with Guild Trikes must select one weapon from the **Heavy Weapons** list.

Abilities: **Adamantium Will, Squat**

Guild Bike & Trike: For some Demiurg the thrill of tearing across the battlefield aboard powerful motorbikes never goes away. When this unit Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

Hit & Run: This unit may Fall Back and still shoot its weapons in the following Shooting phase.

Faction Keywords: Demiurg, <Fleet>, Engineers' Guild

Keywords: Biker, Guild Biker

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 a noise like a dozen thunderstorms at once. Four mobs of Orks went down like wheat in a hurricane, and the others instinctively turned and dun 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."

FAST ATTACK

Crusader Reconnaissance Group										PL: 5
	M	WS	BS	S	T	W	A	Ld	Sv	
Crusader	6"	4+	4+	5	5	2	2	6	3+	

This unit contains 3 Crusaders. Models in this unit are armed with a heavy ion blaster and an assault drill.

Weapon	Range	Type	S	AP	D	Abilities
Heavy Ion Blaster	24"	Heavy 1	5	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.
Assault Drill	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtract 1 from the hit rolls.

Wargear Options:

- May add up to 2 extra Crusaders
- The whole unit may be equipped with a Refractor Fields
- Any may replace their Heavy Ion Blaster with a Missile Launcher or Heavy Flamer

Abilities:

Scout: At the start of the first battle round, bur before the first turn begins, you can move this unit up to 6". It cannot end this move within 6" of any enemy models.

Machine Mind: This unit automatically passes Morale tests.

Spotter: During the Shooting Phase, instead of firing a weapon, select a single enemy unit in line of sight and within 24", the unit is then considered to be Spotted for the remainder of the shooting phase. Any weapons fired by friendly Support Weapons at the Spotted unit may re-roll failed to-hit rolls.

Faction Keywords: Demiurg, <Fleet>

Keywords: Vehicle, Robot, Crusader

Iron Hawk Close Support Gyrocopter										PL: 5
	M	WS	BS	S	T	W	A	Ld	Sv	
Iron Hawk	20"	6+	3+	4	5	6	2	8	3+	

This unit contains 1 Iron Hawk. Each model is equipped with a gattling ion blaster.

Weapon	Range	Type	S	AP	D	Abilities
Gattling Ion Blaster	24"	Heavy 4	6	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.

Wargear Options:

- May add up to 2 extra Iron Hawks

Abilities:

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hard to Hit: Your opponents must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Scout: At the start of the first battle round, bur before the first turn begins, you can move this unit up to 12". It cannot end this move within 12" of any enemy models.

Spotter: During the Shooting Phase, instead of firing a weapon, select a single enemy unit in line of sight and within 24", the unit is then considered to be Spotted for the remainder of the shooting phase. Any weapons fired by friendly Support Weapons at the Spotted unit may re-roll failed to-hit rolls.

Faction Keywords: Demiurg, <Fleet>

Keywords: Vehicle, Fly, Iron Hawk

HEAVY SUPPORT

Thunderer Kindred

PL: 6

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

This unit contains 1 Elder and 4 Clansmen. Each model is armed with an ion carbine, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 5 extra Clansmen
- Up to four Clansmen may replace their ion carbines with an item from the **Heavy Weapons** list.
- Any not equipped with a heavy weapon may take a Breach Shield
- The Elder may may replace their ion carbine with items from the **Elder Equipment** list.

Abilities: **Adamantium Will, Squat**

Faction Keywords: Demiurg, <Fleet>

Keywords: Infantry

Tarantula Sentry Group

PL: 3

	M	WS	BS	S	T	W	A	Ld	Sv
Tarantula	4"	-	4+	4	5	5	-	10	4+

This unit contains 1 Tarantula. Each model is armed with two heavy ion blasters and a grav chute.

Weapon	Range	Type	S	AP	D	Abilities
Heavy Ion Blaster	24"	Heavy 1	5	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.
Ion Pulse Cannon	48"	Heavy D3	8	-2	1	

Wargear Options:

- May add up to 2 extra Tarantulas
- May replace the Heavy Ion Blasters with Ion Pulse Cannons
- May be equipped with a Refractor Field

Abilities: **Automated Fire System:** This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons.

Machine Mind: This unit automatically passes Morale tests.

Faction Keywords: Demiurg, <Fleet>

Keywords: Vehicle, Support Weapon, Tarantula

HEAVY SUPPORT

Support Weapon Battery

PL: 4

	M	WS	BS	S	T	W	A	Ld	Sv
Clansmen Crew	4"	4+	3+	4	4	1	1	8	4+
Gun Carriage	0"	-	3+	4	7	6	-	7	4+

This unit contains 1 Gun Carriage and 3 Clansmen Crew. Each Clansmen Crew is armed with an ion carbine, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Atomic Destroyer	72"	Heavy 1	12	-5	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.
Mole Mortar	60"	Heavy D6	5	0	1	This weapons can target units that are not visible to the firing model. Units hit by this weapon halve ther Move characteristic until the end of their next Movement phase.
Thudd Gun	48"	Heavy 4D6	5	0	1	This weapons can target units that are not visible to the firing model.
Thunderfire AA Gun	72"	Heavy 4	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- May add up to 2 extra Gun Carriages with 3 Clansmen Crew each
- All Gun Carriages in a battery must take the same weapon, chosen from the following:
 - Thudd Gun, Mole Mortar, Thunderfire AA Gun, or Atomic Destroyer
- Gun Carriages may take any of the following:
 - Gun Emplacement
 - Blast Shields

Abilities:

Adamantium Will, Squat

Artillery: A Gun Carriage can only fire its ranged weapon if a friendly <Fleet> Clansmen Crew is within 3". A single Clansmen Crew cannot operate multiple Gun Carriages in this way in a single turn. If all of the Clansmen Crew within 6" of a Gun Carriage are slain, it immediately shuts down and it removed from play.

Artillery Battery: A Gun Carriage and its Clansmen Crew must be deployed as a single group within 3" of each other, and must remain within this distance throughout the battle, but are otherwise treated as separate units. The Clansmen Crew may only be chosen as a target in the Shooting phase if they are the closest visible unit to the model that is shooting.

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

Gun Emplacement: Models equipped with a gun emplacement count as being in Cover. Models equipped with a gun emplacement must be deployed on the battlefield at the beginning of the game, even in games where the models would normally have to be held in reserve.

Faction Keywords:

Demiurg, <Fleet>

Keywords:

(Gun Carriage): Vehicle, Artillery, Gun Carriage, Support Weapon
(Clansmen Crew): Infantry, Clansmen Crew

HEAVY SUPPORT

Spotter Team

PL: 3

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

This unit contains 1 Elder and 2 Clansmen. Each model is armed with an ion carbine, shock grenades and krak grenades.

Weapon	Range	Type	S	AP	D	Abilities
Ion Carbine	24"	Rapid Fire 1	4	-1	1	
Shock Grenade	6"	Grenade D6	3	0	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

Wargear Options:

- Any may exchange their Ion Carbine for a Sniper Rifle
- The Elder may replace their ion carbine with items from the **Elder Equipment** list

Abilities:

Adamantium Will, Squat

Infiltrate: When you set up this unit during deployment, it can be set up anywhere on the battlefield that is more than 9" from the enemy deployment zone.

Spotter: During the Shooting Phase, instead of firing a weapon, select a single enemy unit in line of sight and within 24", the unit is then considered to be Spotted for the remainder of the shooting phase. Any weapons fired by friendly Support Weapons at the Spotted unit may re-roll failed to-hit rolls.

Artillery Support: Only one spotter team may be taken for each support weapon battery in the army. Spotter teams fulfil the Heavy Support Battlefield role, but do not count towards choices in formations.

Faction Keywords: Demiurg, <Fleet>

Keywords: Infantry

Iron Eagle Gunship

PL: 11

Damage
Some of this model's characteristics change as it suffers damage, as shown below.

	M	WS	BS	S	T	W	A	Ld	Sv
Iron Eagle	*	6+	*	7	7	14	3	9	3+

An Iron Eagle is a single model armed with a battlecannon, and two ion pulse cannons

Remaining W	M	BS
8-14+	30"-45"	3+
4-7	20"-30"	4+
1-3	20"	5+

Weapon	Range	Type	S	AP	D	Abilities
Battlecannon	72"	Heavy D6	8	2	D3	
Ion Pulse Cannon	48"	Heavy D3	8	-2	1	

Wargear Options:

- May replace the Battlecannon with an Ion Cannon
- May be equipped with a Twin Heavy Ion Pulse Cannon, Twin Ion Cannon, Firestorm Missile System, or two Melta-rockets

Abilities:

Airborne: This model cannot charge, can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.

Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hard to Hit: Your opponents must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

Hover Jet: Before this model moves in the Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.

Strafing Run: Add 1 to hit rolls against units that do not have the Fly keyword.

Supersonic: Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.

Transport: This model can transport 3 **Tarantula** models.

Faction Keywords: Demiurg, <Fleet>

Keywords: Vehicle, Transport, Iron Eagle

HEAVY SUPPORT

Cait Sidhe Tank Destroyer										PL: 9	Damage Some of this model's characteristics change as it suffers damage, as shown below.		
	M	WS	BS	S	T	W	A	Ld	Sv	Remaining W	M	BS	A
Cait Sidhe	*	6+	*	6	7	10	*	10	3+	6-10+	14"	3+	3
A Cait Sidhe is a single model armed with an atomic destroyer.										3-5	10"	4+	D3
										1-2	8"	5+	1
Weapon	Range	Type	S			AP	D	Abilities					
Atomic Destroyer	72"	Heavy 1	12			-5	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.					
Wargear Options:		• May take one item from the Heavy Weapons list.											
Abilities:		Automated Fire System: This model does not suffer the penalty to hit rolls for moving and firing Heavy weapons. Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.											
Faction Keywords:		Demiurg, <Fleet>											
Keywords:		Vehicle, Transport, Cait Sidhe											

Cu Sidhe Battle Tank										PL: 17		Damage Some of this model's characteristics change as it suffers damage, as shown below.			

TRANSPORT VEHICLES

Termite										PL: 5		Damage Some of this model's characteristics change as it suffers damage, as shown below.			
	M	WS	BS	S	T	W	A	Ld	Sv						
Termite	*	6+	*	6	7	10	*	9	3+	Remaining W	M	BS	A		
A Termite is a single model armed with an assault drill and seismic mines.										6-10+	12"	3+	3		
										3-5	6"	4+	D3		
										1-2	3"	5+	1		
Weapon	Range	Type		S	AP	D	Abilities								
Heavy Ion Blaster	24"	Heavy 1		5	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.								
Breacher Drill	Melee	Melee		x2	-4	D6	Add 2 to the hit roll with this weapon if the target is a Vehicle or Monster . When attacking a Building with this weapon roll two dice when inflicting damage and discard the lowest result.								
Seismic Mine	Special	Heavy D6		3	-		This weapons can target units that are not visible to the firing model, and can be used during turns before this model is set up on the battlefield. Units hit by this weapon halve ther Move characteristic until the end of their next Movement phase.								
Wargear Options:		• This model may take up to two heavy ion blasters.													
Abilities:		<p>Tunnel Assault: During deployment, you cans et up this model, along with any units embarked within it, underground instead of placint it on the battlefield. At the end of any of your Movement phases this model can perform a tunnel assault - set it up anywhere on the battlefield that is more than 9" away from any enemy models. Any models embarked inside may immediately disembark, but they cannot be set up within 9" of any enemy models. Any models that cannot be set up because there is not enough room are slain.</p> <p>Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle.</p> <p>Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p>													
Transport:		This model can transport 12 <Fleet> Infantry models.													
Faction Keywords:		Demiurg, <Fleet>													
Keywords:		Vehicle, Transport, Termite													

Spartan										PL: 4		Damage Some of this model's characteristics change as it suffers damage, as shown below.											
										M	WS	BS	S	T	W	A	Ld	Sv	Remaining W		M	BS	A
Spartan										*	6+	*	6	7	12	*		9	3+	7-12+	12"	3+	3
A Spartan is a single model armed with a heavy ion blaster.																				3-6	6"	4+	D3
																						1-2	3"
Weapon		Range		Type		S		AP		D		Abilities											
Heavy Ion Blaster		24"		Heavy 1		5		-1		1		Wounding rolls of a 6 with this weapon are resolved at AP -4.											
Wargear Options:										• May replace the Heavy Ion Blaster with one of the following: - Missile Launcher for 10pts													
Abilities:										Smoke Launchers: Once per game, instead of shooting any weapons in the Shooting phase, this model can use its smoke launchers; until your next Shooting phase your opponent must subtract 1 from all hit rolls for ranged weapons that target this vehicle. Explodes: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.													
Transport:										This model can transport 12 <Fleet> Infantry models.													
Faction Keywords:										Demiurg, <Fleet>													
Keywords:										Vehicle, Transport, Spartan													

TRANSPORT VEHICLES

Bean Sidhe Rapid Insertion Craft										PL: 7		Damage Some of this model's characteristics change as it suffers damage, as shown below.									
										M	WS	BS	S	T	W	A	Ld	Sv	Remaining W	M	BS
Iron Eagle										*	6+	*	7	7	14	3	9	3+	8-14+	30"-45"	3+
A Bean Sidhe is a single model armed with a twin ion cannon													4-7	20"-30"	4+						
													1-3	20"	5+						
Weapon		Range		Type		S		AP		D		Abilities									
Twin Ion Cannon		When attacking with this weapon, choose one of the profiles below.																			
- Standard		60"		Heavy 6		7		-2		2											
- Overcharged		60"		Heavy 2D3		8		-2		3		Change the type to Heavy 2D6 against units containing 10 or more models. If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.									
Wargear Options:		<ul style="list-style-type: none">• May replace the twin ion cannon with a twin ion pulse cannon or firestorm missile system• May take items from the Vehicle Equipment list.																			
Abilities:		<p>Airborne: This model cannot charge, can only be charged by units that can Fly, and can only attack or be attacked in the Fight phase by units that can Fly.</p> <p>Crash and Burn: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any embarked models disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.</p> <p>Hard to Hit: Your opponents must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.</p> <p>Hover Jet: Before this model moves in the Movement phase, you can declare it will hover. Its Move characteristic becomes 20" until the end of the phase, and it loses the Airborne, Hard to Hit and Supersonic abilities until the beginning of your next Movement phase.</p> <p>Strafing Run: Add 1 to hit rolls against units that do not have the Fly keyword.</p> <p>Supersonic: Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves) and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice.</p>																			
Transport:		This model can transport 12 <Fleet> Enforcer Infantry models.																			
Faction Keywords:		Demiurg, <Fleet>																			
Keywords:		Vehicle, Transport, Bean Sidhe																			

LORDS OF WAR

Spirit of Setanta

PL: 12

	M	WS	BS	S	T	W	A	Ld	Sv
Spirit of Setanta	10"	2+	2+	4	6	10	5	10	3+

Spirit of Setanta is a single model armed with the gae bulg

Weapon	Range	Type	S	AP	D	Abilities
Gae Bulg	When attacking with this weapon, choose one of the profiles below.					
- Ranged	12"	Assault 2	5	-1	D3	You can re-roll failed wound rolls for this weapon.
- Melee	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon.
Abilities:	<p>Adamantium Will</p> <p>Ancestor Spirit: This model has a 4+ invulnerable save. In addition, if there are any Living Ancestors within 3" at that start of the Movement phase, this model regainst D3 lost wounds.</p> <p>Pariahs: Oathbreakers may only be affected by the aura abilities of Oathbreaker Characters.</p> <p>Glorious Death: During the Fight phase, before this model is removed as a casualty, it may immediately make D6 melee attacks with the gae bulg.</p> <p>Aura of Aggression: When an Oathbreaker unit within 6" makes a successful charge, they can make one additional attack with each of it's models in the subsequent Fight phase. In addition, friendly Demiurg units within 6" automatically passes Morale tests.</p> <p>Gae Bulg: The Gae Bulg is Setanta's barbed spear of legend, known for shredding an enemy's flesh as it is withdrawn from their bodies. Few mortals could withstand the devastation this weapon wound inflict upon their body. Once thrown, the spear will rip itself out of the enemy, and return to it's master's hand.</p>					
Psyker:	The Spirit of Setanta may attempt to deny two Psychic powers in each enemy Psychic phase.					
Faction Keywords:	Demiurg, <Fleet>					
Keywords:	Vehicle, Character, Psyker, Fly, Oathbreaker					

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.

Ranged Weapons

Artillery

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.

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.

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. 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 a formidable anti-aircraft weapon.

Demiurg 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.

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.

Forge Weapons

As their name suggests, although similar in design to Imperial melta weapons, the forge weapons of the Demiurg trace their origins from industrial equipment.

Ion Weapons

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.

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 ion 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.

Ion Gauntlets are the smallest ion weapons in the Demiurg arsenal, designed to be fitted to the bearers forearm and small enough to be used in the swirling melee of close combat.

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. A larger version of the ion blaster, the heavy ion blaster, produces stronger bursts of particles at a staggering rate of fire.

Rather than the short bursts fired by other ion weapons the gattling 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.

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.

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.

Plasma Weapons

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.

The 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 ion carbine, the plasma carbine foregoes range for greater stability and accuracy over shorter distances.

Plasma Gauntlets are the smallest variant in the plasma weapon family. The destructive fury is undiminished, although the range and rate of fire are less. Plasma cannons fire a plasma 'bolt' that explodes on impact, generating the destructive heat of a small sun.

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.

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.

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.

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 Breach Shield gain a 3+ Armour Save. A Breach Shield also count 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 Strength and a 2+ Armour Save upon the wearer.

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

Special Issue Wargear

Ancestor Stone

When the Demiurg were forced to flee from the ravaging Tyrannid hordes many took small stones as reminders of their home. On every Hold Ship, at the centre of the Lord's Court stands a pedestal. Resting upon that pedestal is a block of stone engraved with the names of the Lord's ancestors running back to the Age of Betrayal. On occasion a Lord will take the Ancestor Stone into battle, bearing it with pride upon their chest. Such a tangible link to their revered Ancestors inspires great pride in the descendants.

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.

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 Trike

Characters equipped with a Guild Trike change their **Infantry** keyword to **Biker**, increases their Move characteristic to "14, and increases their Toughness and Wounds characteristics by 1. In addition, when this model Advances, add 6" to its Move characteristic for that Movement phase instead of rolling a dice.

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.

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 against melee attacks.

Demiurg Vehicle Equipment

Seismic Mine

Demiurg tunnelling vehicles are often 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.

Fleet Relics

The Grimhold League Homeworld Stone

Instead of bearing the names of a Lord's ancestors, this Ancestor Stone bears the names of all of the lost Homeworlds of the Grimhold League. While the league system no longer exists, the descenents of the League's Homeworlds hold their lost kin in special reverence, and this stone holds great power for them.

Friendly <Fleet> units within 6" automatically pass morale tests.

The Runic Standard of Fleet Bellock

In the early days of the Age of Renewal, there was no common consensus on what should be done. While the majority of the newfound fleets wished to remain hidden in the void to rebuild their race's strength, there were others who were determined to return to reclaim the lost Homeworlds immediately and seek vengeance against the tyranid fleet that destroyed them. Fleet Bellock was one such fleet, and led an incursion into the flank of the now retreating Tyranid hive fleet. Their futile strike drove a deep wedge into a thick tendril and wreaked terrible damage upon the enemy, but even such losses were as nothing to the vast scale of the enemy fleet and Bellock's warships were swiftly surrounded and cut off. Only a few scattered survivors managed to escape the slaughter, led by the mortally wounded bearer of the Fleet Standard. While the fleet was utterly destroyed, the lesson had been learned, and the remaining Demiurg would remain hidden. The standard itself had become imbued by the souls of the dead of Fleet Bellock, and the runes it bears glow with the fury of their hatred.

*The Runic Standard of Fleet Bellock counts as a Clan Standard. In addition, you may re-roll failed hit and wound rolls made for friendly <Fleet> units within 6" against **Tyranids** during the Fight phase.*

The Legacy of Golgotha

This ancient Demiurg-crafted power weapon was carried into battle by the legendary Imperial Inquisitor Horst as he led an allied force to retake Armageddon Prime from the forces of Chaos during the First Armageddon War. Horst was on the nearby Demiurg world of Golgotha upon hearing of the invasion of Armageddon. He swiftly gathered his allies there and made haste to the stricken world, where he and his Demiurg allies were victorious, banishing legions of bloodthirsty daemons back to the Abyss. Horst showed his characteristic sense of honour, as he saved his allies from the Inquisition's betrayal of the brave soldiers who fought to retake the world.

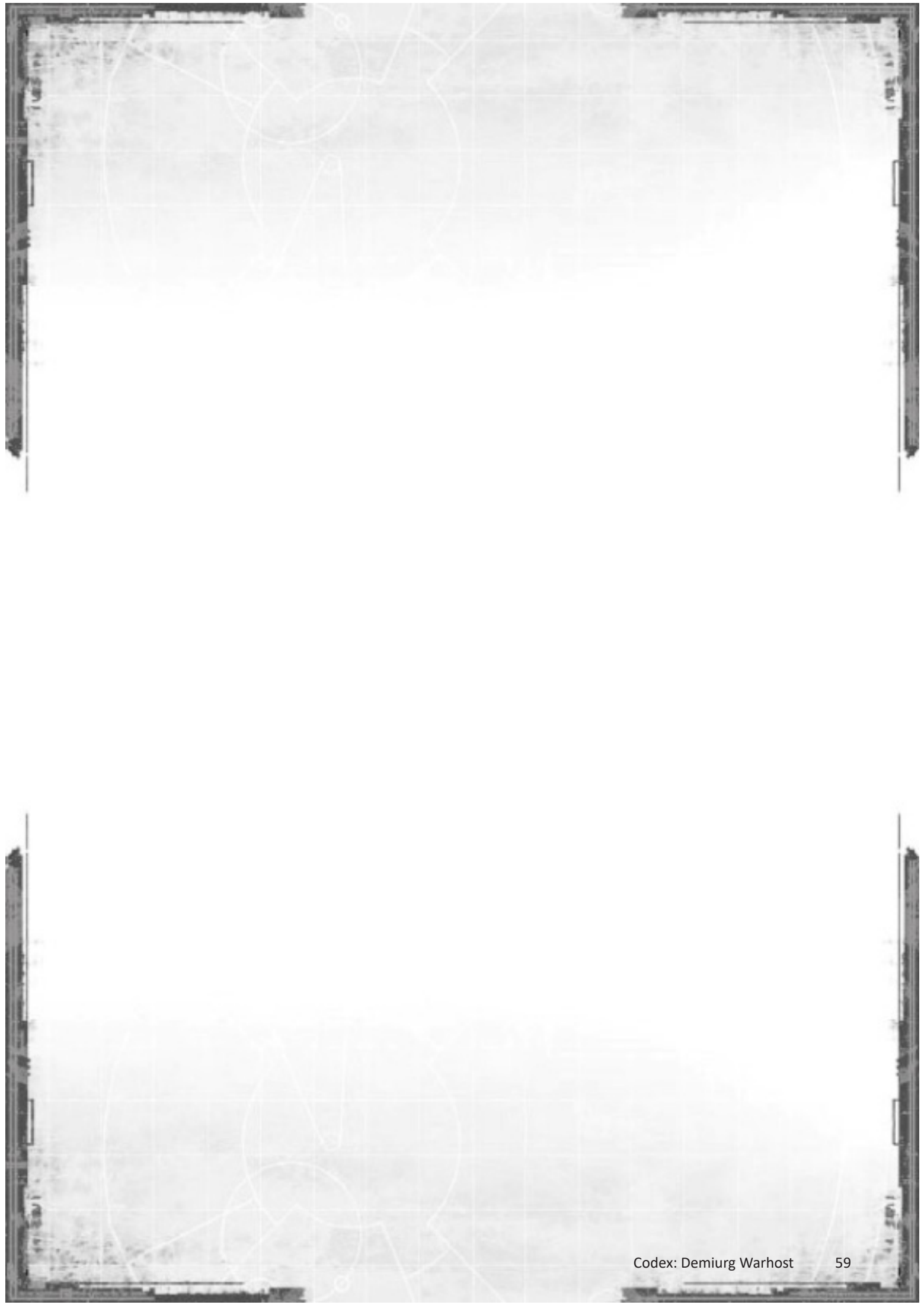
Chalan's Mask of Bitter Loathing

Chalan fought many great battles against the Orks during the Age of Wars after their betrayal, and the pain and rage of those times ate away at his very soul until his face became fixed in a snarl of pure hatred. As the wars went on, battle upon battle, Chalan was lost to wrath and his face hardened into a mask of solid rock. Finally, upon defeating the Warboss that had destroyed his home, Chalan's body gently fell to ashes with a sigh or release. All that remained was his stone features. Since the time of the true Chalan, during the Age of Wars, the Mask has been worn by many in their struggles against the Greenskins.

***Orks** units within 1" of this model must subject 1 from their Leadership characteristic.*

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



PSYCHIC POWERS

SPIRIT POWERS

Living Ancestor spirit powers work in the same way as Psychic Powers. Demiurg Psykers may instead generate powers from the Divination and Telepathy disciplines detailed in the Warhammer 40,000 rulebook.

The Force Dome Spirit Power is granted to Ancestor Lords in addition to any other powers chosen as normal.

1 - DISRUPTION **Warp Charge 1**
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 **blessing** that targets the Psyker. While the power is in effect, the Warp Charge cost of psychic powers cast by enemy psykers within 24" of the Living Ancestor is increased by 1.

2 - AURA OF STABILITY **Warp Charge 1**
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 **blessing** that targets the Psyker and all friendly units within 12". While the power is in effect, and enemy Psyker wishing to target one of the affected units must roll a 5+ to harness a Warp Charge instead of the usual 4+.

3 - SPECTRAL HOUND **Warp Charge 1**
The Living Ancestor calls upon the aid of the Cu Sidhe; 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 Sidhe 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 **focused witchfire** power with the following profile.

	Range	Strength	AP	Type
Spectral Hound	12"	5	4	Assault D6

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)

PRIMARIS POWER

NULL BARRIER **Warp Charge 1**
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 **blessing** that targets the Psyker. While the power is in effect, the Living Ancestor and any unit they have joined pass Deny the Witch rolls on a 2+.

4 - MIGHT OF AGES **Warp Charge 1**
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 **blessing** that targets the Psyker. The Living Ancestor increases the Strength (S) characteristic on their Unit Profile by 2.

5 - ROCK FORM **Warp Charge 1**
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 **blessing** that targets the Psyker. While the power is in effect the Living Ancestor adds +1 to its Toughness value.

6 - FURY OF THE ANCESTORS **Warp Charge 1**
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 **blessing** that targets the Psyker. 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.

FORCE DOME **Warp Charge 2**
A Force Dome is a barrier that can be created by a Living Ancestor, through which nothing may pass.

Force Dome is a **blessing** that targets the Psyker. While the power is in effect, the Psyker and their unit may not be the target of enemy shooting or psychic powers, nor may they be charged during the assault phase. However, the unit may not fire any range weapons during the shooting phase. Nor may the unit launch an assault, but fight as normal if already locked in close combat.

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 momentarily wrest control of their body from them.

Domination is a **malediction** that targets a single enemy non-vehicle model within 18". 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. During the owning player's next turn, the target model is reduced to Weapons Skill, Ballistic Skill and Initiative 2.

Warp Charge 3

While under the caster's control, the model may move, fire ranged weapons and fight in close combat as if they were owned by that player, but may not be used to cast psychic powers nor can they be used to issue or accept challenges.

The affected model must maintain unit coherence with their parent unit, if they have one, and the model may not target their parent unit during the shooting phase. An independent character may leave a unit they are attached to, and so may target that unit during the shooting phase and launch an assault against it during the assault phase.

Any wounds caused by the affected model during an assault count towards the controlling player's total when determining the assault result. If the affected model's parent unit falls back from an assault, the model must fall back as normal.

"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 planet. "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!"

DEMIURG SUMMARY

Demiurg Ranged Weapons Profiles

Weapon	Range	Type	S	AP	D	Abilities	Points Per Weapon
Atomic Destroyer	72"	Heavy 1	12	-5	D6	Roll two dice when inflicting damage with this weapon and discard the lowest result.	40
Battle Cannon	72"	Heavy D6	8	2	D3		30
Bombard Heavy Siege Mortar	36"-240"		8	3		Ordinance 1, Barrage, 7" Blast	0
Demiurg Missile Launcher	When attacking with this weapon, choose one of the profiles below.						25
- Frag Missile	48"	Heavy D6	4	0	1		
- Krak Missile	48"	Heavy 1	8	-2	D6		
- Flak Missile	48"	Heavy 1	7	4	1	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.	
Demiurg Plasma Cannon	36"	Heavy D3	7	-3	1		17
Doomsday Cannon	24"-200"	Heavy D6	16	-5	D6	Ordinance 1, 10" Blast, Macro Weapon	0
Firestorm Missile System	48"	Heavy 2D3	4	-	1	Change the type to Heavy 2D6 against units containing 5 or more models.	20
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.	8
Forge Blaster	24"	Heavy 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	25
Forge Bombs	48"	Heavy D6	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
Forge Carbine	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	15
Forge Gauntlet	6"	Pistol 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	8
Gae Bulg (Ranged)	12"	Assault 2	5	-1	D3	You can re-roll failed wound rolls for this weapon.	0
Gattling Ion Blaster	24"	Heavy 4	6	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.	20
Gattling Ion Cannon	60"	Heavy 10	6	-2	4		60
Goliath Mega Cannon	48" to Unlimited		D	2		Ordinance 1, Barrage, Apocalypse Barrage (8)	0
Grenage Launcher	When attacking with this weapon, choose one of the profiles below.						5
- Frag Grenade	24"	Assault D6	3	0	1		
- Krak Grenade	24"	Assault 1	6	-1	D3		
Heavy Flamer	8"	Assault D6	5	-1	1	This weapon automatically hits its target.	13
Heavy Ion Blaster	24"	Heavy 1	5	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.	10
Heavy Ion Pulse Cannon	48"	Heavy D6	9	-3	2		30
Inferno Gun	Hellstorm		7	3		This weapon automatically hits its target.	
Ion Blaster	24"	Assault 1	4	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.	2
Ion Cannon	When attacking with this weapon, choose one of the profiles below.						35
- Standard	60"	Heavy 3	7	-2	2		
- Overcharged	60"	Heavy D3	8	-2	3	Change the type to Heavy D6 against units containing 5 or more models. If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.	
Ion Carbine	24"	Rapid Fire 1	4	-1	1		0
Ion Gauntlet	12"	Pistol 1	4	-1	1		0
Ion Pulse Cannon	48"	Heavy D3	8	-2	1		20
Krak Grenades	6"	Grenade 1	6	-1	D3		0
Melta Bombs	4"	Grenade 1	8	-4	D6		5
Mole Mortar	60"	Heavy D6	5	-	1	This weapons can target units that are not visible to the firing model. Units hit by one or more mole mortars halve their Move characteristic until the end of their next Movement phase.	20
Plasma Carbine	18"	Rapid Fire 1	6	-3	1		11
Plasma Gauntlet	12"	Pistol 1	6	-3	1		5
Plasma Missile	Unlimited	Heavy D6	8	-3	2	This weapons can target units that are not visible to the firing model. When attacking units with 5 or more models, change this weapons's type to Heavy 2D6. Each plasma missile can only be fired once per battle.	0
Seismic Mine	Special	Heavy D6	3	-		This weapons can target units that are not visible to the firing model, and can be used during turns before this model is set up on the battlefield. Units hit by this weapon halve their Move characteristic until the end of their next Movement phase.	0
Shock Grenades	6"	Grenade 1	3	0	1		0
Skyhammer AA Gun	120"	Heavy 3	9	3	D6	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.	0
Sniper Rifle	36"	Heavy 1	4	0	1	A model firing a sniper weapon can target an enemy CHARACTER even if they are not the closest enemy unit. If you roll a wound roll of a 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.	5
Thudd Gun	48"	Heavy 4D6	5	0	1	This weapons can target units that are not visible to the firing model.	25
Thunderfire AA Gun	72"	Heavy 4	7	-1	2	Add 1 to all hit rolls made for this weapon against targets that can FLY. Subtract 1 from the hit rolls made for this weapon against all other targets.	20
Thunderer Cannon	60"		10	2		Ordinance 1, 10" Blast, Ignores Cover	0

DEMIURG SUMMARY

Demiurg Melee Weapons Profiles

Weapon	Range	Type	S	AP	D	Abilities	Points Per Weapon
Assault Drill	Melee	Melee	x2	-4	2	When attacking with this weapon, you must subtrack 1 from the hit roll.	20
Gae Bulg (Melee)	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon.	0
Legacy of Golgotha	When attacking with this weapon, choose one of the profiles below.						0
- Melee	Melee	Melee	+2	-3	D3	You can re-roll failed wound rolls for this weapon.	0
- Ranged	12"	Assault 2	5	-1	D3	You can re-roll failed wound rolls for this weapon.	
Oathbreaker Axes	When attacking with this weapon, choose one of the profiles below.						0
- Deathblow Axe	Melee	Melee	+2	-3	1	When attacking with this weapon, you must subtrack 1 from the hit roll.	15
- Envenomed Axes	Melee	Melee	User	0	1	This weapon wounds on a 3+ unless they are targeting a VEHICLE or BUILDING. When using this profile, the model may make one attitional attack.	
Power Axe	Melee	Melee	+1	-2	1		15
Power Maul	Melee	Melee	+2	-1	1		15
Runic Weapon	Melee	Melee	+2	-3	D3		20
Sentinel Spear	When attacking with this weapon, choose one of the profiles below.						15
- Melee	Melee	Melee	+2	-3	D3		19
- Ranged	24"	Assault 1	4	-1	1	Wounding rolls of a 6 with this weapon are resolved at AP -4.	
Thunder Hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtrack 1 from the hit roll.	19

Named Characters

Unit	Models Per Unit	Points Per Model (Does not include wargear)
Ruairi Redmane	1	210
Domnail	1	140
Spirit of Setanta	1	235
Briain the Blessed	1	80

HQ

Unit	Models Per Unit	Points Per Model (Does not include wargear)
Ancestor Lord	1	90
Living Ancestor	1	75
Warlord	1	75
Lord	1	50

Elites

Unit	Models Per Unit	Points Per Model (Does not include wargear)
Guild Master	1	60
Guild Engineer	1	45
Standard Bearer	1	50
Ironguard	5 - 10	30
Hearthguard	5 - 10	11
Sapper Kindred	5 - 10	9
Cataphract	1 - 3	60
Castellan	1 - 3	60
Conqueror	1	110

Troops

Unit	Models Per Unit	Points Per Model (Does not include wargear)
Warrior Kindred	5 - 20	9
Oathbreaker Kindred	5 - 10	9
Enforcer Kindred	5 - 10	9

Fast Attack

Unit	Models Per Unit	Points Per Model (Does not include wargear)
Guild Bike Section	3 - 6	20
Iron Hawk	1 - 3	60
Crusader Reconnaissance Group	3 - 5	22

Heavy Support

Unit	Models Per Unit	Points Per Model (Does not include wargear)
Thunderer Kindred	5 - 10	9
Tarantula Sentry Group	1 - 3	15
Support Weapon Battery		
- Gun Carriage	1 - 3	50
- Clansmen Crew	3 - 9	9
Spotter Team	3	12
Cait Sidhe	1	95
Cu Sidhe	1	220
Iron Eagle Gunship	1	110

Dedicated Transport

Unit	Models Per Unit	Points Per Model (Does not include wargear)
Spartan	1	70
Termite	1	90
Bean Sidhe Rapid Instertion Craft	1	110

Other Wargear

Item	Points Per Item
Ancestor Stone	10
Bionics	5
Blast Shield	20
Breach Shield	3
Exo-Armour (CHARACTERS)	20
Exo-Armour (other models)	10
Fabricator Harness	10
Grav-chute	2
Guild Trike (CHARACTERS)	25
Guild Trike (other models)	10
Gun Emplacement	10
Refractor Field (CHARACTERS)	10
Refractor Field (other models)	5
Repulsor Shield	5
Storm Field (CHARACTERS)	20
Storm Field (other models)	10
Targeting Module	15

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 2D6 Hull 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 as 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 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 Iarann 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

Special Rules:

Wounds: 60
Void Shields - 6
Access Points - 1 (rear), 2 (sides)
Landing Pad

	BS	Front	Sides	Back
Colossus	4	14	14	14

Composition:

1 Colossus
1 Iron Hawk

Unit Type:

Super Heavy Tank

Wargear:

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

Leviathan

Points: 2000

Special Rules:

Wounds: 60
Void Shields - 3
Transport Capacity - 150
Fire Points - 40
Access Points - 1 (rear), 6 (sides)
Command Vehicle

	BS	Front	Sides	Back
Leviathan	4	14	14	14

Composition:

1 Leviathan

Unit Type:

Super Heavy Tank

Wargear:

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

Hellbore

Points: 1000

Special Rules:

Tunneller
Wounds: 30
Void Shields - 3
Transport Capacity - 100
Fire Ports - None
Access Points - 1 (rear), 6 (Sides)

	BS	Front	Sides	Back
Hellbore	4	14	13	13

Composition:

1 Hellbore

Unit Type:

Super Heavy Tank

Wargear:

Overlord Armoured Airship

Points: 500

Special Rules:

Wounds: 30
Void Shields - 2
Armoured Underside

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

Composition:

1 Overlord

Unit Type:

Super Heavy Flyer

Wargear:

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

APOCALYPSE UNITS

Land Train

Points: 1000

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

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

Composition:

1 Engine
1 Battle Carriage

Unit Type:

Super Heavy Tank

Wargear:

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

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

Options:

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

Composition:

1 Carryall

Unit Type:

Super heavy Flyer

Wargear:

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

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	