

WARHAMMER®
40,000

EMPEROR'S CHILDREN



FAN CODEX

WARHAMMER
40,000

Sakura

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A WORD FROM THE EDITOR

I have used the last Chaos codex (3.5) and Current chaos codex (4.0) as references. I have also kept in mind 2nd, 3rd and 1st edition codices, but not so much taken the rules. Also, I have looked over Aposhas Re-write. I have mostly based my codex off the 3.5 edition. I really liked that version, and most people agree. If you disagree, well, this codex probably won't be for you.

The highlights of this codex are the return of "Armoury" system, the return of our favourite 3.5 wargear/rules, the return of flavoured daemons and summoning system, easy sonic weapon application, the return of Veteran skills, and the removal of some complicated/unnecessary rules.

Playing a pure Slaanesh army (like it should be) should not be a penalisation by costing too many points. Multiples of 6 and the Mark of Slaanesh gain one free Aspiring champion upgrade. Every unit with the name "Chaos Space Marine" in their title may purchase a single Veteran Skill for 3 points per model from Tank Hunters, Furious Charge, Skilled Riders etc. All Sonic weapons will be reduced to make noise marine squads and elite options more standard. Daemons from the Daemon codex will be added to the codex, but kept quite generic still as not to remove from playing a daemon army. Also they will be summoned like they should be, it is absolutely tactically incompetent to summon fragile units of daemon right in front of close range fire. Deep striking is not an option, it is not smart even for a very skilled player, if two skilled players were playing I am sure deep striking daemons safety would always be at major risk. But I am ranting. More interesting unique rules will also be added for pure Slaanesh armies. I would like to acknowledge Apaosha as a nice rebounder, Refuse as a good host, and Teh_Frm4terer for the graphic design.

Sakura (Writer/Editor)

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HIS MOST REVERED CHAPTER

The Emperor's Children were one of the largest, proudest, and well equipped legions of the Great Crusade. They wore the Imperial Aquilla with pride, and rightly so, as they were the only ones allowed to use this most holy symbol, a reward from the God Emperor for achieving so much in His name, in so little a time. Fulgrim, the Primarch of the Emperor's Children, was cultured and beautiful; some say he was more beautiful than the winged Primarch Sanguinus. His movement was graceful, and his skill in war matched only by the Emperor himself. Fulgrim and the Emperor's Children utilised impressive amethyst armour, richly embellished with golden ornamentation, wearing their great beauty like a badge of honour towards the other faithful servants of mankind.

Fulgrim believed in perfection, and every decision was made to further improve the skills of his legion. Battle tactics were not the only subject a warrior was expected to learn, and after a long day training in the arts of war, siege, and deception, the marines were expected to study the finer points of culture and science, to better the overall quality of the legion. All this work and training done in the name of the Emperor; and yet, when the time came to show his faith, Fulgrim fell from grace, joining the traitor Horus in the Great Heresy, and taking his proud legion with him.



His true allegiance would not have come as a shock for those watching his legion. During the years leading up to the Horus Heresy, Lord Commander Eidolon, one of the Primarch's most revered servants, was heavily scrutinised for his obvious lack of respect for the lives of imperial citizens. Many of the legions critics on Terra foretold that this was the direction the legion was heading in, but the Emperor silenced those who hinted at possible heresy. Eidolon was nothing, however, compared to the acts of Brother Fabius Bile. As the legion's most senior apothecary, Fabius Bile was responsible for the research, and implementation, of any possible "experimental" surgeries performed on the Emperor's Children. Some suggested that it was because of these new implants that the warriors started to undergo short episodes of incredible bloodlust, bursting with previously unheard of bouts of strength, and the Primarch perceived such rumours. By this point in time, Fulgrim's own personal ideals had changed, and he became steadily more reclusive. While unsure if the Emperor would have allowed such implants (after all, they had been produced with the study of xenos organs), the progression of perfection was deemed too important in his mind, and so he allowed the experimentation to continue. Apothecary Bile toiled day and night over his studies, spurred on by his Primarch's approval. With the most advanced technology of the legion at his disposal, he soon mastered all the basic implants and combat stimulants, and became more and more skilled as time went on. However, as Bile began cloning and testing parts on the living Arstartes themselves, Fulgrim deemed his experiments too dangerous, and ordered the apothecary to stop his work. Sometimes he created such beasts in the marines that he was beaten within an inch of his life. But this did not deter him; Bile worked on in secret, and continued his experiments until his departure from the legion on Skalathrax.

When Fulgrim swore himself to Horus, the remaining loyalists of the legion were abandoned on Istavaan III, so that they could be Viral Bombed. Rumours circulate in the Ordo Hereticus over sightings of still loyal Emperor's Children, who survived the massacres on Istavaan III and who now hunt their former brethren across the galaxy. Such rumours, though, are baseless, as the viral bombs are typically very thorough, and it was pronounced by the Warmaster himself that the purge was complete.

However, Istavaan III has since been excavated, and shelters from the virus bombs were found in the ruins. Many bodies litter the bunkers, ripped to shreds and possibly cannibalised. Missing are the bodies of many battle brothers said to be left on the planet, including those of Emperor's Children. The Ordo Hereticus have deemed the area "Purgatos", until such a time as a proper investigation can be organised.



SPECIAL RULES

Summoning Minor Daemons

Minor Daemons must begin in reserve, and are rolled for as normal. When a unit becomes available, nominate one of the following as the summoner:

- A Keeper of Secrets
- A model with a Rapturous Standard
- A model with a Unit Icon
- A model with a Personal Icon

Only one unit of Daemons may be summoned by any given model per turn. Any units unable to be summoned must remain in reserve. Place the large blast template anywhere in contact with the summoning model's base, and roll 2d6 for scatter. If the template scatters so that the central hole is off the table, within 1" of enemy models, or inside impassable terrain, the unit counts as destroyed. Once the template's final position has been determined, the unit must be deployed so that all model's have at least half their base inside the template.

Daemons must be rolled for each turn they are available; they are fickle creatures and will come to the battle when they choose.



Summoning a Greater Daemon

A Keeper of Secrets must start the game in reserve, and are rolled for as normal. However, they must possess a model to enter the game. Any model with access to the Armory section, with the exception of Daemon Princes and Possessed, may serve as the host for a Keeper of Secrets. When the Greater Daemon becomes available, replace the chosen host model with the Keeper of Secrets, moving any models within 1" of the new base the minimum distance away. Any models who were in base-to-base contact with the original model must immediately take a leadership test or fall back.

Favoured number

It is unknown why the Chaos gods each have a favoured number to which they prefer. Many theories circulate amongst the Ordo Malleus, such as that the number shines as a beacon to each god into the warp, or that it appears as some form of geometric alignment, focussing the gods power to a particular area. Whatever the reason, the servants of the Dark Gods strive to utilise their patron gods chosen number in every way they can.

On the battlefield, this opportunity presents itself in the way of force organisation, with each god "blessing" a unit numbered favourably. The Dark Prince holds a patron number of six. Any unit with models numbering a multiple of six are therefore blessed and said to have a "favoured number". If a unit numbers in a multiple of six, the following benefits are awarded:

- When summoning units of daemons, the player may choose to improve the reserve roll by -1 (to a minimum of 2).
- One of the models may be upgraded to an Aspiring Champion for free. When this option is available it will be included in the unit entry.



Warp Scream

Warp Scream is a passive ability that is always active on those models that have it. Any model within 12" attempting a psychic test must add +2 to their dice roll *. This includes friendly models.

Additionally, any unit wishing to assault models with Warp Scream must treat the assault move as if in difficult terrain.

**For example, if a Librarian rolls a total of 9 for his psychic test, he would in fact have rolled 11, and the psychic power would have failed. If he had rolled 10, his total would have been 12, which would mean he would suffer a Perils of the Warp attack.*



The Icon of Slaanesh

The Icon of Slaanesh refers a battle standard, banner or other icon devoted to Slaanesh. A unit that carries an Icon into battle are given bonuses over normal warriors, such as sonic weaponry, or faster reflexes, as they are blessed by Slaanesh. A unit using the icon are best described as relatively new to the worship of Slaanesh, or those who have not fully embraced the god. The unit could be made of several different renegades from several different legions, as well as all manner of cultists and traitors.

The Icon of Slaanesh grants the unit access to the sonic weapons that are available in the unit options. It also confers +1 to their initiative statistic.

The Mark of Slaanesh

The Mark of Slaanesh is different. Unlike the Icon, warriors bearing the Mark of Slaanesh do not need physical representations of their faith; rather, they carry their icons on the inside. They have access to advanced sonic weaponry, combat stimulates, and other wargear that sets them apart from lesser warriors. If a unit is blessed with the Mark of Slaanesh, it means the warriors have a very close relationship with their god, perhaps even dating back to the early days of the Horus Heresy. When a warrior fully devotes themselves to Slaanesh, the body is not the only part of them to change; their mind is now linked to that of Slaanesh. A marine with a Mark of Slaanesh will never worship another god, no matter the cost. After years of devotion in the brooding anarchy of the warp, the warrior's mind is overloaded; self preservation becomes obsolete, and sanity a weakness. They who have suffered and embellished all, and have grown tired of anything but the most violent extremes, become fearless, and nothing but the death-scream of battle concentrate their poisoned minds.

The Mark of Slaanesh grants the unit access to the sonic weapons and veteran skills that are available in the unit options. It also confers +1 to their initiative statistic, as well as the 'Fearless' and 'Warp Scream' special abilities.



ALLIES

(If any of these forces are being used in Apocalypse games, then the rules on this page do not apply)

Slaves to Darkness

The following armies can be allied with the Emperor's Children:

- Codex: Imperial Guard-
- Codex: Chaos Daemons-
- Codex: Chaos Space Marines-



A Note on Ancient enemies

When designing any Chaos Army it is good to keep in mind the story of the Chaos Gods and how the different forces work together. Depending on the situation, a Chaos God **may** condone a necessary alliance, to accomplish a similar goal, but this actually a pretty rare occurrence; they are, after all, ancient enemies, for the most part.

Khorne, the God of War and Blood, is believed to have been created when the Old Ones first began breeding the sentient races, along with Nurgle, the God of Disease, and Tzeentch, the God of Change. Many aeons later, the decadent Eldar brought about the birth of Slaanesh, the young hedonistic God of Excess. Khorne and Slaanesh immediately became enemies, Khorne jealous and disgusted by his younger sibling, Slaanesh disrespectful and usurping of his elder brother. Nurgle and Tzeentch are similarly rivalled, as all Tzeentch's intricate plans fall subject to Nurgle's tendency to decay and ruin.

Using the image below, and reading from left to right, each symbol represents a God of Chaos; Khorne, Nurgle, Tzeentch and Slaanesh. The inward eight pointed star and circle is representative of Chaos as a whole. The diagonal points on the stars reflect the Rival Gods.



When using rival models in the same army, the following rules should be considered:

- If the army is led by an unmarked HQ choice, or a HQ choice with the Mark of Chaos Glory, there are no restrictions on the units taken; the Undivided Lord will quell any disputes between the factions.
- If the army is led by a HQ choice with a particular Mark of Chaos, no units under the Rival God may be taken. Other cult units can be taken, however.