
WARHAMMER
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BLACK LEGION
A CODEX: CHAOS SPACE MARINES SUPPLEMENT

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THE BLACK LEGION

1.1 Introduction







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THE BLACK LEGION

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INTRODUCTION

For ten thousand years the Black Legion has fought the armies of the false Emperor, striking out from the Eye of Terror to sow ruin and madness among the stars. In their wake worlds burn to ash and the screams of the damned echo in the Warp.

As the 41st Millennium comes to a close and the Imperium approaches the end of its long decline, the Black Legion spill forth from the Eye of Terror, intent upon destruction. In the vanguard their Warmaster, Abaddon the Despoiler, carves a bloody trail across the void, each terrible victory taking him and his murderous army one step closer to ancient Terra, the heart of the Imperium.

Theirs is an ancient war, sprung from the great betrayal that began when the Arch-heretic Horus turned from the Emperor and embraced the power of the Dark Gods, some 10,000 years previously. Only when the Emperor lies dead and broken at Abaddon's feet and the Imperium howls with the victory screams of a billion, billion Daemons will the Legion's thirst for vengeance finally be slaked.

WARHAMMER 40,000

If you are reading this codex supplement, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 *rulebook contains all the rules you need to fight battles with your Citadel miniatures, and* Codex: Chaos Space Marines *acts as a definitive guide to collecting and unleashing them upon the tabletop battlefields of the Warhammer 40,000 universe. This codex supplement allows you to turn your collection of Chaos Space Marines into a mighty host of the Black Legion, bringing fire and death to the Imperium.*

THE BLACK LEGION

The Black Legion were formed by the Chaos Lord Abaddon, a pure expression of his hatred toward the Imperium and the Emperor of Mankind. Most numerous of all the Traitor Legions, they were born from the ashes of the Horus Heresy, the successors of the Sons of Horus who met their end before the Gates of Terra. Since those dark days the Black Legion has grown in size and strength, incorporating countless Traitor Legionnaires and powerful Chaos warlords. Favoured warriors of the Dark Gods, the Legion are the doom of worlds and the heralds of the End Times.

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LEGION OF TRAITORS

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LEGION OF TRAITORS

The Black Legion has a long and vile history in the service of Chaos, responsible for ten thousand years of carnage and destruction. Under the dominion of Abaddon the Despoiler, the Legion has risen to great and terrible heights, earning their place as one of the Imperium's bitterest foes.

In the closing days of the Horus Heresy, the Traitor Legions retreated before the loyalists, their Warmaster dead and their dreams of conquest denied. Such was the appalling and lasting rift caused by Horus' betrayal that there was no question of redemption, no chance of mending old wounds and no return for those that had embraced the Dark Gods. With their former brothers in close pursuit, the traitors fled toward the corrupting embrace of Chaos and into the Eye of Terror. Among these traitors were the fragmented survivors of the Sons of Horus and their greatest surviving warlord: Ezekyle Abaddon.

When many of the Legions and their Primarchs became irrevocably twisted and warped by their exposure to the Chaos Gods, Abaddon resisted such temptations. While other Traitor legionnaires lost themselves in the madness and excess of the Warp, Abaddon never forgot the defeat of Horus and the debt of vengeance he owed the Emperor. It was this thirst for revenge that would sustain him over the long centuries and eventually motivate him to muster the Traitor Legions for war once more. In time, Abaddon would take the place of his fallen Primarch as Warmaster of the Chaos Legions.

For years uncounted, Abaddon wandered the tides of the Warp and the Daemon worlds of the Eye of Terror, time meaningless in that other realm. Embittered by the failure of Horus, he vowed not to repeat the Warmaster's mistakes and so sought out daemonic allies, gathered eldritch weapons and prepared to crush the Imperium utterly. Even in these early times, while the Imperium slowly recovered from the terrible wounds left by the Heresy, and the other Traitor Legions struggled against each other for the worlds within the Eye, Abaddon planned his revenge. He forged unholy debts and infernal bargains, all in the cause of marshalling power for his war against the Imperium of Man.

From Abaddon's burning need for revenge, the Black Legion was born, Abaddon gathering together the surviving Sons of Horus to dominate countless cursed stars within the Eye. Unlike the other Legions, Abaddon did not bow to an individual god or Daemon Primarch, and he held no restricting notions of code or obligation. Abaddon's focus was always the destruction of the Imperium and finishing the terrible work that Horus had begun. To this end, he allowed

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any warrior to join the Legion, provided they were willing to swear allegiance to him and him alone.

The Black Legion he created were no longer merely the remnants of the Sons of Horus, and counted among their ranks many powerful warlords and Traitor Space Marines. Dressed in distinctive black and brass armour, they committed vile deeds in the name of Abaddon, each one a strand in his bloody tapestry of death and destruction. In exchange for their loyalty, these traitor warlords received the favour of Abaddon and the growing strength of the Legion at their backs. More importantly still, those that marched in the ranks of the Black Legion were granted a place in their crusades and a share of the bloody glory they would bring.

Abaddon's Black Crusades are a blight upon the Imperium, each one a deep wound across the stars where the Black Legion and its allies have wrought vast destruction. While the Black Legion has spilled out from the Eye of Terror countless times since they were formed, the Black Crusades are times when the forces of Chaos gather in strength, thousands of power-armoured Traitors striking out deep into the sectors and systems of Mankind. It is why Abaddon created the Black Legion: to fight these battles in the Long War against the Emperor and his followers.

Each Black Crusade been part of Abaddon's carefully laid plan; each furthers his goals in some significant way. The culmination of Abaddon's grand scheme is nothing less than the death of the Emperor and Humanity's enslavement at the hands of the entities of the Warp. Across ten millennia of strife, Abaddon has crafted his dark strategies; each attack, each world destroyed and each army vanquished is but a part of a much larger war. Always at his side is the Black Legion, on burning worlds and in shattered cities, their howling chainswords and barking bolter fire heralding the coming End Times.

Thus is the shadow of Humanity's downfall cast by Horus' lost sons. It is the gravest threat the Imperium faces and the very tolling of doom that echoes out from the Eye of Terror. Where the black armoured warriors of the Legion tread, cities burn and Imperial worlds fall. Star systems are purged and vanish from the void, their citizens slaughtered and their histories wiped away. To swear eternal loyalty to Abaddon and become a Traitor Space Marine in the Black Legion is to become a warrior of the End Times and stand triumphant over countless worlds turned to ash and blood.

Catechism of the Black Legion

Who pledged his loyalty? The Warmaster
Whom did we serve in faith? The Warmaster
From whom did we take our name? The Warmaster
Who was denied to us? The Warmaster
But whom shall we remake? The Warmaster
And who shall lead us to victory? The Warmaster

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HORUS' LAST SON

It is impossible to tell the tale of the Black Legion without also telling the tale of Abaddon, the last and most gifted of Horus' generals. Greatest of the champions of Chaos and favoured of the Dark Gods, Abaddon would one day become the doom of the Imperium.

Ezekyle Abaddon's story began at the birth of the Imperium during the time of the Great Crusade, as the Emperor fought to reclaim the stars. It was a time of legendary warriors and epic deeds, when the Space Marine Legions earned glory vanquishing alien worlds and bringing the rule of the Emperor to a galaxy grown fragmented. During this vast endeavour, Abaddon stood at the side of the Primarch Horus Lupercal and his Luna Wolves. As Captain of the 1st Company, Abaddon followed Horus as they forged a path of enlightenment into the void. A talented warrior in his own right, Abaddon was one of the Primarch's favoured generals, privy to the secret councils of the Mournival: Horus' innermost circle.

Abaddon led countless charges for the Luna Wolves, his company always in the thick of the fighting, tearing apart aliens with chainblades, bolt rounds and even their bare hands. During the Ullanor Crusade against the Ork Warlord Urrlak, Horus and Abaddon led a speartip assault against the warlord himself. While Horus traded bone-shattering blows with the giant greenskin, Abaddon and the rest of the assault force were engulfed by Urrlak's hulking bodyguards. When Horus finally slew Urrlak, he returned to find Abaddon alone had survived, covered in gore, with only the dead for company. With this great victory, Horus was able to crush the Orks and scatter their tribes. In honour of the Warmaster's success during the Ullanor Crusade the Emperor renamed the Luna Wolves the Sons of Horus, that they might always bear the glorious name of their Primarch.

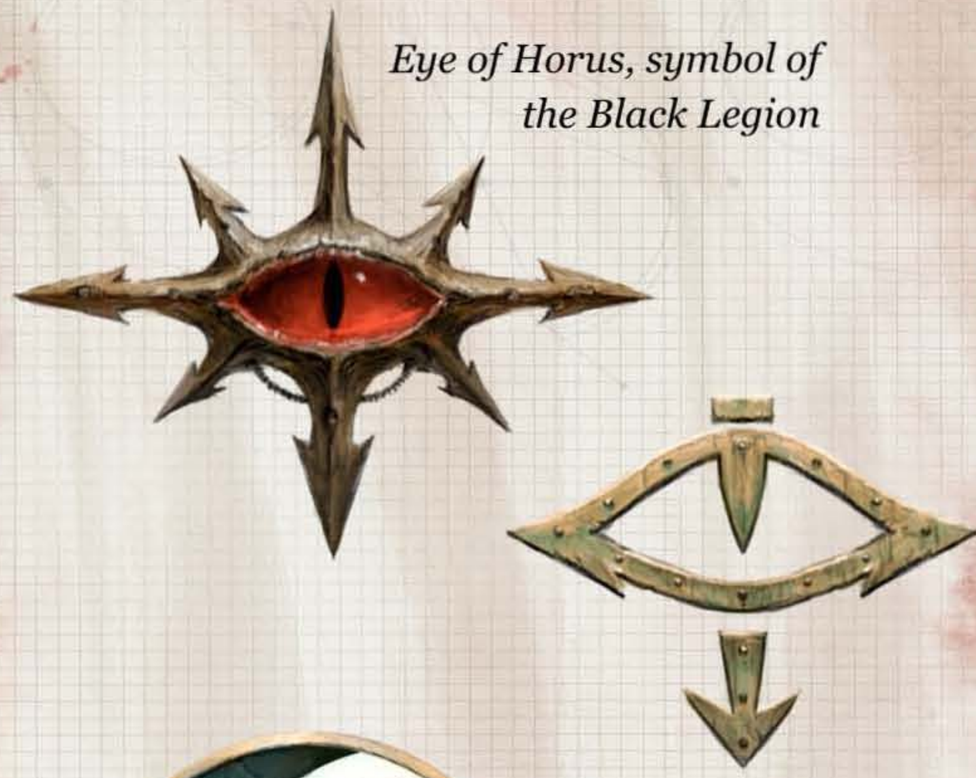
Abaddon favoured his Primarch above all others, revering him as a beloved father. While the Emperor was a distant figure, Abaddon was ever at the side of Horus, the two warriors watching each others' backs as they strode across blood-spattered battlefields and into the flaming hulls of crippled warships. In the Captain's eyes, Horus could do no wrong, and was the greatest of all the Space Marine Primarchs. When the Emperor named Horus Warmaster, it was a moment of extreme pride for Abaddon. To him, Horus' superiority was self-evident and, by extension, the Sons of Horus were superior to all the other Legions; rightful leaders of the Emperor's armies.

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Tragically, such glories did not last. A short time later, Horus was mortally wounded on the remote, swamp-choked moon orbiting Davin. In a skirmish with an unknown foe, the Warmaster was pieced by a cursed blade, its baleful malediction taking root within his flesh. Abaddon keenly felt this blow, as if he instead of his Primarch had been wounded. Though he could not know, this was to be the point at which the Sons of Horus would forever be sundered from the Emperor's side. Desperate to save the Warmaster's life, the Sons of Horus and their allies took their master to one of Davin's warrior-lodges and its ancient priestly order. Unknown to Abaddon, these priests were servants of the Dark Gods. With Warp-magicks and obscene rituals the priests fed the hatred in Horus' heart, the feeling that he had been betrayed and abandoned by the Emperor. Though his body was saved, his soul had been lost. Thus did Abaddon's efforts to save his Primarch damn Horus and his Legion forever and lay the foundation for not only the Great Betrayal, but also the countless dark days that followed.



ICONS AND SYMBOLS OF THE LEGION



Eye of Horus, symbol of the Black Legion

Heresy-era Eye of Horus, symbol of the Sons of Horus



Wolf's head and crescent moon, symbol of the Luna Wolves

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The Horus Heresy

Rejoicing in his Primarch's restoration, Abaddon did not question the dark moods and cruel temper now manifest within Horus. Only when the Warmaster began to speak of the Emperor's betrayal, and how he had abandoned the Legions, did Abaddon see the deep hate that festered in Horus' heart. These feelings found fertile ground within Abaddon, who had always harboured contempt for those from the other Legions and needed little excuse to see them as foes. When Horus finally turned on the Emperor in open rebellion, Abaddon eagerly swore to lead his forces to the gates of Terra itself.

While a handful of Space Marines within the Sons of Horus questioned the wisdom of turning against the Emperor, most followed their Primarch without question. This was not mere chance, but the hand of Horus himself, who had spent his years as Warmaster cementing his position within the Great Crusade and removing dissenting voices from his followers. Such was the Sons of Horus' devotion to their Primarch that the Ruinous Powers found willing servants within their ranks and many fell to the vile influence of the Warp. During the Heresy that followed, Abaddon made a brutal name for himself as both a peerless warrior and ruthless general. In the name of the Warmaster, Abaddon sanctioned the murder of innocents and the burning of worlds.

On Isstvan III, after Horus virus-bombed the loyalists from his own Legion along with those of the Emperor's Children, World Eaters and Death Guard, Abaddon and his company attacked the survivors. Across the scorched and rotting corpse of the planet, Space Marines waged a war of betrayal and retribution. Battle-brothers that only days before had broken bread and sparred in training smashed each other asunder. Abaddon took a savage joy in facing his former brothers in combat, ripping them apart and making a bloody example of them to the Dark Gods.

The Horus Heresy quickly became a terrible war of escalation and retaliation. The Legions struck desperate blows against each other across the length and breadth of the nascent Imperium. By the time Horus had carved a bloody path to Terra, the Sons of Horus stood at the head of a vast army of Traitor Space Marines. In a battle the likes of which the Imperium has never since seen, Horus' armies fell upon the Emperor's Palace and Abaddon was granted the honour of leading them into battle. This was to be the zenith of the Sons of Horus' power. Never again would the Legion gather in such strength or grandeur on the field of battle. In the cauldron of war, Abaddon led the 1st Company and the hulking, black-armoured Terminators of the Justaerin into the Emperor's Palace, smashing through the loyalist defenders. Their chainfists and power swords dripped with gore, any who dared stand against them were torn apart. Everywhere, the fires of the Heresy burned out of control; Titans traded blows over the ruined walls of the palace and great warships filled the sky with dazzling lance fire, raining bombardments upon friend and foe alike.

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The Warmaster Falls

Horus watched the battle unfolding below from the shrouded bridge of his flagship, the *Vengeful Spirit*. On flickering holo-charts, the Warmaster saw his armies trapped against the inner walls of the Emperor's palace, loyalist reinforcements arriving with every passing hour. Through the vista panes of his bridge, he could see that the space battle was also turning against his fleet. Horus knew time was running out. In his arrogance and anger, the Warmaster made one last gambit, lowering his ship's void shields so the Emperor could face him personally. He was not to be disappointed. In an incandescent blast of light, the Emperor teleported onto the *Vengeful Spirit* seeking out his traitorous son. The battle between the Emperor and Horus echoed through the Immaterium, the two great warriors exchanging titanic ringing blows even as their psychic selves struggled in the Warp. For all his rage and anger, Horus could not win – though before the Emperor obliterated his son's soul, Horus delivered a mortal blow to his gene-father.

Abaddon was climbing over the heaped corpses of broken Imperial soldiers when he felt the psychic howl heralding the death of his Primarch. Every Son of Horus knew at once that their Warmaster had fallen, thousands of warriors pausing in battle to look up into the burning sky. The news spread like a contagion through the Traitor Legions, and the assault that had come so close to success began to collapse. Abaddon immediately teleported back onto the flagship and arrived at his master's side in time to rescue Horus' body. With a cry of deepest pain and anguish, Abaddon vowed vengeance against his father's killer. Tearing free the lightning claw from Horus' arm, he fixed it to his own, symbolically taking up his Primarch's debt of blood against the Emperor. Realising the battle for Terra was lost, Abaddon moved to save the Legion from annihilation. He fought his way through the remaining loyalists on the *Vengeful Spirit* and cleared the ancient vessel of resistance, the mortally wounded Emperor already borne back to Terra by Rogal Dorn. Laying claim to the *Vengeful Spirit*, Abaddon and the Sons of Horus broke orbit and fought their way free of the battle and escaped into the void.

A time of reprisal and retribution known as the Scouring followed, and countless worlds were put to death by the loyalists for siding with Horus, their corpses left as a warning to others. Those Traitor legionaries that remained in the Imperium were hunted mercilessly and hounded across the stars by pitiless loyalists. Abaddon and the remaining Sons of Horus took refuge in the Eye of Terror, choosing to plunge into the maelstrom of madness rather than face extinction at the hands of the Emperor's vengeful warriors.



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RISE OF THE BLACK LEGION

When the Sons of Horus entered the Eye of Terror, they found a realm of madness, where the rules of the material galaxy no longer applied. Almost at once, the Traitor Legions fell upon each other in bitter conflicts and petty wars, as each Primarch and warlord struggled to carve out a piece of this deadly realm for themselves.

The Sons of Horus had reached the Eye of Terror with the bloodied survivors of the Scouring, but the once mighty Legion was reduced to a fraction of its former size. Led by only a few remaining captains, the Legion struggled with its loyalty to their fallen Primarch and the cold reality of their defeat at the hands of the Emperor and his lackeys. Around them, many of the Traitor Legions still clung to their ancient traditions and oaths, trying desperately to seek order despite the insanity of their existence in a galaxy that had turned against them. Other Legions embraced Chaos utterly, surrendering both their minds and bodies to its corrupting effects and forever abandoning everything that they had once been.

The Traitor Legions turned upon each other, and many even fragmented completely as captains became warlords and forged their own warbands from the disillusioned warriors around them. Hungry for power and blood, the traitors butchered their kin with Warp-sharpened blades and daemonic sorceries. In a sea of gore and greed, the glories of the Heresy were forgotten and a new chapter of carnage began. Meanwhile, the Dark Gods subverted and manipulated their new playthings, reshaping the Legions for their own ends and the never-ending war between the gods.

Abaddon abandoned the Legion; broken by the death of Horus and sick of war, he wandered alone into the Eye of Terror. Meanwhile, the Sons of Horus carried the body of their Primarch, preserved in stasis, into the Eye, ignoring the wars which raged around them. Even so, the siren song of Daemons and the whispers of their gods dogged their journey as they pressed on, seeking a resting place for their master. Filled with rage and humiliation at the destruction and decay that had been wrought upon them, scores of battle-brothers began to be changed by the corrupting touch of Chaos. Little by little, their souls eroded and their minds were poisoned by darkness.

'I am the Arch-fiend, the Despoiler of Worlds, and by my hand shall the false Emperor fall.'

- Abaddon, Warmaster of Chaos

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The Tomb of Horus

On Maeleum, a graveyard world of steel and rust, the Sons of Horus raised a fortress. Surrounded by living darkness and the bones of dead warp-dragons, it was fashioned from the wrecks of decaying vessels long lost to the Warp, with each spire and tower made from the jagged prow of an ancient ship. The Legion interred Horus' body within a great tomb, where many fell into worship of their fallen demigod. The Warmaster's body hung suspended in a spiralling chamber of bone-white stone, bathed in flickering golden light, his perfect form looking down upon his sons. Reaching up as far as the eye could see, the deeds of Horus were carved into the arching crypt walls, each one depicting a great battle or glorious victory. Each day, the worshippers would gather in the shadow of their Primarch and offer up their oaths anew, unable and unwilling to find a new leader. With their Primarch dead and their Legion on the verge of extinction, the Sons of Horus stagnated.

Like many of the other Traitor Legions, the Sons of Horus suffered from incessant daemonic attacks during their early years within the Eye of Terror. There was a never-ending supply of Daemons to fight off, and many fell to the uncontrollable influence of Chaos, losing their mind and bodies to possession. They tried to master the art of possession, binding the Warp-entities to their flesh

The Luna Wolves

The Luna Wolves were the XVI Legion of the First Founding. They fought with the Emperor from his early wars to unify Terra to the Great Crusade that gave life to his Imperium. Once reunited with their Primarch, the Luna Wolves were recruited from the vicious gangs of Cthonia, a world of ancient subterranean cities and rampant lawlessness. They quickly earned a fearsome reputation amongst the Legiones Astartes.

While all Space Marines are bred for war and excel at battle, the Luna Wolves always strived to be better than their brother Legions, constantly pushing themselves toward perfection. If there was any chance at competition between the Emperor's armies, the Luna Wolves would try to come out on top, whether it was beating another force to the capture of an objective or killing more of the foe than their brethren. It is speculated that this competitive aspect in their nature was a shadow of the ancient gang rivalry on Cthonia, kept alive by the ritual traditions of the Legion. Whatever the reason, the Luna Wolves earned a reputation as the foremost Legion and the favoured warriors of the Emperor, and when

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intentionally while maintaining control of their minds. Through bitter trial and error, the Legion's psykers were able to protect their warriors from the worst of the Immaterium's effects, preserving their psyche against the reckless insanity inherent in touching the Warp. Even so, many Space Marines were left as little more than ruined and gibbering meat by the attempt, and the capricious nature of Chaos saw many more slain outright.

Some within the Legion argued that the Sons of Horus should offer their allegiance to a single power rather than deal with Daemons of many gods. Most, however, warned that the Legion should never bow to an outside power again; they remembered too well the yoke that the Emperor had placed around the neck of the Legion, and were wary of letting another master hold such power over them again. The martial pride of the XVI Legion also meant that they would never completely accept a master who did not come from their own ranks, be it the Emperor of Mankind or a God of Chaos.

As they settled on Maeleum and maintained a vigil over the corpse of Horus, the Legion continued to expand their fortress. Slaves and other resources were inconstant within the Eye of Terror, and few of the Legions possessed the strength to make major or sustained raids into the Imperium, so the Sons of Horus plundered what materials and labour they could from nearby Daemon worlds and those Imperial settlements close to the Eye. Under the boiling skies of Maeleum, awash with blood and the tears of damned souls, emaciated Imperial citizens toiled alongside twisted mutations in carving bone-white stone from the earth. As the towering Traitor legionaries lashed their slaves into ever-greater exertions, the walls of the stronghold grew steadily higher.

Some captains suspected that it would be but a matter of time before they and their battle-brothers were drawn into the wars between the Legions, and so they pushed for the Sons of Horus to replace its losses by increasing the Legion's gene-seed stocks. These same captains knew that any fortress, no matter how grand, could not hope to hold back a determined Space Marine assault, and called for more warriors to be found. Unfortunately, the majority of surviving captains were convinced that the Warp would provide all the power they needed, if only they could master the methods of merging Daemon and Space Marine.



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The Legion War

While the Sons of Horus raised their fortress ever higher and worshipped the corpse of their Primarch, the wars between the other Legions who had sided with Horus during the Heresy continued to rage. On hundreds of Daemon worlds, twisted Space Marine armies clawed at each other, their bodies mutating and changing under the ethereal light of cackling stars. The greed and avarice of the Emperor's Children, and their hunger for fresh slaves, saw them launch dozens of attacks against their fellow Traitors, and every Legion struggled against the others for domination of territories within the Eye of Terror. The Sons of Horus had remained largely apart from these conflicts; however, jealous eyes now turned their way. Traitorous forces gathered against them and conspired to rob them of the remains of Horus to further vile and selfish ambitions. The Primarch's body, with its potent genetic information and biological secrets, was a great prize indeed.

In a sudden assault, the Emperor's Children, at the head of an alliance of Traitor Legions, descended on Maeleum, striking hard and fast from the Warp. More numerous than the Sons of Horus and with the element of surprise, they smashed their way through the defenses and into the central chambers of the stronghold. The Sons of Horus accounted for the deaths of scores of the debased warriors, but the Emperor's Children had cemented their terrible pacts with Slaanesh and had grown vastly in power. Laughing and screaming in wicked joy, Fulgrim's sons were joined by packs of malicious Daemonettes that spilled into the fortress, snipping off limbs and slicing muscle from bone.

In desperation, many Sons of Horus made hasty daemonic pacts, surrendering themselves to possession and opening their minds and bodies to hungering Daemons. Scores were lost forever as they gave in to the power of the Warp, their flesh twisted and their souls extinguished in a single terrible moment. Daemon fought Daemon in an orgy of death and madness within the rusted halls of the stronghold, as the eternal struggle between the Dark Gods played out with the Legions as their pawns. Unfortunately for Horus' Legion, the foe was too numerous. Despite their desperate sacrifice, what began as a bitter defensive battle became a fight for survival as the Sons of Horus were forced into retreat.

The Legion barely survived the onslaught, though they cut down a seemingly endless tide of Daemons and mortal foes. They tore the pale twisted flesh of the Emperor's Children apart, their blades slick with vivid crimson blood, but were powerless to stop the Primarch's body from being stolen from the spiralling stasis vault. With the body of Horus secured, the Emperor's Children and their allies took their spoils and retreated. As their corrupted enemies faded and vanished into the Warp, the Sons of Horus could only count the cost in dead and damned and gaze upon the ruins of the stronghold.

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However, worse was yet to come. The Emperor's Children had taken the remains of the Warmaster to create clones with the aid of Fabius Bile. This was doubtless a misguided attempt to restore the power of the Traitor Legions, and a host of duplicates were birthed from the decaying remains of the once great warrior, each one more of an abomination than the last.

Vanquishing The Past

Their fortress in ruins and their Legion decimated, the Sons of Horus stood on the brink of vanishing forever from the galaxy and fading into cursed memory. With their corpse idol missing, the survivors fought among themselves, giving in to dark despair or uncontrolled rage. The divisions between the Legion's captains turned into bitter bloodshed and murder, as order completely collapsed. Abaddon had returned from his Dark Pilgrimage in time to watch the battle from afar, but none were glad to see him after the loss of Horus' body. It was in that moment that he saw, with cold clarity, that it was the Warmaster's failure that had led the Legion here, to them tearing each other apart in the blood-soaked ruins of Maeleum.

For days, Abaddon brooded in the tomb of Horus while his brothers fought, staring at the images depicting his Primarch's victories, each one now filling him only with hatred and contempt. Finally, sickened by how far the Legion had fallen, he stalked through the ruins hunting down his fellow captains, cooling his rage with their final screams. In the end, Abaddon alone remained of the Legion's leaders, demanding obedience from his brothers. Some saw Abaddon as Horus' successor and fell at his feet willingly, while others recognised his raw strength and bowed their heads to his might. A few turned their back on Abaddon, and were either cut down by their brothers or managed to escape into the Warp. With his Legion brought to heel, Abaddon turned his attention to the clones of Horus; he commanded his warriors to extinguish all trace of their former Primarch and free themselves from his shadow.

With confessions and rumours, squeezed from the tortured throats of Daemons or torn from the flesh of Traitor Space Marines, Abaddon was able to find the trail left by Bile. On a twisted world of rusting bone, dripping flesh and boiling blood, the Sons of Horus found and destroyed these ghoulish reflections of their Primarch. With the death of each clone, the Legion stepped further away from the failures of the Heresy and recovered some of their tarnished pride. Abaddon understood that destroying the clones was more than just revenge for the Primarch's final betrayal, it was also part of the survivors' salvation. The Legion had begun to stagnate, even before the destruction of Maeleum and the theft of the Warmaster's remains, trapped by the death of their Primarch and lost without the Heresy to drive them. When Abaddon finally slew the prime clone of Horus and destroyed Fabius Bile's laboratories, he also destroyed what remained of his former master; his father. The Sons of Horus finally died, their past washed away by the blood of the vile abominations.

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A New Master

The transition from Sons of Horus to Black Legion was not instantaneous. Abaddon gave the Legion this new name in the aftermath of purging the clones; however, it would be many years before they grew into a force worthy of his ambitions. Though the majority of the former Sons of Horus had accepted the dominion of Abaddon, the Black Legion was as yet untested.

Centuries of warfare against the other Traitor Space Marine Legions had transformed them almost beyond recognition, and the paradigms of power within the Eye of Terror had shifted. Gone forever was the single unified force that Horus had led against the Emperor, replaced with bickering warbands struggling over scraps or lost to hedonistic excess. Abaddon felt only contempt for the Space Marines he had once called brothers, disgusted by the wanton Emperor's Children, the moribund and sluggish Death Guard and the mindless, raging World Eaters. Just as the Traitor Legions had fallen from their former glory, so too had their Primarchs; most of them were completely consumed by the corrupting might of Chaos. Abandoning their Legions, many of the Primarchs had already ascended to Daemonhood, aligning themselves with one of the Ruinous Powers and accepting their dark promises. It was a path Abaddon could have walked himself, rising to be a god within the Warp, but one that would have limited his existence beyond the Eye of Terror and pushed ultimate vengeance beyond his grasp.





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Abaddon started expanding the ranks of the Black Legion, consumed by his desire to launch an assault against the Imperium. Word spread across the Eye of Terror that any Space Marine who bowed before the Despoiler would be granted a place in his Black Legion and a part in his grand plan for revenge against the Emperor. Many of the other traitors mocked and derided Abaddon for his arrogance. However, the endless wars and corruption of the Warp had sown disillusion in the hearts of others and the promise of a place in a Legion led by a warlord determined to continue the war against the Imperium appealed to a great number. The insulting defeat at the hands of the loyal Space Marine Legions was still fresh in the minds of many and they hungered for a chance to spill the blood of their former brothers. Other legionaries didn't care whose blood they spilled, only that Abaddon could lead them to worlds where they could tear piteous screams from the dying and crush the corpses of their foes underfoot. The legend of Abaddon was also spreading, and those Traitor Space Marines that respected only strength and cruelty were drawn to the Despoiler, his aura of carnage and dark majesty already marking him out as a warlord to rule all others.

Abaddon soon earned an enduring reputation among the Legions for the terrifying vengeance he visited upon those that betrayed him. Some Traitor legionaries and daemonic warlords attempted to use the Black Legion for their own ends, infiltrating its ranks with false promises of loyalty. The Word Bearer champion, Rynax the Unspoken, thought to use the Legion as hosts for his daemonic allies, infecting them with Daemon spoor and letting the Warp take root in their minds. Purgor the Putrescent, a favoured general of Nurgle, tried to turn Black Legionnaires into his personal plague carriers, smearing their armour with the remains of his most vile experiments and sending them into battle coughing bloody ribbons of mucus. The Slaaneshii Sorcerer Hexagalimere schemed to convert legionaries to the Emperor's Children, whispering promises in the ears of those that had sworn fealty to the Black Legion and trying to turn them against the Despoiler. In the end, the heads of all these champions adorned Abaddon's trophy rack, their warbands flayed and their fortresses torn down stone by stone. Eventually, only the very foolish or terminally insane would break their oath to Abaddon the Despoiler.



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Abaddon was a master of manipulation and knew just what combination of fear, greed and vanity would sway the minds of men. Warlords would come before Abaddon merely to verify this champion of Chaos and his Black Legion for themselves, but found themselves scorching their armour black and joining his cause. As the numbers of the Black Legion swelled, Abaddon ravaged the worlds of the Eye of Terror with his fleet, claiming more warriors and slaves for his cause. This time, the Despoiler was careful not to create such an easy target for his foes, and the Black Legion remained a fleet-borne formation, slipping like shadows across the Warp. Aboard the *Vengeful Spirit* Abaddon led his war against the other Legions, their allies and their enemies, creating an army to rival any force in the galaxy.

Such is the nature of the Traitor Legions that no individual warlord could ever rule all of them, but Abaddon hoped to one day unite them toward a single goal as Horus had done before him. The Black Legion could only hope to destroy the Emperor and his Imperium with the help of the other Traitor Space Marine Legions, combining to brush aside the armies ranged against them and launch a single massive assault on Terra. This was Abaddon's dark dream and the path that would shape his destiny for centuries to come.

Abaddon's Chosen

Rather than a single force with a single leader, the Black Legion would become a mighty host of many warbands and warlords. Within this host, all would swear complete allegiance to Abaddon, and through an inner circle, he would lead them with absolute dominion. These became known as the Chosen of Abaddon. They would be his favoured generals, standing above all others and enacting his dark will; a warped shadow of the Mournival in which he had once served.

The Lord Ravager would lead his ground forces fearlessly and always be in the vanguard of the assault. The Lord Deceiver would guide his fleets with esoteric visions so that they might always find their prey, no matter where they hid. The Lord Corruptor would spread fear and corruption before the fleet, and also keep the lesser warlords in line through brutality and terror. The Lord Purgator would harvest worlds for slaves, and ensure that wherever the Black Legion set foot the taint of the Dark Gods remained.

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Abaddon also formed from the Black Legion's ranks a personal bodyguard, known as the Bringers of Despair, among other dark titles. Selected from the strongest and most vicious of his Terminator Space Marines, these fearsome warriors would become a terrifying sight, their arrival announcing the presence of the Despoiler himself.

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Dark Pacts

While other warlords were content to make pacts with individual gods and Daemons, eagerly giving up control for a sliver of power, Abaddon was different. In the long decades of the Great Crusade and the bloody years of the Horus Heresy that followed, he had studied the way in which Horus had waged his wars and dominated his allies. What Abaddon observed was, first, the hand of the Emperor and then later the influence of the Dark Gods at work, limiting the greatness of his Primarch and ultimately leading to his demise. Abaddon would make no such mistake, and though he would court the Chaos Gods as allies, he vowed, foolishly perhaps, never to be completely within their thrall.

It is still unclear how Abaddon was able to use the will of the gods for his own ends while remaining unscathed by their power. Some cite that it is the blood he shares with Horus, fuelling old rumours that he was the Warmaster's one pure clone son. Others say that Abaddon was broken in some fundamental way by the death of his Primarch and the defeat on Terra, his mind consumed by hatred and rage until nothing of his humanity remained. Another tale maintains that Abaddon was never human at all and is instead a construct of the Dark Gods – an expression of their hatred for Humanity. Whatever the reason, the gods chose Abaddon to be their champion and gifted him with a freedom of will denied to so many of their servants, perhaps impressed by the audacity and grandeur of his vengeance.

Regardless of how this favour was won, the period after the destruction of the clones and the renaming of the Sons of Horus was a time of war and domination for Abaddon and the Black Legion. As it grew in size and strength, it exerted its power over the other warbands within the Eye of Terror, crushing and absorbing countless lesser warlords, bending them to the will of the Legion and adding their strength to its growing ranks.



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Meanwhile, Abaddon also sought other ways both to increase his personal power and to learn all he could about this new and dangerous realm in which the Traitor legionaries found themselves. The Despoiler had already discovered much during his own Dark Pilgrimage, the journey he took in the lost years between the end of the Horus Heresy and his return to the ruins of Maeleum. On his travels, he had learned that the power that Daemons represented could be harnessed and controlled, just as one man might control another. He also realised that the Eye of Terror was a place containing unnumbered arcane devices and forbidden weapons, the likes of which were unknown to much of the galaxy – and that many of them could be turned to his ends.







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Secrets of the Warp

Abaddon's rise to mastery of the legions of Chaos exists only as dark whispers and legend. What is known is that he left behind forever Ezekyle Abaddon, First Captain of the Sons of Horus, and became Abaddon the Despoiler, master of the Black Legion. Though mostly lost in the twisting tendrils of history, there remain grim stories of his triumph over Daemons and his defeat of jealous warlords.

Abaddon went to a world in the Warp where time flowed backwards, spinning out of sync with space around it. In the centre of the world, a Daemon Prince of Tzeentch sat coiled around its core, counting back from the end of days. Abaddon wanted this power for his own and plunged into the tides of time to confront the Daemon. Years slipped backwards as he clawed his way toward the Daemon Prince, finally arriving at its feet and demanding its obedience. Scornful of the upstart mortal, the Daemon asked why it shouldn't slay him where he stood. In response, Abaddon challenged it to an impossible game. If Abaddon could guess the Daemon's name, it would pledge its allegiance to him; if he failed, he would surrender the artefacts he carried, but the Daemon must tell him its name to prove it had not cheated. Unable to resist the challenge, the Daemon accepted the conditions of the game, mocking the mortal for his foolishness.

How could the Daemon have known that this was the second time Abaddon had stood before it? The first time, he had failed to win the contest but had learned the Daemon's name as proof. Surrendering his artefacts, Abaddon had then stepped back into the tides of time and returned to the Warp years before he landed on the world, leaving a message for himself in the future before he was extinguished by paradox. Thus he ensured events would be altered and the Daemon would be his. So it came to pass that Abaddon enslaved Xyn'Goran, the fractured Daemon of Time. With the future memories of the Daemon and the dark sorceries of his cabal, Abaddon could perceive the fates and shape his own destiny.

In another legend, it is said that Abaddon set an entire system ablaze so that it burned a secret upon the stars. Setting down on a series of Daemon worlds on the outer edge of the Eye of Terror, the master of the Black Legion turned the primitive inhabitants to his will, killing mighty mutant champions and laying waste to entire continents until the debased tribes and twisted Daemon thralls bowed to him. Then, in a single terrible night, Abaddon commanded his new servants to set their planets on fire, millions of souls torching twisted forests, feudal cities and vast crimson grasslands. As the flames grew higher, the primitives then threw themselves into the fires, adding their own bodies to further fuel the inferno. To the sound of cackling Daemons, each world of the cursed system glowed and flickered in the night, the Warp around them

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boiling in response to the orgy of death and destruction. From his vessel, Abaddon watched with pleasure as the tides of the Empyrean responded to the carnage and changed direction, opening a hidden gateway. Where the portal led, the legend does not say for sure, only that it was another realm created long ago by a lost race, allowing the Despoiler to travel between worlds, slipping past the Imperium's defences.

On worlds where the laws of nature had no meaning, the Black Legion crushed scores of rival warbands, turning their warlords to their cause or making violent, bloody examples of them. In the clockwork fortress of Hezlock Thrice-Blind, the Black Legion defeated the sorcerer's daemonic crystal wisps, and gave him the choice of service or life everlasting, his severed head impaled on a spike of living crystal. Wisely, Hezlock bowed to Abaddon. On a rancid planet of endless decay, the Black Legion waded through a turgid river of human filth to bring down the pestilent fortress of the Daemon Prince Anexthrok. After destroying the Daemon's army, Abaddon bound him with Warp magicks and force-fed him the remains of his warriors until Anexthrok agreed to offer his allegiance. Each time the Black Legion would appear above a world its warriors knew they had a choice: join with the Despoiler or become another example of the unchecked might of the Black Legion.

As the Black Legion brought one warband after another to heel, Abaddon studied the worlds of the Eye of Terror. The more Abaddon learned of the Eye, the more he understood the raw power it offered and how, lost in its limbo of timelessness, he might be able to wage war upon the Imperium not just for centuries, but for millennia. In his mind, the first inklings of a grand and dark war began to materialise; the nature of his revenge was finally taking shape. Abaddon worked endlessly to expand his army. Every world Abaddon discovered, and every foe he faced, he turned to his cause or crushed them mercilessly underfoot. So it was the Black Legion grew, its ranks populated not just with Traitor Space Marines but a menagerie of cursed souls.



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Warp-crafted Weapons

During his wars within the Eye of Terror, Abaddon discovered many powerful artefacts of Chaos, objects that had been lost to the Warp or were fashioned by the Dark Gods themselves. Tales tell of the Crucible of Lies, the Last Memory of the Yuranthos and the Spineshiver Blade, all stolen by the Despoiler. Dozens of daemonic weapons were found by the Black Legion in the depths of ancient ruins on Warp tainted worlds or the holds of broken ships, their rusting hulks drawn into the Eye of Terror by the tides of time and space. Each object was a deadly abomination against reality, hidden away or forgotten for good reason.

These devices and ancient weapons would become the tools with which Abaddon would craft his Black Crusades, tapping into their vile energies to further his own ambition. Abaddon used a cabal of Thousand Sons Sorcerers and the Daemon Xyn'Goran to follow the strands of time, ever mindful of the future and fate of the Black Legion. Sifting through centuries of possible futures, Abaddon's keen mind was able to find the patterns in the Warp – and the signs of dark artefacts – that could turn the tides of the Long War in his favour.

Many of these forbidden relics were bartered for power or given as gifts to Abaddon's generals as tokens of favour. It became a mark of the Despoiler's warbands and warlords that they would often carry baroque daemonic weapons and devices of devastating power. The most maddening and majestic of these weapons were given to the Chosen; these foul and twisted warriors were among the few strong enough to bend the weapons' rebellious and hungering spirits to their will. Those objects and esoteric artefacts deemed important to Abaddon's long war, however, were locked away, sealed from prying eyes and jealous ambitions lest they fall into the hands of his foes.

A Mark of Shame and Devotion

When Abaddon took control of the Sons of Horus he set about making a break with their previous history . Firstly, he cast off the name of their Primarch, rechristening the Sons of Horus as the Black Legion, so that they could move beyond the failures of the Heresy and repair their tarnished reputation. While he kept the image of the Eye of Horus as the sole reminder of their origins, he ordered his warriors to paint their armour black and strike all other symbols of their past allegiances. This was to serve as both a mark of their shame and their devotion. An ancient symbol of mourning, the black honoured their dead Primarch without speaking his name. Equally, it ensured that the former Sons of Horus would never forget that their Primarch had failed, and his failure must be drowned in the blood of his foes. More important than a mark of

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ABADDON RETURNS

Five centuries after his retreat from Terra, Abaddon came back to the Imperium at the head of a host of Traitors and Daemons. It was the Imperium's first encounter with the newly founded Black Legion and the return of a brutal and bitter enemy many had thought lost to the graveyard of history.

Since the Scouring, Abaddon had remained within the Eye of Terror, rebuilding the Black Legion as a vengeful reflection of their former glory. At last, they returned, the first chapter in their long war against the Emperor ready to be written in the blood of Imperial worlds. Through alliance, threats and promises, Abaddon was able to muster the largest force of Traitor Legions seen since the Heresy and took the Imperium by surprise. Worlds close to the Eye of Terror fell into mayhem and chaos as Legions descended from the sky and Daemons tore their way into reality. Only Cadia, with its formidable defences, stood firm, its brave regiments fighting from the towering gates and bastions of their cities.

To counter the invasion, the Imperium was forced to divert many of the newly-formed Space Marine Chapters of the Second Founding from war zones across the Segmentum Obscurus. The Traitor Legions basked in their return from the Eye of Terror, bathing in the blood of innocent worlds and filling the holds of their ships with slaves. On a dozen planets, the Black Legion proved worthy of their fallen Primarch and the martial prowess of the Luna Wolves. Abaddon had chosen his generals well, and each competed for glory as the Legion tore a bloody gouge across the stars.

Zagthean the Broken led his Black Legion warband in an orgy of violence and excess on the agri world of Valesia. For his own dark pleasure, the warlord constructed a vast maze of thorns from the world's blood-rose orchards, blinding his prisoners and loosing them within its twisting tunnels, before hunting them down at his leisure. Countless inhabitants spent their final terrifying hours listening desperately for the sounds of pursuit, their flesh bleeding from dozens of thorn cuts and their lungs filled with the sickly sweet scent of the blood-rose.

Not to be outdone, Eralak and his company of Raptors brought a bloody nightmare to the floating hive cities of Melphia. Killing millions in their rampage, Eralak's warband sent dozens of cities falling from the sky as he tore out their complex suspensor arrays and vented their plasma reactors onto the farms and fields below. Fashioning giant floating

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gallows from the remaining, ruined cities, the warlord hanged millions of Imperial citizens, their swaying corpses forever doomed to drift across the skies of Melphia, a terrible reminder of the power of the Black Legion.

The Black Legion's greatest achievement was not only its brutal victories, but also the unity it had managed to forge among the Traitors and their daemonic allies. Even though the Traitor Space Marines, Daemons and heretics turned on each other once Imperial resistance had been crushed, in the presence of the Black Legion, they gave grudging respect. This was the Legion of fear and domination Abaddon had wrought, and it was to be an ominous sign of things to come for the Imperium.



The Tower of Silence

As the bloodshed of the First Black Crusade reached its frenzied heights, cities burned and worlds were stripped of people to feed the dark desires of the Traitor Legions. Leaving his Black Legion to continue their brutal reprisals and raids against Imperial worlds, Abaddon pursued his own plans. Using the howling souls unleashed into the Warp by so much death and destruction, he made a secret daemonic bargain. In payment for the feast of despair, pain and anguish Abaddon had created with his Black Crusade, the Dark Gods gifted him with knowledge of the secret location of the Tower of Silence on Uralan.

Cloaked in the shadow of the Eye of Terror, Uralan was whispered of in daemonic lore as a place where the gods themselves locked away their secrets. Following the strands of fate unravelled by his cabal of Sorcerers, Abaddon had discovered a concealed path through the Warp and across the shifting sea of worlds beyond to reach Uralan without needing to breach the Cadian Gate. With a cadre of the Black Legion's elite warriors, each one a brutal veteran of a thousand battles, Abaddon set foot on Uralan and entered the Tower of Silence. Almost at once, the tower's guardians set upon them, ancient constructs of dark energy that shifted and flickered, their claws tearing at the ragged edges of his warriors' souls.

After a bitter battle, Abaddon climbed down into the mirrored heart of Uralan. There, the dank tower crypts gave way to

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ethereal light and wind. Gravity reversed, and where Abaddon had been descending into the earth, he now walked out into a reflected realm, the sky beneath his feet and the ground above. Following a floating path of twisted trees, he walked into a crumbling labyrinth of ancient stone that both decayed and was remade before his eyes. Filled with the ghosts and echoes of those that had come before, the maze was a maddening tangle of old and new, its walls turning in upon themselves at impossible angles. For what seemed an age, Abaddon wandered the haunted labyrinth, fighting off the spirits of the dead that threatened to add him to their ranks. Finally, close to exhaustion, the Despoiler prepared to make his final stand.

Then, from out of the madness of the maze, a towering figure appeared, its perfect form wreathed in golden light. Without a word, the figure beckoned for Abaddon to follow. Though the Despoiler tried to talk to the being and see its face, it remained hidden within a gauze of shimmering light, unresponsive and silent. The figure led Abaddon to the centre of the labyrinth where a shard of shifting darkness hung suspended in the air. Reaching out into the void, Abaddon felt the cold hilt of a blade meet his palm and he pulled it into reality; the Daemon sword Drach'nyen took terrible shape before his eyes. Raising the fearsome blade before him, Abaddon turned to demand the name of his golden guide, only to discover that the figure was gone.

Black Legion Ascendant

Infused with the might of Chaos, the Black Legion grew in power and glory during the First Black Crusade. Under the command of Abaddon, they seized ever more victories and triumphs. It was a glorious time for the Legion, as the bloodshed and death of the Crusade washed away some of the memories of the Horus Heresy and their great defeat before the gates of the Emperor's Palace.

However, despite the reckless carnage and terrible destruction it caused, eventually, the First Black Crusade ended. Responding to the deadly peril, the Imperium had gathered its newly founded Space Marine Chapters and Titan Legions and sent them against the traitors. Even so, scores of worlds had been silenced forever and millions of slaves were dragged screaming back into the Eye of Terror. Abaddon had tested the defences of his enemies and vastly increased his power with Drach'nyen. He also took to using the title of Warmaster, rising to claim all that Horus once had. None within the Black Legion argued Abaddon's right to the title, the first Black Crusade proof of his right to lead.

For the Black Legion, their first foray out of the Eye of Terror had done much to restore their position among the Traitor Legions, fostering a new grudging respect for the black armoured warriors and their Warmaster. If nothing else, Abaddon had proven that the gods favoured him, something

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not even the Daemon-Primarchs could ignore. Conflict still sputtered and flared between the Legions, but they now had a new purpose, something they had almost forgotten in the half millennia since the fall of Horus.

In the wake of the Crusade, a time of constant raiding began. From the timeless heart of the Eye of Terror, the Black Legion fell upon the worlds of the Segmentum Obscurus and beyond. Traitor Legionnaires appeared suddenly from the Warp, sometimes in their thousands, sometimes no more than a few dozen, to ravage Imperial settlements. Abaddon was content to give a warlord and his warband the chance to make a name for themselves, allowing them the freedom to strike where and when they would. He fostered this independence on one condition: the atrocities they committed must be done in the name of the Black Legion and at cost to the Emperor.

In what would become a festering thorn in side of the Imperium, the Traitor Legions, often led by the Black Legion or even Abaddon himself, would spill out of the Eye of Terror to burn and pillage entire sectors. In the light of dying stars and flaming cities the Black Legion would indulge their hatred of the Imperium, indiscriminately killing the servants of the false Emperor and tearing down anything they saw as a symbol of the corpse-god. During these crusades, whole systems would be destroyed in conflicts that would drag on for decades or centuries until, as suddenly as they had appeared, the Black Legion would retreat to the Eye of Terror, their holds filled with slaves and plunder. The Segmentum Obscurus suffered terribly in these endless wars against the fallen Space Marine Legions, but in truth nowhere was safe from their treacherous reach. This was something the Black Legion proved time and again as it cemented its infamous reputation among the armies of the Imperium as a pitiless foe.



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Drach'nyen, the Daemon Sword

The origins of Drach'nyen are a mystery, unknown perhaps even to Abaddon himself. Daemons speak of the blade in fear, calling it the 'Thorn in Reality' or the 'Shard of Madness'. It is a weapon that existed long before the rise of Mankind and doubtless will bear witness to its end. Alive with a dark intelligence, Drach'nyen has the power to sunder the material universe with its edge, cutting through matter as a mundane blade moves though smoke. Even the hardened skin of Daemons or armour sealed with the power of the Warp is little proof against its assault, as it drinks in the energy of the Immaterium like water, consuming it utterly.

It is said Drach'nyen can take many forms, and it only appears as a great blade in the hands of Abaddon because that is how the Warmaster chooses it to be. In truth, the sword has no real shape or size, at least nothing that could be understood by the mind of man. Why it chose to let Abaddon take it from its resting place beneath the Tower of Silence is also a mystery, though since that day only Abaddon has been able to wield it. If another warrior were brave enough to try and lift Drach'nyen, it would fall from his hand as if made of air, though not before rending the thief apart with Warp energy. As to why Drach'nyen fights for Abaddon, none can say for sure, though such a pact can mean nothing but woe for the Emperor and his followers.





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Crusades of the Black Legion

Over the next nine thousand years, the Black Legion continued to escalate its attacks upon the Imperium, the Traitor Legion using the time twisting effects of the Warp to wage an eternal war. With every great battle or incursion, the Black Legion's power grew, their ranks swelled by fresh traitors and their reputation enhanced by their vile deeds. It was the dawn of a dark time for the Imperium, during which the Black Legion raged unchecked across the stars.

Each Black Crusade was a blight upon the Imperium, dooming hundreds of worlds to death and leaving lasting scars upon the Imperium. A single such crusade could span decades of carnage and bloodshed; desperate cries for help are sent by Planetary Governors and battlefleet commanders alike as the Traitor Legions' mighty fleets spill into realspace to rampage across star systems and sectors.

The populations of entire planets are murdered before the Imperium can respond in force, each world's grandest edifices and staunchest bastions alike turned to rubble by the Traitors' brutal attacks. Though the Imperium have eventually countered each assault, a world touched by a Black Crusade will often take centuries to recover, if it recovers at all; many systems are eternally cursed by the taint of Chaos.

Though many other forces of Chaos Space Marines have launched their own Black Crusades against the Imperium since the times of the Scouring, the Black Legion's incursions remain among the most devastating, each one leaving a sector-wide legacy of vile deeds in their wake.

The Cursing of Corona

As part of the Second Black Crusade Abaddon wove a terrible hex upon a number of worlds close to the Eye of Terror, seeding them with the taint of the Dark Gods. Leading a small band of his elite warriors, Abaddon breached the Imperial Navy base in Belis Corona. While his fleet launched a diversionary attack against the shipyards, Abaddon and his Bringers of Despair landed on one of the system's outermost moons. Slaughtering the garrison, the Warmaster crafted a complex ritual using their mangled remains and invoking a curse that would sink deep into the core of the moon. Only centuries later would the curse awaken at the Despoiler's behest and do its terrible work, unleashing a mutagenic plague upon the defenders stationed there. By the time the Imperial Fleet had mustered to repel the attack on the core worlds of Belis Corona, Abaddon had already departed, his mission complete.

Shortly after the assault on the shipyards of Belis Corona, an attack occurred on the Inquisitorial vaults of Nemesis Tessera. Hidden beneath layers of ice and snow, the Holy Ordos had constructed a watch station from which to study the Eye of Terror along with hexagramatically warded cells to hold daemonic prisoners. It remains unknown as to whether this was the work of Abaddon, but in a swift and brutal assault, one of the cells deep beneath the station was opened and its daemonic inhabitant released. By the time Inquisitorial forces had secured the facility, the attackers were gone, leaving only a trail of smoking corpses and spent bolt shells to mark their passage.



The Desecration of Gerstahl

The shrine world of Gerstahl had long been a place of peace and tranquility in the Segmentum Obscurus, its faithful offering their prayers daily to the God-Emperor. The planet was named for Saint Gerstahl, who had fallen defending the Cadian Gate during the first centuries after the Heresy. Entombed under the world's alabaster capital, the saint was prophesied to rise again when the 'Eye of Darkness opened for the last time' and stem the tide of the treacherous.

During the Third Black Crusade, to distract the Imperium from his desecration of the saint's tomb, Abaddon launched an attack on Cadia. With whispered lies and promises, the Warmaster unleashed the Daemon Prince Tallomin, so-called 'Prince of Princes', against the Cadian Gate. Abaddon had convinced the creature that the blood of the loyal Adeptus Astartes could grant him unheard-of strength and the power to crush his rivals within the Eye. In a gore-soaked assault, Tallomin and his minions slew many millions of Imperial soldiers and lured no less than a dozen loyalist Space Marine Chapters to battle. In the end, the ferocious warriors of the Space Wolves finally drove the Daemon Prince screaming into the Warp, but Abaddon had already achieved his aim, destroying the remains of Saint Gerstahl and forestalling any chance of the prophecy's fulfilment.

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The Death of the Kromarch

The world of El'Phanor was a stronghold of the Cadian Gate and a key defence against raiders trying to slip out into the Segmentum Obscurus. Commanded by the Kromarch, it had repelled countless attacks in the centuries since the Horus Heresy. Central to the defences of El'Phanor was the Grand Citadel of the Kromarch, overlooking the vast fertile flood plains of Arabor. The Black Legion descended upon the world like a plague of darkness, half a dozen warbands of the other Legions slavering for blood in their wake. The Imperial Guard struck repeatedly at the attackers, their assaults supported by massed artillery from the citadel that remained long beyond the reach of the Traitor Legionaries.

During this Fourth Black Crusade Abaddon personally led the charge against the citadel's adamantium gates through a storm of bolter rounds and exploding artillery shells. Only a fraction of the Bringers of Despair made it to the gates, the great obsidian road to the fortress littered with bloodied and broken Black Legionnaires. Trapped before the gate, the Traitors hammered against its mighty doors even as the Guardsmen swept their ranks with fire from above. Raising Drach'nyen over his head Abaddon struck the gate and the Daemon weapon split it like cordwood. With the gate sundered, Abaddon and his followers spilled into the fortress, butchering and dismembering all before them.

Abaddon himself took the head of the Kromarch, tearing it from his shoulders in a bloody shower of gore before holding it aloft in triumph. Summoned by the nexus of death within the fortress and this final sacrifice, hungering Daemons ripped free of the Warp and added to the pandemonium. When the last Imperial soldier was hacked apart, the forces of Chaos fell upon themselves, lost in the joy of slaughter. Daemons and traitors feasted on the ravaged flesh of El'Phanor until it was a dead, wasted planet, and Cadia was left with a chink in its armour.



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The Scouring of Elysia

The Fifth Black Crusade included among its many atrocities the scouring of the Elysia Sector, culminating in the destruction of the ancient Imperial city of Kasyr Lutien. The Warmaster purposefully fomented invasions on a dozen worlds within the sector, entrusting the destruction of cities, shrines and temples to his warlords while using his fleet to keep the Imperial Navy engaged in deep void skirmishes. It was Abaddon's intention to create a sector-wide conflict that would provoke a massive response from the Imperium and draw in Chapters of the Adeptus Astartes. His plans set in motion, the Warmaster led the bulk of his Black Legion to the city of Kasyr Lutien on Tarinth, burning the great city to the ground and enslaving its people.

When Warhawks and Venerators Space Marines arrived on Tarinth in Chapter strength, they made an immediate assault upon Kasyr Lutien. At the same moment, Abaddon ordered the mass sacrifice of ten million citizens. Their blood funnelled via the city's great canals into a vast lake of gore. Above the lake, the Warp opened up and Doombreed, greatest of all Khorne's Daemon Princes, stepped into reality and howled in triumph. Abaddon had made a dark pact with Doombreed, promising it the skulls of an entire Chapter of Space Marines in return for its service.

With thousands of Bloodletters pouring forth from the lake of blood, Doombreed waded into the ranks of the Warhawks and Venerators. The Black Legion then sprang their own trap, and from prepared positions across the city, they opened fire on the loyalists, blocking their retreat. Though they fought without fear or respite, both Chapters fell that day, their warriors mutilated by the daemonic host and their gene-seed forever lost to the Imperium.

Drecarth's Folly

When Abaddon ascended to command of the Sons of Horus, not every warrior of the Legion swore allegiance to him. Many of the Traitors clung to their worship of Horus as a god, believing that he would one day return to lead them and punish those who had forsaken their oaths. Others considered the Heresy to be the end of their subservience to gods and masters; the Emperor and their Primarch were the last overlords they would ever bow down to and they saw no reason to make an exception for Abaddon. Most of these renegades were gradually lost to the Warp, disappearing into the Eye and vanishing from record, though some prospered and would return to be a thorn in the side of the Warmaster.

One of these splinter warbands was the Sons of the Eye, led by Drecarth the Sightless. A former battle-brother of Abaddon's, Drecarth had been one of Horus' captains, escaping in the chaos after Maeleum fell. Abaddon had heard whispers of Drecarth's escape and treachery from his cabal of Sorcerers, who also claimed that an old ally would one day rise to

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subvert the Black Legion, twisting its loyalty with the memory of the dead Primarch. So, under the sign of truce, Abaddon made a pact with the Sons of the Eye and allied with them during the Sixth Black Crusade. The Warmaster wanted to make an example of the Sons of the Eye, a dire warning to any that would consider challenging his power, but he needed to set the stage for his vengeance just right so that none would doubt ever doubt his resolve.

Abaddon besieged the forge world of Arkreath, offering Drecarth and his Sons of the Eye an equal share of plunder. For months, the Legions fought side-by-side against the defences of the Adeptus Mechanicus, bombarding their great cities from space. Finally, the Traitors stood triumphant in the smouldering ruins of the great manufactorums, dead littering the ground. As Drecarth extended his hand in greeting, Abaddon grasped it with his own, only to thrust his talon into the Space Marine's gut. Drecarth lived long enough to see the Sons of the Eye bow to Abaddon before the Warmaster tore out his skull and spine.

'Horus was weak. Horus was a fool. He had the whole galaxy within his grasp and he let it slip away.'

Abaddon, Warmaster of Chaos

The Ghost War

The Seventh Black Crusade began when the Black Legion fleet slipped out of the Eye of Terror undetected and fell covertly upon the worlds of the Imperium. Whole planets were lost before the Emperor's armies could muster the forces to repel the Traitor Legions. Abaddon proved himself a masterful tactician and a match for the combined Imperial Naval commanders of the Battlefleet Obscurus, repeatedly outmanoeuvring their scouts and confounding their attempts to bring him to battle.

While the Imperium tried to find and defeat Abaddon's fleet, his Black Legion laid waste to Imperial settlements and systems. In the volcanic depths of the Harnas Collective the Traitor Legion broke the great steam seals and left millions to die screaming as scalding clouds engulfed their cities. On the storm-tossed oceans of Jyrro, Traitor Space Marine warbands sunk the silt-mining platforms and fed their workers to rift sharks. Black Legionnaires assaulted the Adeptus Mechanicus void stations of Niess, deep within the Magorium Nebula. The Traitors ransacked the station's stores, taking ancient Eldar artefacts recovered by the Adeptus Mechanicus. When Imperial forces arrived, they discovered the Black Legion gone and the station decorated with the corpses of Tech-Priests and Servitors.

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While the Ghost War would rage for many years before the Traitor Legions retreated to the Eye of Terror, a single engagement stands out among the long list of bloody deeds. On the world of Mackan, the Black Legion and its allies faced a company of Blood Angels. The Legion had ravaged the world, putting its remote dust-mill towns to the torch and tearing apart the grand Cathedral of Radiance raised to honour the might of the Emperor. Arriving in time to halt the escape of the Traitors, the sons of Sanguinius set up defensive positions around the Black Legion landing zone in an attempt to cut them off from their fleet.

Abaddon personally led a warband of the Black Legion's Khorne Berzerkers in a charge against the Blood Angels Devastators' positions. While scores of Berzerkers were obliterated by lascannon and plasma cannon fire, the survivors fell upon the Blood Angels. In a sickening parody of Horus' slaying of Sanguinius, Abaddon engaged the Blood Angel's company commander, Acrion, in single combat. In front of the remaining loyalists, the Despoiler tore Acrion apart, forcing the Space Marines into retreat before the fury of his warband and claiming their dead as his own. Abaddon would later use the Blood Angels' precious gene-seed in a pact with Fabius Bile to create new Traitor Space Marines, birthed from the remains of his foes.

The Skullgather

As the Eighth Black Crusade raged across the stars, the Black Legion struck out from the Eye of Terror in every direction. At first the Imperium could only guess at the Traitor Legion's plans, as some raids accounted for entire settlements where others only seemed to cause limited carnage by the horrific standards of the Black Legion. On the moons of Teekus, eight of the twenty crater cities were peeled open to the void, their inhabitants freezing in place while the others remained untouched. The chartist pilgrim vessel the *Divine Path* was waylaid en route and nine-hundred and ninety-nine of its passengers were murdered in ascending order of the pilgrim tokens they carried. The rest were left to weep over the fallen.

In what later became known as the Skullgather, tens of thousands were killed across the Segmentum Obscurus in a variety of ways and in specific numbers, their corpses left in ritualistic patterns. It was part of a plot to appease the Changer of Ways, the numbers and patterns creating a mathematical equation of terrible and profane perfection. While Imperial forces pursued the Black Legion, trying to bring them to battle, the Inquisition attempted to break the cipher, driving hundreds of adepts insane in the process.

Finally, on the forge world of Rithcarn, the Traitors instigated a massive uprising of the mutant workers, plunging the world into chaos and ruin. In the confusion, the

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Black Legion sacrificed the council of Tech-Magi in the gears of their own manufactorums; with their destruction, the complex sequence of death was complete and the Master of Fates was greatly pleased.

The Starving of Cancephalus

The naval fortress of Cancephalus sits like a brooding sentinel on the edge of the Cadian Gate. For centuries, it served as a base for Imperial wolf packs hunting down Traitor vessels as they tried to slip out of the Eye undetected. Heavily defended and well-garrisoned, direct attacks against the fortress repeatedly failed, with Imperial forces easily crushing raiding fleets and minor Chaos incursions. During the Ninth Black Crusade, with characteristic cunning, Abaddon gathered a sizeable force of Traitor Legions but did not attack Cancephalus directly.

Instead, he led his Black Legion against the heavily populated world of Antecanis and its principle city of Monarchive, the seat of its Imperial governor. Antecanis had long been a recruiting ground for the ships of Battlefleet Obscurus, with a proud tradition of supplying captains and officers to the Imperial Navy. By striking directly at the heart of the world and besieging its governor in Monarchive, Abaddon forced the defences of Cancephalus to weaken as ships and men were diverted to Antecanis' defence.

In the first hours of the battle, the Black Legion carved a bloody trail into the rating barracks and tactical simulacrum, killing all in their path. Monarchive was primarily a centre for Imperial Naval training, and the governor was forced to form regiments of crewmen and deck officers to turn back the invaders. Men who had never held a lasgun or walked without a roof above their heads were herded out into the great dome gardens to face the Traitor Legions.

Only the use of naval macro-cannons, destined for the shipyards and hauled from the manufactorums, halted a breakthrough by the Traitors before the entrance of Monarchive's inner chambers. The once-proud garden domes were transformed into trench networks and a mangled no man's land of splintered trees and shattered Imperial statues. However, it was a losing war for the inhabitants of Antecanis as their conscript crewmen were wasted in a war of attrition.



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By the time reinforcements from Cancephalus arrived, the entire world was engulfed in war, with both sides digging in for a protracted siege around the ruins of Monarchive. Though Abaddon had not breached the heart of the city he had raised a huge army of heretics and mutants to wage his war. His Sorcerers had also weakened the walls of reality, freeing teeming hordes of Daemons to attack Antecanis. When Abaddon left orbit, uncontrolled mutation and traitorous citizens continued the conflict, aided by horrors from the Warp.

The ensuing war on Antecanis lasted for another seventeen years before the Imperium dislodged the attackers and finally drove them back into the Eye of Terror. During the bitter struggle, the population of Monarchive was gutted and a generation of Naval commanders and officers was lost forever. Cancephalus also paid a high price in ships and crewmen, its numbers depleted trying to blockade Antecanis from reinforcement by the Traitors.

The protracted siege meant that patrols and fleets raised at Cancephalus were severely reduced, allowing the Black Legion free reign to raid the sector. During this time, several Chaos fleets were able to leave the Eye of Terror undetected, sailing off into the greater Imperium unopposed, their destinations unknown.

The Conflict of Helica

In the Tenth Black Crusade Abaddon forged a dark alliance between the Black Legion and the Iron Warriors, making a deal with their daemonic Primarch, Perturabo. In exchange for Abaddon agreeing to settle a debt of vengeance against the Iron Hands, Perturabo opened an ancient Warp route out of the Eye of Terror for the Despoiler's fleet. The passage, calculated over several agonising months by the tortured machine spirits of a chain of enslaved cogitators, allowed Abaddon's forces to steal past the layered defences of the Cadian Gate and into the Helica Sector, spinward of the Eye of Terror.

Once again, Abaddon employed a carefully planned feint, sending the Black Legion fleet against Thracian Primaris, the capital world of Helica, while he attacked elsewhere. The Despoiler also scattered his warlords across the sector and, on scores of planets, Traitor vessels thundered down from the skies to kill and maim Imperial citizens.

While his warlords indulged themselves in the slaughter of Imperial worlds Abaddon travelled with the Iron Warriors to the Medusa System, home world of the Iron Hands. From the *Vengeful Spirit* he watched as the Iron Warriors laid siege to the loyalist Chapter. In a protracted war of attrition, the Iron Warriors systematically burnt the outer worlds of the Medusa System, tearing down the loyalist defences one by one. In the

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burning light of their ruined fortifications, the Iron Hands struggled to hold back the Traitors, buying time for their support companies to arrive.

Before the bulk of Iron Hands and their allies could arrive, Abaddon and the Iron Warriors retreated, leaving hundreds of dead loyalist Space Marines in their wake. Though Medusa still stood, Abaddon had learned much about its defences and the Iron Hands themselves, both of which he would put to good use later.

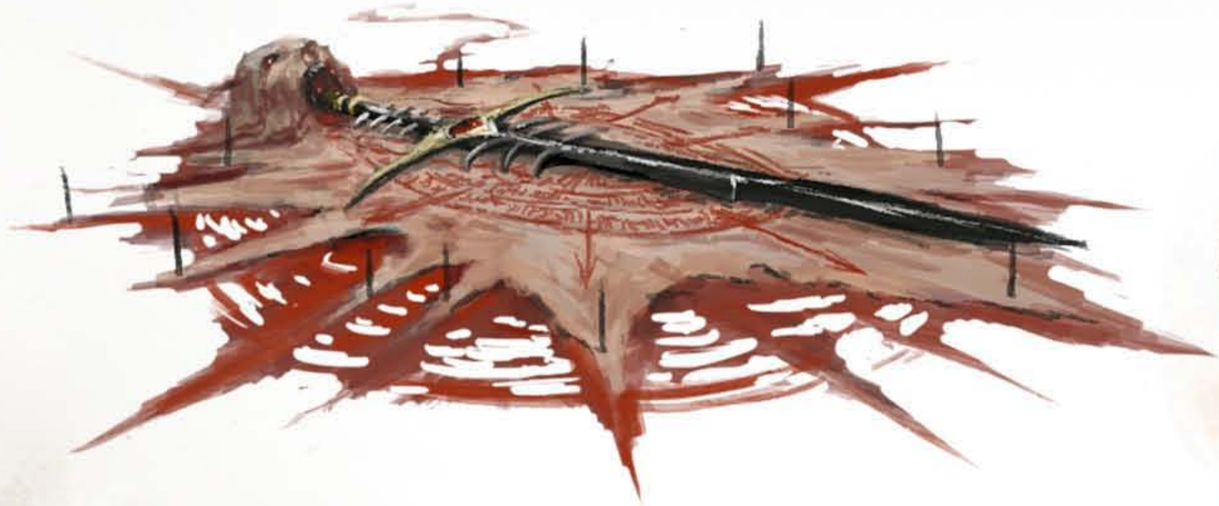
The Doom of Relorria

At the outset of the Eleventh Black Crusade, Abaddon bound a Daemon of Tzeentch within the oculus of his vessel, hoping to find a path through the tumultuous Warp storms around the Eye. Tormented with impossible riddles and twisting falsehoods, the Daemon was driven completely insane, leading Abaddon thousands of light years off course.

Writhing, the Daemon tore itself apart in a vortex of madness, bending time and space around the fleet. Abaddon's ships were scattered across the void of realspace. Undaunted by the failure of his daemonic navigator, the Warmaster loosed his Black Legion upon the nearest planet, the cardinal world of Relorria.

Descending on Relorria, the Traitors encountered a rival for their prize – an Ork Waaagh! led by Murgor 'Undred Teef. In a vicious and chaotic three-sided war, Daemons and Orks ripped each other apart in the burning ruins of Relorria's vast Reflecting Towers.

Abaddon used this chance encounter with the Orks to conduct unspeakable experiments with Daemons and alien creatures, attempting to fuse the material and the immaterial together into some new manner of horror. Fascinated by the psychic link between the Orks and their instinctive use of Warp energy, the Warmaster took thousands of the xenos back with him to the Eye of Terror to continue his research. The Black Legion eventually retreated from Relorria, leaving the battered survivors of Humanity to destruction at the hands of the Orks.



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CHAOS RESURGENT

SEGMENTUM OBSCURUS

Cypra Mundi

10th Black Crusade

The Goreworlds

Aggaros

Medusa

Sanctia

Arx

THE EYE OF TERROR

13th Black Crusade

Cadia

2nd Black Crusade

9th Black Crusade

8th Black Crusade

4th Black Crusade

Iriad V

Cando

Hydraphur

El'Phanor

12th Black Crusade

THE GOTHIC SECTOR (The Gothic War)

Mordian

Vallhalla

Ghorstangrad

7th Black Crusade

Piscina

Belis Corona

6th Black Crusade

3rd Black Crusade

11th Black Crusade

Fenris

5th Black Crusade

1st Black Crusade

ULTIMA SEGMENTUM

Molov

Vaxhallia

Paranxes

Elysia

Armageddon

Magma Cordelian

Quietos

Lastrati

13th Black Crusade projected course

SEGMENTUM SOLAR

The Storm of Magnus

Prospero

Golgotha

Berillia

Viridia

Holy Terra

Vilamus

Ryza

THE MAELSTROM

Misery

Chogoris

Sessec

Abheilung

Catachan

Kaelas

Badab

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THE GOTHIC WAR

As the 41st Millennium dawned, Abaddon's dark plan edged toward its zenith and his assaults upon the Imperium escalated. In the Gothic Sector the Warmaster led the Black Legion in a war of conquest, and hunted down and captured the ancient and powerful Blackstone Fortresses.

The Twelfth Black Crusade heralded the start of a millennium of blood for the Black Legion and they appeared in greater numbers than ever before. In the Gothic Sector, Abaddon sparked a terrible war that raged for over thirty years and consumed millions of lives. It became the largest Black Crusade yet and drew in Imperial Guard regiments and Space Marine Chapters from worlds thousands of light years away. It also revealed for the first time the size and power of the Black Legion's fleet, leading to naval engagements that rivalled those of the Horus Heresy almost ten thousand years before.

However, the Gothic War was not merely about the sacking of worlds and the harvesting of slaves. Abaddon was after something far more terrible, something that would allow him at last to strike forth against Terra itself. Firstly, he needed a key. He turned once again to his cabal of Sorcerers, bidding them to delve into the future for him. Led by the enigmatic Sorcerer of Tzeentch, Zaraphiston, the cabal had been scouring the Warp for clues as to the locations of the artefacts that Abaddon coveted. At long last, Zaraphiston was able to bring the gibbering remains of a Daemon before his master, and the beast revealed the name of the one who held the secrets the Despoiler desired. Hidden deep within the howling caves of Vorsia Secundus, Abaddon met with the ancient blood-seer Moriana. When Abaddon emerged from the witch's cave it was with new purpose and the names of two remote worlds and the part they would play in his plan.

Zaraphiston could no longer see the tangled web of fates that stretched out before the Warmaster. Where before there had been certainty in following specific paths or clear indications of future events, now only darkness greeted the Tzeentchian cabal. Abaddon dismissed the concerns of his sorcerous advisors and even the council of his Chosen; he was about to embark upon the penultimate act of his revenge against the Imperium – that the fates were uncertain only further strengthened his conviction of victory. If his future was unknown, then so too was the future of the Imperium.

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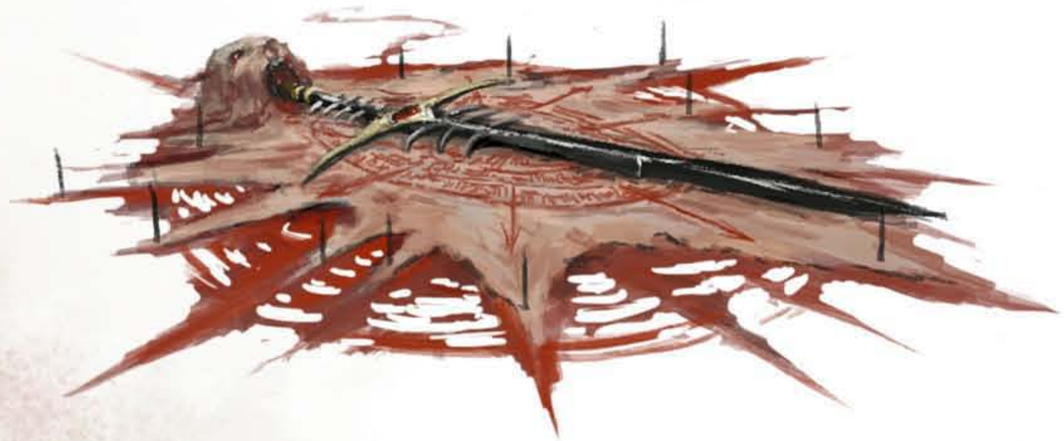
Night and Darkness

The first world to feel the wrath of the Warmaster was Purgatory, a bleak frontier planet of rugged mountains and dark, brooding forests. Using an advance force of infiltrating Night Lords to take out key strongholds, the Black Legion were able to smash their way into the world's ancient Skyguard Fortress. Brushing aside the ill-equipped Purgatorian planetary defence forces and their Cadian allies with brutal contempt, the Black Legion fought their way into the heart of the structure. In the Stygian Well buried deep beneath the fortress Abaddon took from its resting place the Hand of Darkness, an object of ancient and terrible power that had long been hidden away by the Inquisition.

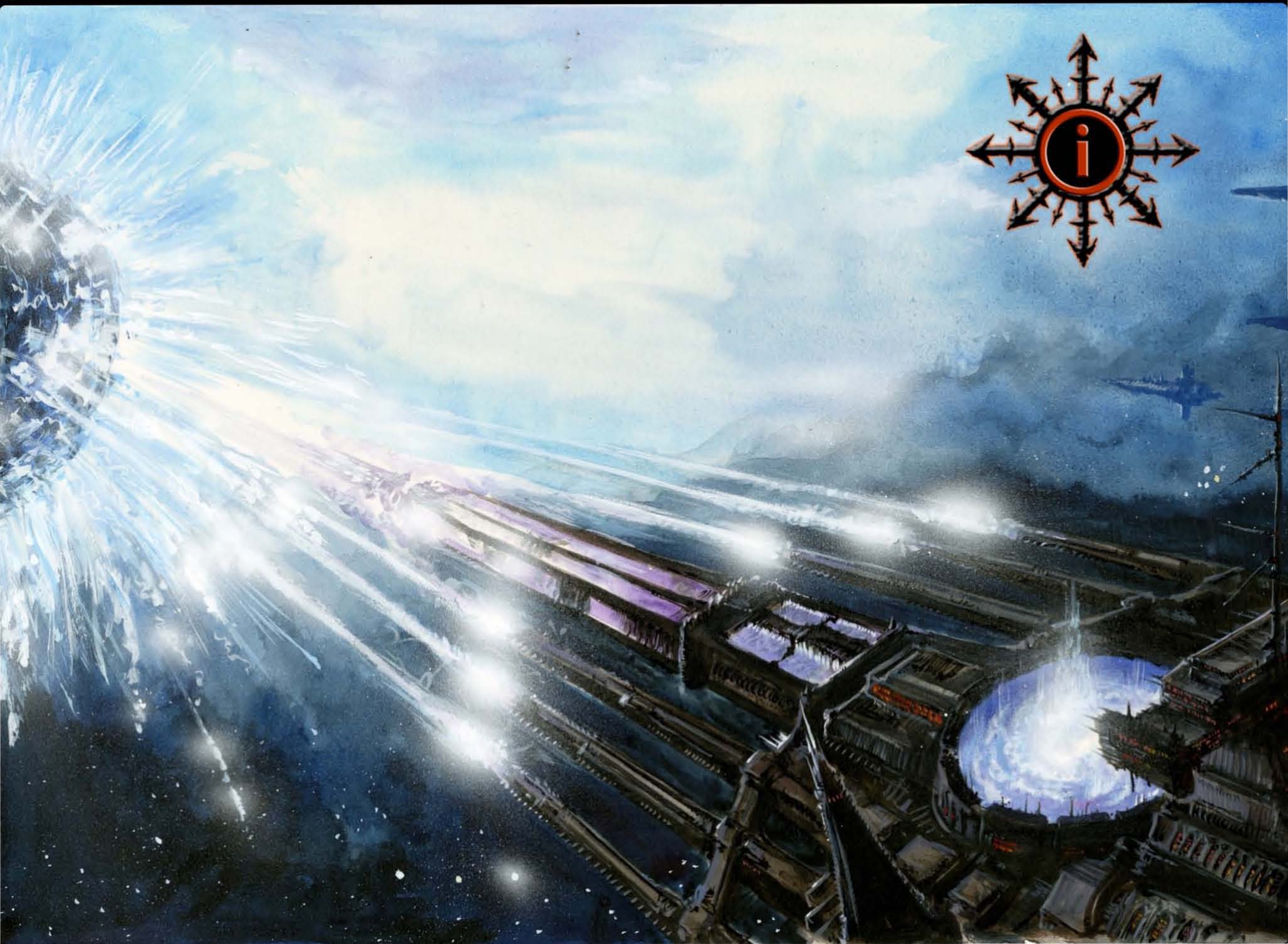
The Hand of Darkness was the first part of a key that Abaddon would use to activate the ancient Blackstone Fortressess. Six of these unimaginably powerful space stations had been discovered in the Gothic Sector by the Imperium, relics from an age before the rise of Mankind. Though the Imperium had used them for centuries as orbital bases and void stations, they had no idea of the true scope of their power. It was a mistake that Abaddon planned to exploit in the most violent and terrible way.

Alone, the Hand of Darkness would not be enough for Abaddon to completely awaken the Blackstones. Leaving behind the ruins of Purgatory, he led the Black Legion to Ornsworld, a Ratling world that had so far been spared the worst of the Gothic War. This all changed in a single bloody night as the Black Legion descended upon the stockade-cities and maze-mines of the Ratlings, burning and killing any living thing they could find. By dawn, almost every settlement was ablaze and the smoke of a million burning corpses choked the sky. Though they had fought desperately, the abhumans were no match for the Traitor Space Marines and most had died before they even had a chance to run.

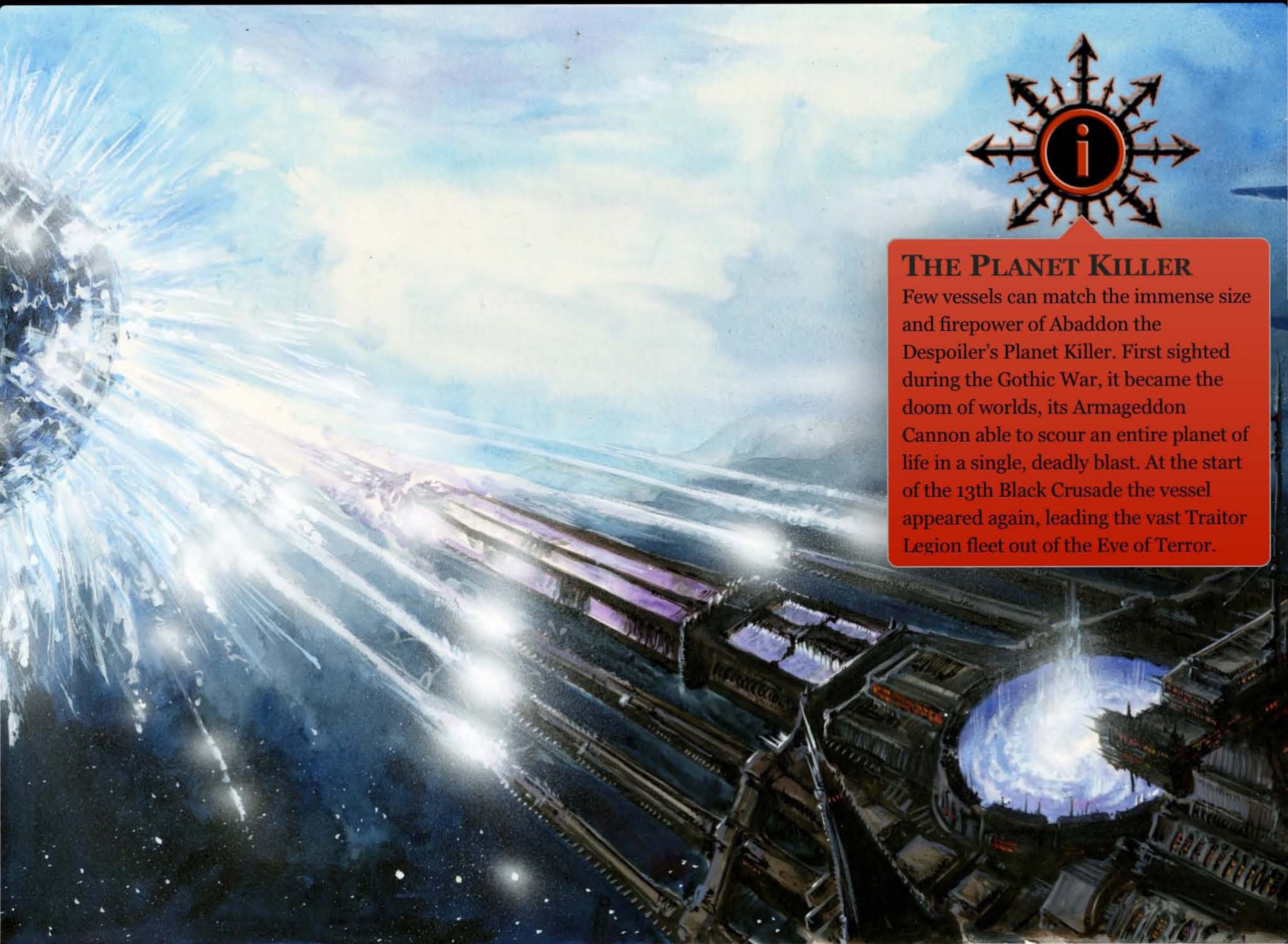
In the centre of the great wooden citadel of the Ratlings, now reduced to smouldering timbers, stood a towering statue to an unknown god. From this statue, Abaddon plucked the Eye of Night, an inky black gemstone that had gazed down upon the diminutive men for centuries. With this potent object, the Warmaster once more set off into the void with his Black Legion in tow, ready at last to seize the first of the Blackstone Fortresses and bring ruin and death to the worlds of the Gothic Sector.



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The Planet Killer

Few vessels can match the immense size and firepower of Abaddon the Despoiler's Planet Killer. First sighted during the Gothic War, it became the doom of worlds, its Armageddon Cannon able to scour an entire planet of life in a single, deadly blast. At the start of the 13th Black Crusade the vessel appeared again, leading the vast Traitor Legion fleet out of the Eve of Terror.

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Fortress of Spite

The first fortress Abaddon moved against was designated Blackstone IV by the Imperium, and it guarded the Rebo System. Extensively adapted by the Adeptus Mechanicus, the fortress was a fearsome edifice of Imperial power and had never fallen in battle. With overwhelming force, the Black Legion fleet attacked the Rebo System, scattering the defenders and leaving a trail of burning hulks in their wake. As the Legion fleet closed with Blackstone IV, it suffered a sudden, massive power loss, its guns falling silent and its launch bays refusing to open. Already Abaddon was proving his mastery over the fortresses and revealing the first hints of the secret knowledge he possessed.

Unable to halt the encroaching Chaos ships, the Imperial forces readied themselves to be boarded, creating hasty defences at the station's void-locks and hull doors. The nervous defenders did not have to wait long as the first Black Legion Space Marines blasted their way aboard through a shower of smoke and debris, bolter rounds tearing bodies apart in sprays of blood and viscera. Falling back from one defensive position to another, the Imperial soldiers fought a desperate rearguard. The Black Legion were soon swarming throughout the station, and by the time Abaddon strode into its control chamber, only the Imperial commander remained alive. Stepping over the fallen bodies of Guardsmen, the Warmaster impaled the officer on the Talon of Horus, displaying his corpse to the Legion. The Blackstone Fortress was his.

Awakening the ancient fortress, the Black Legion fleet then travelled to an Adeptus Mechanicus weapons testing moon in the Lukitar System. This was to be the Imperium's first taste of the unimaginable firepower of the fortress. From a distance of several million miles, thought to be well beyond effective weapons range, the Blackstone Fortress unleashed a bolt of pure Warp-energy that carved through the Mechanicus moon. Those Imperial vessels in the system could only retreat before such a destructive weapon. In the nearby Brinaga System, Abaddon struck at a second fortress, designated Blackstone VI. Those ships that had witnessed the carnage at Lukitar arrived only hours before the Black Legion fleet and could do little as, once again, Abaddon robbed it of power and boarded it with his Traitor Marines.

The next blow was to come in the Fularis System, where Blackstone I orbited the second world as it circled a shimmering blue star. Even though the Imperial soldiers were prepared for the assault, the combined power of the two Blackstone Fortresses were more than any ship could stand against and vessel after vessel was torn asunder by the raw unleashed power of the Warp. Abaddon personally led the assault into Blackstone I, his Black Legion swiftly turning it into a tomb of dismembered limbs and mangled bodies.

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Armed with three of the six Blackstone Fortresses, Abaddon next moved on to the Tarantis System, a major Imperial marshalling station on the edge of the Tamahl Sector. Crushing all resistance with ease, he combined the eldritch energies of the Blackstone Fortresses to fire a massive Warp bolt into the heart of Tarantis' star. As quickly as they had appeared, the Black Legion fleet then vanished back into the Warp. The doomed Imperial worlds could only watch as their star boiled and writhed, wracked by vast arcs of dark fire. Within hours, the star had swelled to consume the inner-most planets before finally collapsing in on itself and going supernova, wiping away the Tarantis System forever.

The final chapter of Abaddon's Twelfth Black Crusade was to be played out in the Schindlegeist System as he tried to capture Blackstone V. For once, the Warmaster was outflanked, and his fleet brought to battle between a vast Imperial armada and an agile Eldar warhost. It was clear to Abaddon that this engagement would not favour his armada, and using the ships of their allied Legions to cover their retreat, the Black Legion fell back toward the Eye of Terror. Nonetheless, they managed to take two of the deadly Blackstone Fortresses with them.





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THE THIRTEENTH BLACK CRUSADE

In the greatest of the infamous Black Crusades, the Black Legion descend upon the Imperium in the vanguard of a vast army of Traitor Legions and Daemons, baying for the blood of Mankind. Abaddon the Despoiler leads them from the Eye of Terror, the time of his bloody vengeance against the Emperor finally at hand.

In the wake of the Gothic War, the Black Legion launched almost continuous raids against the Imperium. The systems and sectors around the Eye of Terror were plunged into near-constant war and fighting, engulfing countless worlds and drawing in reinforcements from across the galaxy.

Abaddon wanted to keep the Imperium spread thin across the Segmentum Obscurus and bleed it white in the process. As long as his foes remained on the defensive, trying to fortify their worlds and fend off his many attacks, the Black Legion would have time to gather its strength. Abaddon needed this time to rally the Traitor Legions together. The Despoiler hoped to stir up the ancient hatreds and memories of the Heresy within the Legions before unleashing them on Mankind.

Millennia of blasphemous deals and terrible pacts were finally coming to fruition for the Warmaster as the Chaos Gods bestowed their dark blessings upon him. The Black Legion had grown upon the strength of its oaths to Abaddon, countless Traitors united in hatred of the Imperium and fuelled by their unquenchable bloodlust. Bestowed with the Mark of Chaos Ascendant, Abaddon alone held dominion over the gathering hordes, his will keeping the Legions in line and maintaining the turbulent alliance between men, Daemons and gods.

Abaddon used the final centuries of the 41st Millennium to continue his quest for artefacts. Following whispers in the Warp and the auguries of his sorcerer cabals, he uncovered the resting place of many powerful and forgotten weapons. One such twisted relic, the Skull of Ker'ngar, lay buried beneath the crystal glades of the maiden world, Ildanira. It had been hidden there aeons ago by a long-vanished alien race, and the Eldar had transformed the barren world, unaware of the Skull's existence. With a small cadre of Black Legion legionaries, the Warmaster landed on the world and enslaved its local population with cruel efficiency. Overseeing gangs of pale and ragged slaves, the Black Legion began excavating for the artefact.

Forewarned of the Warmaster's coming, a group of Alaitoc Rangers led a guerrilla war against the Black Legion. Ildanira's peaceful crystal forests reverberated to the sound of

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gunfire as the two forces engaged in protracted skirmishes. The Black Legion repeatedly tried to bring the Eldar to battle, though the xenos remained elusive. Finally, the Chaos Space Marines set the forests of Ildanira ablaze, lance fire from the *Vengeful Spirit* turning great swathes of the ancient crystal trees into a shifting sea of molten glass. Abaddon's victory over the Rangers was short-lived, however, as before he could deliver the deathblow, a fleet of Alaitoc's warships appeared in orbit. With his limited forces ill-prepared to face such a direct onslaught, Abaddon drove his minions to exhaustion and death, retrieving the skull with just enough time to get off the planet before its devastation.

Gates of Pandorax

In the Demeter Sector, Abaddon led an alliance of Traitor Legions in the invasion of the Imperial world of Pythos, the location of an ancient hidden gateway to the Warp. Another piece in his dark design, the Warmaster fell upon the world with a force of Daemon Engines and infernal war machines. In the space of a few bloody days the major hives were overrun and the local defence forces crushed beneath the might of the Traitor Legions. Only a small contingent of Catachan Guardsmen managed to escape the destruction, trekking through the world's inhospitable jungle to the relative safety of the nearest mountain range.

Abaddon commenced the complex rituals and sacrifices that would open the Damnation Cache, a portal between reality and the Warp, breaking open seals that had remained untouched since the time of the Horus Heresy. Heeding the impassioned cries for salvation from Pythos, the Dark Angels Chapter, led by Azrael himself, came to the defenders' aid. Supporting the Space Marines were Grey Knights dispatched to deal with the escalating daemonic incursion and the dire peril that the Damnation Cache posed. Both Imperial forces smashed through the Traitor Legion blockade around Pythos, in an epic space battle that pitted the finest ships of the Imperium supported by *The Rock*, the Dark Angels fortress monastery, against the ancient vessels of the Traitor Legions. After the Chaos fleet was finally driven from orbit and back into the void, the Space Marines were able to send their troops down through the atmosphere, bringing war to its ruined hives and hostile jungles.



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Failing to allow this distraction to draw him away from the awakening of the Damnation Cache, Abaddon sent an alliance of Legions to hold the loyalists at bay. Before either the Dark Angels or the Grey Knights could stop him, the Warmaster finally opened the portal to the Warp, Daemons spilling out across Pythos. The ensuing conflict devastated the world as reality itself bent and buckled under the raw power of the Warp. The unleashed energies created rampant psychic phenomena, and Space Marines fought under boiling skies of blood and in rolling clouds of keening spirits. All across the sector, latent psykers were awakened to full and terrible awareness and rebellions sprung up like cancerous boils on dozens of Imperial worlds.

After a long and bitter struggle, a squad of Grey Knights managed to reach the Damnation Cache and close the Warp portal. Starved of their daemonic allies, the Traitor Legions were forced onto the defensive and finally into retreat. Abaddon's forces left Pythos, escaping the vengeance of the Imperium, but the world had been irrevocably tainted by the touch of the Warp, its once proud cities and vast wilds twisted into a nightmarish landscape. Before the portal was closed, however, Abaddon took with him a psyker, rumoured to be of prodigious strength and the bearer of a unique gift that would aid the Warmaster in his forthcoming Black Crusade.

Army of the Dark Gods

The Black Legion stands at its zenith, ten thousand years of warfare and bloodshed having tempered its long and cruel rise to power. Where the Sons of Horus were beholden to the will of the Emperor and their Primarch, the Black Legion answers only to Abaddon and his unquenchable thirst for revenge. It has taken centuries of threats, lies, bargains and debts, but at last, Abaddon has managed to unite the dissenting and fractured Traitor Legions, assembling them around his Black Legion to create a force to rival any in the galaxy. Even the daemonic Primarchs, long lost to their dark dreams and the endless war between the gods, have stirred to lend their immortal strength to the Warmaster's cause.

During his centuries of exile, Abaddon has visited each of the six Daemon Primarchs in turn, seeking their aid in his quest to destroy the Imperium of Man.

From Angron, Primarch of the World Eaters, he gained the favour of Khorne. In the blood-soaked depths of the Goreswirl, the Despoiler fought the Primarch's daemonic champions, sending each one screaming back into the Warp in a terrifying spectacle of blood and death.

From Mortarion, Primarch of the Death Guard, he earned the putrescent embrace of Nurgle in exchange for the Hand of Darkness. The decaying Daemon lord promised to use the

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ancient artefact to craft a plague that would stir the rotting dead to life, provided the Warmaster would see it spread among the stars.

Though Magnus the Red, Primarch of the Thousand Sons, refused Abaddon's requests for audience, the Despoiler still gained the blessing of Tzeentch in exchange for the Eye of Night, the sightless remnant of the Stone God. He turned instead to Ahriman, greatest of the Legion's sorcerers, who alone could see the extent of Abaddon's plan and pledged his Rubricae in alliance.

From Fulgrim, Primarch of the Emperor's Children, the Despoiler was gifted with the favour of Slaanesh in exchange for the Pythosian psyker, offered as an unblemished vessel to contain the avatar of Fulgrim's god. Ancient hatreds were set aside as the Emperor's Children aligned themselves with the Black Legion.

From Lorgar, Primarch of the Word Bearers, the Warmaster learned rare secrets of Daemon binding and the raising of vast Warp hosts from beyond the Eye. Presented with an opportunity to subvert and destroy the Church of the God-Emperor, the Word Bearers turned a blind eye to their feud with the Emperor's Children and focused their hatred on the Imperium of Man and its corpse-god.

From Perturabo, Primarch of the Iron Warriors, the Despoiler was given vast daemonic engines of battle fashioned deep within the Eye of Terror, each the match for armies of lesser foes. Eager to test their strength and ingenuity against the towering fortresses and formidable defences of Cadia, the Iron Warriors themselves also joined Abaddon's war effort.

Though their Primarchs were no more, Abaddon gathered together splintered warbands of Night Lords and the Alpha Legion, promising them a place as equals among the Traitors. Many within both Legions painted their armour black and joined the Despoiler completely. Most powerful of these was Dhar'leth, a Daemon Prince who had once fought at the side of Konrad Curze, Primarch of the Night Lords. Known as the Curse of Antecanis and Master of the Shadow War, Dhar'leth recalled Abaddon's ambition during the Great Crusade and accepted his leadership without dissent.

Other mighty Daemon Princes sided with the Black Legion: Doombreed the Skull Lord, draped in a cloak made from a thousand Space Marine skulls; Glutgora Runnelsore, reborn in putrescent glory on a writhing bed of Nurglings; Be'lakor, the Dark Master, One Who Heralds the Conquerors – all could be seen amongst the throng of Abaddon's warhost.

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In the shadow of the Legions and their daemonic allies swarmed hordes of the lost and the damned. Mutants, outcasts and renegades of all stripes marched to war, blinded by the terrible majesty and glory of the Dark Gods – many even saw Abaddon as a messiah. The Black Oculus cult burned the image of a third eye into their skulls that they might see into the Warp, while the wretched cultists of the Twisted Talon severed their right hands and replaced them with crude metal claws, feebly trying to mimic the Despoiler.

Vast armies of mutants marched out of the Eye, their rust-barges and ancient system-ships towed behind the fleet. Within the stinking holds, bestial herds and pale Warp-touched tore at each other in sprays of blood and vile ichor. Towering twist-bones kept the lesser mutants in line, their meaty, fused fists and toothy tentacles crushing any who did not bow to the Legion.

From the ranks of these powerful and vile Traitor Space Marines the Warmaster chose his generals. Devram Korda, infamous for distilling the life essence of Hive Sarora into a potent Warp-draught to grant himself immortality. Ygethmor, Sorcerer Lord, the cursed seer of the Cyclopia Cabal, who are rumoured to have found a way to tear secrets from the souls of imprisoned Eldar. Skyrak Slaughterborn, warlord of the Bringers of Decay, leader of a horde of insane plague-ridden warriors who bear weapons dripping in virulent poisons and filth-encrusted armour. Urkanthos, the commander of the Black Fleet, a master of naval conflict and death-dealing in the void and a peerless captain.

The Eye Opens

The start of the Thirteenth Black Crusade was foreshadowed across the Imperium by strange omens and disturbing portents. A great disquiet settled upon the worlds around the Eye of Terror as if the shadow of a great storm rolled across the galactic horizon. Psykers and Astropaths across Segmentum Obscurus were wracked with visions and fits as Warp eddies spread out from the Eye of Terror like ripples created by a passing deep-sea predator.

The Belis Corona, Agripinaa and Helican Sectors all reported baleful lights in the night skies and a dramatic increase in raids on remote worlds and shipping routes. On scores of planets, proscribed cults shambled out of the darkness to spread disorder and chaos, while citizens wailed into the void for salvation from the coming doom. Through his herald, Typhus, Nurgle infected the sectors and systems around the Eye with a terrible Zombie Plague. A despicable contagion, it worked its way into rotting flesh, animating the dead and turning them against the living. World by world, the shadow of the Despoiler's invasion was felt and the return of his Black Legion was foretold.

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On Cadia, the Imperium strengthened its fortifications and dug in to wait for the inevitable assault. Space Marine Chapters and Imperial Guard regiments from other sectors raced to reach the Cadian Gate before the Traitor fleet attacked. A whole army of Guardsmen turned traitor, the Volscani Cataphracts opening fire on their Cadian brothers in the Battle of Tyrok Fields. Across the segmentum, the Administratum struggled to respond to the attacks, the steady flick of auto-quills scratching out the progress of the disaster as it spread out from the Eye of Terror.

Abaddon's fleet tore into realspace with hundreds of capital ships, cruisers and lesser craft, many of which were relics of the Heresy. At the head of the fleet looms the restored *Planet Killer*, Abaddon's grand flagship and the doom of worlds. At the fleet's centre are the two Blackstone Fortresses captured during the Gothic War, each one warped and twisted by centuries within the Eye of Terror. Battering its way past the Imperial battlefleets, the Traitor fleet spreads out around the Cadian Gate to sow havoc on a hundred worlds. In response to the arrival of the Black Crusade, renegades, traitors and heretics are rising up on scores of worlds and in dozens of systems, throwing off the pretence of subservience. Cursed cults, twisted demagogues and charismatic psychopaths all preach the coming of the Despoiler and the end of the Imperium. Amidst the chaos, Abaddon himself aims right into the heart of the Gate, at Cadia itself.

A Path of Crimson

While the Imperial fleet tried valiantly to stem the tide of Traitors spilling out from the Eye of Terror, Abaddon's fleet showed no signs of slowing or diminishing, leaving flaming hulks drifting across the void in its wake. With the inevitability and finality of death, the Black Legion appeared on the edge of the Cadia System. Breaking off into individual battle groups, each led by one of the Warmaster's generals, the Chaos fleet began their assault. From St. Josmane's Hope to Korolis, the skies darkened as bloated transport ships disgorged their ranks of Traitor legionnaires, the Chaos Space Marines storming into each world's defenders. Orbital defences tried to repel the attackers, filling the air with burning energy beams, explosive rounds and missiles. The Chaos fleet responded with a rain of macro-cannon and lance fire, obliterating the batteries and their crews. In the space of a few hours, the outer worlds of the Cadian System have fallen.

The Traitor Legions have scoured Solar Mariatus of life and created a forward base from which to wage war upon the rest of the system. On Cadia, the Black Legion has landed in force, ranks of black armoured warriors marching forwards in the shadow of towering Forgefiends and screaming Heldrakes. The Warmaster's interest in Cadia is far more than just the destruction of its defences: since before the time of Imperial settlement, the world has been dotted with ancient alien pylons of stygian stone. These are rumoured to be the means

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by which the Cadian Gate keeps the baleful energies of the Eye of Terror in check, and Abaddon is set upon destroying them.

Many among his warlords questioned the Despoiler's plan to attack the Cadian System – the single most well defended part of the Imperium after Terra itself. It seemed folly to expend the might of the Traitor Legions against its fortifications and defenders when it would have been possible to bypass it and make directly for the Segmentum Solar, and distant Terra. However, even after centuries of war, Abaddon knew that if the Traitor Legions alone struck at Terra, they would fail, just as Horus had failed ten millennia before. If the Warmaster was to be triumphant and cast the corpse-Emperor from his Golden Throne, he would need to free the energies of the Warp upon reality.

For every human the Traitor Legions hack apart with their chainswords, tears into bloody meat with their bolter rounds or crushes under the talons and treads of their war machines, another soul is sent howling into the Warp. The fighting around the Eye of Terror, and especially on Cadia itself, will see thousands of warriors from both armies dying every hour, their deaths feeding the Warp and weakening the walls of reality. Through this failing membrane, Daemons are able to push their way out in ever greater numbers. With each battle and each death, the power of the Eye of Terror expands a little further.

Abaddon's dark ambition is to see the Eye of Terror so swollen and bloated that the very stuff of Chaos leaks out into the galaxy. Then, along a crimson path of war and murder, he will lead the Traitor Legions, their daemonic Primarchs and endless hordes of Daemons to the very gates of the Emperor's Palace.

Daemon Imperium

Abaddon strode into the vast alien chamber, crushing the bones of its long dead builders underfoot. From the gloom ahead, Zaraphiston appeared, beckoning his master forward.

'Here, my Lord, under the bones.' The sorcerer indicated part of the chamber, his face unreadable under his changeling mask. Wordlessly, Abaddon moved to where the sorcerer was pointing, making out the shape of a massive concave stone disc.

'It is the Hollow Parallax, it will show you what I have foretold, the coming of the long night and the Daemon Imperium,' the sorcerer continued. Focusing on the artefact, Zaraphiston incanted softly under his breath, Warp energy coiling around his hands as he awoke the Hollow Parallax from its millennia of slumber.

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Daemon Imperium

Abaddon watched impassively as the ancient alien device stirred to life, the dust of centuries shaken from its surface as visions of future days were reflected from its depths. Stepping closer, the Despoiler looked deep into the swirling cloud of images, a shimmering galaxy of stars taking form and rising up to surround him. It took a moment before Abaddon realized that it was his own galaxy that he looked upon, with the Eye of Terror pulsing like an open wound among the darkness. Suddenly, the vision shifted and in a blur swept in on a world covered in grand structures and ornate towers. Abaddon recognized Terra, though it had been ten thousand years since he walked upon its surface.

As he watched, the towers fell and the great palaces burned. Racing through the ruined cities, the vision came to rest in a gigantic, domed, subterranean chamber dominated by a great golden machine.

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Daemon Imperium

Abaddon walked towards the machine, noting the twisted corpses of hundreds of Adeptus Custodes littering the ground with a sneer of contempt. Ascending the steps to the great machine, he could now see that its shell had been broken, and fragments of glass and metal were scattered around its base. Reaching the rent in the machine, Abaddon looked within and saw the Warp boiling naked before his eyes, Daemons clawing their way up from its kaleidoscopic depths.

Again the vision shifted, taking Abaddon back to the streets of Terra. All around him, Daemons feasted on the souls of men, and Humanity was reduced to eternal slavery and death. So close to the Golden Throne, Abaddon could sense that the Astronomicon had been extinguished and a million worlds had been plunged into eternal night. Across the galaxy, reality was crumbling, turning worlds into realms of madness and chaos.

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Daemon Imperium

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Looking up from the carnage on the streets, Abaddon could see the Eye of Terror dominating the sky, a terrible red stain upon the stars that seemed to grow with every passing moment – it was now visible from every world in the Imperium. He knew then, without a doubt, that the age of Man had come to an end.

As quickly as it had come, the vision faded away, leaving Abaddon standing once more in the ancient alien ruins, Zaraphiston watching him in silence.

'Will it come to pass?' Abaddon growled, his dark eyes regarding the sorcerer intently.

'It is but one possible future, my Lord, but every day the fates favour it more.' Zaraphiston replied.

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'It is but one possible future, my Lord, but every day the fates favour it more.' Zaraphiston replied.

'Fate is made by men.' Abaddon said coldly, before turning and walking away into the darkness.

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BLACK LEGION WARBANDS

The Black Legion is the largest of all the Traitor Legions to inhabit the Eye of Terror, vastly outnumbering even their closest rivals. As long as a warrior is willing to bow before Abaddon the Despoiler and take the oath of obedience, he can join the Black Legion. During the centuries of bloody warfare and bitter acts of vengeance since the Horus Heresy, Space Marines from dozens of other Legions and Chapters have joined with the Despoiler, and the Black Legion now boasts warlords and warbands from almost every permutation of Chaos worship, depraved doctrine and ruinous faith.



Usually, these warbands work in isolation, raiding planets and pillaging the Imperium in the name of their master, but largely pursuing their own agendas. However, when Abaddon calls, the warbands gather. Their oaths to the Warmaster force them to put aside their hatreds and feuds to fight alongside the Legion united. Even so, there is no denying that the Black Legion remains an alliance of Traitors; the warlords therein are constantly scheming against their rivals, vying for prominence and glory, and undermining their contenders' achievements, even when they are not openly battling amongst themselves. Only their collective fear of the Despoiler forces them to suffer cooperation – fear and the chilling memory of the fates of those who have crossed him.

'Better to serve at the side of the Warmaster than count yourself among his foes.'

- Devram Korda, the Tyrant of Sarora

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Hounds of Abaddon

Within the ranks of the Black Legion there are thousands of devotees of Khorne. These Space Marines are always at the forefront of assaults, charging howling into the fray. The Hounds of Abaddon revel in close combat, where they can spill the greatest volume of blood for their god, using razor-toothed chainaxes, wicked lightning claws or even their own fangs. Though the Hounds are not a single unified warband within the Black Legion, they are led by Urkanthos, commander of the Black Fleet. Urkanthos claims all followers of Khorne within the Legion as his own and directs them according to the will of Abaddon.



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Children of Torment

Hundreds of followers of Slaanesh have sworn their oath to Abaddon and joined the Black Legion. Under the guidance of such warlords as Devram Korda, the Tyrant of Sarora, and Zagthean the Broken, they make up countless warbands within the Legion, collectively called the Children of Torment. These Traitors have sided with the Despoiler so they might wallow in the anguish he spreads and feed upon the gushing blood of his victims. Even though they embrace the excess of Slaanesh, the Children of Torment are despised by the Emperor's Children, who see them as traitors to Fulgrim and puppets of Abaddon.



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Black Legion





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Sons of the Cyclops

The Sons of the Cyclops are perhaps the smallest of the warbands devoted to a single Dark God. Consisting of the followers of Tzeentch, Sorcerers and their Rubricae, the Sons of the Cyclops hold a disproportionate amount of power within the Black Legion. This is because of the favour the Despoiler shows its warlords; psykers like Zaraphiston and Ygethmor the Deceiver. Gifted seers and diviners, they make up the core of Abaddon's trusted advisers, peering into the future for him and guiding his Black Crusades.



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The Tormented

The Tormented merge their souls with Daemons, inviting Warp-entities into their flesh and drinking deep of their corrupted power. Since their origins on Maeleum, the influence of the Tormented's Possessed Traitor Space Marines within the Black Legion has slowly grown in size and strength. Each battle-brother of the Tormented has a dark reflection in the Warp, the twinned sentience of the Daemon that shares his mind. These Daemons have their own agendas and will act upon them when opportunities arise, making the Tormented unpredictable but horrifically vicious in battle.





Oath-broken

Those that betray the Despoiler seldom live long enough to regret their mistake, or if they do it is in abject agony. The Oath-broken are not true traitors to the Warmaster, and so remain beneath his notice, but are those who have failed in battle or have been crippled by grievous wounds. Without the blessings of the Dark Gods to mend their limbs or knit their flesh with mutation, the Oath-broken fashion their own replacements; blades sutured to stumps, xenos appendages grafted into sockets and ragged armour patched with whatever materials the Eye deems fit to provide.



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Bringers of Decay

The Plague God has a strong following within the Black Legion; his putrid touch evident throughout its warriors. Under the dominance of Skyrak Slaughterborn, the Nurglites have converted many to their cause. In battle, the Bringers of Decay are Abaddon's plague carriers and heralds of contagion, often appearing before other warbands to sow infection and sickness. This could also be why many other warbands will have little to do with the Bringers, repelled by the blessings of the Plague God they bear, and the pervasive stench that follows them.



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Thrice-cursed Traitors

In the long, dark decades after the death of their Primarch, the Sons of Horus fragmented. When Abaddon proclaimed himself master of the Legion in the ruins of Maeleum, there were those who turned their back on the Despoiler. These legionnaires either remained true to the memory of Horus or forsook all masters, before vanishing into the depths of the Eye of Terror. Most would disappear from history forever, but some returned to challenge the Black Legion, or in time join its ranks. They are known to the Black Legion as the Thrice-cursed Traitors.

Sons of the Eye

Led by the Drecarth the Sightless, the blind butcher of Irridous VII, the Sons of the Eye considered Abaddon a usurper. Drecarth had fought with Abaddon during the Great Crusade and the Heresy that followed, and was always jealous of the Primarch's favour for the Despoiler. When Drecarth broke with Abaddon he had his warriors make a cut across the eyes they wore on their armour, a symbol of the blindness of Horus that had led his Legion to destruction.

Wolves of Horus

The death of Horus left many veteran Legionnaires craving a return to the halcyon days of the Luna Wolves. The Wolves of Horus chose to relive those early times, and venerate their dead Primarch by bearing his name.

True Sons

Even after Horus' death, his Legion worshipped him as a god, bowing down to his tomb and making daily oaths of loyalty. The True Sons never broke with these traditions, even after the destruction of the Primarch's body. Covering their armour in the symbol of the eye, the True Sons build effigies of Horus wherever they go, bowing down to them before symbolically burning them.



A Legacy of Vengeance

c.M31 The Great Crusade

The Emperor unites the warring tribes of Terra and sets out to restore Mankind's place among the stars. At his side, Horus and the Luna Wolves fight with honour and glory, laying waste to countless foes in his name and helping to create the Imperium of Man. In the aftermath of the Ullanor Campaign, the Luna Wolves are renamed the Sons of Horus in honour of the deeds of their Primarch.

M31 The Horus Heresy

Tainted by the touch of the Dark Gods, the Warmaster Horus turns against the Emperor. Fully half of the Legiones Astartes join with him as he tries to bring down the Imperium and destroy the loyalist Space Marine Legions. In the final climactic battle for Terra, Horus falls to the Emperor in mortal combat aboard the Vengeful Spirit. *Abaddon takes the Warmaster's body and flees with the Sons of Horus into the Eye of Terror.*

M31 The Legion War

The Traitors fight among themselves in a war for resources and slaves within the Eye of Terror which further fractures the already broken Legions. In the culmination of the war, the Emperor's Children attack the Daemon world of Maeleum and raze the Sons of Horus' fortress, stealing the body of their Primarch and

A Legacy of Vengeance

vanishing into the Warp.

M31 Killing the Clones

Ascending to dominion of the Sons of Horus, Abaddon embarks on a quest to slay the clones Fabius Bile has crafted from Horus' remains. Destroying the Primogenitor's hidden laboratories, and the loathsome abominations he created, Abaddon leaves behind no trace of his gene-father. With the final and utter destruction of Horus, Abaddon renames his Legion the Black Legion.

781.M31 First Black Crusade

Mustering a vast army of Traitors and Daemons, Abaddon leads the Black Legion out of the Eye of Terror to lay waste to the Imperium. In a great battle around the worlds of Cadia, the Traitors are turned back by newly raised Space Marine Chapters and the Legio Titanicus. During the fighting, Abaddon secretly travels to the world of Uralan and claims the ancient Daemon sword Drach'nyen.



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027.M32 The Tormented Mine

Faenroc the Forgotten, a powerful Black Legion warlord, discovers a Daemon world formed from Warp-infused iron ore. Drilling deep into the world's core, he builds a vast mine to harvest its wealth for his Legion. Slaves prove too fragile to work the mine as the ore poisons and mutates them uncontrollably, while some passages secrete digestive fluids, melting the doomed workers into pools of rancid flesh. Faenroc remedies this problem by binding Daemons to his mining machines, their tormented screams echoing through the mine as they fight an endless war with the world for its iron bones.

597.M32 Second Black Crusade

Abaddon places a terrible curse upon the worlds of the Belis Corona sector, infusing them with the touch of the Warp. Meanwhile, his fleet attacks the sector's shipyards, destroying dozens of Imperial cruisers being constructed or repaired. Before the Imperium can muster its strength to fight back, the Despoiler retreats into the Eye of Terror, his dark works complete.

892.M32 The Traitorous Eye

Drecarth the Sightless forms the Sons of the Eye out of those Sons of Horus who refused Abaddon's oath. In the Battle of the Keening Deep, the Sons defeat Voslok and his World Eaters warband, claiming their fortress and

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hurling their skulls into the world's soulfires. Drecarth personally rips Voslok's Daemon axe from his grip during the battle, turning the treacherous weapon upon its former owner.

909.M32 Third Black Crusade

The Despoiler sends the Daemon Prince Tallomin against the Cadian Gate in a reckless and bloody frontal assault. The daemonic horde that follows in Tallomin's wake accounts for millions of lives and draws in Imperial Guard regiments and Space Marine Chapters from across the Segmentum Obscurus. Eventually, warriors of the Space Wolves manage to send Tallomin howling back to the Warp. Under the cover of the attack, Abaddon leads a dedicated strike force to desecrate the shrine world of Gerstahl, breaking the ancient seals on the saint's tomb and utterly destroying his remains while the Imperium's attention is elsewhere.

453.M33 The Maelstrom of Time

A storm of temporal turmoil moves across the Eye of Terror, ripping ships and worlds out of time. A fleet of Eldar vessels from before the Fall suddenly appears, horror-stricken by the existence of the Eye of Terror and lamenting the loss of their kin. The Black Legion fall upon the confused aliens, butchering them in a series of bloody boarding actions and taking those they do not kill back to their ships as slaves.



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762.M33 Zaraphiston's Penance

The Thousand Sons sorcerer Zaraphiston travels deep into the heart of the Eye of Terror at the behest of the Architect of Fate. On a Daemon world of brass cogs and ticking chronometers, Tzeentch leaves portents and signs for the sorcerer in fragments of time and fleeting moments. Gifted with a terrible understanding of the millennia to come, Zaraphiston joins the Black Legion and pledges his loyalty to Abaddon the Despoiler.

001.M34 Fourth Black Crusade

During the El'Phanor War the Black Legion besiege the great Citadel of Kromarch. Abaddon personally leads the charge against the adamantium gates of the fortress, only a handful of his men making it past the withering hail of fire from the defenders. With a single horrific blow of Drach'nyen, the Warmaster sunders the towering doors of the fortress. In an orgy of violence, the Legions and their daemonic allies fall upon Kromarch and his kin, extinguishing their ancient line forever.

098.M34 The Nightmare Well

Zagthean the Broken pillages the thrice-blessed world of Helosian in the Agripinaa sector. Taking the Convent of Alabaster Maidens prisoner he exposes them to the raw energies of the Warp, tainting their souls and triggering their latent psychic gifts. Zagthean then uses dark science to fuse the horrified maidens together into a single mewling mass of flesh, before employing the resultant abomination as a living Warp portal to

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unleash a daemonic nightmare upon Helosian.

117.M35 The Ragged King

In a bitter space battle above the feral world of Skyrro, Imperial cruisers destroy the traitor vessel Talon of Rage. *A single Black Legionnaire escapes the destruction and makes his way down to the surface of the world. Worshipped there as a god, the nameless Chaos Space Marine rises to become a powerful and mighty warlord known as the Ragged King. It takes the Imperial Guard more than a decade to destroy the Ragged King's armies and reclaim the world.*

723.M36 Fifth Black Crusade

Abaddon scours the Elysia sector, raiding hundreds of worlds and causing untold death and destruction. On Tarinth, the Despoiler lures the Warhawks and Venerators Chapters into the ruins of Kasyr Lutein where he traps them between the daemonic hordes of Khorne and the Black Legion. In a bitter last stand, both loyalist Chapters are utterly destroyed, their skulls taken by the Daemon Prince Doombreed to be mounted upon the mighty throne of Khorne.



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901.M36 Sixth Black Crusade

The Warmaster visits his wrath upon Drecarth the Sightless and his treacherous Sons of the Eye. Abaddon aids the warband in an assault on the forge world of Arkreath, fighting side-by-side until the defenders are finally crushed. The triumphant Abaddon then slowly kills Drecarth, even as he makes him watch every member of the Sons of the Eye bow before their new master.

213.M37 The Tournament of Blood

Displeased with his Chosen, Abaddon the Despoiler pits them against each other in a brutal tournament of blood. For eight days the Chosen tear at each other in the gore-spattered holds of the Vengeful Spirit, *until at last a single Black Legionnaire stands triumphant. Impaling the victor on his talon, Abaddon seals a dark pact with Khorne, gaining a powerful daemonic ally in the form of the Bloodthirster, Hakk'an'graah.*

811.M37 Seventh Black Crusade

During the course of the Ghost War, the Blood Angels join battle against Abaddon's horde upon the world of Mackan. The Despoiler mercilessly singles out the Sons of Sanguinius, personally leading a band of Khorne Berzerkers in a reckless assault against the Blood Angels' lines. The Traitors that survive the fire of the loyalists' guns reap a bloody toll. The rest of the Blood Angels company are unable to reclaim the bodies of

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Berzerkers in a reckless assault against the Blood Angels' lines. The Traitors that survive the fire of the loyalists' guns reap a bloody toll. The rest of the Blood Angels company are unable to reclaim the bodies of their fallen brothers from the Despoiler's frenzied warband.

812.M37 The Prison of Madness

Abaddon conducts experiments on captured loyalist Space Marines, trying to corrupt their souls and break their will. In the depths of the Warp, he fashions a prison of lies and darkness where the loyalists are forced to face twisted echoes of reality and see their beloved Imperium fall to Chaos again and again. Those that do not take their own lives, or are not allowed to, abandon all hope and swear allegiance to the Despoiler.

999.M37 Eighth Black Crusade

The Despoiler completes a complex ritual of death in the name of the Changer of Ways. On worlds throughout the Segmentum Obscurus, Imperial citizens are slaughtered in precise numbers and esoteric rituals. Only when the Inquisition finally breaks the codes of damnation is the Imperium able to bring an end to the Black Legion's rampage, but not before countless worlds have been saturated in death.



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019.M38 The Ark of Damnation

Flesh Tearers Terminators board the space hulk Soul of Damnation *as it drifts dangerously close to the core worlds of the Scelus sub-sector. In the depths of the hulk, they uncover a stasis chamber containing a single casket. Held within is an ancient Luna Wolves Space Marine. When the Space Marine is awakened and told of the fate of his Legion he becomes filled with rage, taking one of the Flesh Tearers' craft before disappearing into the void.*

356.M38 The Feast of Daemons

The Black Legion ravages the desert world of Sanisor, turning its great dune oceans red with blood. In the Warpwind Canyons, the Traitors erect a towering device of skin and steel, akin to a gore-soaked ship's sail. Daemons are drawn to the world to feed, their toothy maws suckling from the souls caught in the great skin sail. When the Cadian 232nd Expeditionary Force land on Sanisor, they find it crawling with Daemons like flies on a rotting corpse.

573.M38 Ninth Black Crusade

Intending to bring about the demise of the naval fortress, Cancephalus, Abaddon leads his Ninth Black Crusade against the heaving population of nearby Antecanis. Monarchive, the seat of Antecanis' Imperial

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Commander, is besieged by Abaddon's vanguard. The Black Legionnaires burn and butcher their way through the lower levels, whilst Abaddon himself storms its inner sanctums. The hives' populations are slowly drained dry. By the time Imperial Guard from Cancephalus reinforce the desperate survivors, Abaddon and his favoured legionaries have already left orbit, dropping a dozen cyclonic warheads onto the ruins of Monarchive as a last gesture of contempt. The seventeen-year war that ensues robs both Antecanis and Cancephalus of their most precious resource – manpower. Without the fleets of Cancephalus to stop him, Abaddon is able to ravage the sector at will.

731.M38 The Forgotten Company

Almost eight millennia after it was sent, an astropathic cry for help reaches the Black Legion's Sorcerers from a lost company of Luna Wolves. Abaddon travels to the coordinates in the message to find his ancient brothers have become a twisted parody of the Legion, perverting their gene-seed with primitive rituals and dwelling with the native inhabitants. Expecting no mercy from the Astartes Legions, the debased Luna Wolves are surprised when Abaddon welcomes them into his Black Legion.

001.M39 Tenth Black Crusade

Abaddon and Perturabo's Iron Warriors strike against the Helica sector. While the Black Legion attacks the capital, Thracian Primaris, the Iron Warriors focus their attack against the Iron Hands to fulfil an old blood debt. In a series of bitter sieges, the Iron Warriors burn the Medusa System's worlds and push the Iron Hands to the brink of destruction. Only when the loyalist Chapter receives heavy reinforcement do Abaddon and the Iron Warriors retreat, taking with them valuable information about Medusa's defences.

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211.M39 The Daemonic Shipyard

Deep within the Eye of Terror Abaddon discovers an ancient shipyard drifting aimlessly through the Warp. Within its rusting gantries and decaying manufactorum towers, the Warmaster finds a half-constructed vessel, vast and terrible in design. His Warpsmiths examine the ship, marvelling at its dark majesty, and promise that, when complete, it will be the doom of worlds.

301.M39 Eleventh Black Crusade

The Despoiler's fleet becomes lost in the Warp, finally returning to realspace in the path of Waaagh! Murgor. In the ruins of Relorria, the Black Legion bring the Orks to battle, bolter rounds and chainblades tearing into the xenos. After months of bloody warfare, Abaddon decides to leave Relorria to its fate and the Black Legion return to the Eye of Terror – but not before the Warmaster fills the holds of his fleet with captured Orkoid specimens.

721.M39 Fall of the Savage Swords

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The Chapter Master of the Savage Swords is led down a path of retribution and blood when he mistakenly believes the Imperial Governor of Hyboras has stolen the Chapter's ancient relic blade. His Chapter commits a series of atrocities on the feral world, but only when the Chapter Master sits on the Governor's gore-stained throne does he realise the extent of his folly, though by then it is too late. When the Black Legion arrive, the Savage Swords have already fallen to the worship of Khorne and join Abaddon eagerly.

143.M40 The Hungering Prince

The Daemon Prince of Nurgle, Glutgora, invades the verdant agri world of Pilentos with a massive force of Black Legionnaires. While the Traitor Marines crush every vestige of Imperial resistance, Glutgora feasts on the world's vast weave-worm farms, gorging itself on their succulent white flesh. Unable to be sated, the Daemon Prince consumes all in its path, becoming swollen and bloated with the meat of worm and man. Eventually Glutgora bursts in a gory shower of fluids, and a million Nurglings crawl out from the corpse.

559.M40 The Tapestry of Darkness

Abaddon follows Zaraphiston to a desolate crone world, scoured by a ghost wind that blows endlessly through its crumbling Eldar ruins. In the heart of an ancient alien city, the Warmaster passes through pleasure chambers and blood arenas, their floors littered with Eldar skeletons. The sorcerer of Tzeentch leads Abaddon to a flaying room where the skin of a thousand slaves still hangs limply on the walls. Upon the skin the Warmaster reads the Penumbra Prophecy, and learns the secrets of the six ancient weapons.

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139.M41 The Gothic War

Abaddon leads his great fleet into the Gothic Sector, capturing three of the prehistoric star-forts known as the Blackstone Fortresses. Under Abaddon's control, the might of the Blackstones is used to destroy entire worlds and ravage the fleets saint against the Black Legion. Eventually, the Despoiler's fleet is driven back at great cost in lives, though Abaddon escapes into the Eye of Terror, taking two of the Blackstone Fortresses with him. The vast engines of destruction will emerge once more into the material universe during Abaddon's Thirteenth Black Crusade.

777.M41 The Iron Labyrinth

A Chaos fleet, spearheaded by the Black Legion, cuts a path into the worlds of the Cadian Gate. The defenders of Cadia manage to slow the attack before pushing it back with a combined force of Imperial Guard and Imperial Fists Space Marines. In the battle of the Iron Labyrinth the renegades are finally broken, retreating back into the Eye of Terror.

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822.M41 The Skull of Ker'ngar

Abaddon the Despoiler raids the maiden world of Ildanira, seeking the Skull of Ker'ngar. Confounded by ambushing parties of Rangers from Alaitoc Craftworld, the Black Legion lay waste to the planet, bombarding its surface from orbit. Before the Warmaster can complete his conquest, Eldar reinforcements arrive and drive his Legion back into the Warp.

854.M41 The Pilgrimage of Dark Lament

Gifted with a dark vision of the Despoiler, millions of pilgrims abandon their worship of the God-Emperor and turn their ships toward the Eye of Terror. After a long and perilous journey in which thousands perish, the pilgrims finally reach worlds held by the Black Legion, where they are immediately enslaved. Even as they wail and moan under the whips of their masters, the pilgrims give thanks to the Despoiler.

959-961.M41 The Damnation Cache

The Despoiler invades the Pandorax system with an alliance of Traitor Legions. Sweeping aside Imperial resistance, Abaddon breaks into vaults below the world and opens the Damnation Cache, an ancient portal to the Warp. A combined force of Dark Angels and Grey Knights come to Pandorax's aid in a valiant attempt to stop the daemonic tide from engulfing the entire sector. After countless bitter battles a squad of Grey Knights reach the Damnation Cache and close it. Unknown to the Imperium, the Despoiler has already left Pandorax,

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reach the Damnation Cache and close it. Unknown to the Imperium, the Despoiler has already left Pandorax, taking with him a rogue psyker of prodigious strength.

980.M41 The Promethean War

The Salamanders fight an urban war against the Black Legion on Heletine. The Order of the Ebon Chalice arrives to reinforce the Space Marines and together they push forward, but the Daemon Prince Lord Gralastyx and his Chaos Space Marines halt their advance. Saint Celestine appears suddenly and storms through the hordes, slaying Gralastyx and turning the tide of the battle. She disappears again just as suddenly.

999.M41 The Thirteenth Black Crusade

The armies of Chaos invade Cadia and its many surrounding worlds. The forces of the Chaos Gods read like a roll call from epic battles of the ages. Always in the vanguard are the Black Legion, followed by the Death Guard, World Eaters, Alpha Legion, Thousand Sons, Night Lords and others from the annals of the blackest days. Legions and renegade Chapters of Space Marines long-thought extinct renew their assaults on the Imperium of Man. Before them run infected, plague-ridden cultists, deranged mutants and traitorous scum in numbers too great to count. Behind them tower Daemon Princes, hosts of Daemons and other Warp creatures eager for slaughter. Astropaths everywhere fear to open their minds to receive messages, for the Warp rings with mind-splitting peals, possibly the sound of the myriad tears ripping open in the barrier between the material universe and the Warp, or perhaps it is the laughter of Dark Gods...

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LEGION OF THE DARK GODS

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Legion of the Dark Gods

3.1 Abaddon the Despoiler

3.2 Lords, Sorcerers & Daemon Princes

3.3 Chosen of Chaos

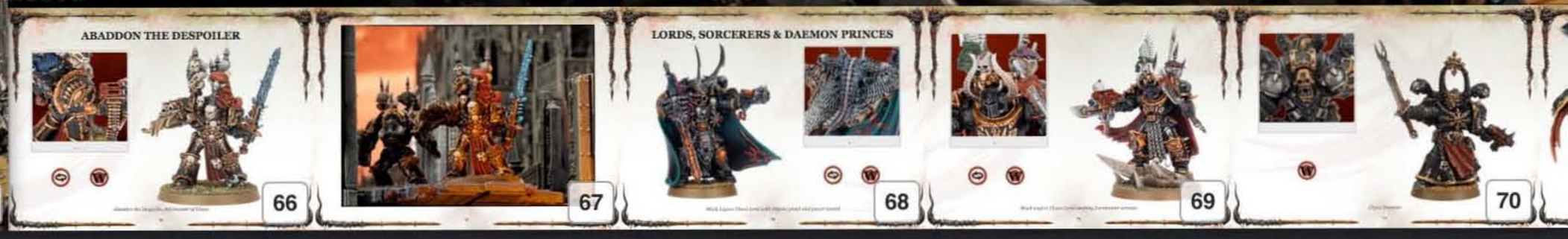
3.4 Chaos Terminators

3.5 Chaos Space Marines

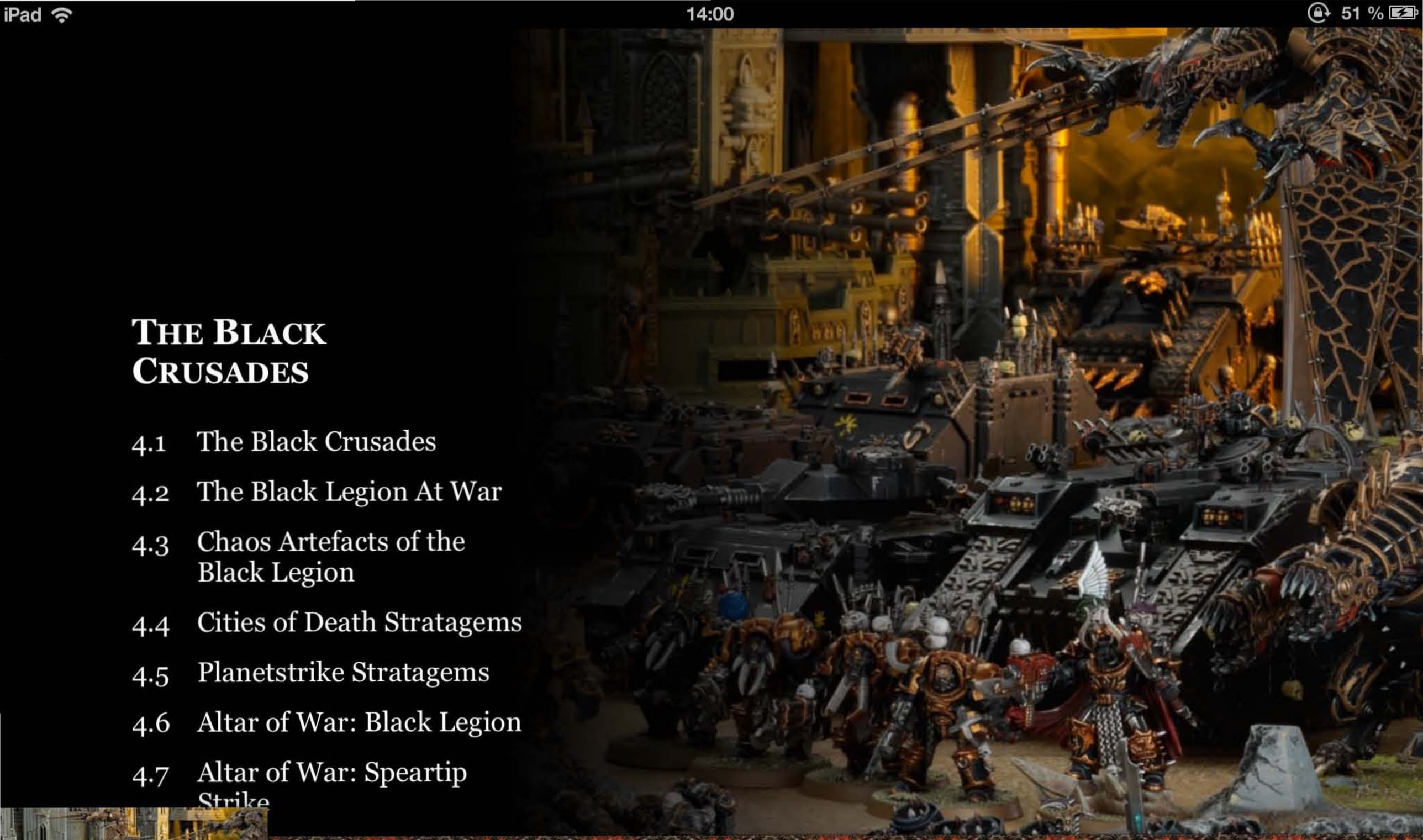
3.6 Raptors

3.7 Possessed





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The Black Crusades

4.1 The Black Crusades

4.2 The Black Legion At War

4.3 Chaos Artefacts of the Black Legion

4.4 Cities of Death Stratagems

4.5 Planetstrike Stratagems

4.6 Altar of War: Black Legion

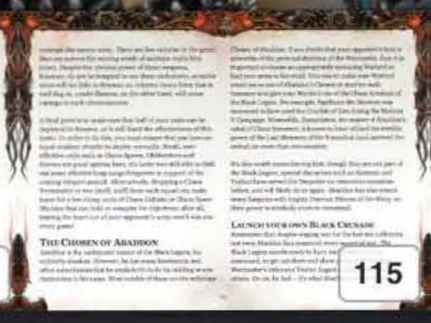
4.7 Altar of War: Speartip Strike













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THE BLACK CRUSADES

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THE BLACK CRUSADES

Of all the Traitor Legions of Chaos Space Marines, the Black Legion has risen to preeminence. They are the mightiest of their kind, led by the most ruthless military commander in the entire galaxy. At the heart of the Black Legion is a powerful core of elite soldiers comprising some of the deadliest warriors in existence, enabling you to strike at your foes with a strength that no other Traitor Legion can match.

IN THIS SECTION, YOU WILL FIND:

- The Black Legion at War: Alterations and additions to the rules given in *Codex: Chaos Space Marines*, that will help you transform your collection of Citadel miniatures into an army of hate-fuelled warriors of the Black Legion.

- Cities of Death Stratagems: New stratagems for use with a Black Legion army in games of Cities of Death.

- Planetstrike Stratagems: Additional stratagems for use with a Black Legion army in games of Planetstrike.

- The Black Crusades: Five narrative scenarios to recreate some of the Black Legion's most famous battles, as well as three Altar of War missions to use against any foe.

THE BEST OF THE BEST

One of the greatest strengths of an army of Chaos Space Marines is the variety of units that they can field against their foes to bring death and ruin. Whether you prefer, as a player, to dominate the skies with flights of Heldrakes, tear the armies of your opponents limb from limb with frothing bands of Khorne Berzerkers, or storm the enemy lines with Chaos Land Raiders that disgorge kill-squads of Chaos Terminators, you are spoilt for choice.

Where the Black Legion differs from other armies of Chaos Space Marines is in the quality of its troops units. At its most basic level, this is due to the fact that any units in the Black Legion that can do so must be upgraded to be Veterans of the Long War, giving Abaddon's armies a useful Leadership increase as well as the Hatred (Space Marines) special rule. However, the ability to include Chosen as troops choices gives the Black Legion even more specialist tactical options, allowing you to field entire armies of elite infantry armed with the deadliest weapons available.

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Despite the wide variety of tactical options available to them, there are three main styles of play to which the Black Legion are particularly well-suited. Each of these is centred around one of the main types of unit a player chooses to field. Some players may prefer to field a mixture of two, or even all three units, or support them with more specialist infantry (such as Thousand Sons or Plague Marines) according to their HQ choices. Regardless of the supporting caste, the core of a Black Legion army is best formed around its Black Legionnaires.

Overwhelming Force

The humble Chaos Space Marines unit is often overlooked in preference to its more specialist counterparts. However, at 14 points each for a reliable, Leadership 9 model that hates Space Marines, and the ability to be fielded in squads of up to twenty models, units of Chaos Space Marines are remarkably useful. Even in an average-sized game, it is entirely possible to field the better part of a hundred Chaos Space Marines and, if one doesn't spend too many points on options, still have room to include some supporting units – enough to send any opponent white with fear!

Even though this type of army selection is not exclusive to the Black Legion, as by far the largest of the Traitor Legions, they command greater numbers of Chaos Space Marines than any of their rivals. The Warmaster has drowned his enemies beneath a sea of ruthless Black Legionnaires on numerous occasions, so why not have a go at replicating such a force on the tabletop? The key to this tactic is to avoid spending any points on options that are not absolutely necessary for their role in the battle to come. Include a few smaller units of ten Chaos Space Marines armed with a heavy weapon to hold any objectives either within, or near to, your deployment zones. The other squads of Chaos Space Marines should be upgraded to full twenty-man squads, either retaining their boltguns for overwhelming dominance in close range firefights, or swapping them for close combat weapons to give them additional hitting power in the Assault phase.

Heart of the Legion

The Black Legion includes many hundreds of renegade Space Marines, as well as dozens of warbands hailing from rival Traitor Legions that have bent their knee to the Warmaster in return for the opportunity to avenge themselves against the Imperium. At the blackest heart of the Legion, however, are the Chosen – former Sons of Horus that have fought alongside Abaddon for the past ten millennia. Each of these warriors is a merciless killer who will carry out the will of the Warmaster without question or delay. It is to this inner circle that Abaddon will turn if the situation demands their expertise.

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As units of Chosen can be taken as troops choices, you have the opportunity to create a powerful infantry force composed entirely of veteran warriors. Units of Chosen are incredibly versatile and have access to a fantastic selection of wargear. Even if armed with only their basic equipment, a unit of Chosen is a force to be reckoned with both at range and close quarters. However, the addition of a few choice upgrades such as power weapons, combi-weapons and/or a Chaos Icon, though costly, can multiply their tabletop efficiency many times over.

In this manner, multiple units of ten Chosen mounted in Rhinos for increased mobility can be a fearsome proposition for any opponent to face. Despite the fact that, at 20 points each, they cannot be fielded in numbers anywhere near those of Chaos Space Marines, the tactical flexibility and hitting power of the Chosen at both medium and close range is not to be underestimated.

The Tip of the Spear

For the Black Legion player that really wants to showcase what it means to crush his enemies beneath Abaddon's ceramite boot, there is only one way to do it – unleashing the Bringers of Despair. Selecting the mighty Despoiler as your Warlord enables you to upgrade a unit of Chaos Terminators to form the deadliest unit available to the Black Legion. At 40 points per model, even before any additional wargear upgrades, these guys don't come cheap, but whether at range or in close combat, they are undisputed terrors on the battlefield. Against Space Marine opponents, their combination of Hatred and Preferred Enemy if Abaddon is also nearby is utterly brutal. The Bringers of Despair will form the heart of any attack, enabling you to form up the other units around them and really unleash the fury on your poor, unsuspecting victim... I mean opponent.

But why stop there? If you're feeling particularly fiendish, you can support the Bringers of Despair with another unit or two of Chaos Terminators to really lay on the pain for your opponents. This army selection ensures that Abaddon can launch his attack anywhere on the board at a moment's notice with a massed teleport strike. Such a bold strategy is not a problem for these heavily armoured infantry, as their 2+ Armour Save and 5+ invulnerable save will make them incredibly difficult to deal with once they have arrived.

Chaos Terminators can not only dish out damage in combat with a variety of powered mauls, blades and fists, but their firepower is not to be sniffed at either. With their ready access to combi-meltas and combi-flamers, even small units can make for a nasty Deep Strike surprise. However, two units of ten Chaos Terminators barely costs half of your points total in a 1500-point game, yet their potential damage output is truly enormous if they Deep Strike en masse

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amongst the enemy army. There are few vehicles in the game that can survive the searing wrath of multiple melta hits intact. Despite the obvious power of these weapons, however, do not be tempted to use them exclusively, as melta shots will do little to threaten an infantry-heavy force that is well dug in; combi-flamers, on the other hand, will cause carnage in such circumstances.

A final point is to make sure that half of your units can be deployed in Reserve, or it will blunt the effectiveness of this tactic. In order to do this, you must ensure that you have an equal number of units to deploy normally. Small, cost-effective units such as Chaos Spawn, Obliterators and Havocs are good options here, the latter two still able to dish out some effective long-range firepower in support of the coming teleport assault. Alternatively, dropping a Chaos Terminator or two (sniff, sniff) from each squad can make room for a few cheap units of Chaos Cultists or Chaos Space Marines that can hold or compete for objectives; after all, tearing the heart out of your opponent's army won't win you every game!

The Chosen of Abaddon

Abaddon is the undisputed master of the Black Legion, his authority absolute. However, he has many lieutenants and other subordinates that he sends forth to do his bidding or sow destruction in his name. Most notable of these are the nefarious Chosen of Abaddon. If you decide that your opponent's host is unworthy of the personal attention of the Warmaster, then it is important to choose an appropriately menacing Warlord to lead your army in his stead. One way to make your Warlord stand out as one of Abaddon's Chosen or another such luminary is to give your Warlord one of the Chaos Artefacts of the Black Legion. For example, Ygethmor the Deceiver was rumoured to have used the Crucible of Lies during the Medusa V Campaign. Meanwhile, Zaraphiston, the master of Abaddon's cabal of Chaos Sorcerers, is known to have utilised the terrible power of the Last Memeory of the Yuranthos (and survived the ordeal) on more than one occasion.

It's also worth remembering that, though they are not part of the Black Legion, special characters such as Ahriman and Typhus have served the Despoiler on numerous occasions before, and will likely do so again. Abaddon has also struck many bargains with mighty Daemon Princes of the Warp, so their power is similarly yours to command.

Launch your own Black Crusade

Remember that despite waging war for the last ten millennia, not even Abaddon has mastered every aspect of war. The Black Legion stands ready to burn and destroy at your command, so get out there and show your rivals why the Warmaster's infamous Traitor Legion is feared above all others. Go on, be bad – it's what Abaddon would want!

THE BLACK LEGION AT WAR

A Black Legion army is chosen using the army list presented in *Codex: Chaos Space Marines*. It also has a series of supplemental rules (presented below) that can be used in addition to the material found in Codex: Chaos Space Marines. Note that you can only use the options from one codex supplement when choosing a detachment.

First amongst traitors

When choosing a Black Legion detachment, units of Chosen are troops choices instead of elites choices.

Ten Millennia of Hate

Units in a Black Legion detachment that have the option to take the Veterans of the Long War special rule must do so.

The Bringers of Despair

Known by a hundred different names on a hundred different worlds that have felt their fury, the Bringers of Despair are Abaddon's trusted bodyguard, the very deadliest of their kind. For thousands of years, this elite cadre of Chaos Terminators have slain the warriors of the Imperium and protected their master from harm.

If Abaddon the Despoiler is the Warlord of your primary detachment, you can upgrade a single unit of Chaos Terminators to the Bringers of Despair, at the cost of +6 points per model. The Bringers of Despair have +1 WS and +1 BS.

Chaos Artefacts

Any character in your Black Legion detachment that can select Chaos Artefacts cannot select from those listed in *Codex: Chaos Space Marines*, but can instead select from the Chaos Artefacts of the Black Legion at the points costs shown.

Allies

In addition to following the Allies Matrix for *Codex: Chaos Space Marines*, Black Legion detachments and *Codex: Chaos Space Marines* detachments may ally together, treating each other as Battle Brothers.

Warlord Traits

When generating his Warlord Trait, a Black Legion Warlord may either roll on one of the Warlord Traits tables in the *Warhammer 40,000* rulebook, or roll on the table on the next page.

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Designer's Note: *Some rules in this book provide Preferred Enemy or Hatred (Space Marines). The category 'Space Marines' comprises all units taken from the following codexes: Space Marines, Black Templars, Blood Angels, Dark Angels, Grey Knights and Space Wolves.*



Warlord Traits Table

D6	Warlord Trait
1	**Black Crusader**: *This Warlord has sworn never to rest in his eternal vendetta against his loyalist foes.*
2	**Eye of the Gods**: *This Warlord bears the favour of the Dark Gods, who watch his actions and will reward him if he is deemed worthy.*
3	**Gift of Balefire**: *The Chaos Gods have granted the Warlord the ability to spew forth gouts of searing Warp-flame at will.*
4	**Unholy Fortitude**: *Many claim to have slain this Warlord over the millennia, yet unholy life burns within him still.*
5	**Soul Stealer**: *This Warlord is capable of tearing the very soul from his victims as an offering to the Dark Gods of Chaos.*
6	**Chosen of Abaddon**: *Abaddon has granted this Warlord absolute authority in his absence, and none would dare defy his vassal.*

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Designer's Note: *Some rules in this book provide Preferred Enemy or Hatred (Space Marines). The category 'Space Marines' comprises all units taken from the following codexes: Space Marines, Black Templars, Blood Angels, Dark Angels, Grey Knights and Space Wolves.*



Warlord Traits Table

D6	Warlord Trait
1	**Black Crusader**: *This Warlord has sworn never to rest until his eternal vendetta against his loyalist foes.*
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	e granted outs of
	ve slain this life burns
	of tearing ering to the
6	**Chosen of Abaddon**: *Abaddon has granted this Warlord absolute authority in his absence, and none would dare defy his vassal.*

Black Crusader

The Warlord and all friendly units within 12" of the Warlord have the Preferred Enemy (Space Marines) special rule.

Preferred Enemy
This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

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Warlord Traits Table

D6	Warlord Trait
1	**Black Crusader**: *This Warlord has sworn never to rest in his eternal vendetta against his loyalist foes.*
2	**Eye of the Gods**: *This Warlord bears the favour of the D[illegible]k Gods, who watch his actions and will*
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	ve slain this
	life burns
	of tearing
	ering to the
6	**Chosen of Abaddon**: *Abaddon has granted this Warlord absolute authority in his absence, and none would dare defy his vassal.*

Eye of the Gods

Each time the Warlord rolls on the Chaos Boon Table (including for the Gift of Mutation Chaos Reward), you may choose to re-roll the result. You must accept the result of the re-roll, even if it is worse.

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2	**Eye of the Gods**: *This Warlord bears the favour of the Dark Gods, who watch his actions and will reward him if he is deemed worthy.*
3	**Gift of Balefire**: *The Chaos Gods have granted the Wa rd the ability to spew forth gouts of*

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Gift of Balefire

The Warlord may make a shooting attack, using the following profile:

Range	S	AP	Type
Template	4	5	Assault 1, Soul Blaze, One use only

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

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Unholy Fortitude

The Warlord has the It Will Not Die special rule.

It Will Not Die
At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

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4 **Unholy Fortitude**: *Many claim to have slain this Warlord over the millennia, yet unholy life burns within him still.*

5 **Soul Stealer**: *This Warlord is capable of tearing the very soul from his victims as an offering to the Dark Gods of Chaos.*

6 **Chosen of Abaddon**: *Abaddon has granted this Warlord absolute authority in his absence, and none would dare defy his vassal.*

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Soul Stealer

If this model is attacking with a Melee weapon, any To Wound roll of a 6 has the Instant Death special rule.

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

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

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Chosen of Abaddon

The Warlord and all friendly units within 12" of the Warlord have the Stubborn special rule.

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

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CHAOS ARTEFACTS OF THE BLACK LEGION

The Chaos Artefacts of the Black Legion are relics of incredible power that Abaddon has spent millennia seeking out to serve in his eternal war of vengeance against the Imperium. Only one of each of the following artefacts can be chosen per army – there is only one of each these items in the entire galaxy!

The Spineshiver Blade — 30 points

Believed to have been forged from the spinal column of the mighty Keeper of Secrets, K'alith the Prurient, the Spineshiver Blade reverberates with the quivering essence of the Daemon's final, lascivious death throes.

The Crucible of Lies — 25 points

It is impossible to describe the Crucible of Lies, for its image is unique to the beholder. One gifted with the witch-sight may perceive it as a rippling cloak saturated with Warp energy; a warrior may see it as an archaic amulet wreathed in baleful psychic flame. Regardless of its appearance, the Crucible of Lies defies natural law to distort the blows of the wearer's enemies, but such power does not come without a price...



Last Memory of the Yuranthos — 30 points

Mk'ell was a powerful alien psyker who was responsible for the annihilation of his species, the Yuranthos. The psyker's incredible power was so great that he was torn apart by the uncontrolled Warp energies he wielded, even as his planet's populace was immolated by the resultant firestorm. Unwilling to waste the power of such a talented student, Tzeentch bound the essence of the dying race into a small crystal. One who carries this unassuming azure gem can access a fragment of Mk'ell's power and unleash it upon his foes, though not without risk.

The Eye of Night — 75 points

The second artefact used by Abaddon to take command of the dreaded Blackstone Fortresses, the Eye of Night is a multi-faceted obsidian crystal of unknown origin. The slightest caress of the ebon beam it can unleash causes machines to suffer massive power failure or catastrophic internal damage. Not even the thickest armour can resist its malignant touch.

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THE SPINESHIVER BLADE

Range	S	AP	Type
-	User	3	Melee, Daemon Weapon, Quicksilver

QUICKSILVER
The bearer of the Spineshiver Blade has +1 Initiative in close combat.

DAEMON WEAPON
At the start of each Fight sub-phase during which the bearer of a Daemon Weapon is locked in combat, roll a D6. On a roll of a 1, the model

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THE CRUCIBLE OF LIES

The bearer of the Crucible of Lies has -1 Toughness, but may re-roll invulnerable save rolls of a 1.

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LAST MEMORY OF THE YURANTHOS

Psyker only. The bearer increases his Mastery Level by 1. Do not generate an additional psychic power for this bonus Mastery Level. Instead, the Psyker knows the *Sunburst* psychic power (see below) in addition to any other powers he knows. The Psyker can choose to manifest *Sunburst* using 1, 2 or 3 Warp Charge points. If the power is successfully manifested using 2 Warp Charge points, its range is increased to 12", or 18" if it is successfully manifested using 3 Warp Charge points. If, when attempting to manifest this power using 2 or more Warp Charge points, the Psyker fails his Psychic test, he is removed from play as a casualty.

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SUNBURST — **WARP CHARGE 1**

Sunburst is a **nova** power with the following profile:

Range	S	AP	Type
6"	4	5	Assault 2D6, Blind, Ignores Cover

ASSAULT

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

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CHAOS ARTEFACTS OF THE BLACK LEGION

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The Eye of Night

Once per game, instead of firing his weapon, the bearer of the Eye of Night can choose to make a shooting attack that uses the following profile:

Range	S	AP	Type
Infinite	5	4	Heavy 1, Haywire Maelstrom, Large Blast, Ignores Cover, One use only

Haywire Maelstrom
Instead of making armour penetration rolls, any

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Range	S	AP	Type
Infinite	5	4	Heavy 1, Haywire Maelstrom, Large Blast, Ignores Cover One use only

HAYWIRE MAELSTROM
Instead of making armour penetration rolls, any vehicles, building or fortifications that are buildings that are fully or partially beneath the marker suffer D3 automatic penetrating hits.

The Eye of Night

75 points

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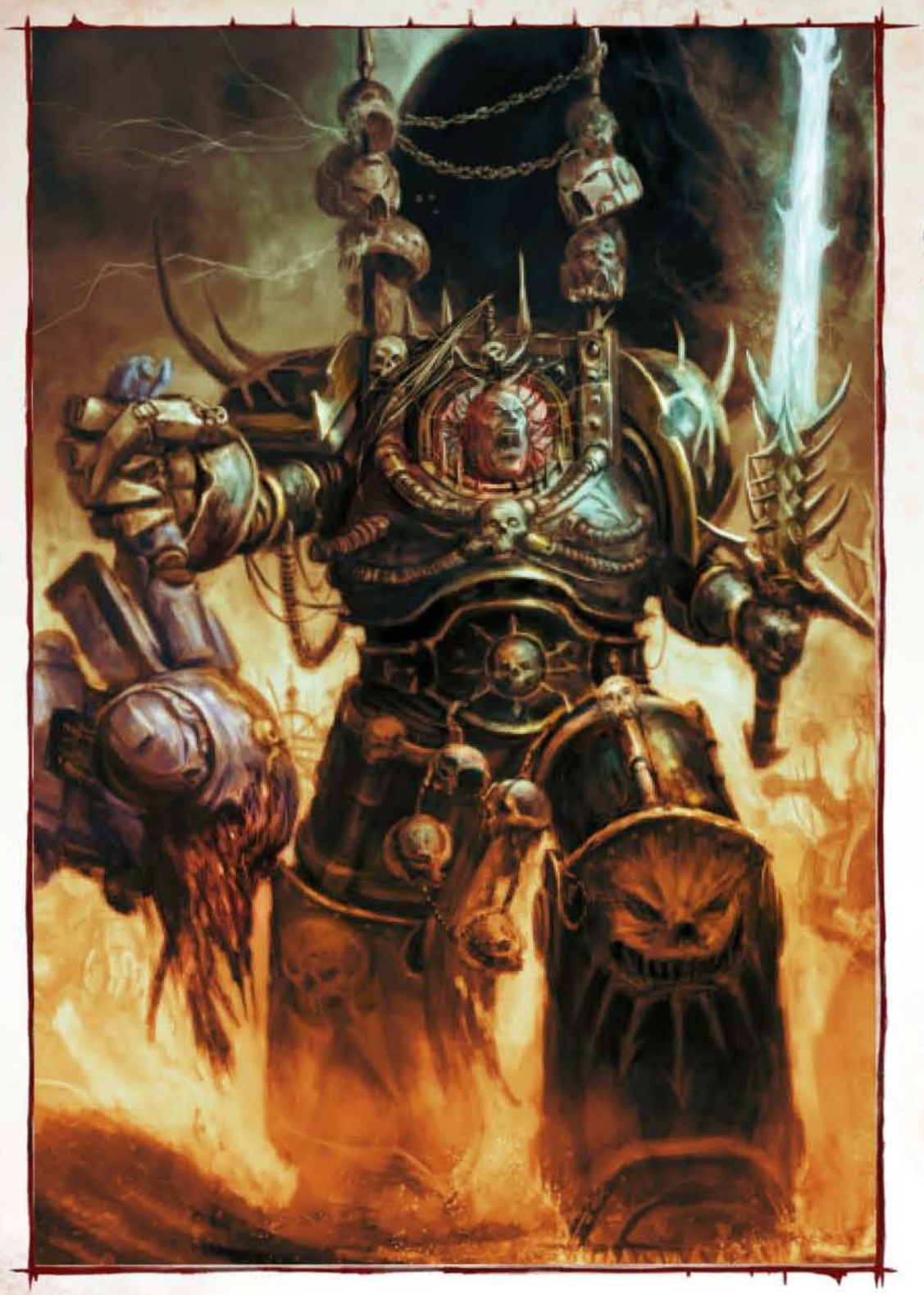
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The Skull of Ker'ngar — 40 points

Ker'ngar was a mighty champion of the Dark Gods long before the Horus Heresy and the rise of the Chaos Space Marines. So masterful was this ancient warrior that he once boasted that he could not be killed in battle. Sadly for Ker'ngar, his claim was proven false when Khorne sent forth Skulltaker to challenge the haughty warrior and take his skull. It adorned Skulltaker's cloak for many centuries before being replaced. It is said that, despite his defeat, Ken'ngar's indomitable spirit is still bound within the skull and that it protects the one who carries it from harm, be it physical or arcane.

The Hand of Darkness — 50 points

An ancient device infused with the atrophying power of the Warp, the Hand of Darkness decays all and everything that its wielder touches. Flesh sloughs from bones and armour is reduced to little more than pools of liquid slag. It was with this fabled artefact that Abaddon finally gained access to the inner workings of the Blackstone Fortresses, before later surrendering it to the Daemon-Primarch Mortarion to secure the allegiance of the Death Guard for his Thirteenth Black Crusade.



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inner workings of the Blackstone Fortresses, before later surrendering it to the Daemon-Primarch Mortarion to secure the allegiance of the Death Guard for his Thirteenth Black Crusade.

The Skull of Ker'ngar

The bearer of the Skull of Ker'ngar has the Eternal Warrior and Adamantium Will special rules.

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

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



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The Hand of Darkness

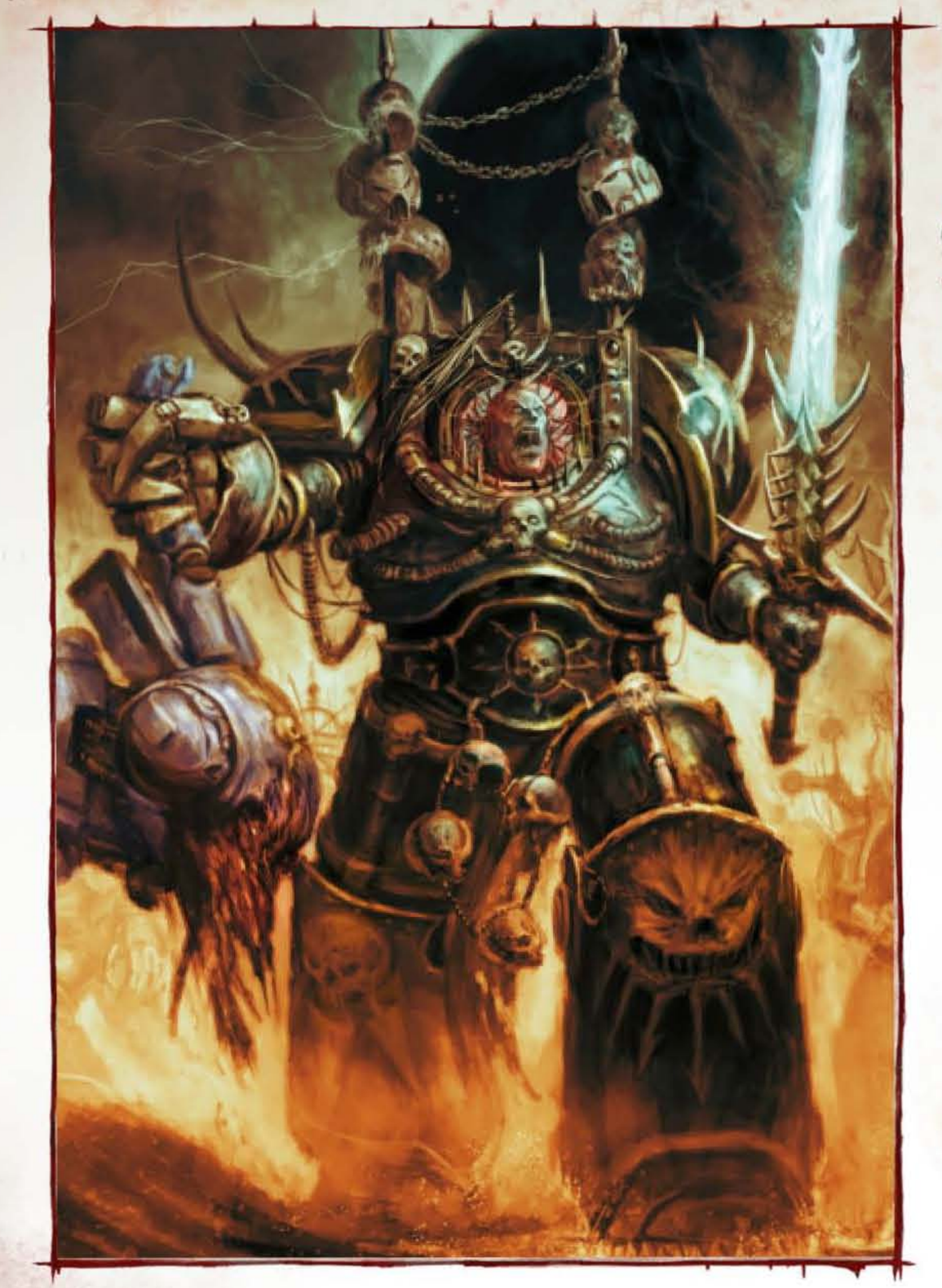
When making his close combat attacks, the bearer of the Hand of Darkness can instead choose to make a single special attack that uses the profile below.

Range	S	AP	Type
-	x2	1	Melee, Armourbane, Fleshbane, Instant Death

Melee

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CITIES OF DEATH STRATAGEMS

These are additional stratagems for Cities of Death games. They can be used if you are using the supplemental rules given in the The Black Legion At War section, in addition to the stratagems you can normally choose from.

KEY BUILDING STRATAGEMS

Inferno Bolt Stockpile

The building has been stocked with crate upon crate of enchanted inferno bolts at great cost to the Warlord. However, equipping the building's defenders with such fearsome ammunition enables them to rain fiery death on anyone foolish enough to step into open ground.

Weapon Virus

Agents of the Black Legion have seeded a dormant weapon virus in one of the city ruins to confound the guns of the enemy. Should it be triggered, this debilitating machine-plague can cause the weapons of the enemy to malfunction, or even backfire.

DIRTY TRICKS STRATAGEMS

Warp Disruptor Shrine

If the necessary rites and sacrifices are performed, the Black Legion can create an unholy shrine that emits a powerful disruption beam into the Warp in a vile parody of the Imperium's Astronomicon. The daemonic allies of the Black Legion use this unwholesome energy to send teleport beams off course and destabilise targeting arrays, causing mayhem among enemy reserves attempting to home in on the battle zone.

Dominator Array

Countless times, control of the skies has been proven a crucial factor in securing victory in dense urban combat situations. When aerial support is in short supply, the Black Legion will commonly deploy baroque dominator arrays to ensure troops on the ground can bring the wrath of the Warmaster to enemy aircraft as readily as to their foes on the ground.

ARMOURY STRATAGEMS

Destroyers

One of the hallmarks of the Black Legion is their predilection for modifying their vehicles with trophy racks, fearsome spikes and other such brutal accoutrements. To the Black Legion, however, this serves a very functional purpose, enabling their tanks and transports to shred and skewer anyone foolish enough to stand in their way.

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INFERNO BOLT STOCKPILE

Each turn, a single unit within the nominated city ruin counts as being equipped with inferno bolts.

INFERNO BOLTS
Shots from a boltgun or bolt pistol with inferno bolts are resolved at AP3.

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Weapon Virus

Any weapons fired by units within the nominated city ruin have the Gets Hot special rule.

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

Gets Hot and Weapons That Do Not Roll To Hit
Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately

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WARP DISRUPTOR SHRINE

Place a single marker or suitable terrain piece to represent a Warp Disruptor Shrine anywhere within your deployment zone. Enemy teleport homers and other items of wargear that prevent Deep Strike scatter do not work within 12" of a Warp Disrupter Shrine. Furthermore, any enemy unit deploying by Deep Strike within 12" of the Warp Disruptor Shrine (after rolling for scatter) suffers a -1 penalty to any rolls on the Deep Strike Mishap table.

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Warp Disruptor Shrine

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Dominator Array

Countless times, control of the skies has been proven a crucial factor in securing victory in dense urban combat situations. When aerial support is in short supply, the Black Legion will commonly deploy baroque dominator arrays to ensure troops on the ground can bring the wrath of the Warmaster to enemy aircraft as readily as to their foes on the ground.

ARMOURY STRATAGEMS

Destroyers

One of the hallmarks of the Black Legion is their predilection for modifying their vehicles with trophy racks, fearsome spikes and other such brutal accoutrements. To the Black Legion, however, this serves a very functional purpose, enabling their tanks and transports to shred and skewer anyone foolish enough to stand in their way.

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CITIES OF DEATH STRATAGEMS

These are additional stratagems for Cities of Death games. They can be used if you are using the supplemental rules given in the The Black Legion At War section, in addition to the stratagems you can normally choose from.

KEY BUILDING STRATAGEMS

Inferno Bolt Stockpile

The building has been stocked with crate upon crate of enchanted inferno bolts at great cost to the Warlord. However, equipping the building's defenders with such fearsome ammunition enables them to rain fiery death on anyone foolish enough to step into open ground.

Weapon Virus

Agents of the Black Legion have seeded a dorn
virus in one of the city ruins to confound the g
enemy. Should it be triggered, this debilitating
plague can cause the weapons of the enemy to
or even backfire.

DIRTY TRICKS STRATAGE

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DOMINATOR ARRAY

Place a single marker or suitable terrain piece to represent a Dominator Array anywhere within your deployment zone. Friendly units within 2" of a Dominator Array can choose to use the Skyfire special rule each Shooting phase.

SKYFIRE

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

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DESTROYERS

All friendly Black Legion Tank units have the Destroyer Blades upgrade at no points cost.

DESTROYER BLADES
Any unit that is Tank Shocked by a vehicle with destroyer blades takes D6 Strength 5 AP- hits. If the unit chose to make a Death or Glory attack, it instead takes 2D6 Strength 5 AP- hits.

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OBSTACLES STRATAGEMS

Corrupted Barricades

When the Black Legion are forced to dig in, their Dark Apostles will often erect improvised barricades designed not merely to deter attackers, but to sap them of their courage with the baleful influence of Chaos. The Legion's Dark Apostles will bless these defences in unholy rites, daubing them with the blood of sacrificial victims to grant unholy protection to its defenders and lay a curse on all those who would assail them.

DEPLOYMENT STRATAGEMS

Chaos Terminator Strike

When preparing to launch a teleport assault, the Terminators of the Black Legion can arrange, through dark sacrifice, to be guided on their journey through the aether by soul-hungry Warp entities. Though this privilege invariably comes at a price, the brutal outcome of such an attack is almost always worth the cost, as the Terminators arrive exactly where they can wreak the most harm upon the foe, bursting into reality with the stuff of the Warp still dripping from every curve and blade of their armour.





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CORRUPTED BARRICADES

Corrupted Barricades follow all of the rules for the barricades (see *Cities of Death*). Models chosen from *Codex: Chaos Space Marines* and models with the Daemon special rule within 2" of a Corrupted Barricade have the Adamantium Will and Fear special rules.

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

FEAR
At the start of each Fight sub-phase, a unit in base

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CHAOS TERMINATOR STRIKE

The Chaos Terminator Strike stratagem is applied to all friendly units of Chaos Terminators that are deploying via Deep Strike. When Deep Striking, units of Chaos Terminators only scatter D6" and can choose to re-roll the result on the Deep Strike Mishap table.

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PLANETSTRIKE STRATAGEMS

These are additional stratagems for Planetstrike games. They can be used if you are using the supplemental rules given in the The Black Legion At War section. To do so, simply add them to the list of available stratagems you can choose from.

ATTACK STRATAGEMS

Doomfire Warheads — Stratagem Points: 1

When declared: Immediately before the firestorm.

Abaddon often favours doomfire warheads when pounding enemy positions from orbit in preparation for an assault. Not only does their searing payload melt the flesh from the bones of their victims, but anyone unfortunate enough to survive the initial bombardment will continue to burn from the esoteric Warp-flame bound within the despicable warheads.

Planet Killer — Stratagem Points: 4

When declared: Immediately before the firestorm.

Such is the horrific firepower of Abaddon's flagship, Planet Killer*, that its main guns are fully capable of obliterating an entire world. However, should the Despoiler's purpose require the Black Legion to launch a ground invasion rather than simply annihilate the planet from orbit, he can order the ship's main guns to fire on low power to ensure that the destruction is limited to a more immediate area. Even firing at minimum strength, the guns of* Planet Killer *are murderous enough to utterly destroy any target they hit.*

Combined Assault — Stratagem Points: 1

When declared: At the beginning of any of your turns.

The launch bays and teleport chambers of the Planet Killer *are outfitted with the finest artifice at the disposal of the Dark Mechanicum. Combining this with the esoteric knowledge of the Daemons bound within its targeting augers and teleporter relays, the Black Legion are able to launch brutally effective combined assaults on the planet unfortunate enough to lie beneath the* Planet Killer*'s grim shadow.*

Marked for Death — Stratagem Points: 1

When declared: At the beginning of any of your Shooting phases.

Over the course of the Long War, Abaddon has gained many enemies. However, the Despoiler has not endured more than ten millennia of war without a shrewd mastery of cunning and ruthlessness. Whenever the opportunity arises to rid himself of an especially hated foe, he rarely misses the chance.

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DOOMFIRE WARHEADS

Your Firestorm attacks have the Soul Blaze special rule.

SOUL BLAZE

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated

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Planet Killer

Instead of resolving Firestorm attacks as described in *Planetstrike*, resolve a single attack using the following profile:

Range	S	AP	Type
N/A	X	1	Ordnance 1, Annihilator, Barrage, Large Blast

Annihilator
Any non-vehicle models that are fully or partially

RIKE STRATAGEMS

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ANNIHILATOR
Any non-vehicle models that are fully or partially beneath the marker are removed as casualties. No saving throws of any kind are allowed against this attack, including special rolls such as Feel No Pain or Reanimation Protocols. Any vehicles, buildings or fortifications that are buildings that are fully or partially beneath the marker suffer an automatic penetrating hit.

ORDNANCE
When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement

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COMBINED ASSAULT

For the course of the turn in which this stratagem is used, you can opt to re-roll each of your unsuccessful Reserve Rolls. Furthermore, you can choose to re-roll any of your results on the Deep Strike Mishap table.

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MARKED FOR DEATH

Nominate one enemy unit. For the duration of this Shooting phase, any Shooting attack that targets the nominated enemy unit has the Twin-linked special rule.

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

Twin-linked blast weapons

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Blood Sacrifice **Stratagem Points: 3**

When declared: At the beginning of any of your Assault phases.

Many times throughout the blood-soaked history of the Black Legion, Abaddon's warriors unleashed such atrocities and acts of wanton violence that a tide of Daemons tore its way through the veil of reality from the Warp to join in the slaughter.

DEFENCE STRATAGEMS

Daemon Fortress **Stratagem Points: 3**

When declared: After you have deployed.

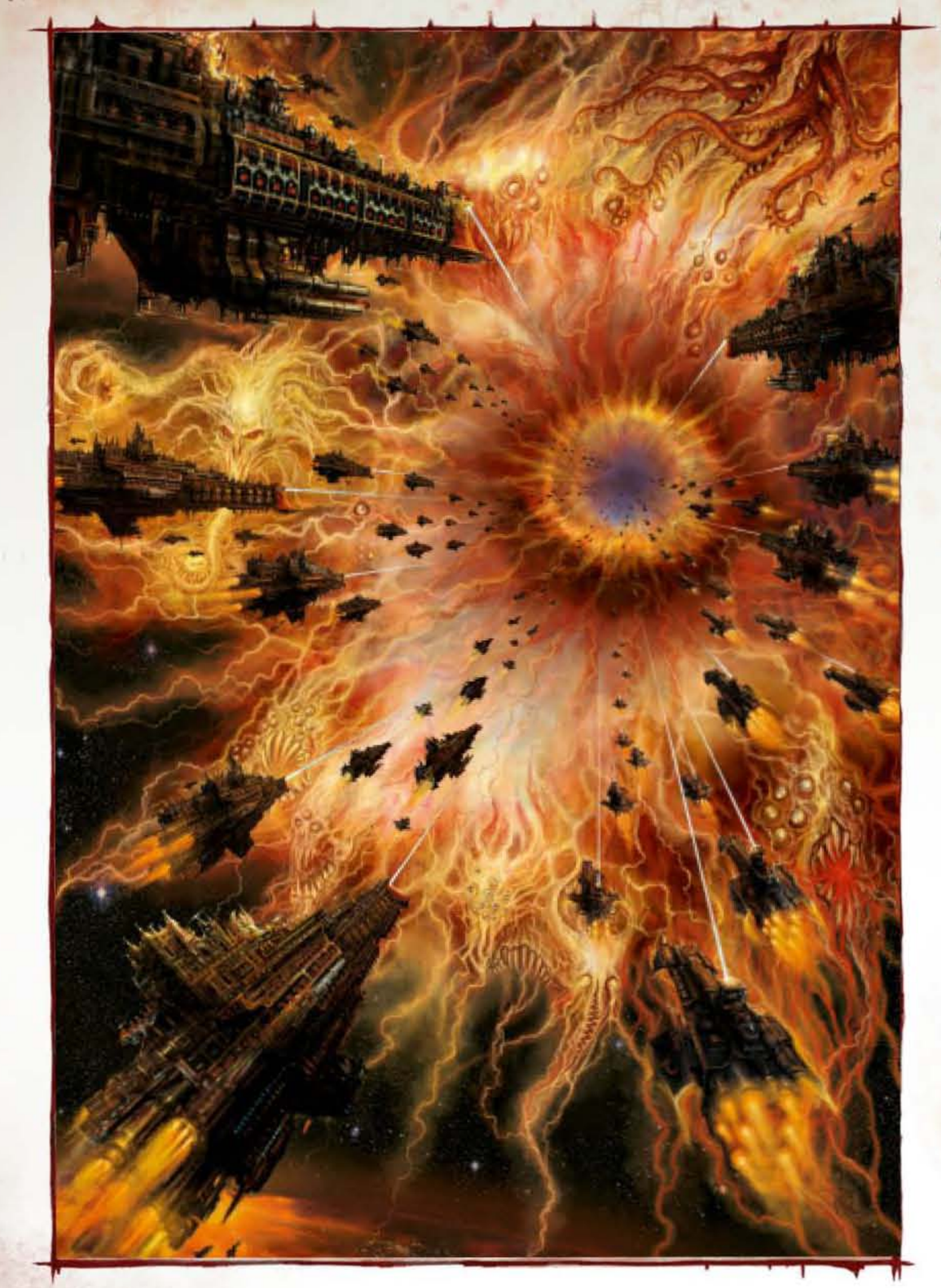
A powerful Daemon has been bound within this building. Foul gargoyles sprout from the barrels of its weaponry and a daemonic heart beats in place of its power generator.

Scorched Earth **Stratagem Points: 3**

When declared: At the beginning of one of the enemy's Shooting or Assault phases.

The Black Legion do not give ground easily. Should a determined enemy cause them to fall back, they will do everything in their power to ensure that their foe suffers for it.





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Blood Sacrifice **Stratagem Points: 3**

When ...clared: At the beginning of any of your

BLOOD SACRIFICE

Keep track of how many enemy non-vehicle models are removed as casualties during this Assault phase. If ten or more models have been removed in this way, place one of the following units (your choice) into Ongoing Reserve: 10 Bloodletters of Khorne, 10 Pink Horrors of Tzeentch, 10 Plaguebearers of Nurgle, 10 Daemonettes of Slaanesh, 5 Flesh Hounds of Khorne, 3 Flamers of Tzeentch, 3 bases of Nurglings or 5 Seekers of Slaanesh. Rules for these units can be found in *Codex: Chaos Daemons*. This unit will arrive via Deep Strike at the start of your next turn.

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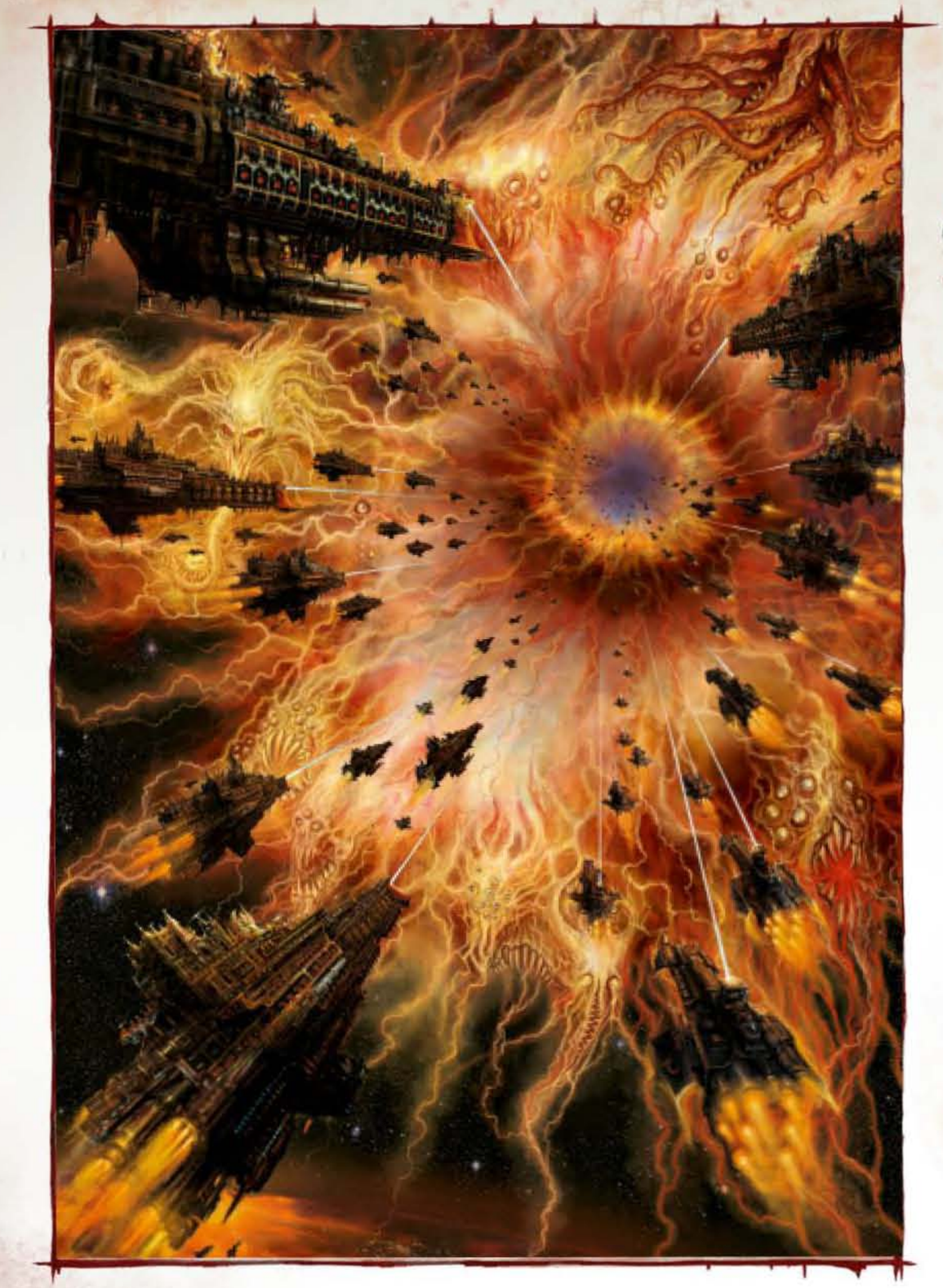
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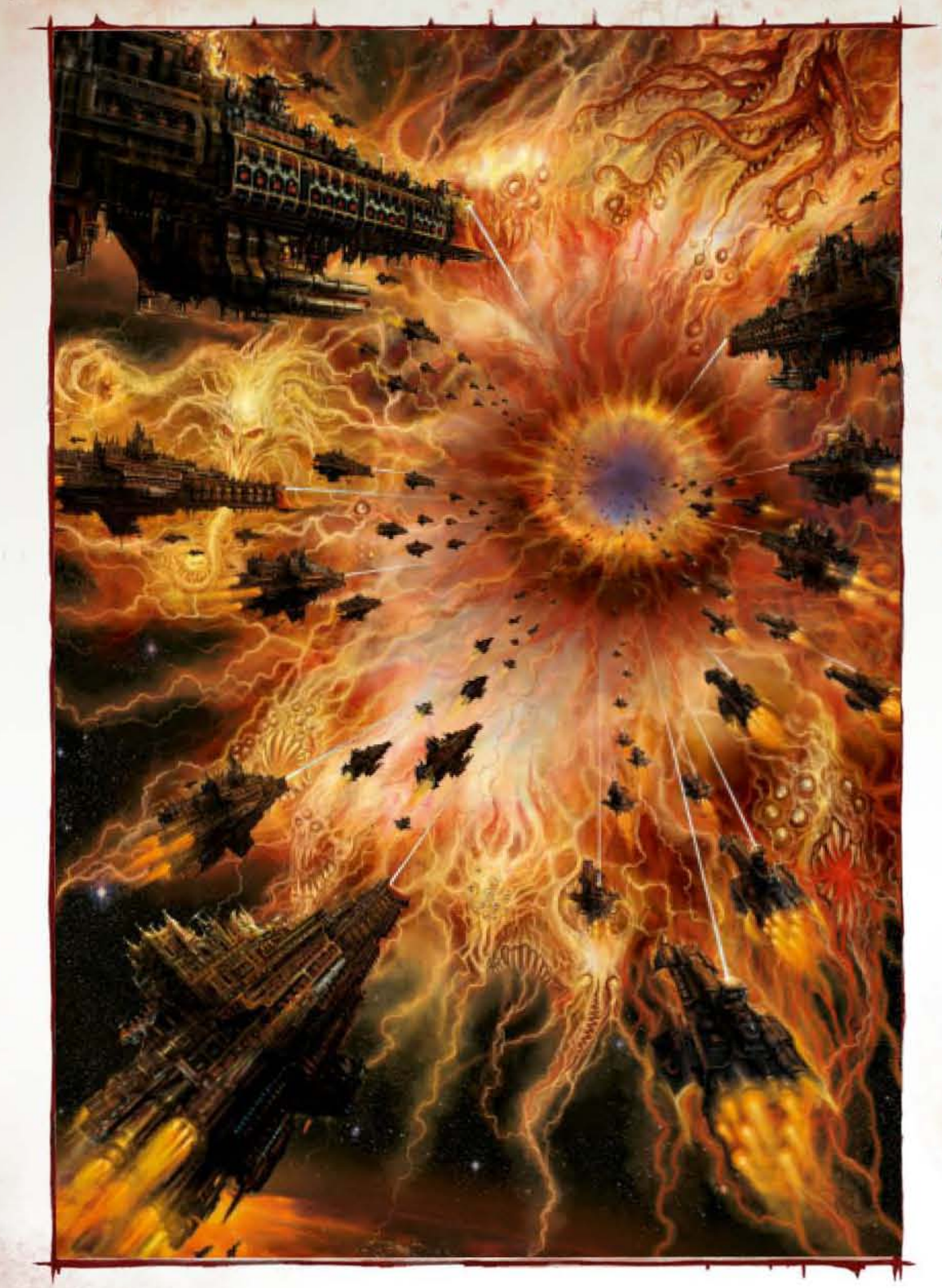
s for it.

DAEMON FORTRESS

Nominate one fortification that is also a building. That building has a 5+ invulnerable save, and all emplaced weapons mounted on it have the Soul Blaze special rule. Furthermore, roll a D6 each time each time a unit embarks into the building. On the roll of a 1, the Daemon devours a randomly chosen model in the unit – remove that model as a casualty with no saves of any kind allowed.

SOUL BLAZE

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.



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Blood Sacrifice **Stratagem Points: 3**

When declared: At the beginning of any of your Assault phases

Scorched Earth

Nominate one fortification that is also a building and roll a D6. On the roll of a 2+, that building immediately suffers a Detonation! Result on the Building Damage table.

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Scorched Earth **Stratagem Points: 3**

When declared: At the beginning of one of the enemy's Shooting or Assault phases.

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ALTAR OF WAR: BLACK LEGION

Introduction

The *Warhammer 40,000* rulebook already includes a set of Eternal War missions; when you multiply that by the different armies you might face, and the myriad different ways you can set up the terrain for your battle, there are hundreds, probably thousands of different ways to play. However, we feel that you can never have too much variety, so this book has three new missions you can use if you or an opponent has a Black Legion army. The new missions illustrate the different sorts of strategies used by the Black Legion, and they will provide new tests of your tactical ability as a commander. Additional Altar of War mission books have scenarios for use by other armies from the Warhammer 40,000 galaxy.

Strategy

Different armies use different strategies when they go to war, which affects the types of battle that they fight. The Black Templars, for example, hurl themselves at their foes to engage them in savage melees, where their ferocity and zealous determination often earns them a swift and bloody victory. Meanwhile, the disciplined warriors of the Tau Empire utilise their highly advanced technology and tactical flexibility to cut their enemies down at a distance, believing ranged combat and carefully prepared ambushes to be the pinnacle of honourable warfare.

The missions found here are themed around the mighty Black Legion and the way they fight. This gives you a chance to discover more about the strategies used by Abaddon the Despoiler's Chaos Space Marines, and then to try these strategies out on the tabletop. It also means that the army you command can affect the types of battle you are likely to fight. This is highly appropriate – after all, you would expect to fight a very different sort of battle as an Ultramarines Captain than you would as a Necron Overlord.

Tactics

The three Altar of War missions included in this book are designed to provide players with games that will really challenge their tactical ability. We've gone to some pains to make sure that each mission is as balanced as possible, and that they provide both sides with a new set of tactical challenges to overcome.

This means that, in order to win, you will need to be prepared to think on your feet and quickly adapt to the new circumstances the missions will throw at you. You may be called upon to spearhead an attack or fight to hold a defensive position deep behind enemy lines. Tried and trusted tactics will need to be re-thought in the face of these new challenges, and you will need to be ready to think outside the box in order to win.

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A Galaxy to Burn

This is what this section is all about, and on the following pages you will find out how to put these ideas into practice on your gaming table. We'll start off with an overview of how to incorporate the new missions into the games you play, and then we'll provide the missions themselves. You'll also find plenty of background information about how the armies fight and how the missions we've provided fit into their strategic battle plans.

How to Use Altar of War Missions

The Altar of War Missions part of this book is split into two sections: the section that you are reading now, which explains how to incorporate the *Altar of War: Black Legion* missions into your games of Warhammer 40,000, and the missions themselves.

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

The Mission

If either you or your opponent wish to use an Altar of War mission, then you must make a roll-off at the start of The Mission step of Fighting A Battle (as described in the *Warhammer 40,000* rulebook).

The winner of the roll-off can choose to either roll on the Eternal War mission table, or instead roll on the Altar of War mission table for their army. Other supplements also have new types of mission tables, and the winner of the dice roll-off could choose to roll on one of those, if they prefer and are allowed to do so. These rolls will determine which mission is used for the battle. Note that each set of Altar of War missions is linked to an army chosen from a specific codex; in order to use Altar of War missions, an army chosen from the appropriate codex must be the primary detachment. In the case of *Altar of War: Black Legion*, the missions are linked to armies chosen from *Codex: Chaos Space Marines* using the additional rules found elsewhere in this book.

For example, Phil and Robin have arranged to play a game of Warhammer 40,000. Phil has brought along his Black Legion army and this book, while Robin is using his Space Marines and has Eternal War missions from the *Warhammer 40,000* rulebook. They roll-off and Phil wins. He decides to roll on the Black Legion Mission table in this book. If Robin had won, he would have rolled on the Eternal War Mission table.

Altar of War:

Black Legion mission table

D6	Mission
1-2	Speartip Strike
3-4	Kill Them All!
5-6	Capture the Artefact

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THE BATTLEFIELD

The deployment map, deployment zones and deployment instructions for each *Altar of War: Black Legion* mission is included in the mission itself; unless otherwise stated, do not use the deployment maps in the *Warhammer 40,000* rulebook.

THE ENEMY

The player that won the roll-off and rolled on the Altar of War Mission table is known as 'the Black Legion player' in the rules and missions that follow, and their opponent is known as 'the enemy player'. Note that the player that loses the roll-off counts as 'the enemy' for the purposes of an Altar of War mission, even if they have a Black Legion army too.

RESERVES

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

CARRY ON AS NORMAL

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

SELECTED MISSIONS

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

ECHOES OF WAR

After the Altar of War missions, you will find a selection of Echoes of War missions, which represent key historical battles inspired by the violent campaigns Abaddon has fought against the Imperium. The Armies section of each of these missions provides guidance on the forces present so that you can replay the pivotal events using the armies, characters and war machines described in this book. Similarly, each Echoes of War mission includes a map that depicts the battlefield on which these vital conflicts were fought.

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

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ALTAR OF WAR:
SPEARTIP STRIKE

'No matter where the wretch skulks, I will take his head and tear the soul from his body. None can defy me.'

The Sons of Horus were ever the masters of the speartip strike – a tactic first conceived of by the Warmaster Horus, designed to launch a direct blow against enemy forces by slaying their commander. Key to this strategy was a precision teleport assault by the Legion's elite Justaerin Terminators on the target's position, whilst the other companies of Sons of Horus kept the enemy ground forces occupied. Horus would often lead these strikes personally to ensure victory, for no foe could hope to withstand his titanic might.

Since the fall of the Sons of Horus and the meteoric rise of the Black Legion, Abaddon never forgot how effective a speartip strike could be, for Horus had on occasion sent his First Captain to lead the attack in his stead. To witness Abaddon lead such an assault at the head of his mighty Black Legion Terminators is to stare death in the face. Countless Imperial commanders have fallen to Abaddon's brutally effective tactics, and many more shall follow until the Imperium drowns in blood and the Despoiler finally has his vengeance.

THE ARMIES

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

DEPLOYMENT

Players should first roll for Warlord Traits and then deploy as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

FIRST TURN

The player that deployed first has the first turn unless their opponent can Seize the Initiative.

Game Length

This scenario uses Variable Game Length.

Victory Conditions

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

Primary Objective

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. However, players instead receive 2 Victory Points for each HQ or elites unit completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Secondary Objectives

Slay the Warlord*, **First Blood**, **Linebreaker**.

* In this mission, the Slay the Warlord Secondary Objective is worth 5 Victory Points. Note that this includes the Victory Points earned as part of this mission's Primary Objective.

Mission Special Rules

Night Fighting, **Protect the Commander**, **Reserves**, **Speartip Assault**.



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Game Length

This scenario uses Variable Game Length.

Victory Conditions

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

Primary Objective

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. However, players instead receive 2 Victory Points for each HQ or elites unit completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

Secondary Objectives

Slay the Warlord*, **First Blood**, **Linebreaker**.

* In this mission, the Slay the Warlord Secondary Objective is worth 5 Victory Points. Note that this includes the Victory Points earned as part of this mission's Primary Objective.

Mission Special Rules

Night Fighting, **Protect the Commander**, **Reserves**, **Speartip Assault**.

Protect the Commander

Any unit joined by the enemy Warlord has the Zealot special rule for as long as he remains with them.

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

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a

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Game Length

This scenario uses Variable Game Length.

Victory Conditions

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

Primary Objective

At the end of the game, each player receives 1 Victory Point for each enemy unit that has been completely destroyed. However, players instead rec Victory Points for each HQ or elites unit destroyed. Units that are falling back at the e and units that are not on the board at the end c count as destroyed for the purposes of this mis Remember that Independent Characters and D Transports are individual units and award Vict they are destroyed.

Secondary Objectives

Slay the Warlord*, **First Blood**, **Linebreaker**.

* In this mission, the Slay the Warlord Secondary Objective is worth 5 Victory Points. Note that this includes the Victory Points earned as part of this mission's Primary Objective.

Mission Special Rules

Night Fighting, **Protect the Commander**, **Reserves**, **Speartip Assault**.

Speartip Assault

Black Legion units composed entirely of models that have the Deep Strike special rule can choose to make a Speartip Assault. Immediately after determining Warlord Traits, tell your opponent which units are making a Speartip Assault, and make a secret note of whether it takes place during your first or second turn. All units making the Speartip Assault automatically arrive via Deep Strike at the start of the chosen turn – there is no need to roll for reserves.

Алфавитны...казатель Словарь




Enemy Table Edge
Enemy Deployment Zone
12 "
12 "
Black Legion Deployment Zone
Black Legion Table Edge

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ALTAR OF WAR:
KILL THEM ALL!

'I will suffer their existence no longer. Slaughter them all and leave their bodies to rot!'

When Abaddon gathers his forces to launch a Black Crusade, one thing is certain: countless millions will die in blood and fire, and entire planets will be left in ruins, or worse. On Holy Terra, the annals of the Administratum are littered with the names of Imperial Guard regiments, Space Marine Chapters and even mighty Titan Legions that have been completely destroyed whilst attempting to stem the tide of these terrible onslaughts.

Such are the overwhelming forces at the disposal of the Despoiler that should he seek the annihilation of a specific target or enemy host, only the most tenacious and heroic of them will be able to withstand the relentless onslaught of his Black Legion. One thing is certain – if Abaddon seeks the death of a certain foe, he is rarely disappointed.

The Armies

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book.

The Battlefield

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

Deployment

Players should first roll for Warlord Traits and then deploy as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

First Turn

The player that deployed first has the first turn unless their opponent can Seize the Initiative.

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Game Length

This scenario uses Variable Game Length.

Victory Conditions

At the end of the game, the Black Legion player wins if he has completely destroyed his opponent's force. If there are any enemy models remaining, including those units that are falling back, his opponent wins. However, units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

Mission Special Rules

The Claw Tightens, **Fight to the Last Man**, **Lines of Retreat**, **Night Fighting**, **Reserves**,



The Claw Tightens

The Black Legion player may choose to bring on units held in Reserve/Ongoing Reserves from any point on any table edge.

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Game Length

This scenario uses Variable Game Length.

Victory Conditions

At the end of the game, the Black Legion player wins if he has completely destroyed his opponent's force. If there are any enemy models remaining, including those units that are falling back, his opponent wins. However, units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

Mission Special Rules

The Claw Tightens, **Fight to the Last Man**, **Lines of Retreat**, **Night Fight**, **Reserves**, **Unl**

Fight to the Last Man

Every non-vehicle unit in the enemy army has the Stubborn special rule.

Stubborn

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

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Game Length

This scenario uses Variable Game Length.

Victory Conditions

At the end of the game, the Black Legion player wins if he has completely destroyed his opponent's force. If there are any enemy models remaining, including those units that are falling back, his opponent wins. However, units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

Mission Special Rules

The Claw Tightens, **Fight to the Last Man**, **Lines of Retreat**, **Night Fighting**, **Reserves**, **Unleash the Legion**.

Lines of Retreat

Any Black Legion units that fall back do so towards the nearest table edge. Any enemy units that fall back must do so towards the centre of the board, where they will remain until they regroup.

Алфавитны...казатель Словарь



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Unleash the Legion

Each time a Black Legion unit is completely destroyed, remove it from play and place it into Ongoing Reserves, where it will be available to return to the battle at the start of the Black Legion player's next turn. However, special characters may not return to battle in this manner.

Алфавитны…казатель Словарь

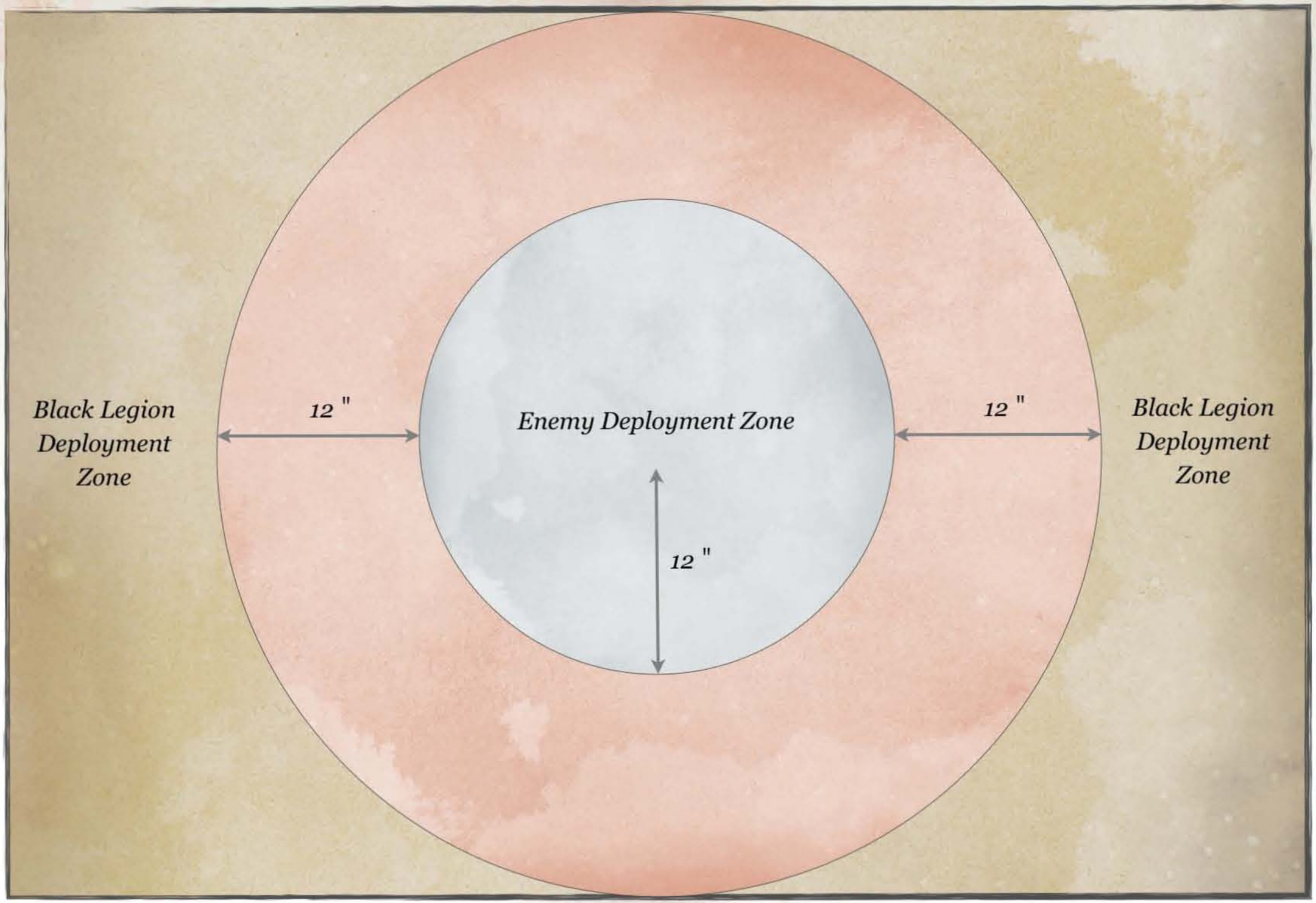
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Lines of Retreat, Night Fighting, Reserves, Unleash the Legion.








Black Legion Deployment Zone
12 "
Enemy Deployment Zone
12 "
Black Legion Deployment Zone
12 "

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ALTAR OF WAR:
CAPTURE THE ARTEFACT

'Return to me with my prize, or do not return at all.'

Many times over the last ten millennia, Abaddon has sought Chaos artefacts of great and terrible power. Each of these timeless relics would serve a purpose in his endless war with the Imperium, and his enemies would rue the day that he added each fabled item to his collection.

Depending on the significance of each artefact, Abaddon would sometimes lead the raid to secure it; at other times he would send one of his infamous Chosen or a trusted lieutenant instead. Should the Despoiler deem the securing of a Chaos relic worthy of his personal attention, the outcome of such a quest may one day determine the fate of the galaxy itself.

The Armies

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book.

The Battlefield

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

Place Primary Objective

The enemy player must then place a single Primary Objective marker anywhere in their deployment zone.

Deployment

Players should first roll for Warlord Traits and then deploy as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

First Turn

The player that deployed first has the first turn unless their opponent can Seize the Initiative.

Game Length

This scenario uses Variable Game Length.

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Victory Conditions

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

Primary Objective

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

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

Mission Special Rules

Fear of Failure, Mysterious Objectives, Night Fighting, Reserves.





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Fear of Failure

Every non-vehicle unit in the Black Legion army has the Zealot special rule.

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

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but

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Mission Special Rules

Fear of Failure, Mysterious Objectives, Night Fighting, Reserves.







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Enemy Table Edge

Enemy Deployment Zone



Black Legion Deployment Zone

Black Legion Table Edge

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ECHOES OF WAR:
SLAUGHTER AT KASYR LUTEIN

Kasyr Lutein has fallen to the Black Legion. Just as Abaddon planned, the Imperium responds to the threat in great force, deploying two full Chapters of Space Marines to counter the Chaos invaders. To the Imperium's embattled survivors, redemption seems to be at hand, as the Warhawks and Venerators Chapters make planetfall and immediately take the fight to the Black Legion. Abaddon, however, has already set plans in motion to prepare a suitable welcome for the new arrivals.

Bursting from the Warp, Doombreed arrives to lead the slaughter of the loyalist Space Marines. With Khorne's mighty Daemon Prince at their head, the Black Legion are infused with the Blood God's fury and set about their hated foes with terrible ferocity.

The Armies

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book. The Black Legion player must include a Daemon Prince with the Mark of Khorne as the Warlord of his army to represent Doombreed. The Black Legion player can choose to include an allied detachment chosen from *Codex: Chaos Daemons*, but only units with the Daemons of Khorne special rule can be selected in this manner. The enemy player must choose a primary detachment from *Codex: Space Marines*.

The Battlefield

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

Deployment

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

The enemy player deploys first, placing all of his units within the deployment zone on the map. The Black Legion player then deploys up to three of his units (excluding Doombreed) in the southern Black Legion deployment zone. The remaining units are all placed in the northern Black Legion deployment zone. If the Black Legion army includes an allied detachment

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of Chaos Daemons, these units must all be deployed in the northern Black Legion deployment zone.

First Turn

The Black Legion player has the first turn unless his opponent can Seize the Initiative.

Game Length

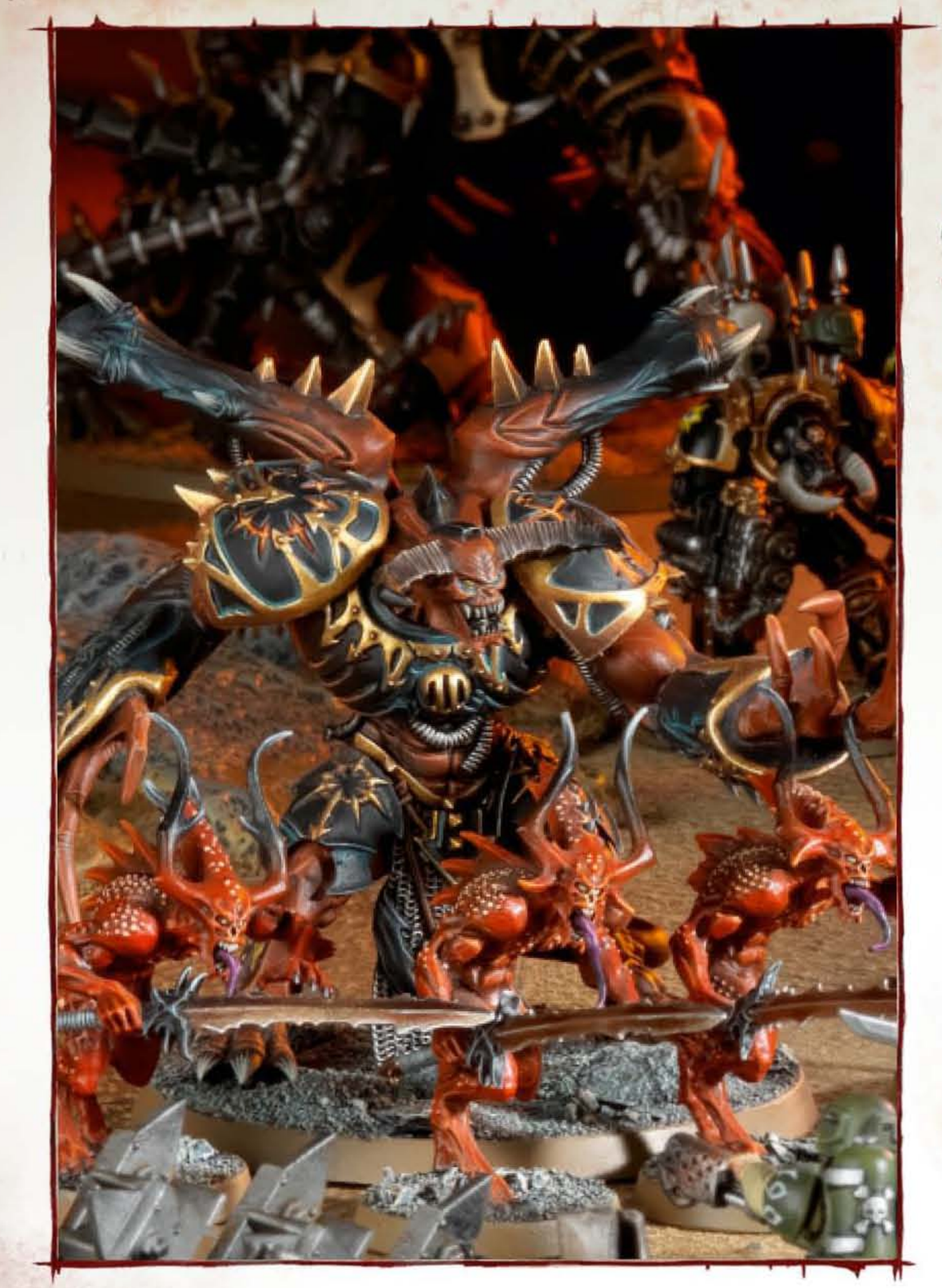
This mission uses Variable Game Length.

Victory Conditions

The Black Legion player wins if, at the end of the game, he has completely destroyed a number of enemy units that is equal to or higher than the number of game turns that have taken place in the game. If not, his opponent wins instead. Remember that Independent Characters and Dedicated Transports count towards these victory conditions.

Mission Special Rules

The Fury of Khorne, Into the Jaws of Death, Night Fighting, Reserves.



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of Chaos Daemons, these units must all be deployed in the northern Black Legion deployment zone.

The Fury of Khorne

All friendly units within 12" of Doombreed have the Furious Charge special rule. Furthermore, any friendly units with the Mark of Khorne or units of Chaos Daemons with the Daemons of Khorne special rule within 12" of Doombreed can re-roll failed charge rolls.

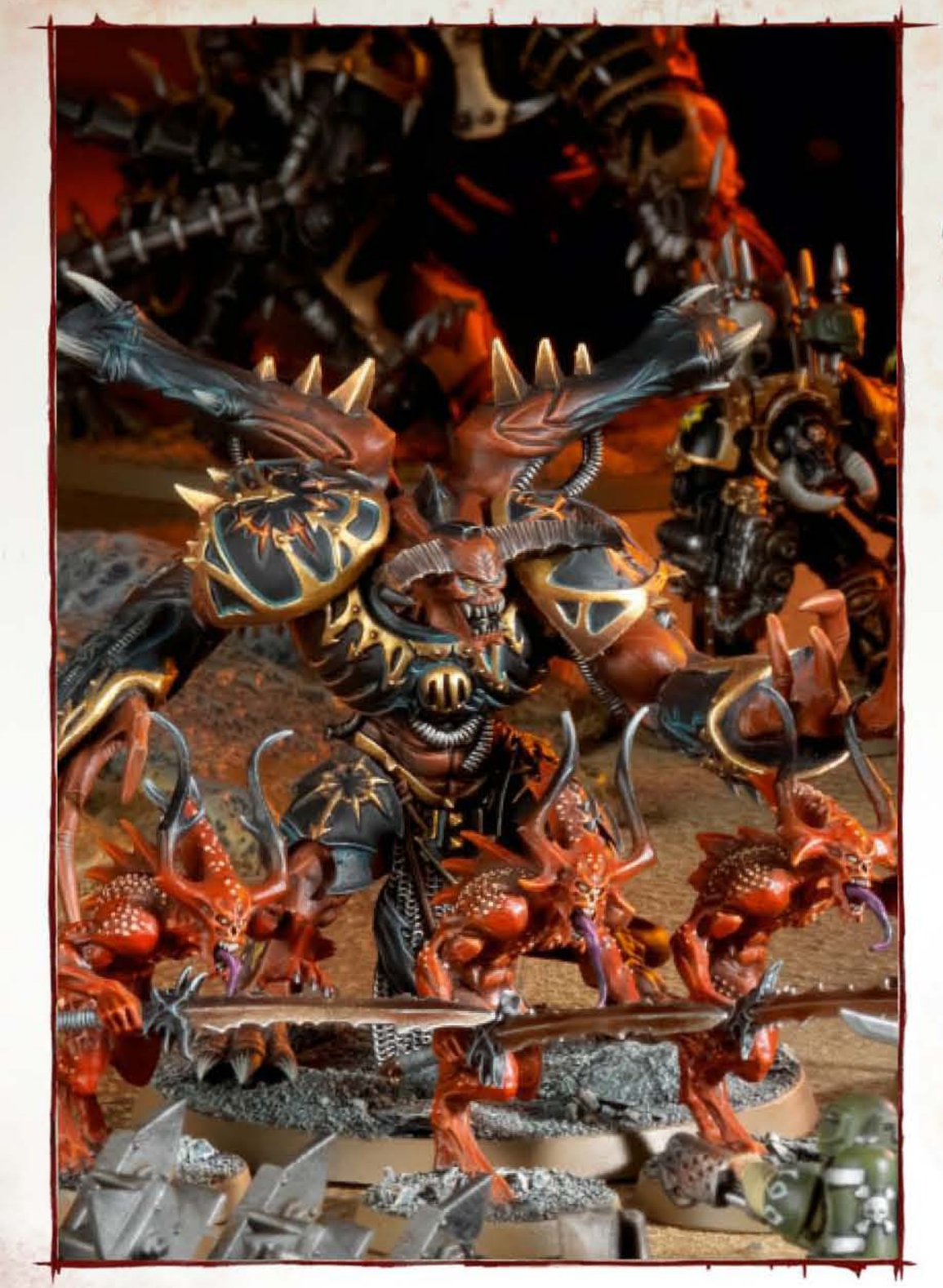
Furious Charge
In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of the *Warhammer 40,000* rulebook).

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Mission Special Rules
The Fury of Khorne, Into the Jaws of Death, Night Fighting, Reserves.



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of Chaos Daemons, these units must all be deployed in the northern Black Legion deployment zone.

First Turn

The Black Legion player has the first turn unless his opponent can Seize the Initiative.

Game Length

This mission uses Variable Game Length.

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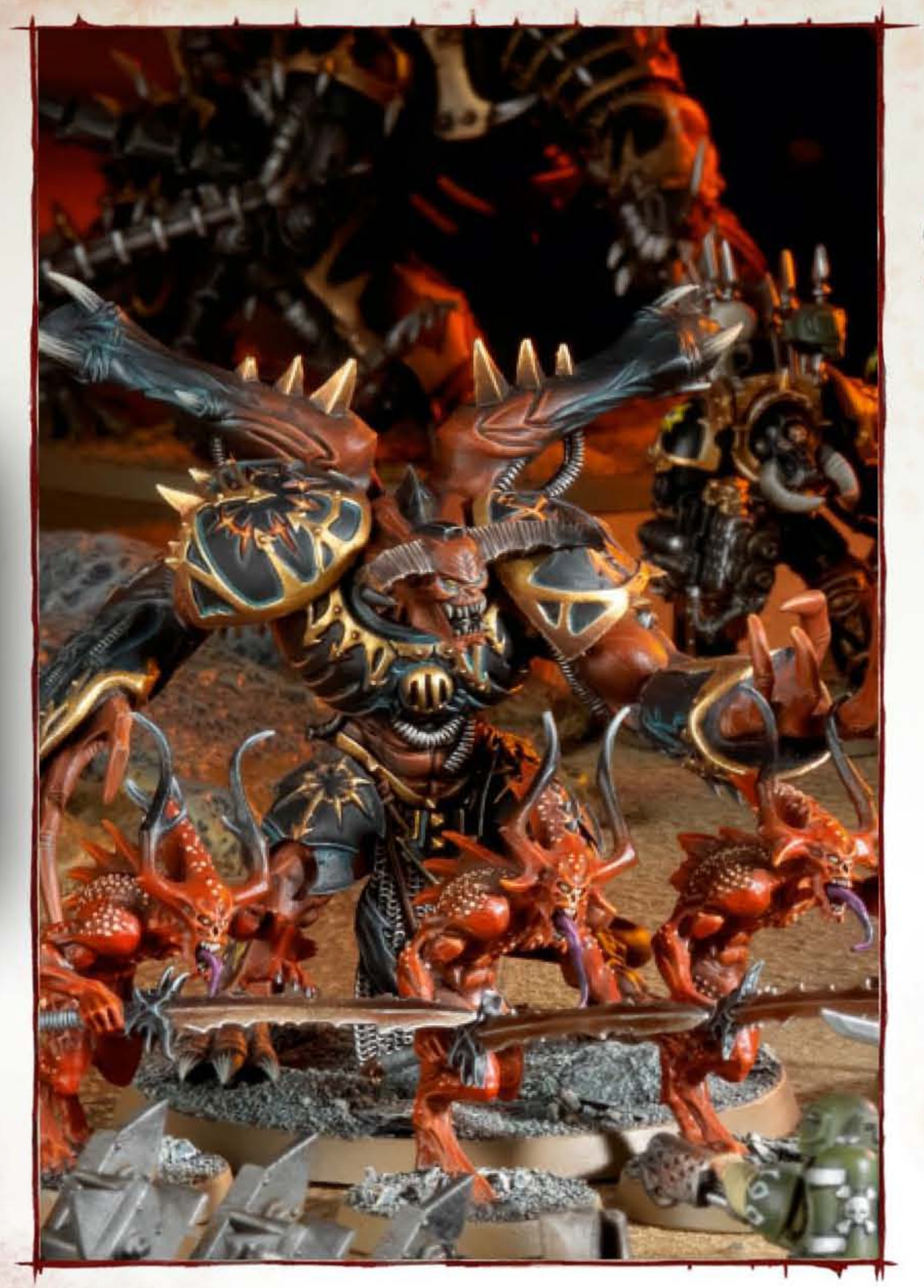
Into the Jaws of Death

Any Space Marine units that fall back must do so towards the southern table edge.

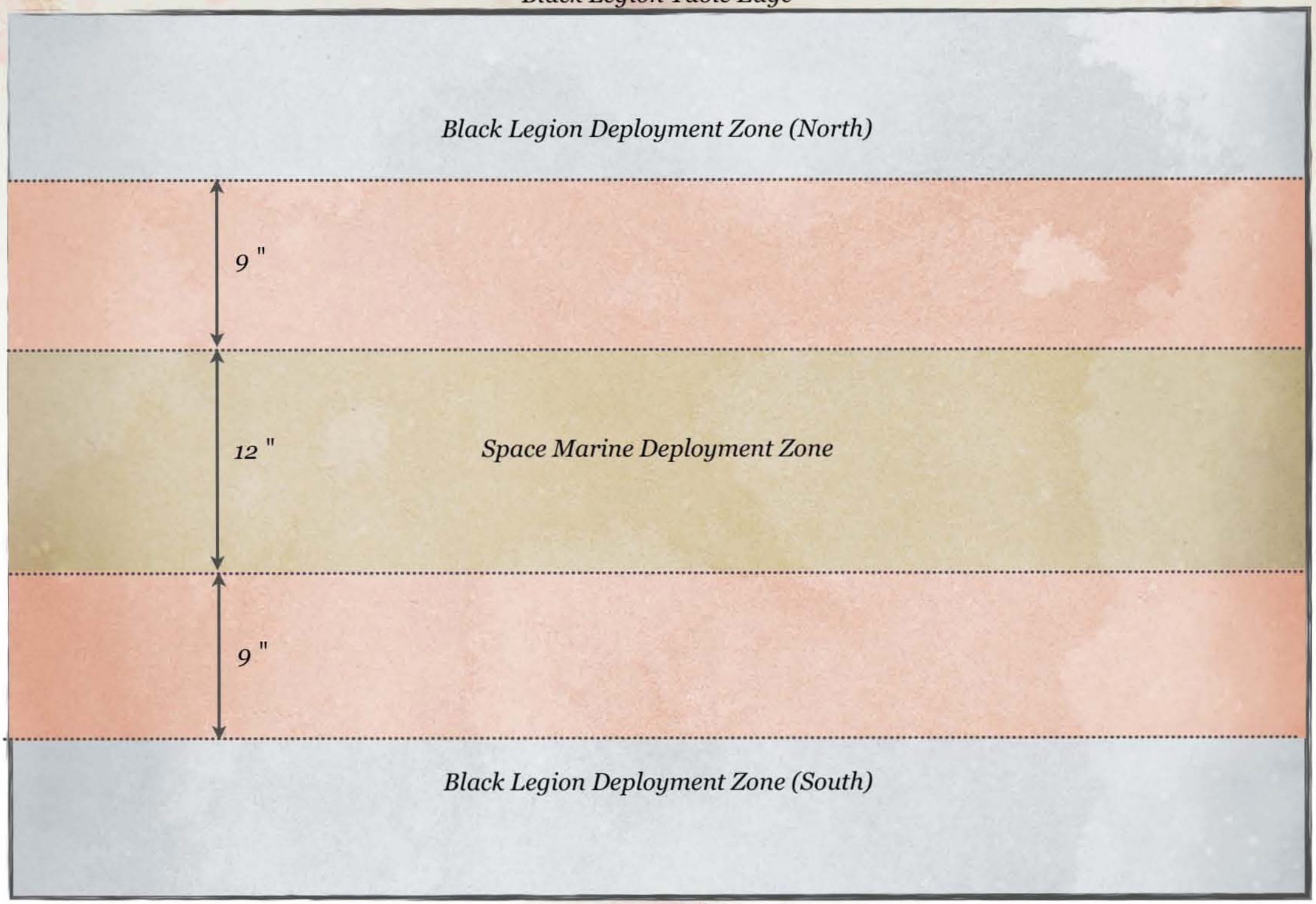
Алфавитны...казатель | Словарь

Mission Special Rules

The Fury of Khorne, Into the Jaws of Death, Night Fighting, Reserves.






Black Legion Table Edge
Black Legion Deployment Zone (North)
9"
12"
Space Marine Deployment Zone
9"
Black Legion Deployment Zone (South)
Black Legion Table Edge

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ECHOES OF WAR:
SPILLING THE BLOOD OF ANGELS

Since the day that Horus slew their Primarch, Sanguinius, the Blood Angels have held a burning hatred for Abaddon – he who wears the very claw that once throttled the life from their gene-sire. Over the millennia, Abaddon has taken great delight in nurturing this hatred, reveling in each Blood Angel life taken with the infamous Talon of Horus. The annals of the Blood Angels are littered with the names of those slain by Abaddon's fell weapon, but even amongst these extensive records, the Battle of Mackan is held in righteous abhorrence for the sheer number of their battle-brothers slain by the Despoiler.

As the Blood Angels fortify their positions in an attempt to prevent the Black Legion ground forces from returning to their landing zones and rejoining their fleet, Abaddon personally leads the charge in an attempt to force a path through. If, in the process, he has the opportunity to vent his fury on the Sons of Sanguinius, then all the better.

The Armies

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book. The Black Legion player must include Abaddon the Despoiler as his Warlord. The enemy player must choose a primary detachment from *Codex: Blood Angels*. The enemy player can select up to three fortifications as part of his army.

The Battlefield

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.



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Deployment

Before any models are deployed, the enemy player should roll to determine his Warlord Trait.

The enemy player deploys first and the Black Legion player deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map included in this mission. The Black Legion player may not keep any units in reserve, apart from Flyers.

First Turn

The Black Legion player has the first turn unless his opponent can Seize the Initiative.

Game Length

This mission uses Variable Game Length.

Victory Conditions

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

Primary Objective

Each time Abaddon or the unit he is with completely destroys an enemy unit, the Black Legion player earns 1 Victory Point*.

Each time a non-Flyer Black Legion unit voluntarily moves off the enemy table edge (see Breakthrough below), the Black Legion player earns 1 Victory Point. If Abaddon himself voluntarily leaves play in this manner, he is worth 3 Victory Points at the end of the game.

Each time the enemy player completely destroys a Black Legion unit, he scores 1 Victory Point. Black Legion units that are falling back at the end of the game count as destroyed for the purposes of this mission.*

* Remember that Independent Characters and Dedicated Transports are individual units for the purposes of awarding Victory Points if they are destroyed.

Secondary Objectives

Slay the Warlord, **First Blood**, **Linebreaker**.

Mission Special Rules

Breakthrough, **Night Fighting**, **Reserves**, **Wrath of the Despoiler**.

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Deployment

Before any models are deployed, the enemy player should roll to determine his Warlord Trait.

The enemy player deploys first and the Black Legion player deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map included in this mission. The Black Legion player may not keep any units in reserve, apart from Flyers.

First Turn

The Black Legion player has the first turn unl
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Game Length

This mission uses Variable Game Length.

Victory Conditions

**At the end of the game, the player who
the most Victory Points wins the game
have the same number of Victory Poin
a draw.**

Primary Objective

Each time Abaddon or the unit he is with completely destroys an enemy unit, the Black Legion player earns 1 Victory Point*.

Each time a non-Flyer Black Legion unit voluntarily moves off the enemy table edge (see Breakthrough below), the Black Legion player earns 1 Victory Point. If Abaddon himself voluntarily leaves play in this manner, he is worth 3 Victory Points at the end of the game.

Breakthrough

Black Legion units can voluntarily leave play via the enemy player's table edge – as soon as one of the unit's models moves off the board in this manner, the whole unit is removed.

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Mission Special Rules

Breakthrough, **Night Fighting**, **Reserves**, **Wrath of the Despoiler**.

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Deployment

Before any models are deployed, the enemy player should roll to determine his Warlord Trait.

The enemy player deploys first and the Black Legion player deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map included in this
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First Turn

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Game Length

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Victory Conditions

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Wrath of the Despoiler

Abaddon and any unit he joins have the Rage special rule and can re-roll failed charge rolls.

Rage
In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of the *Warhammer 40,000* rulebook).

Алфавитны...казатель | Словарь

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Blood Angels Table Edge

Blood Angels Deployment Zone

12"

12"

Black Legion Deployment Zone

Black Legion Table Edge

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ECHOES OF WAR:
DEATH COMES TO RELORRIA

Inadvertently driven to the unprotected world of Relorria by the chaotic Warp-tide unleashed in the wake of his Daemon-pilot's destruction, Abaddon is forced to settle for the destruction of this backward system. As his scattered fleet reforms and prepares to launch a brutal invasion, it soon becomes evident that another power also has its eye on the vulnerable world. Waaagh! Murgor arrives within hours of the first Black Legionnaires setting foot on the planet, leading to a series of furious battles between the rival invading forces.

Ever the pragmatist, Abaddon uses the conflict to further his experiments on daemonic possession, capturing groups of Orks wherever possible in an attempt to splice the barbaric creatures with Warp entities to create a form of super-hybrid. With this in mind, the Despoiler plans to acquire as many greenskins as he can before escaping with his haul and leaving Relorria to fall before the Waaagh!

The Armies

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book. The enemy player must choose a primary detachment from *Codex: Orks*.

The Battlefield

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

Deployment

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

The enemy player deploys first and the Black Legion player deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map included in this mission.

First Turn

The Black Legion player has the first turn unless his opponent can Seize the Initiative.

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Game Length

This mission uses Variable Game Length.

Victory Conditions

The Black Legion player wins if, at the end of the game, he has captured at least 5 units of Orks (see Bag 'em & Tag 'em below)**. If not, the enemy player wins instead.**

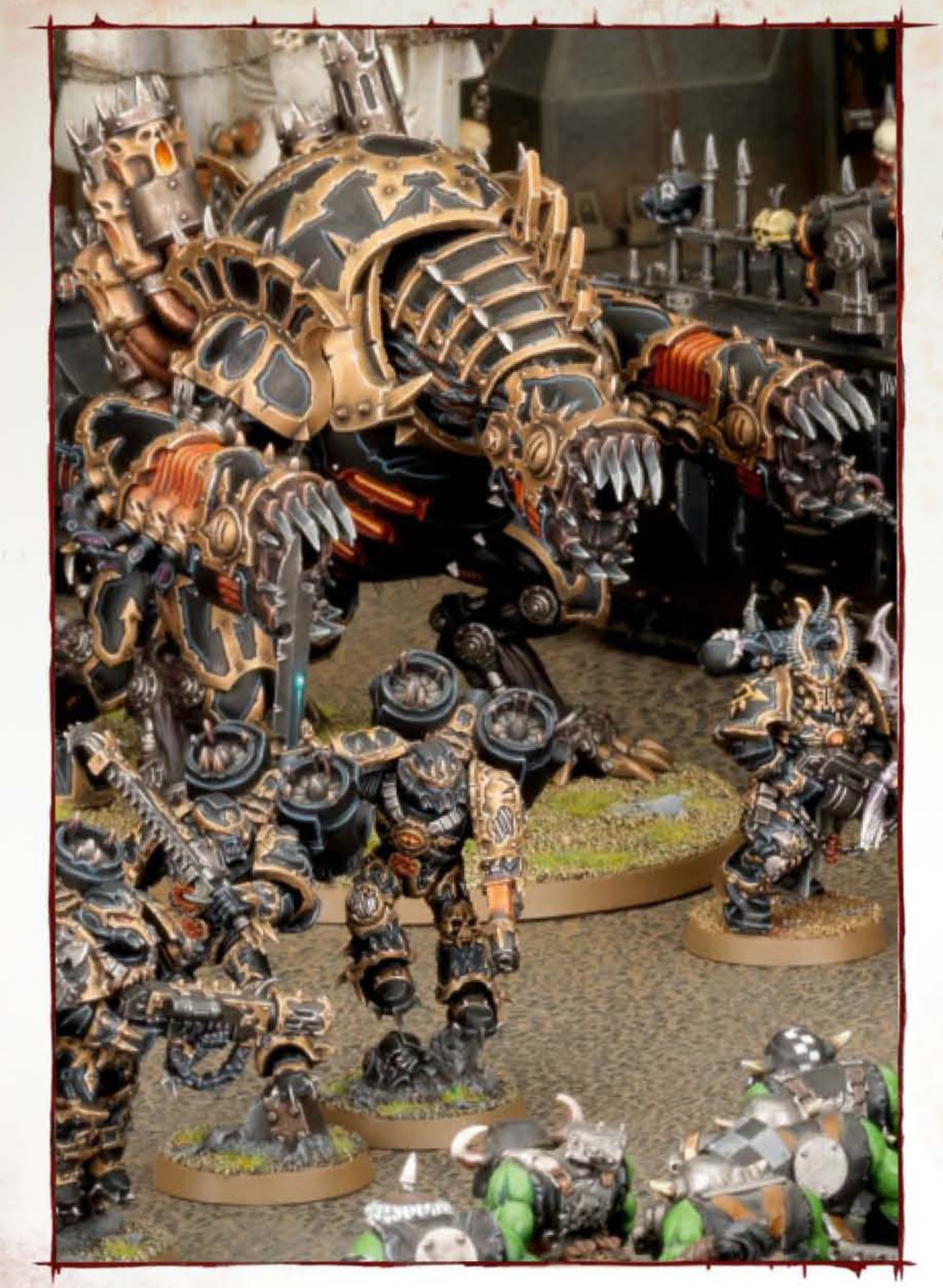
Mission Special Rules

Bag 'em & Tag 'em, Night Fighting, Reserves.

Bag 'em & Tag 'em

To capture an Ork unit, the Black Legion player must completely destroy a non-vehicle unit in close combat (units wiped out by overrun moves also count towards this).

Алфавитны...казатель Словарь





Ork Table Edge

Ork Deployment Zone

12"

12"

Black Legion Deployment Zone

Black Legion Table Edge

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ECHOES OF WAR:
DEFIANCE ON ILDANIRA

Unbeknownst to the Eldar that had dwelled in peace on the maiden world of Ildanira for countless millennia, a dark secret lay buried beneath their feet. The Skull of Ker'ngar, a Chaos Artefact of terrible power, had been abandoned there long ago by an ancient race now long extinct. When Abaddon's cabal of Sorcerers finally scried its resting place, a brutal invasion soon followed. After many long weeks of searching, Abaddon's forces have finally claimed his prize, though his murderous actions on Ildanira have not gone unnoticed. The Eldar of Craftworld Alaitoc have been drawn to the conflict, and are determined that the Despoiler will not possess the fell artefact for long. Amid the paradisiacal maiden world's glades of mirrored crystal, the Rangers of Alaitoc strike at the Black Legion from seemingly every angle in an attempt to prevent the bearer of the skull from escaping and to destroy its evil forever.

The Armies

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000 rulebook*. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book, and cannot include Abaddon the Despoiler. The enemy player must choose a primary detachment from *Codex: Eldar*. The Eldar player must include Illic Nightspear as his Warlord and at least one unit of Rangers or Alaitoc Pathfinders.

The Battlefield

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

Deployment

Before any models are deployed, the Black Legion player should roll to determine his Warlord Trait.

The Black Legion player must place his Warlord in the centre of the table. The Black Legion player deploys his remaining units first and the enemy player deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map included in this mission.

First Turn

The enemy player has the first turn unless the Black Legion player can Seize the Initiative.

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Game Length

This mission uses Variable Game Length.

Victory Conditions

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

Primary Objective

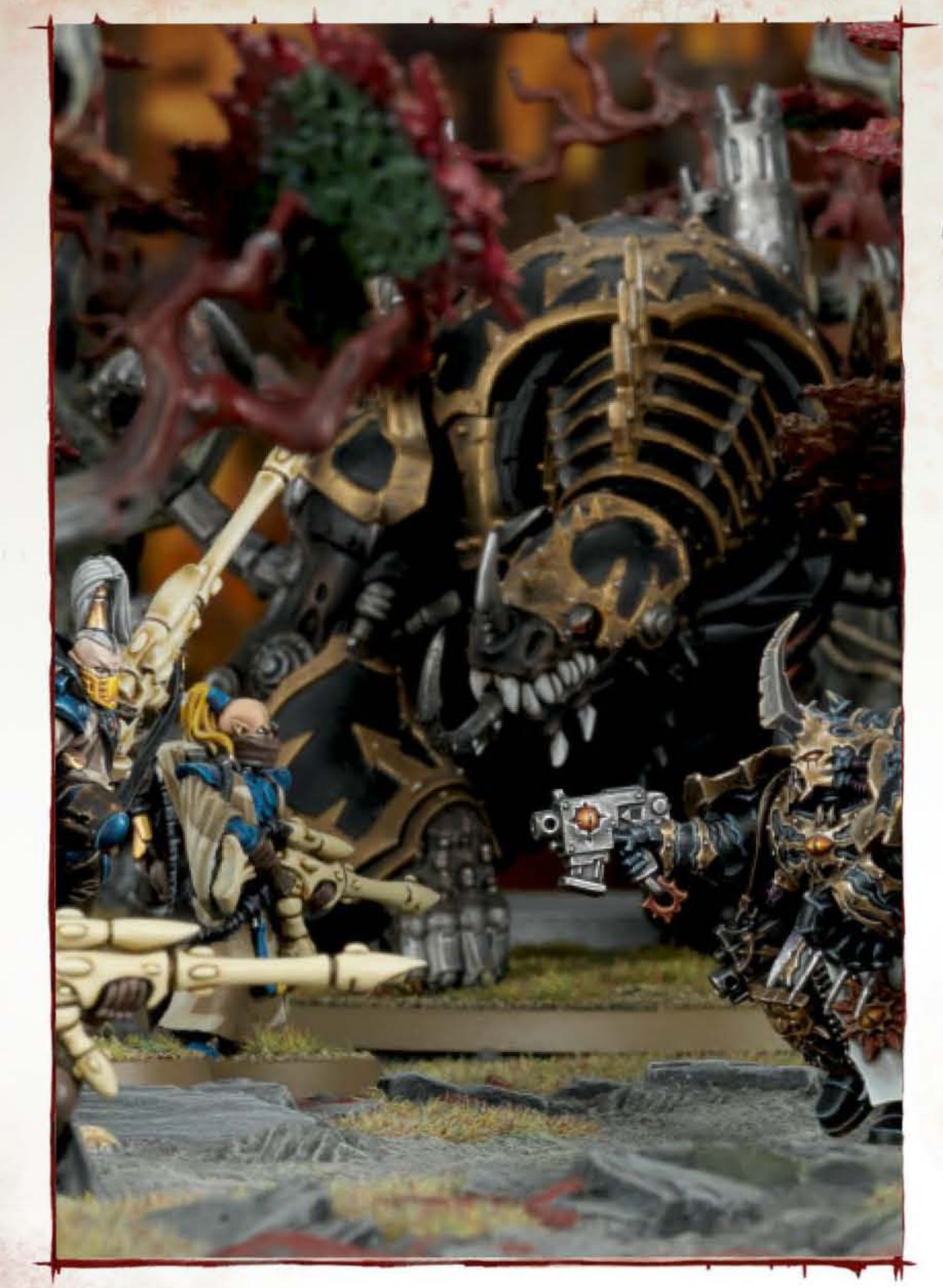
At the end of the game, the player who controls the Skull of Ker'ngar receives 3 Victory Points. If the Black Legion Warlord is slain, leave the model on the table, (though the Eldar player earns a Victory Point for completing the Slay the Warlord secondary objective as normal). That model is then treated as an objective and cannot be moved further for the rest of the game. Follow the rules for Controlling Objectives as described in the *Warhammer 40,000* rulebook.

Secondary Objectives

First Blood, Hunt the Hunters,Slay the Warlord.

Mission Special Rules

Crystal Glades, Night Fighting, Reserves, Smoke and Mirrors.



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Game Length

This mission uses Variable Game Length.

Victory Conditions

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

Hunt the Hunters

The Black Legion player receives 1 Victory Point for every unit of Rangers or Alaitoc Pathfinders that he completely destroys.

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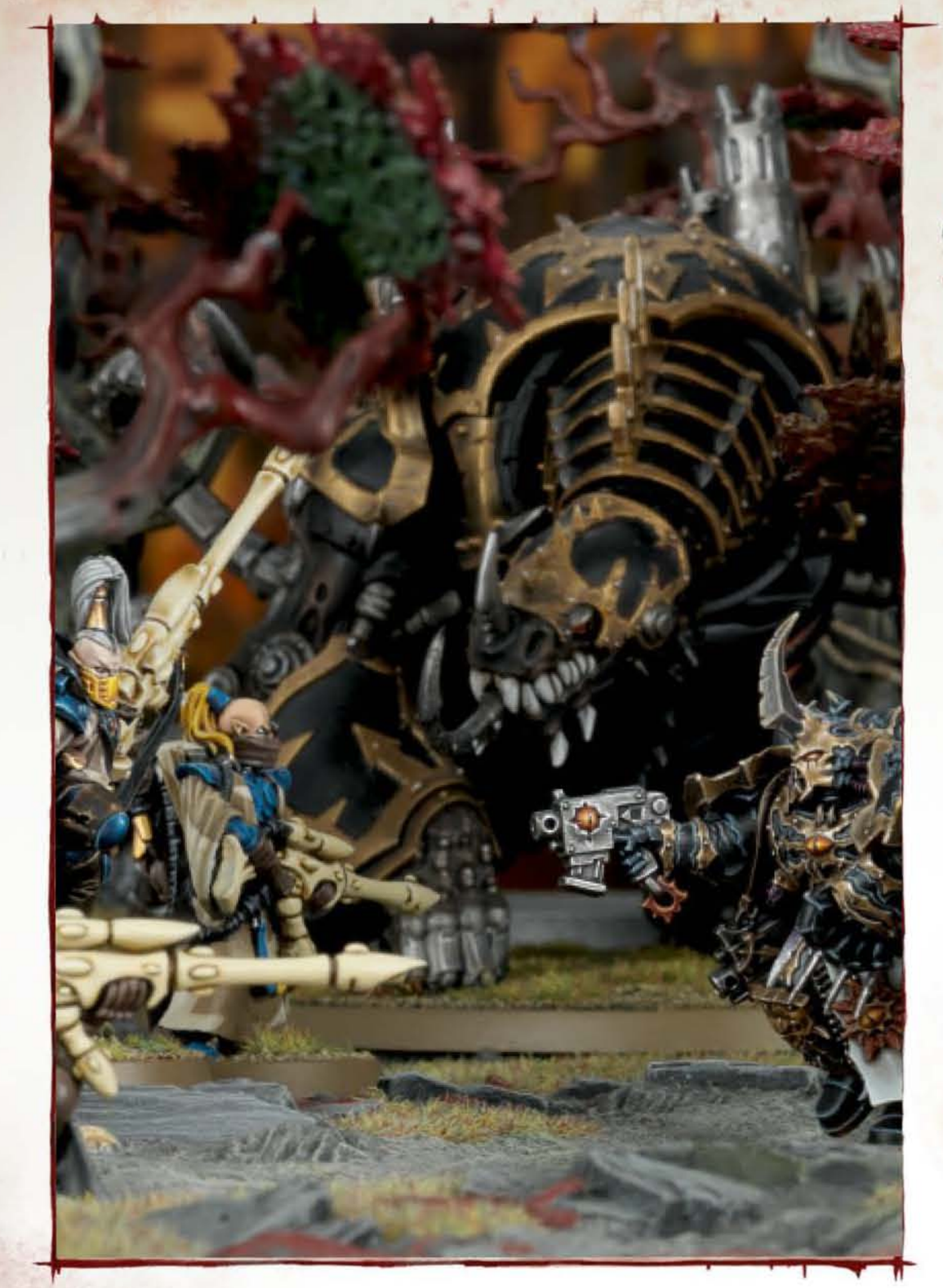
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Secondary Objectives

First Blood, **Hunt the Hunters**,**Slay the Warlord**.

Mission Special Rules

Crystal Glades, **Night Fighting**, **Reserves**, **Smoke and Mirrors**.



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Game Length

This mission uses Variable Game Length.

Victory Conditions

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

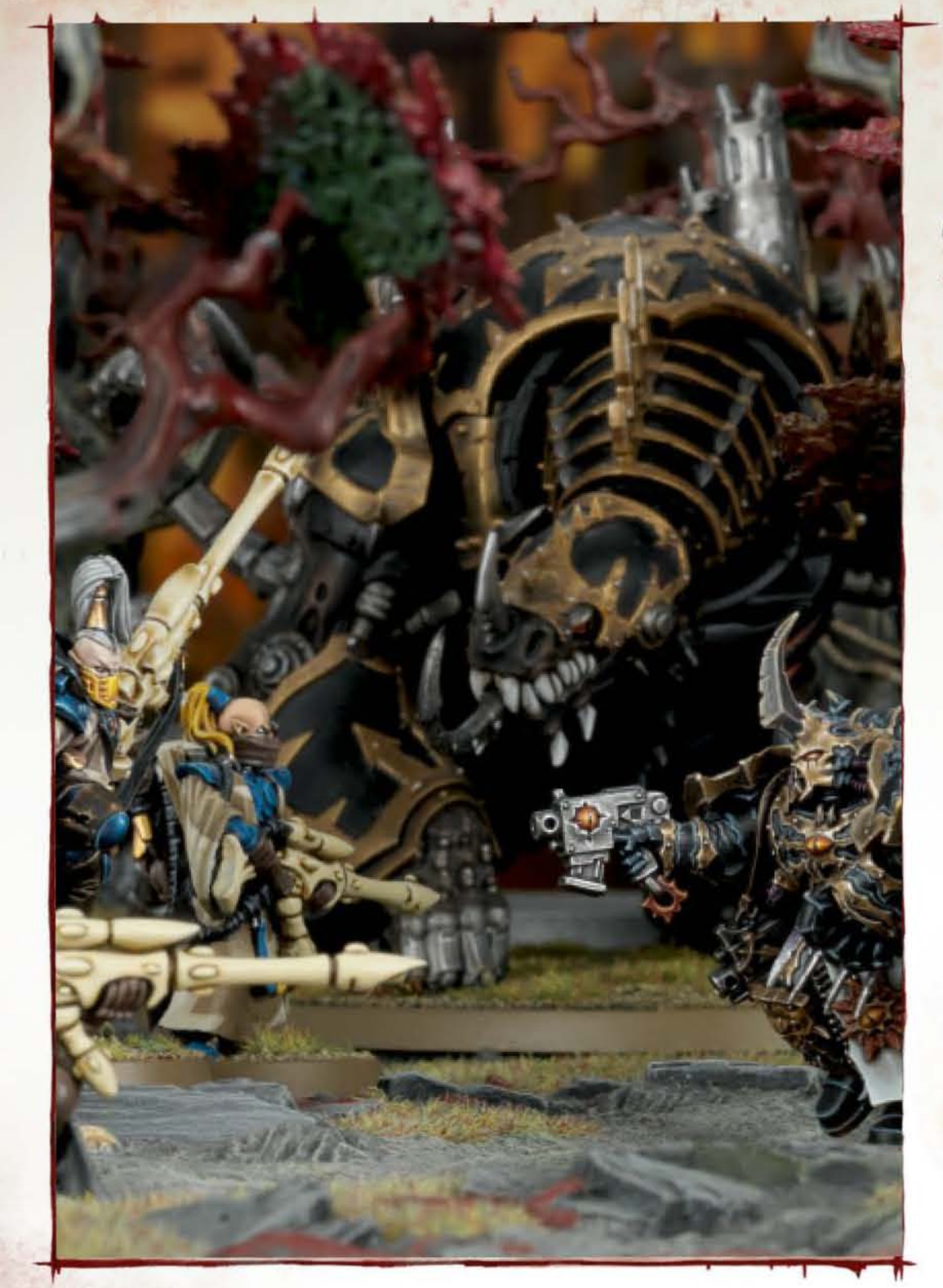
Crystal Glades

All forests on the battlefield are Crystal Glades. Each time a unit targets an enemy unit that is situated entirely within the boundaries of a Crystal Glade, it must first pass a Leadership test or be reduced to Ballistic Skill 1 for the duration of that Shooting phase.

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Mission Special Rules

Crystal Glades, Night Fighting, Reserves, Smoke and Mirrors.



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Game Length

This mission uses Variable Game Length.

Victory Conditions

At the end of the game, the player who has scored the most

Smoke and Mirrors

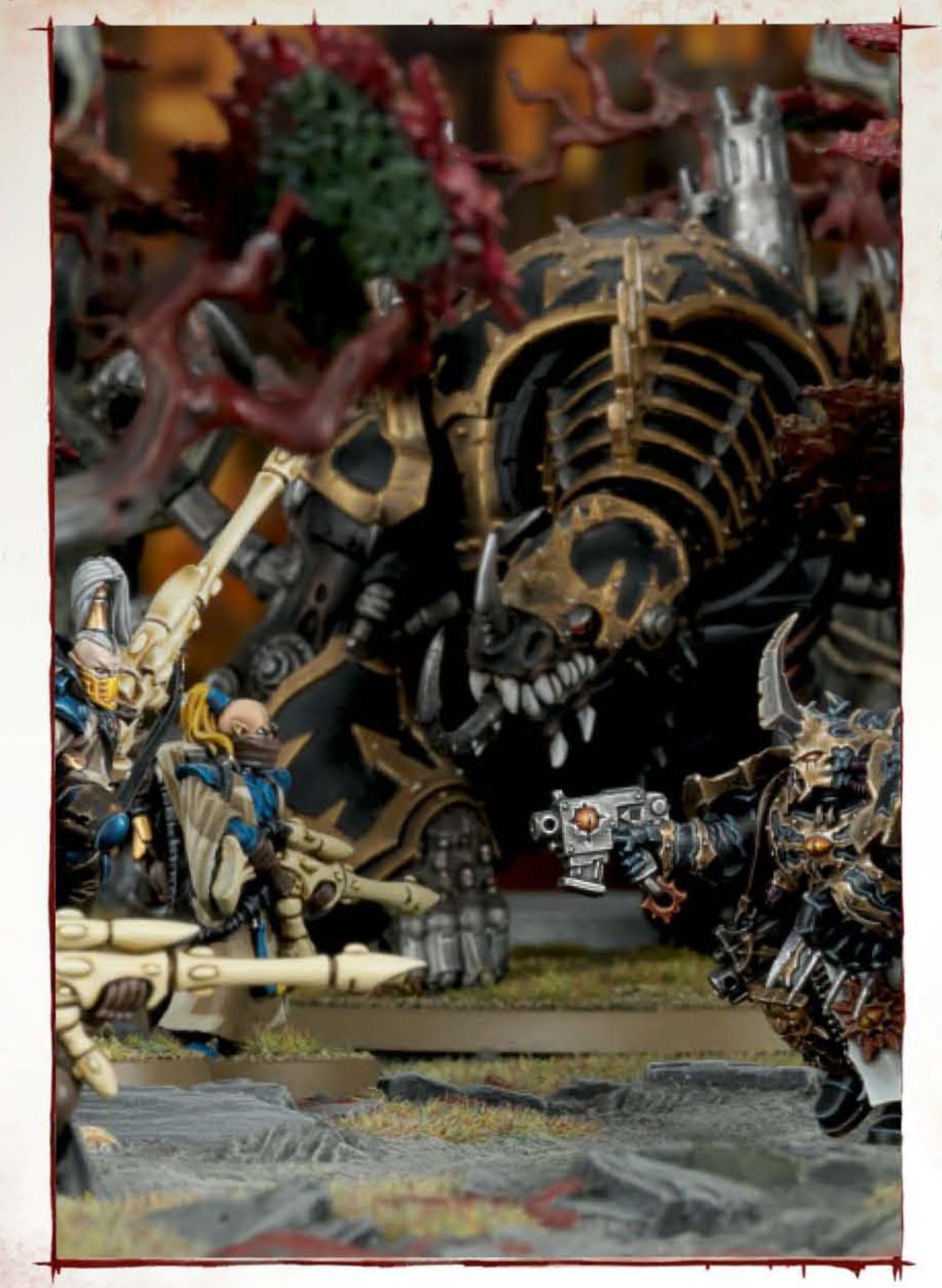
At the beginning of each of his turns, the Eldar player may choose to remove any units of Rangers or Alaitoc Pathfinders from the table, as long as they have at least one model remaining and are not engaged in combat (even if they are falling back). Any unit removed in this manner is restored to its original size and placed in Ongoing Reserves. These units become available immediately but must re-enter play via Deep Strike. Units arriving in this manner only scatter D6" and do not count as having moved for the purposes of shooting. Furthermore, if a unit of Rangers or Alaitoc Pathfinders suffers a Deep Strike Mishap, treat it as a Delayed result.

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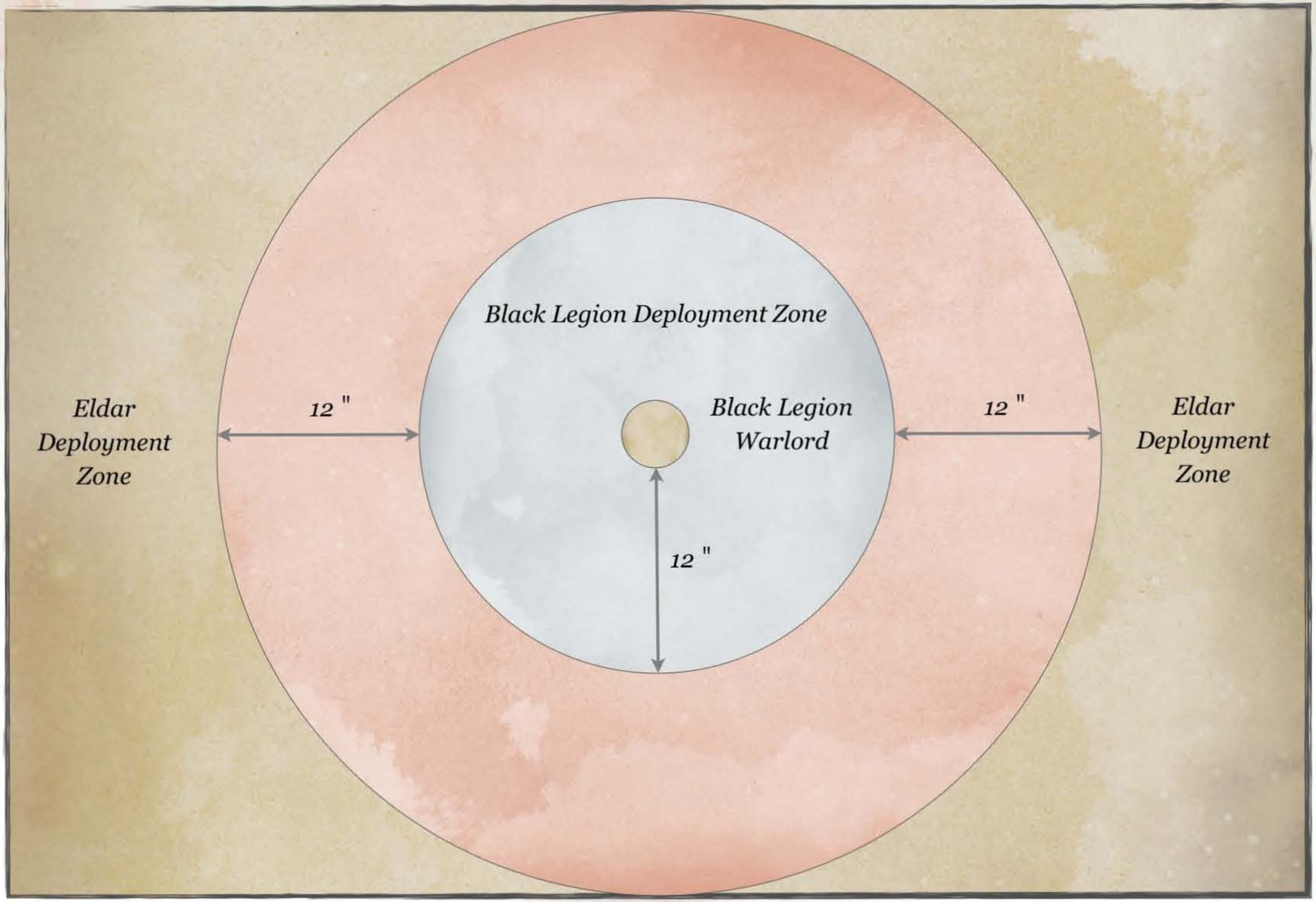
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Crystal G des, Night Fighting, Reserves, Smoke and Mirrors.






Eldar Table Edge
Eldar Deployment Zone
12 "
Black Legion Deployment Zone
Black Legion Warlord
12 "
12 "
Eldar Deployment Zone
Eldar Table Edge

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ECHOES OF WAR:
THE BLOOD-TRIAL OF KHORNE

Abaddon has travelled to the gladiatorial Daemon world of Goreswirl in the Eye of Terror. There he seeks to win the favour of the Daemon-Primarch Angron, and to secure the patronage of the World Eaters Legion in preparation for launching his 13th and greatest Black Crusade against the hated Imperium of Man.

Where the other Daemon-Primarchs were won over to Abaddon's cause with fell bargains or artefacts of terrible power, the immortal lord of the World Eaters values only strength in battle. So has Abaddon led his chosen few into Goreswirl's grand coliseum to prove his worth by defeating Khorne's daemonic champions in combat. Only victory in the arena will earn the blessing of Khorne and the approval of Angron.

THE ARMIES

Choose armies as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook. The Black Legion player must choose a primary detachment from *Codex: Chaos Space Marines* using the extra rules presented in this book. The Black Legion player must include Abaddon the Despoiler as his Warlord. The enemy player must choose a primary detachment from *Codex: Chaos Daemons*. The enemy player must include a model with the Daemon of Khorne special rule as his Warlord and at least two other units with the Daemon of Khorne special rule.

THE BATTLEFIELD

Use the deployment map included in this mission. Set up terrain as described in the Fighting a Battle section of the *Warhammer 40,000* rulebook.

Designer's note: *When setting up the terrain, bear in mind that this battle is being fought in a vast, gladiatorial arena, so we suggest keeping the terrain fairly sparse and avoiding woods or buildings altogether.*

DEPLOYMENT

Before any models are deployed, the enemy player should roll to determine his Warlord Trait.

The enemy player deploys first and the Black Legion player deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map included in this mission.

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Any unit that cannot be deployed on the table (for either side) starts the game in Reserve.

First Turn

The Black Legion player has the first turn unless his opponent can Seize the Initiative.

Game Length

This scenario uses Variable Game Length.

Victory Conditions

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

Victory Points are scored as follows:

Each time your Warlord slays an enemy model in close combat, you score 1 Victory Point.

If your Warlord slays an enemy model in a challenge, you instead score D3 Victory Points.

If your Warlord slays the enemy Warlord in a challenge, you instead score D3+3 Victory Points.

If any of your models other than your Warlord kills the enemy Warlord in close combat, you score D3+1 Victory Points.

If you kill the enemy Warlord by any means other than slaying him in close combat, you lose D6 Victory Points.

Mission Special Rules

The Favour of Khorne, **Night Fighting**, **Reserves**.



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Any unit that cannot be deployed on the table (for either side) starts the game in Reserve.

First Turn

The Black Legion player has the first turn unless his opponent can Seize the Initiative.

Game Length

This scenario uses Variable Game Length.

Victory Conditions

At the end of the game, the player who has scored
Victory Points wins the game. If players have the s
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If you kill the enemy Warlord by any means other than slaying him in close combat, you lose D6 Victory Points.

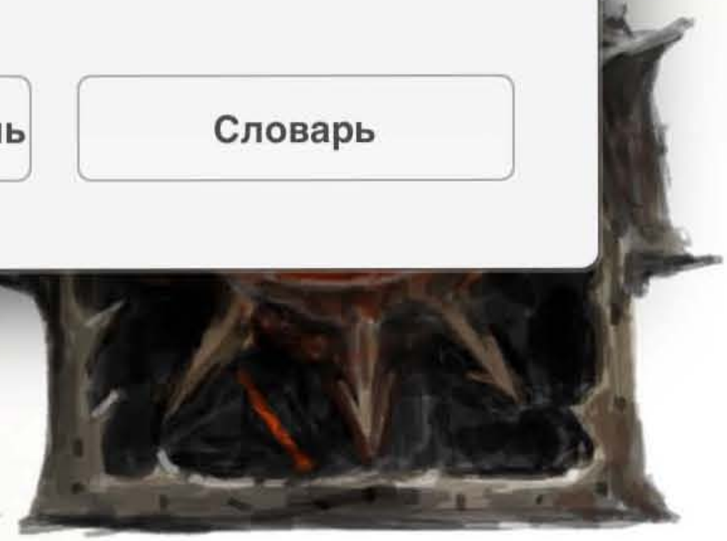
Mission Special Rules

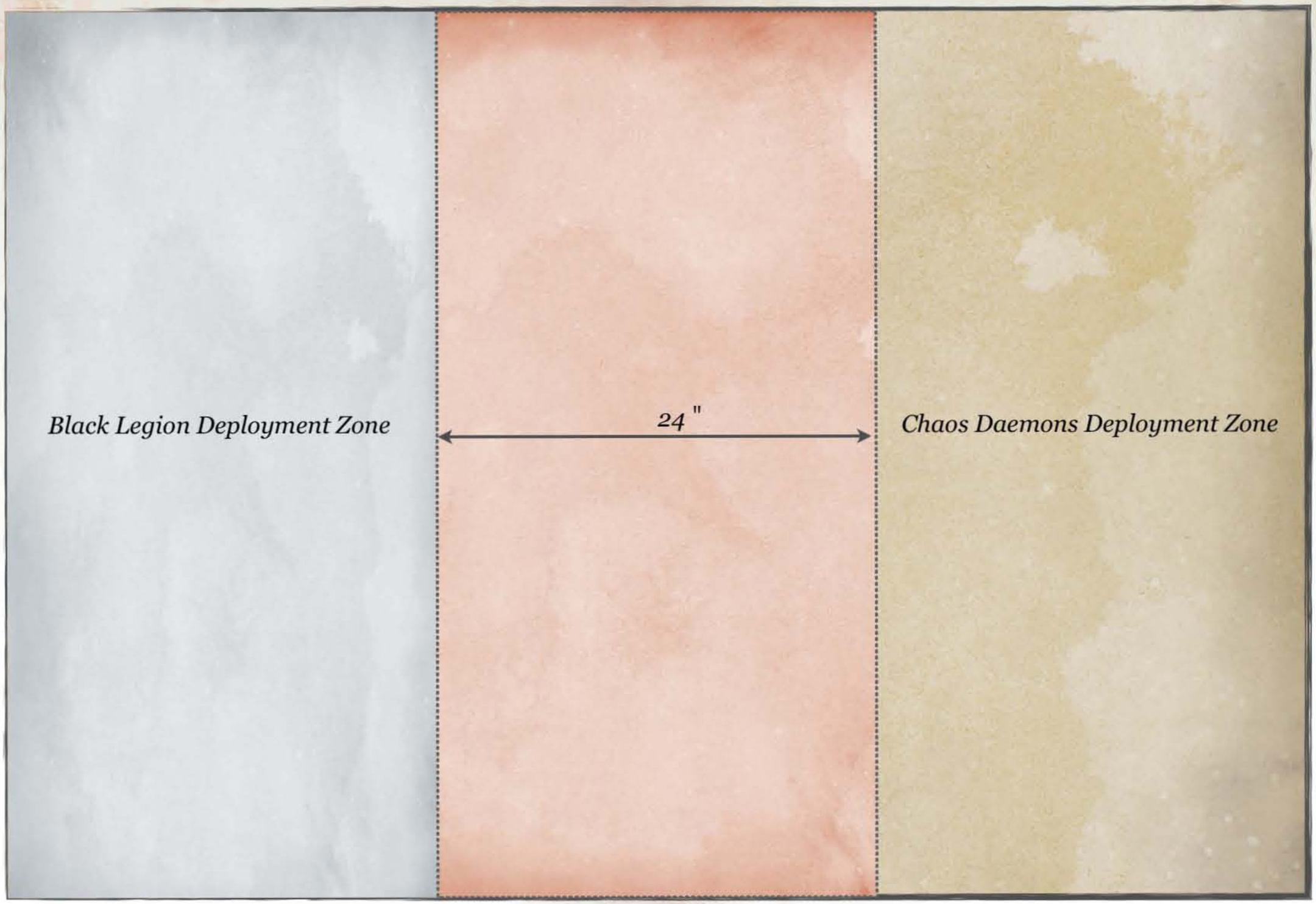
The Favour of Khorne, **Night Fighting**, **Reserves**.

The Favour of Khorne

All characters on both sides have the Champion of Chaos special rule (see *Codex: Chaos Space Marines*).

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Black Legion Table Edge
Black Legion Deployment Zone
24"
Chaos Daemons Deployment Zone
Chaos Daemons Table Edge

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