

LEGION OF THE DAMNED

There are tales of the Legion of the Damned from all across the galaxy. Just who they are, and where their true loyalty lies, is a matter of much speculation. Some even doubt they exist at all, but the heaps of corpses left in the wake of their awesome, implacable advance cannot be disputed.

A Space Marine army may include a single Legion of the Damned squad as an Elites choice.

0-1 SQUAD: LEGION OF THE DAMNED										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Marine	20	5	4	4	4	1	5	1	8	3+

Squad: The squad consists of between 5 and 10 Legion of the Damned Space Marines.

Weapons: Bolters. Any model may replace their boltgun with a bolt pistol and close combat weapon at no extra points cost.

Options: One model in the squad may be armed with one of the following weapons: heavy bolter at +5 points; missile launcher at +10 points; or a lascannon at +15 points.

In addition one Space Marine in the squad may be armed with one of the following weapons: flamer at +6 pts; meltagun at +10 points; plasma gun at +6 points.

The entire squad may be given frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points per model.

SPECIAL RULES

Apparitions: The Legion of the Damned appear from nowhere, completely unheralded. In every battle they use the special Deep Strike deployment rules, even if the mission does not normally allow troops to Deep Strike.

At the end of every Space Marine turn after the Legion of Damned arrive, roll a D6. On a roll of a 1, the Legion of the Damned disappear as eerily as they came – remove the models from the table immediately – victory points are earned according to their strength when they disappear (if only half of them are left, your opponent scores half the unit's points value in victory points, etc).

The Legion of the Damned may not be joined by an independent character, they always fight alone.

Fearless: It is debatable whether the Legion of the Damned are truly alive and have any real minds. Legion of the Damned automatically pass any Leadership-based tests, including Morale checks, that they are required to make.

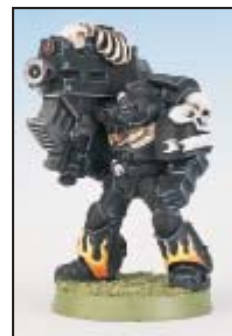
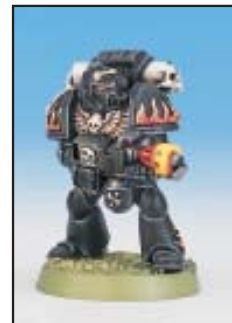
Terrifying: Any unit which loses an assault whilst fighting the Legion of the Damned suffers an additional -1 modifier to its Leadership for the subsequent Morale check.

On the third night of fighting the Orks took the Great Bastion from us. Despair seeped in our hearts, for all hope of rescue was now gone. Of all our company I counted but thirty-seven living, and of these but twenty-five unhurt. The Orks gathered about us in the darkness. The screeching and cackling of their Gretchin haunted us as they mustered to the attack. An hour before dawn I called the company to prayer and, since our Chaplain was slain, we made our peace with the Emperor in battle fashion.

It was as I raised my eyes from prayer that I saw a strange host where moments before there was nothing but darkness. At first I thought it some connivance of the Orks, but as it neared I realised it was a force of Space Marines, though not of any Chapter under the Emperor's sun. Their armour was coloured black and upon it was drawn chilling images of bones and fire, and on their helms they bore skulls. As they advanced, an eerie glow shrouded them and fire seemed to dance about their feet. Like the bones of men in the torment of purgatory they were, so that they looked more like skeletons than living men. Yet not a sound did they make.

For a while I believed this to be some phantasm, a vision of ancient times, for I had heard the Emperor grants such sights to those of his warriors who face death in his name. But it was not so, for soon the ghostly warriors reached the Orks' battleline, and suddenly the air was full of battle-din, and the Orks were wailing and crying in their terror. We that remained watched the dark battle-brothers at their work, and never before or since have I seen fighting such as I witnessed that dawn. Seizing the moment, I regrouped my company, and led them to war. Yet there was little work for us, for the Orks lacked stomach for the fight. Soon we secured the Great Bastion once more and without further loss. Of the dark brotherhood there was no sign.

Account by Ultramarines Chief Librarian Tigurius



Legion of the Damned
Space Marines