



IMPERIUS DOMINATUS

Emperor's Children

EMPEROR'S CHILDREN GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

Phoenix Terminators – Close combat within 25cm of this formation, draws count as an Emperor's Children victory (the other side is considered the loser, so must roll for morale).

Palatine blades – gain counter attack ability.

The Kakophoni – The attack is psychic in nature and causes suppression on hits (suppresses as artillery). Casualties force morale checks on target formation.

EMPEROR'S CHILDREN

Characteristics

The Emperor's Children Legion has the following characteristics:

The Need for Speed. Emperor's Children infantry gain +5cms to the charge move.

Exemplars of War. All Emperor's Children infantry gain +1 to CAF to hit value. Emperor's Children Infantry may re-roll 1's on close combat to hit dice.

Emperor's Children Sonic Shriekers may fire full range on charge orders.

Emperor's Children infantry gain bonus +10cms move for all movement in game turn 1.

Fast Attack Doctrine. Must include Skyhunter formations in army.

Martial Pride. Must include the Legion Champion upgrade to command sections.

Tactics. +1 to reserve rolls. Cannot reserve formations which elements with a base move of less than 15cms.

Librarius. Fulgrim supported the use of the Librarians. Oddly the Emperor's Children did not use many of them, therefore the Librarius support detachment counts as a special card for this legion.

UPGRADE SONIC SHRIEKERS

Gains +1 bonus to CAF to hit.

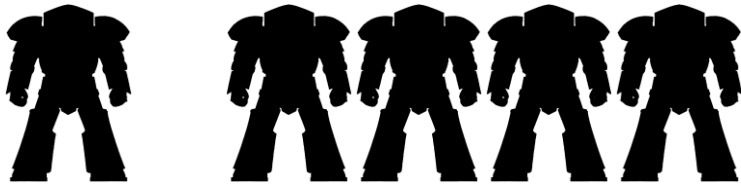


Point Value 50/100
+1 VP



PHOENIX TERMINATOR DETACHMENT

The Phoenix Terminator Detachment consists of 1 Phoenix Terminator Decurion Stand 4 Phoenix Terminator Stands



Point Value 300



PHOENIX TERMINATOR DETACHMENT

Break Point 4: Phoenix Terminators are broken if it has lost 4 stands either the Decurion or Phoenix Terminator stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Phoenix Terminators have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC special weapons	-	-	-	[HQ1], [V], Special
Phoenix Terminators	10[T]	3[5]+	4/-3	CC special weapons	-	-	-	Special*

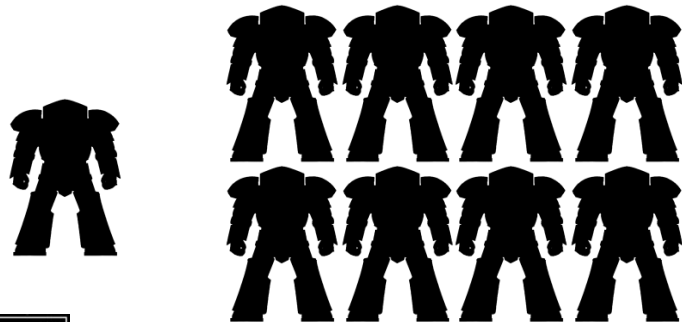
*Close combat that occurs within 25cm of this formation, draws count as an Emperor's Children victory (the other side is considered the loser, so must roll for morale). They are the primarchs bodyguard and may be attached to the special formation card.

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PHOENIX TERMINATOR GRAND DETACHMENT

The Phoenix Terminator Grand Detachment consists of 1 Phoenix Terminator Decurion Stand 8 Phoenix Terminator Stands



Point Value 500



PHOENIX TERMINATOR GRAND DETACHMENT

Break Point 6: Phoenix Terminators are broken if it has lost 6 stands either the Decurion or Phoenix Terminator stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Phoenix Terminators have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10[T]	3[5]+	4/-3	CC special weapons	-	-	-	[HQ1], [V], Special
Phoenix Terminators	10[T]	3[5]+	4/-3	CC special weapons	-	-	-	Special*

*Close combat that occurs within 25cm of this formation, draws count as an Emperor's Children victory (the other side is considered the loser, so must roll for morale). They are the primarchs bodyguard and may be attached to the special formation card.

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

PALATINE BLADES DETACHMENT

The Palatine Blades Detachment consists of 1 Palatine Blades Decurion
Stand 5 Palatine Blades Stands



Point Value 150



PALATINE BLADES DETACHMENT

Break Point 4: The Palatine Blades are broken if it has lost 4 stands either the Decurion or Palatine Blade stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Palatine Blades have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

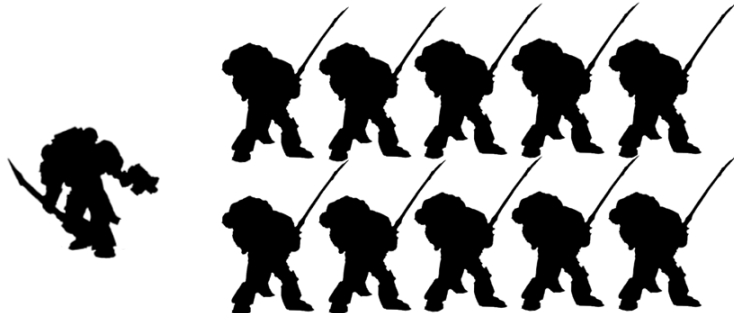
Type	Move	AV	CAF	Weapons	Ranged	AD	TSM	Notes
Decurion	10	5[7]+	3/-3	CC special weapons	-	-	-	[HQ1], [MB], [V], [CA]
Palatine Blades	10	5+	3/-3	CC special weapons	-	-	-	[CA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

PALATINE BLADES GRAND DETACHMENT

The Palatine Blades Grand Detachment consists of 1 Palatine Blades
Decurion Stand 10 Palatine Blades Stands



Point Value 300



PALATINE BLADES GRAND DETACHMENT

Break Point 8: The Palatine Blades are broken if it has lost 8 stands either the Decurion or Palatine Blade stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Palatine Blades have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Ranged	AD	TSM	Notes
Decurion	10	5[7]+	3/-3	CC special weapons	-	-	-	[HQ1], [MB], [V], [CA]
Palatine Blades	10	5+	3/-3	CC special weapons	-	-	-	[CA]

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

PALATINE BLADES JUMP PACK DETACHMENT

The Palatine Blades (Jump Pack) Detachment consists of 1 Palatine Blades Decurion (Jump Pack) Stand 5 Palatine Blades (Jump Pack) Stands



Point Value 200



PALATINE BLADES JUMP PACK DETACHMENT

Break Point 4: The Palatine Blades (Jump Pack) Detachment are broken if it has lost 4 stands either the Decurion or Palatine Blades stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Palatine Blades (Jump Pack) have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

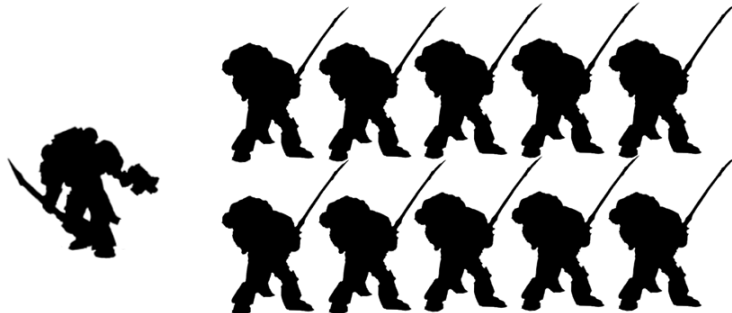
Type	Move	AV	CAF	Weapons	Ranged	AD	TSM	Notes
Decurion	15[J]	5[7]+	3/-3	CC special weapons	-	-	-	[HQ1], [MB], [V], [CA]
Palatine Blades	15[J]	5+	3/-3	CC special weapons	-	-	-	[CA]

Victory Points 2

Your opponent gains 1 VP when this Detachment is broken

PALATINE BLADES JUMP PACK GRAND DETACHMENT

The Palatine Blades (Jump Pack) Grand Detachment consists of 1 Palatine Blades Decurion Stand 10 Palatine Blades Stands



Point Value 350



PALATINE BLADES JUMP PACK GRAND DETACHMENT

Break Point 8: The Palatine Blades (Jump Pack) Detachment are broken if it has lost 8 stands either the Decurion or Palatine Blade stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: The Palatine Blades have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

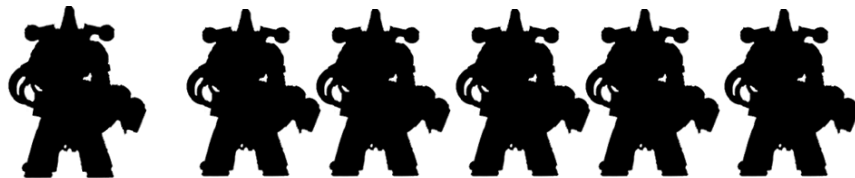
Type	Move	AV	CAF	Weapons	Ranged	AD	TSM	Notes
Decurion	15[J]	5[7]+	3/-3	CC special weapons	-	-	-	[HQ1], [MB], [V], [CA]
Palatine Blades	15[J]	5+	3/-3	CC special weapons	-	-	-	[CA]

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

KAKOPHONI DETACHMENT

The Kakophoni Detachment consists of 1 Orchestrator Stand and 5 Kakophoni Stands



Point Value 250



KAKOPHONI DETACHMENT

Break Point 4: The Kakophoni are broken if it has lost 4 stands either the Orchestrator or Kakophoni stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Kakophoni have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orchestrator	10	5[7]+	2/-2	The cacophony	35cm	2	-2	[HQ1], [MB], [V], [SU], Special*
The Kakophoni	10	5+	2/-2	The cacophony	35cm	2	-2	[SU], Special*

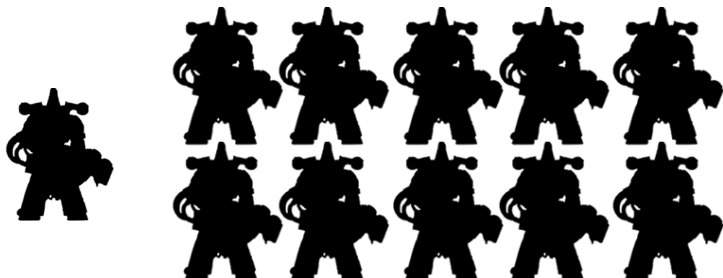
*Their weapons are psychic in nature and causes suppression on hits (suppresses as artillery). Casualties force morale checks on target formations by this weapon.

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken

KAKOPHONI GRAND DETACHMENT

The Kakophoni Grand Detachment consists of 1 Orchestrator Stand and 10 Kakophoni Stands



Point Value 400



KAKOPHONI GRAND DETACHMENT

Break Point 8: The Kakophoni are broken if it has lost 8 stands either the Orchestrator or Kakophoni stands. Once the Detachment is broken it must take a Morale check.

Morale Value 4+: Kakophoni have a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orchestrator	10	5[7]+	2/-2	The cacophony	35cm	2	-2	[HQ1], [MB], [V], [SU], Special*
The Kakophoni	10	5+	2/-2	The cacophony	35cm	2	-2	[SU], Special*

*Their weapons are psychic in nature and causes suppression on hits (suppresses as artillery). Casualties force morale checks on target formations by this weapon.

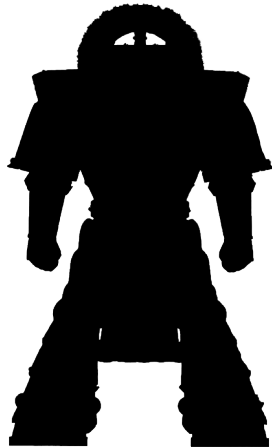
Victory Points 4

Your opponent gains 2 VP when this Detachment is broken

SPECIAL FORMATION

CAPTIAN SAUL TARVITZ

Captain Saul Tarvitz consists of 1 Captain Saul Tarvitz Stand.



Point Value 50



CAPTIAN SAUL TARVITZ

Break Point +1: Captain Saul Tarvitz adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Captain Saul Tarvitz has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Captain Saul Tarvitz	10	4[6]+	3/-2	Sniper rifle	35cm	1	-1	[HQ2], [SN], Loyalist



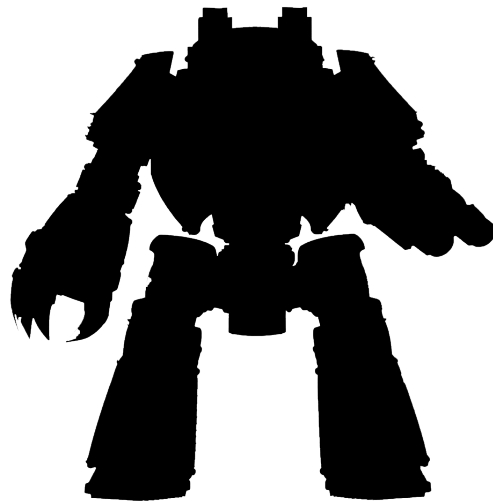
Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

RYLANOR THE UNYIELDING

Rylanor the Unyielding consists of 1 Rylanor the Unyielding Stand.



Point Value 100



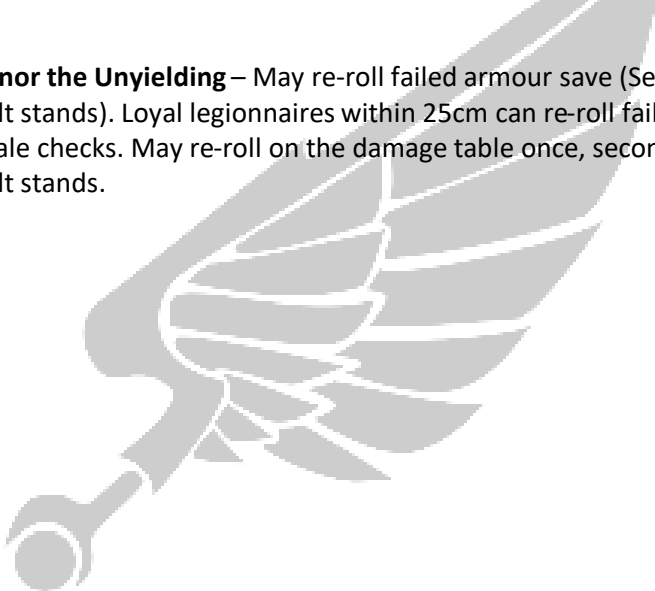
RYLANOR THE UNYIELDING

Break Point +1: Rylanor adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Rylanor has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rylanor the Unyielding	20	3+	3/-3	Kheres assault cannon [A]	25cm	2	-2	[DR2], Loyalist
				Heavy flamer [FW]	10cm	2	-1	

Rylanor the Unyielding – May re-roll failed armour save (Second result stands). Loyal legionnaires within 25cm can re-roll failed morale checks. May re-roll on the damage table once, second result stands.



Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

LORD COMMANDER EIDOLON

Lord Commander Eidolon consists of 1 Lord Commander Eidolon stand.



Point Value 50



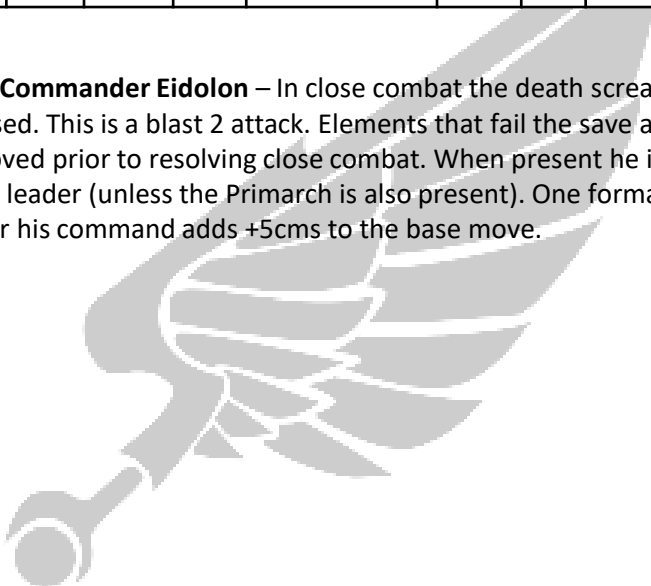
LORD COMMANDER EIDOLON

Break Point +1: Lord Commander Eidolon adds 1 to the break point of the Company he is attached to.

Morale Value 4+: Lord Commander Eidolon has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lord Commander Eidolon	10	4[6]+	5/-3	CC special weapons	-	-	-	[HQ3]

Lord Commander Eidolon – In close combat the death scream may be used. This is a blast 2 attack. Elements that fail the save are removed prior to resolving close combat. When present he is the army leader (unless the Primarch is also present). One formation under his command adds +5cms to the base move.



Victory Points +1

Your opponent gains +1 VP when the attached Company is broken.

SPECIAL FORMATION

FULGRIM PRIMARCH OF THE EMPEROR'S CHILDREN

Fulgrim Primarch of the Emperor's Children consists of one Fulgrim.



Point Value 150



FULGRIM PRIMARCH OF THE EMPEROR'S CHILDREN

Break Point 1: Fulgrim is only broken when Fulgrim Primarch of the Emperor's Children is Destroyed.

Morale Value 4+: Fulgrim has a Morale value of 4+ and must roll 4 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fulgrim [2]	15	2[4]+	7/-5	Blade of Laer	-	-	-	[DR2], Primarch
				Volkite Charger [VK]	15	2	-2	

- **Sire of the Emperor's Children** – Formations in command add a bonus of +2 casualties to determine which side wins the close combat. Scenarios where reserves are permitted gain +2 bonus to the reserve roll.
- **Sublime swordsman** – In close combat with a Primarch, Fulgrim may re-roll misses once the close combat dice.
- **Strategic planning** – The player receives a +2 bonus to the initiative roll.

Victory Points 2

Your opponent gains 2 VP when this model is destroyed.