



## THE EMPEROR OF MANKIND

**“Supreme Command of the Imperium, the Anathema, God of Mankind, Creator of the Astronimican, the Bringer of the Golden Age.”**



The Emperor of Mankind, the sovereign of the Imperium of Man, the father of the Primarchs and the God of the entire Imperium. The Emperor is single handily one of the most powerful psykers to have ever existed since from the beginning of the universe and to the 31<sup>st</sup> Millennium.

The Rise of the Emperor is something to behold and will be a story that will be passed down throughout history within the Imperium of Man. The Emperor has many great victories in his past and will also have many in his future, from the time of the Age of Strife when the Emperor waged war on the techno-barbarians in the Unification Wars of Terra, to the establishment of the ongoing Great Crusade! Although the Emperors greatest accomplishment is the “Primarch Project”, the creation of 20 clones of his own genetic structure which was modified on a genetic level to make each Primarch unique, in turn the Emperor created the “Legio Astartes” each forming Legions created by the genetic structure of their corresponding Primarch.

To this day, the Emperors greatest son and first Primarch to be found during the first period of the Great Crusade after the Pacification Wars, Warmaster Horus Lupercal commands the Imperial army whilst the Emperor works on a unknown project which is said to benefit the entire Imperium.

WS	BS	S	T	W	I	A	Ld	Sv
10	8	8	6	6	10	6	10	2+*

**POINTS COST:** 1200pts

**UNIT TYPE:** Infantry

**UNIT COMPOSITION:** 1 (Infantry, Unique)

**Wargear:** Holy Armour of Titan, Imperator Halo, Blinding Light, Blade of the Brazen, Claw of Aquila, Frag grenades.

**Special Rules:** Emperor of Mankind, Commander of the Great Crusade, Guiding Presence, Ultimate Psyker, Beacon of the Astronimican, Sire of the Primarchs, Preferred Enemy (Everything), Bulky, Heresy.





## Relics of the Emperor:

### \*Holy Armour of Titan:

*The Holy Armour of Titan was and always will be the armour that the Emperor is clad in. This very armour was worn during the Unification of Terra, the Pacification Wars and throughout the time of the Great Crusade. The majority of the 18 Primarchs have made a contribution to the effectiveness and aesthetics to the Emperors armour, most notable Fulgrim, Primarch of the Emperors Children, Vulkan, Primarch of the Salamanders and Rogal Dorn, Primarch of the Imperial Fists.*

The Holy Armour of Titan grants the Emperor a 2+ invulnerable save which can be taken no matter what (even against weapons that remove models from play) and can never be removed. It also incorporates the Feel No Pain special rule and all wounds resolved as poisoned are 6+ instead of the actual value.

Furthermore the holy aura that surrounds the Armour comes from the heart of the armour; any psychic power that would allow the caster to regain wounds, acts normally but no wounds are regained simply due to the armour being designed to block any warp mutations that may occur due to psychic manifestation. Although the armour does incorporate a regeneration matrix to counteract this psychic defence. The Emperor may roll a D6 for each wound lost at the beginning of his movement phase and on a 5+ a wound is regained, however the Emperor may only regain 1 wound per turn.

### Imperator Halo:

*The Imperator Halo is a vast halo which protects the Emperors mind during the manifestation of psychic powers and against psychic attacks.*

The Imperator Halo grants the Emperor a 2+ deny the witch to himself and anyone within his unit. Furthermore when the Emperor casts a psychic power, he rolls 2D6 as normal, however if the Emperor rolls double 1's or rolls an 11 or 12 he doesn't cast the power but isn't effected by Perils of the Warp.

### Blinding Light:

*A self righteous oar of light beams from the body of the Emperor. None can explain why this is, but most of his son's see it as a globe of hope for his allies and a beacon of coming doom for his enemies.*

Every enemy model with 24" of the Emperor of Mankind, has minus 1 Leadership when rolling for Leadership checks due to the sheer presence of the coming doom the Emperor brings to his foes. Also all enemy models that are within 12" of the Emperor are affected by the Blind special rule.

Blinding Light can be used to abolish darkness from the battlefield. If Night Fighting is in effect, the Emperor may use Blinding Light at the beginning of his movement phase on a roll of a 4+ to remove Night Fight for that turn. If the Emperor hasn't had the chance to use Blinding Light, the light emitting from the Emperor illuminates him and allows all enemies to fire at the Emperor normally, completely negating the benefits granted from Night Fighting.





### **Blade of the Brazen:**

*The very symbol of Office and a deadly weapon that the Emperor has used since the beginning of the Unification Wars. This sword burns with the hatred and fury of mankind, which is also fuelled by the Emperors own holy essence.*

Range	S	AP	Type
-	10	1	Melee, Instant Death, " Burning Blade", Specialist Weapon

*\* Burning Blade: Any squad that suffers wounds caused by the Blade of the Brazen are now affected by "Burning Blade". For every wound suffered, the squad is then hit by an equal amount of attacks at Strength 4, AP3 hits. Additional hits can be generated from wounds taken already from the Burning Blade special rule.*

### **Claw of Aquila:**

*The Claw of Aquila is the signature weapon of the Emperor. This very weapon glows with light that is fed by the holy aura of the Emperor.*

Range	S	AP	Type
-	User	2	Melee, Shred, Furious Light*

*\*Furious Light grants D6 additional attacks.*

### **Special Rules:**

#### **The Emperor of Mankind:**

The Emperor benefits from the following rules; Independent Character, Eternal Warrior, Fear, Fleet, Fearless, Hammer of Wrath and Rampage universal special rules The Emperor must always be your Warlord and can only be taken within your Primary detachment, not as an ally. In addition, due to being the Emperor of Mankind, he must always accept challenges and issue challenges when possible; no one can hide from the fury of the Emperor.

Furthermore, if the Emperor is removed from play then all allied units must take a morale check, with a -3 modifier to their leadership (ignoring all rules that state a squad cannot take morale checks). Allied units attempting to regroup will always suffer a -3 to their leadership once the Emperor has been removed from play.

Those who passed their leadership check are riddled with sadness and guilt for letting the Emperor fall in battle, all allies suffer -2 to their leadership for the rest of the game and all allied units lose the Stubborn and the Fearless special rules. However all allied units gain Hatred (Everything). Furthermore if an ally is in melee combat with the unit that killed the Emperor, the allied unit gains Preferred Enemy (That unit), Rage and Rampage.





Also the Emperor counts as 2 Victory Points when he is removed from play. (Note: This does not include Slay the Warlord, so the Emperor can count as 3 Victory Points).

### Commander of the Great Crusade:

The Emperor is the best Imperial command to have ever existed and has gathered a lot of tactical experience when he commanded the Great Crusade. It is said that Horus Lupercal, Primarch of the Sons of Horus, also gets his tactical mind from the Emperor. Due to being so tactically minded, the Emperor can seize the initiative on a 4+ and reserve rolls come in automatically each turn, however the Emperor can choose to withhold reinforcements for a later turn.

### Guiding Presence:

Every single allied unit (apart from vehicles) benefit from the Stubborn special rule. For every allied model that can draw line of sight of the Emperor gain +1 leadership and a reroll for failed leadership checks.

*[NOTE: Primarchs are unaffected by Guiding Presence since they are already devoted to their beloved father]*

### Master Psyker:

Due to being an immensely powerful Psyker, the Emperor of Mankind knows all Primaris Powers from Biomancy, Divination, Pyromancy, Telepathy and Telekenisis by default, plus the unique power (stated below) If the player chooses, the Emperor can swap out any Primaris Power for a randomly generated power in the corresponding discipline, which cannot be exchanged back to the Primaris. The Emperor is allowed to fire 3 witchfire powers a turn, this also includes Vanquish. For the purposes of warp charges, the Emperor has 6 Warp Charges and counts as a Mastery Level 6 Psyker (This also means that the Emperor can be targeted by powers that effect "Psykers").

Any wargear that may hinder the Emperor in the use of Psychic powers is ignored; the Emperor will always roll 2D6 at leadership 10 for the purposes of psychic tests and can never be affected by Perils of the Warp.

The Emperor can tune is immense psychic presence in the blinding light that radiates from the Emperor.

The Emperor of Mankind can use a unique psychic power called, Purge the Unclean. The range, strength, AP and Assault value of the power is highly dictated by the amount of Warp charges that the Emperor has available. For example; if the player wishes to use all 6 warp charges for Purge the Unclean then add +6 to all characteristics of the power.

	Range	S	AP	Type
Purge the Unclean	18**	2*	6*	Assault 2*

\*For range, strength and Assault value +1 for every warp charge available. For AP value -1 for every warp charge available.





### **Beacon of the Astronimican:**

*The Emperor is a bright beacon of light even for those who are travelling through warp space.*

Any unit that deep strikes (apart from Jump Infantry, Skimmers and Flyers) can appear 12" anywhere around the Emperor. Any reserves which do this cannot assault, even if a special rule say's that they can.

Units that deepstrike via the use of "Beacon of the Astronimican" gain the Relentless special rule and counts all weapons as twin linked for that turn only.

### **Sire of the Primarchs:**

Due to the Emperor being the ultimate leader of mankind and the beloved father of the Primarchs, if the points are paid for each Primarch, they can join with the Emperor and form a squad. Doing this however removes the Independent Character special rule and no member of the squad can leave the squad. Also due to the Primarchs fighting side by side with their own father and the Emperor fighting alongside his beloved sons, the entire squad can move up to 12" in the movement phase and can shoot normally.

Also all benefits gained from the Emperor and any of the Primarchs chosen are all benefited by the entire army (apart from the Emperor and the Primarchs).

### **Heresy:**

If any Primarch (i.e: Mortarion, Perturabo, Magnus the Red, Konrad Curze etc) is to attack the Emperor in melee combat, all of the Primarchs melee weapons would attack the Emperor normally, as if against any other character. For example: If Mortarion was to attack with a poisoned weapon, it would attack normally, completely negating the special ability given to the Emperor via Holy Armour of Titan.

Armour saves and Invulnerable saves are taken as normally, unless they are negated via a Primarchs melee weapon.

Also the Emperor gains Hatred (Specific Primarch) when in melee combat with that Primarch.





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