

## THE DEMIURG (2.2, 12/31/06)

*"Business is Business, War is a Business."*

*-The Ledger, Volume III, page 67*

### First Steps

During the earliest expansion of Mankind into the Galaxy only the bravest and most daring ventured into the unknown. Colonists and adventurers sought out opportunities and dangers, but despite their best efforts the Galaxy proved to be a cruel companion and most of those hearty souls were lost to their folly. Regardless, later generations continued to expand the boundaries of Human space with advances in technology.

These gains notwithstanding a limited amount of exploitable resources, rare metals, harvestable energies and habitable worlds threatened to box Mankind into the Western Spiral Arm of the Galaxy forever. However, a source of near limitless material was soon located and surveyed near the Galactic Core, and Mankind's destiny called again.

This boon had a price, because for all of Mankind's ingenuity and adaptability they were considerably frail and particularly unsuited to the harsh conditions of the metal rich, heavy gravity worlds that are prevalent near the center of the Galaxy. As in all dangerous pursuits, need outweighed fear and a course for the future of Mankind was laid...a path that resonates throughout history to the present.

### Present Imperfect

The High Lords of Terra have done their utmost to suppress bona fide research regarding how these worlds were tamed from the rest of the Imperium. Their subjects are indoctrinated to regard all other species with fear and paranoid xenophobia labelling some of their own kin as 'abhumans' declaring that these people are accidental genetic freaks within a nominally healthy gene pool.

The God Emperor's Primarchs were supposedly unique in their genesis and a triumph of Man's transcendence over the perils of the Galaxy, but the history of the Heresy and the subsequent failed Foundings after His martyrdom have extracted a heavy cost. Furthermore, the fall of the Traitor Legions point to other weaknesses in the Emperor's creations, particularly a sensitivity and corruptibility to the seductive presence of the Warp.

The loyal Primarchs, while supreme in their faith and reliability, were also found to have genetic anomalies at the core of their very being. These traits were passed on to their Legions and then again to the Adeptus Astartes Chapters that defend the Imperium today. Some of the anomalies were benign, some useful, while others have been found to be heretical in nature and in some cases extreme enough to warrant Exterminatus.

### The 1<sup>st</sup> Incept

Where the Imperium sees "Squats," "Ratlings," "Stunties" or "Ogryns" the Demiurg see the 1<sup>st</sup> Incepted, the Future of Mankind, misjudged and subjected to derision and persecution, their value squandered beyond comprehension. They themselves look upon The Imperium as decayed, superstitious and cynical, a pale inheritor to their common origin.

The truth of the 1<sup>st</sup> Incept, as kept by the Demiurg alone, is that Mankind was capable of creating specialized, stable eugenic phenotypes long before the ascension of the Emperor to the Throne of Terra. Engineered for mechanical aptitude, ingenuity and labour under extreme environmental conditions the Demiurg were ideal for the settlement of the Galactic Core.

In appearance the Demiurg are compact and powerfully muscled with a low center of gravity; they also have pronounced body hair and possess extremely hearty constitutions. Noticeably shorter than a standard Human and just over half the size of a full Space Marine, their stout profile belies their nimbleness – another benefit from generations of Demiurg living on high gravity worlds. Their swarthy looks also mask the creativity of artisans bred with the keen minds of scientists, the physicality of Space Marines and the tenacity of the most stalwart survivalist.

### The Demiurg

The Demiurg were designed from the very beginning to be a self-sustaining gene pool tailor-made for their role in the expansion of Mankind into the Galaxy. Their creators isolated those traits that would best serve a society that would be perpetually in danger.

As a side effect, the genetic re-sequencing techniques employed inadvertently weeded out the developing anomaly now known as the Navigator Gene. The practical upshot of this omission in their genetic code was that among the Demiurg psykers are almost unheard of and they are as a species for all intent and purposes immune to the predation of Chaos.

This deviation from the human norm was not solely confined to their genetic structure either. As a result of not being able to perceive or affect the Immaterium the Demiurg developed a practical form of Gnosticism building a faith that is rooted in natural law and the perpetual guiding influence of their ancestors. The Demiurg have no gods as such and view other species as backwards or downright dangerous and consider psychic phenomenon as the gestalt of a faulty genetic code.

### Before the Golden Age

During the Dark Age of Technology, the remaining pre-Imperial histories note that the Core Worlds were settled, their riches plundered and Humanity prospered. The influx of resources brought forth treasures and horrors in equal measure. In a spiral of unchecked research and avarice, Humanity danced with Death in a dreaded mixture of blessings and curses in which entire worlds and billions of souls perished during the Age of Strife.

Next, Humanity was thrown into disarray during the Age of Isolation as warp storms engulfed the Galaxy and contact was lost with entire regions of previously inhabited space.

Although the Demiurg were no strangers to internecine conflicts, they soon realized that in the Core Worlds their hardscrabble existence depended on the ability to resist the use of penultimate weapons. Thus the Demiurg survived the potential of genocidal warfare with their Standard Template Constructor (STC) tech base substantially intact, or at least more so than their progenitors.

The Age of Isolation drew a curtain across the Core Worlds leaving the Demiurg land-locked as it were, from the rest of

Humanity for millennia. In that time, the Demiurg and their Terran ancestors adapted and developed divergent cultures. When the warp storms finally subsided and the Imperium returned to the Galactic Core they encountered a settled region of space its inhabitants had rechristened the Homeworlds.

### **Introductions and Exploitations**

Initially the Demiurg were delighted to learn that Terra had survived, but in time they were shocked to be confronted by the Imperium, a space faring culture in a state of neo-barbarism with its ramshackle technology under the control of a pseudo-science cult, the Adeptus Mechanicus, that viewed even commonplace gear as if possessing almost supernatural qualities.

The Demiurg leaders quickly concluded that the Imperium must be kept in ignorance of the depth of their STC tech base and the truth of their origins. They were justified in their reticence when dealing with the Imperium. As the Imperial envoys disclosed their own history and doctrines, it was obvious that the only thing more dangerous than their ignorance was their expansive military and battle fleet.

They negotiated to retain their autonomy in exchange for what the Imperium believed to be liberal trade agreements. The Imperium lacked many basic components and design templates for various STC constructs that the Demiurg deemed irrelevant to their own needs and future security. The Imperium allowed the Homeworlds access to new trade markets in exchange for mutual protection treaties that favoured the Imperium receiving more aid and material support without requiring them to intercede in the Homeworlds domestic security.

As contact became more commonplace between the Imperium and the Homeworlds the relatively low level of education and general xenophobia amongst the citizens of the Imperium gave rise to the epithet 'abhuman' and 'Squats' being applied to the Demiurg. For their part they allowed this dismissive attitude to take root for it allowed them to obscure their significantly more established technology without risking persecution by the Imperium's radical guardians, the Inquisition.

This prejudice served the Demiurg throughout the millennia as Imperial scholars drifted farther from the truth with speculation of the "Squat Origin." The most popular theories tended to ascribe an evolutionary process that took place in an unrealistic time frame. The failure to recognize the hand of genetic manipulation in their genesis was the same ineluctable flaw that failed to identify the true nature of the powerful Odin Gene Reinforced Endoskeleton (OGRE) N-Class Warrior and the versatile Hyper Aware Light Forward (HALF) Scout Class genotypes that the Imperium still exploit and dismiss as "abhumans".

### **Enemies at the Gates**

For ages large populations of Orks had been located in many of the sectors surrounding the Homeworlds and the Imperial alliance with the Demiurg formed a convenient barrier while the Imperium reclaimed its former holdings. For their part the Demiurg had long been accustomed to the regular incursion of the occasional Ork Waaagh, the rare but deadly encounters with the Eldar and the increasingly familiar raids of the Traitor Legions from the Eye of Terror.

Despite these threats, with expansion once again possible following the receding of the warp storms, the Demiurg Merchant Marine formed large expeditionary flotillas called Commerce Fleets to explore and exploit unclaimed star systems.

The Commerce Fleets formed the pinnacle of Demiurg science and adaptation. With the Stronghold class starships, the orbital Forge class refineries and their large surface-going ore processing plants the Demiurg had mastered the harshest planetary environments and now turned their skills to profiting from the resources of the rest of the Galaxy. A Commerce Fleet could normally remain in space away from the Homeworlds for generations and in some cases be utilized to permanently relocate the entire fleet as part of a trading outpost or a new colonial effort.

What they could not have anticipated was the level of indifference the Imperium would demonstrate in their most dire hour.

### **The Death of the Homeworlds**

Following the outreach of the Commerce Fleets the next major change in the history of the Demiurg came late in the 40<sup>th</sup> Millennia and would forever colour their relations with the rest of the universe.

The Tyranid Hive Fleets had been plotted, tracked and fought by every race throughout the Galaxy. The Demiurg were no exception, but between the Eye of Terror and the Ork Hordes core-wards of the Homeworlds, they never anticipated a Hive Fleet advance straight through Ork Space uncontested. Worse still the Orks performed what amounted to a mass migration completely saturating the bulk of the Demiurg defensive capability, leaving the Homeworlds vulnerable to the onslaught of the fast approaching Hive Fleet.

No records survive, but it has been postulated that the Demiurg, long noted for their stubborn intractability were more than likely to be unwilling to consider abandoning their holdings and extinction was preferable to giving ground to this star born vermin.

The Imperium as always was overcommitted to battles with the forces of Chaos and further weakened by the overspill of the dislocated Ork populace. They were unable to bolster the valiant stand of the Demiurg and thus the Homeworlds were lost.

### **All That Remains**

The Commerce Fleets that were abroad during this tragedy gradually became aware of the fall of the Homeworlds and opinion was sharply divided on how, and indeed if, the Demiurg might survive as a people. Many enclaves felt betrayed by the Imperium and were determined to make them pay for allowing the Homeworlds to perish.

Other more vocal elements sought to assemble crusader fleets to reclaim their fiefdoms from the infestation of the Tyranids, but to a certainty, all of these attempts resulted in failure and annihilation.

In the end, or more practically, as a new beginning, the remaining Demiurg have sought to fortify what remains and work towards consolidating their role as independent traders, mining operations and occasionally mercenaries. And they have found clients; profit and revenge are easy to come by.

# DEMIURG CONSORTIUM MERCENARY ARMY LIST

## Balancing The Book

Among the Demiurg Merchant Princes the means of reconciling their many business concerns with other species are kept in a growing volume that is continually updated. This tome is referred to with reverence by the Demiurg, because not only does it track the flow of profit and loss, it catalogues the history of the Demiurg and the names of the people and places that have debts yet to be settled.

This record is known as The Ledger of Accounts.

*All contracts with the Demiurg will be honoured. Failure to adhere to terms will result in the termination of said agreement.*

*Contracts can be terminated for convenience, terminated for cause, or terminated with extreme prejudice.*

*The terms of exchange are exact and not subject to the interpretation of our clientele.*

*-Volume IX, page 23*

## The Demiurg Consortium

For each fleet there exists a Consortium made up in part by hereditary Merchant Princes, investing partners and labour representatives whom all take part in the management of the Commerce Fleet business practice. The paths that they take to turn profits and increase their influence varies from fleet to fleet, thus each fleet may engage in different agreements some which can bring them into conflict with other Commerce Fleets.

Commerce by Demiurg standards was never limited to benign goods and services, but has, with rare exceptions, always excluded technology exchange. The Imperium has long realized that the Demiurg have no natural born Navigators, and thus travel the Warp by means unknown to this day. In some cases this mystery has led to fatal curiousness by members of the Adeptus Mechanicus.

Each trade agreement, mining venture or military action is an ad-hoc arrangement of resources and personnel signed off by each of the representatives in a series of brokered deals for mutual support and a percentage of shares equal to each group's investment in the contract. Although this practice seems to be ripe for corruption the Demiurg are a very close knit, honourable people and the fiduciary aspects of selling their military service to others rarely gives cause for them to cheat or steal from one another.

The bulk of the fighting is done by the professional Brotherhood Trade Unions. These organizations form the workforce and technical expertise of any Consortium. Each has its own specialized roll and its members are skilled in their own brand of warfare. Because every mission is negotiated prior to the engagement it is a frequent practice for different Trade Unions to bargain for support from a smaller portion of another Trade Union. These smaller groups are referred to as Local Affiliates and any relationship with another Trade Union is temporary.

The titular leaders of the Consortium, the Merchant Princes and their Steadholders maintain the financial holdings and execute the contracts that pay for the services of the Demiurg. Not surprisingly, based on the nature of their

investments this nobility actively direct the actions of the Brotherhoods on the battlefields.

In recent history the Demiurg have kept temporary company with the Tau Empire as they enter the fray for a foothold in the Galaxy, trading mapping data, delivering building materials and providing military support. With the Homeworlds gone, so are the treaties that kept them bound to the Imperium. The pragmatic element among the Demiurg view the Tau philosophy of the Greater Good as not conflicting with their present course and in fact view the rest of the Galaxy with the same level of indifference that they believe was shown them.

Encounters with elements of the Demiurg are at present are infrequent, but decisive as their military assets are as formidable as their troops are unshakeable. They are a species to be regarded with grudging respect and trepidation when they call upon their neighbours to open trade negotiations.

## Using The Army List

The following army list allows you to field a Demiurg Consortium Mercenary army that is based on the military structure of a Commerce Fleet.

Demiurg Consortium formations come in two primary types: *brotherhoods* and *militia* formations. Each brotherhood you include in the army allows you to field a militia formation. Although you can only take a militia formation if you first take a brotherhood, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking an Iron-Breaker League Brotherhood would entitle you to take one formation from the militia formation chart. If you decided to take an Autonom Robot Cadre then it would operate as a separate formation.

In addition, brotherhoods may be given up to one affiliate upgrade. Any type of affiliate upgrade can be taken by a brotherhood (i.e., an I.B.L. Brotherhood could take a Lineholder Grand Battery Local or an Iron-Breaker League Local or any other single choice). Affiliate upgrades are added to the brotherhood and are not a separate formation. Militia formations may not be given affiliate upgrades.

An upgrade that is taken adds to the cost of the brotherhood, as shown on the upgrade chart. For example, if you took a Sandhog Brotherhood and added a F.M.C. Local Affiliate as an upgrade, then the cost of the brotherhood would be  $250 + 150 = 400$  points. If you wanted to transport all 14 units in Rhinos (Transport 2, 10 points each), the final total for the Brotherhood would be 470 points.

An unusual aspect to the Demiurg order of battle is the use of deep striking Tunnellers and the total absence of any aircraft units. These factors make the Demiurg army quite different with regards to tactics.

Another difference between the Demiurg and most of the other armies available for Epic is their lack of Titans, but their variety of war engines that are referred to as Superheavy Assets. With no aircraft to choose the Demiurg will typically field more war engines than any other race. A maximum of up to a third of the points available to the army may be spent on these formations. Note that the Hellbore and the Khthon Hog are parts of a Tunneller formation and are not considered a Superheavy Asset.

## THE DEMIURG CONSORTIUM

Demiurg Consortium armies have a Strategy Rating of 3. All Demiurg Infantry, Vehicle, Artillery, Air Wing and Spacecraft formations have an initiative of 2+. All Mobile Combat Fortresses and Tunnel Boring Machines have an initiative of 1+.

### DEMIURG CONSORTIUM BROTHERHOODS

THE IRON-BREAKERS LEAGUE (8 iron-breakers)	300 points
THE ALLIED SAPPERS GUILD "SANDHOGS" (8 sandhogs)	250 points
THE FEDERATED MASTER-CRAFTSMEN (6 armsmen)	250 points
THE MERCHANT SERVICE JOURNEYMEN (6 bikers)	200 points
THE LINEHOLDERS GRAND BATTERY (any mix of 6; Rapier, Tarantula, Thudd Gun; or 6 Mole Mortars +50 points)	200 points

### DEMIURG BROTHERHOOD LOCAL AFFILIATES

(For each brotherhood taken, any 1 local affiliate may be attached as part of the formation)

I.B.L. LOCAL (6 iron-breakers)	200 points
A.S.G. LOCAL (6 sandhogs)	150 points
F.M.C. LOCAL (4 armsmen)	150 points
M.S.J. LOCAL (4 bikers)	100 points
L.G.B. LOCAL (Choose 3; Rapiers, Tarantulas or Thudd Guns; or 3 Mole Mortars +50 points)	100 points

### DEMIURG MERCHANT MILITIA

(Additionally, for each Brotherhood taken, 1 independent militia formation may be selected)

STEADHOLDER RETINUE (6 hearthguard)	300 points
F.M.C.-M.S.J. AUTONOM CADRE (5 autonyms)	200 points
IRON EAGLE AIR WING (4 iron eagles)	200 points
THUNDERFIRE BATTERY (2 thunderfire)	150 points
0 – 1 BASTION CLASS CRUISER (1 bastion cruiser)	200 points

### DEMIURG CONSORTIUM SUPERHEAVY ASSETS

(Up to 1/3<sup>rd</sup> of the army may be comprised of superheavy asset formations)

GOLIATH MEGA-CANNON BATTERY (2 goliath)	400 points
OVERLORD AIRSHIP CORPS (1 to 3 overlords)	200 points each
LEVIATHAN MCF (1 leviathan)	350 points
COLOSSUS MCF (1 colossus with an iron eagle spotter)	450 points
CYCLOPS MCF (1 cyclops)	500 points
LAND TRAIN MCF (one land train engine+ up to 4 battle cars)	200 points
CRUCIBLE BATTLE CAR	100 points each
ENGINEER'S BATTLE CAR (w/4 sandhog units)	200 points each
PILUM BATTLE CAR	100 points each
ROADMAKER BATTLE CAR	100 points each

### DEMIURG TUNNEL BORING MACHINES

(TBM are a special Transport unit made up of a TBM and a Khthon that form Independent formations. Termite/Mole formations can only transport a single formation. A Hellbore may carry more than a single formation but may not be mixed with Termites or Moles.)

TERMITE TBM & KHTHON CRADLE (0-9, enough to transport one entire formation, but no more)	10 points each
MOLE TBM & HEAVY KHTHON (replace 2 termite & khthon units for 1 mole & heavy khthon unit)	free
HELLBORE TBM & KHTHON HOG (1 hellbore & khthon hog unit)	100 points

### DEMIURG CONSORTIUM UPGRADES

(Note: a Steadholder Retinue formation cannot contain more than two characters)

0 – 1 MERCHANT PRINCE (upgrade 1 hearthguard unit)	+100 points
LEGATE MARSHAL (upgrade 1 hearthguard unit per 1,000 points)	+50 points
TRADE FACTOR (upgrade 1 hearthguard unit per 500 points)	+25 points
HEARTHGUARD UNIT (exchange 2 brotherhood units for 1 hearthguard unit, limit 1 per formation)	free
HEARTHGUARD CAVALRY (exchange any hearthguard unit for cavalry unit)	free
TRIKERS (exchange any biker unit for a triker unit)	free
RHINOS (enough to transport the entire formation but no more)	10 points each
GORGONS (replace 2 rhino units for 1 gorgon unit)	+20 points each
STRONGHOLD CLASS BATTLESHIP (replaces bastion class cruiser)	+200 points

### Final Notes:

For Victory conditions, TBM and Cradle units form independent formations once the tunnellers begin travelling and both may claim objectives within their unit descriptions and special rules.

If required to count victory points, each surviving TBM or Khthon formation is worth half their original cost to the owning player. If destroyed or broken each TBM or Khthon formation is equal to their original cost benefiting the opponent. Stranded infantry always count as destroyed, even if they survive.

Tunneling formations and all infantry on board that do not surface on turn four are counted as destroyed for the purposes of victory points and their formations are worth their full point value if applicable

An Iron Eagle Spotter adds 0 points to the victory point value of the formation it is attached to.

## DEMIURG CONSORTIUM UNITS

A Demiurg Consortium Mercenary Army is allowed to use the following units. This section will provide you with the profiles and unit specific rules that are necessary to use them in any game of Epic. Demiurg armies have a strategy rating of 3 and all of the formations except the Mobile Combat Fortress (MCF) and Tunnel Boring Machines (TBM) have an initiative of 2+. All MCF and TBM have an initiative of 1+.

### SPECIAL RULE

#### Stubborn

*All Demiurg are noted for their intractable nature. To represent this characteristic all Demiurg formations, except Autonom Cadres, are considered to be Inspiring and always add a +1 during each round of assault resolution. Note: A formation with a Merchant Prince will have a +2 modifier (+1 for the formation's Stubborn attribute and +1 for the Merchant Prince's character profile).*

Strategically, as a fighting force, the Demiurg are the product of their experience fighting on the Homeworlds and make efficient use of their existing technology to construct a mix of weapons and machinery that are durable, adaptable and deadly. Their warrior cadre is equally at

home space mining in zero gravity as they are fighting in close quartered urban house-to-house struggles. Their passion for success and deep-rooted animosity towards an indifferent universe is exactly the recipe needed to engage their survival instincts and drive them forward with the memory of past glories and the hope of re-establishing their place in the Galaxy. They are patient and unwavering, armed with their hand-crafted weaponry past down through the millennia ready to serve them time and time again.

While they were allied with the Imperium they obscured their technology and masqueraded behind a series of highly stylized combat chassis motifs that were reminiscent of the Imperial Gothic patterns, covered with an indecipherable runic language that still confounds the tech-priests. In fact the runic devices are an encrypted form of technical datum that even under scrutiny cannot be interpreted. The translations are handed down generation to generation within each stratum of the Demiurg technical guilds and allow the Demiurg craftsmen to construct, repair or even recreate machines and devices with the most meagre of resources.

As time passes the Demiurg have chosen to reveal some of their best keep secrets and re-fit some classic weaponry for their current role as mercenary traders.

## DEMIURG MERCHANT PRINCE

In the days of the Homeworlds the position of a great general was the province of an elected noble referred to as the Grand Warlord. Among the Commerce Fleets the Consortium have a similar system, but the rank of supreme commander is filled by one of the hereditary nobles whose family invested in the original expeditions. These keel plate owners are all guaranteed a seat within the enclave's voting

directorship. Only a noble who has a majority share or significant influence can be elected as the Consortium's Merchant Prince. Occasionally power passes to another member of the Directorate through a vote of no confidence, but it is far more likely that the power and influence of a Merchant Prince is transferred to their heir who has spent decades apprenticing among the Nobility, the Trade Unions and Merchant Marine Guilds, learning the arts of trade, negotiation and war.

### DEMIURG MERCHANT PRINCE

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Master-Crafted Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Notes: <i>Supreme Commander, Inspiring, Invulnerable Save</i>				

## DEMIURG LEGATE MARSHAL

The Legate Marshal is typically a serving member of the Consortium Directorate and is responsible for the management of a large portion of the combat resources employed during a contract, both materially and strategically. As a part of the Demiurg approach to meeting the terms of any agreement they command the loyalty of the assets their associates have pledged. In return they receive a slightly higher percentage of the profits for taking specific objectives or personally meeting contract terms.

Their actual role in the battle is determined in large part by their relations with the various Trade Unions and any patrons they may currently be courting for future advancement within the Consortium. A typical Legate Marshal will be tasked with the management of two to three Brotherhoods in the field and may possibly be the highest-ranking commander for the duration of an assignment. A Legate who frequently undertakes such commissions is a force to be reckoned with and may one day garner enough support to challenge the Merchant Prince for his seat on the Consortium Directorate.

### DEMIURG LEGATE MARSHAL

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Master-Crafted Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Notes: <i>Commander, Leader, Invulnerable Save</i>				

### DEMIURG TRADE FACTOR

A Trade Factor is a lower level noble that while not having a seat on the Directorate is counted among the ranks of the keel plate owners thus having considerably more status than an ennobled investor who has no family connections. Factors are vital links in the negotiation process, both with their clients and the internal factions of daily Consortium life. They are well regarded by the Brotherhoods and they are the public face of the Demiurg in day-to-day encounters with those naïve enough to enter a negotiation chamber without a Demiurg Trade Factor of their own. A Trade

Factor's bond is all that is needed to engage an entire Demiurg Consortium in a new mining contract or set up a crippling planetary blockade. With all of this power at their disposal Trade Factors are the most likely of Demiurg to fall from grace and a deft Merchant Prince constantly meets with his Trade Factors to keep tabs on their accounts. They are frequently employed in battle, but rarely rise above their station and can usually only expect to be tasked with the leadership of a single Brotherhood. These silver-tongued devils are a match for the toughest fighters and consider combat to be the only fair fight their opponents can ever expect to face.

DEMIURG TRADE FACTOR				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Master-Crafted Weapon	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Notes: <i>Leader</i>				

### DEMIURG HEARTHGUARD

The Hearthguard are an organization that has undergone a great deal of change since their creation during the Age of Isolation. Originally they were a select body of the wealthiest families and feudal nobles who served the will of the Warlords of the Homeworlds. With the formation of the Commerce Fleets their charter and membership was altered to create the core of an elite merchant marine militia. Eventually, as the need for larger fighting forces became an inescapable inevitability they were released from their original commissions to train the miners and craftsmen of the Brotherhoods to perform double duty as military units. With this role well in hand the Merchant

Princes recognized the possibilities of the reformation of the Hearthguard as a reward for service to the Consortium.

This repurposing of the Hearthguard is strikingly similar to its original structure with the exception that their membership is made up of several strata of Demiurg society. Some members have renewed their hereditary commissions and wield the heirloom weaponry and armour of their ancestors, the wealthiest of the Consortium's families purchase commissions and custom armaments constructed for their use, and the Merchant Princes reward their closest allies and business partners with suits of antique Exo-armour as a display of trust and affiliation.

DEMIURG HEARTHGUARD				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Master-Crafted Pistols	(15cm)	Small Arms	-	
Master-Crafted Weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Heirloom Weapons	45cm	AP 5+/AT 5+	-	
Notes: <i>Reinforced Armour, this unit takes up 2 Transport slots</i>				

### DEMIURG HEARTHGUARD CAVALRY

There are members of the Trade Unions and Technical Guilds that have excelled in their service to the Consortium, but who lack the family connections or personal wealth to purchase titles. These honoured warriors are acknowledged by being inducted into the Hearthguard Cavalry, a technical fraternity with access to some of the

Consortium's greatest secrets and the responsibility of teaching the next generation of craftsmen. These elite warrior-craftsmen enter battle on powerful armoured motorcycles armed with deadly energized Power Lances. The materials used in their construction are a secret even to other Guilders and the cost of even one such vehicle can only be marvelled at, yet each one is paid for personally by their patron, the current Merchant Prince.

DEMIURG HEARTHGUARD CAVALRY				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	5+	3+	5+
Weapon	Range	Firepower	Notes	
Master-Crafted Pistols	(15cm)	Small Arms	-	
Power Lances	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Notes: <i>Mounted, Reinforced Armour</i>				

## DEMIURG IRON-BREAKERS

Demiurg Commerce Fleets do not function with a traditional military, preferring instead to draw levies from the more prominent Trade Unions. In providing these assets the Trade Unions have specialised the types of combat units each provides. First among these forces are the ground troops of the Iron-Breakers League. The I.B.L. has the single largest membership and performs most of the tasks that keep the Commerce Fleet viable. The depth of their ranks has made them ideal for participation in almost

any expedition, so they always get a piece of any new business. The quality of the I.B.L. warriors and their training speak volumes about the value they place in each member.

Every Consortium has an I.B.L. Brotherhood made up of several Local Affiliates. It is not unusual for a Local to be left out of a deal; in these situations the Local is free to negotiate a supplemental deal with one of the other Trade Unions to support their membership as auxiliaries.

DEMIURG IRON-BREAKERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Missile Launcher	45cm	AP 5+/AT 6+	-	
Notes: <i>n/a</i>				

## DEMIURG ARMSMEN

The Federated Master-Craftsmen or F.M.C. is one of the most sought after Trade Unions within any Consortium. Their members provide some of the Demiurg's deadliest weaponry. Not as unique as the custom work that comes from the artisans of the Technical Guilds, but deadly nonetheless. In battle the F.M.C. Armsmen are most frequently attached through their Local Affiliates due to the extremely high fees that are part and parcel of the cost outlay in securing their brand of destruction.

When called upon an Armsmen brings an array of heavy weaponry and fire control that none of the other Trade Unions can match.

Cost aside the fact remains that if a Legate or Factor really needs a mission accomplished or an objective held for a significant length of time, he knows where to go and if it's important enough he'll request supplemental expense approval, negotiate for a line of credit or sign over a cut of his own profits.

DEMIURG ARMSMEN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
2x Missile Launchers	45cm	AP 5+/AT 6+	-	
Notes: <i>n/a</i>				

## DEMIURG SAPPERS (“SANDHOGS”)

The quintessential Demiurg Trade Union, the one that epitomizes the flexibility of their workforce and its military capabilities are the elite ‘Sandhogs’. The members of the Allied Sappers Guild or A.S.G. are miners through and through. Retaining the ancient nickname of all subsurface drilling professionals the A.S.G. are the troops called upon to raid behind, or more to the point ‘underneath’ the enemy lines and take ground when the fighting gets personal. The

history of their combat prowess goes back to the days of the Homeworlds, fighting the Orks, where they were frequently required to hold or retake roadway tunnel systems or key junction points that the Demiurg used to transit from Stronghold to Stronghold. The Sandhogs have never deviated from the fighting methods of those days and excel in hand-to-hand combat, especially in tight confines. Within the ranks of the Demiurg the A.S.G. are the least likely to fall back in the face of overwhelming odds and always give a good accounting of themselves, win or lose.

DEMIURG SAPPERS (“SANDHOGS”)				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	6+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms	-	
2-Fisted Fighting	(base contact)	Assault Weapons	-	
Notes: <i>Fearless, Infiltrators</i>				

## DEMIURG BIKER

The Guild Halls are closed societies made up of the Demiurg's best and brightest. The innovation and marvels of the Demiurg have always originated from within these organizations. The name Demiurg in fact speaks of their own genesis as creations, and their role as creators, the guiding principle of their very nature. Creativity aside, Guilders aren't altruistic nor are they predisposed to shun politics or profiting from the needs of the Commerce Fleet. They are however, prohibited from direct negotiation with the Fleet customer base. Thus their creations are for sale only to the Trade Unions, the nobility and other Consortium.

The traditional method of recruiting new Guilders is through the long-standing practice of accepting apprentices

and bonded journeymen. Apprentice Guilders are offered a term of service with the Merchant Service Journeymen Trade Union, or M.S.J., as the final step in becoming a Guild Hall craftsman. As a member of the M.S.J. the apprentice is assigned an area of responsibility building, maintaining or repairing production equipment, military assets or conducting testing on new innovations. If called upon to serve in a campaign or a single engagement they too fulfil a combat role as fast attack and scouting elements. As a term project every M.S.J. member is charged with building and maintaining their own combat vehicle; which given their sense of individuality, artistic flair and birthed from worlds where gravitic drive vehicles, or 'Skimmers' were risky at best, they have arrived at the most enjoyable synthesis of these factors, the Motorcycle.

DEMIURG BIKER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Bolt Pistols	(15cm)	Small Arms	-	

Notes: *Mounted, Scouts*

## DEMIURG TRIKER

Other apprentices occasionally team up with like-minded M.S.J. members and re-enlist with the Trade Union rather than return to the Guild Hall for their final form. These partners embark on the next evolution of a fast combat vehicle, the Trike Attack Platform. Nearly as fast as a Bike and considerably more heavily armed, a Demiurg Trike is a dream to drive, exceptionally well-balanced and comfortable enough to spent weeks riding on, performing mineralogical surveys or scouting new territories, and well

armed enough to annihilate anything in its path. If there is a down side to the Trike, it is that with so much to be achieved in the realm of building and maintaining these beauties it is all too common that the M.S.J. finds itself with permanent members who never actually get around to graduating!

On the whole this is tolerated because even the Demiurg know that no matter how many geniuses you have you can never have enough good mechanics on staff.

DEMIURG TRIKER				
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
Multi-Melta	15cm	MW 5+ <i>and</i> Small Arms	-	Macro-weapon

Notes: *Scouts*

## DEMIURG RAPIER QUAD-CANNON

The Lineholder Grand Battery Trade Union is one of the oddest aspects of form and function when it comes to the Demiurg's adaptation to the task at hand. By enlarge the L.G.B. role is one that supports the rest of the Consortium business decisions through practical application of their skills and machinery. They can be hired out to do security, work place safety, specialised mining and seismology or, in the case of the Rapier, pinpoint cutter-less drilling.

The military applications of these tools are similarly useful and in an anti-tank role the Rapier excels. For its size, cheapness and easy maintenance there is no more effective energy weapon to be had in the Galaxy. Or at least that is what the Demiurg Trade Factors kept telling the Imperium when they convinced the Demiurg Elders that the L.G.B. equipment might be a way to a quick profit. Although not widely used by the Imperium any longer, the Demiurg still know the value of a useful tool.

DEMIURG RAPIER QUAD-CANNON				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Quad Lascannon	45cm	AT 4+/AP 6+	-	

Notes: *Mounted, this unit takes up 2 Transport slots*

## DEMIURG TARANTULA

The Tarantula is one of the tools of the L.G.B. that gave rise to their organization's name. Originally the Lineholders were formed to provide the Demiurg mining operations with security and asset protection. As internal security they also police the Commerce Fleet for export violations and contraband. In military actions they are hired on as rearguard elements or a few Locals may be picked to augment the mission of one of their fellow Brotherhoods.

As part of the L.G.B.'s TO&E the Tarantula is a multi-purpose firing platform that requires minimal input from the operator due to a heuristic targeting array and a pair of bracketed focal point weapons. Although any weapon can be mounted in the chassis, the L.G.B. prefers to equip the Tarantula with Lascannons and have positioned their service as an ideal anti-tank weapon with an excellent parts life cycle, an extended targeter warranty, and they are available in a variety of colours and camouflage schemes...financing and lease terms are negotiable.

DEMIURG TARANTULA				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Paired Heavy Weapons	45cm	AP 5+/AT 5+		

Notes: *Mounted, this unit takes up 2 Transport slots*

## DEMIURG THUDD GUN

The Thudd Gun is another example of a weapon that found new life in the mining operations of the Homeworlds. In heavy gravity, any type of avalanche is deadly; rock, earth or snow the velocity these events travel at can eliminate even the most carefully fortified settlement or Stronghold. The Thudd Gun with its characteristic four-count percussive report has done more to ensure the lives of miners than any seismic meter ever could. During any

operation adjacent to a cliff face such as a strip mine or the construction of an embedded settlement, the L.B.G. routinely fire non-explosive Thudd Gun noisemakers prior to the workers entering the cliff face. The racket an entire Grand Battery can generate loosens any stray rock and prevents an avalanche while the workers are on site.

In combat the Thudd Gun munitions explode releasing shrapnel in a roughly 4-pointed grouping tearing through infantry formations with highly effective results.

DEMIURG THUDD GUN				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Thudd Gun	45cm	AP 4+/AT 6+	Indirect Fire	

Notes: *Mounted, this unit takes up 2 Transport slots, Thudd Guns are allowed to use the Indirect Fire rules for Sustained Fire.*

## DEMIURG MOLE MORTAR

The Mole Mortar has undergone countless revisions, originally as a seismic activity sensor in the early colonial days of the Galactic Core and later as a bunker-buster breaching seemingly impregnable fortifications. As part of the Consortium mining operations the Demiurg developed new demolition techniques using the sub-surface torpedo penetrator munitions to uncover veins of hard sought minerals and collapsing the rock surrounding them without resorting to time consuming strip mining.

Lately they have again modified the Mole Mortar to take advantage of unsuspecting enemies who expect bombs to fall from the skies rather than erupt from the earth at their feet. Its only drawback is its relatively short range and the time it takes to accurately plot the target locus using ground penetrating radar (GPR). Limitations aside a Grand Battery volley of Mole Mortars is as deadly as it is impossible to anticipate.

Along with the Thudd Gun, the Mole Mortar is the most common of the L.B.G. Grand Battery Formations.

DEMIURG MOLE MORTAR				
Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Mole Mortar	45cm	1 BP	Indirect Fire (Special)	

Notes: *Mounted, this unit takes up 2 Transport slots*  
**Special:** *Sub-Surface Munitions - If fired indirectly (Sustained Fire-Barrage) this attack gains the Ignore Cover ability*

## DEMIURG AUTONOMS

The Guild Halls are the source of the most wondrous creations of the Consortium, but they are not the only creative force within the Commerce Fleets. Partnerships between the various Trade Unions have been formed and yielded surprising benefits. One of the most prominent is the Autonom. A joint venture between the F.M.C. and the M.S.J. the Autonom is a self-directing programmable

android that can be fitted for work environments hostile to living organisms, or they can be configured for a variety of combat roles.

Smaller than Imperial Dreadnoughts, nor as lithe as Eldar Wraithlords, nonetheless the Autonom provides the Demiurg with expendable soldiers that are replaceable, relatively inexpensive and utterly unshakeable in their ability to do exactly what their told.

DEMIURG AUTONOMS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Power Claws	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)	
Missile Launcher	45cm	AP 5+/AT 6+	-	

Notes: *Walker, Fearless, this unit takes up 2 Transport slots. Autonom do not benefit from the Demiurg 'Stubborn' ability.*

## DEMIURG RHINO

Much like the Adeptus Astartes of the Imperium the Demiurg have found the humble Rhino to be ideal for their purposes. While the Space Marines use the STC variants of the Rhino hull for shaping their tank doctrine the Demiurg opted to rely on the Rhino itself and look to other vehicles to plan out their order of battle. In the Rhino the Demiurg have a flexible, easy to maintain, inexpensive to

manufacture transport vehicle. Although the Rhino is not the most heavily armoured transport available, its relative quickness provides the ability for the Demiurg to get into position and bring the abilities of the Brotherhoods to bear on the enemy. The Rhinos don't always survive to the end of any of their engagements, but that usually serves the purposes of the Consortium quite well. The Brotherhoods tend to fight harder if retreat means slogging it back on foot.

DEMIURG RHINO				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Stormbolter	(15cm)	Small Arms	-	

Notes: *Transport (2) May carry two of the following units: Iron-Breaker, Armsmen and Sandhog, or one: Hearthguard, Autonom, Mole Mortar, Rapier, Tarantula or Thudd Gun.*

## DEMIURG GORGON

A Gorgon is an anachronistic vehicle that rarely sees use outside the Demiurg these days. In its heyday it has seen service as a rearguard supply wagon, a minelayer and even a small-scale siege engine. For the Demiurg the Gorgon serves as a highly durable extended capacity transport capable of surviving almost any environmental condition.

In battle it would be charitable to refer to the Gorgon as slow, but when it reaches its assigned area a Gorgon assault, supported by the troops it carries, is decidedly one-sided. The armour that protects the Gorgon protects not only the troops inside, but the treads and the drive train as well. As far as durability, it is unequalled being more reliable in dangerous terrain than even a war engine. If time is not a factor a Gorgon can get you just about anywhere.

DEMIURG GORGON				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Heavy Flamer	15cm	AP 5+	Ignore Cover	
Mine Thrower	15cm	2 BP	-	

Notes: *Reinforced Armour, Transport (4) May carry four of the following units: Iron-Breaker, Armsmen and Sandhog. The following units may also be carried but each takes up two Transport slots: Hearthguard, Autonom, Mole Mortar, Rapier, Tarantula and Thudd Gun.*

**Special:** *Ignore Dangerous Terrain*

### DEMIURG IRON EAGLE GYROCOPTER

Their original purpose on the Homeworlds was one of survey, scouting and courier. With traditional flight being impractical at best, the Iron Eagle, with its enormous turbofans, is one of the few Demiurg combat vehicles that aren't land-based. In its present role the Iron Eagle Gyrocopter forms the first layer of the Demiurg anti-aircraft net. While the Iron Eagle may lack the grace of other 'skimmers' it makes up for it with impressive

armament. Its nose mounted Battle Cannon can out-range most offensive weaponry and its tail mounted Point Defence flak guns keep the more reckless aircraft pilots on their guard.

Despite having left the Homeworlds behind, the Demiurg still haven't developed a knack for flying or air combat, but they have a great deal of experience in opposing its adherents.

DEMIURG IRON EAGLE GYROCOPTER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	35cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP 4+/AT 4+	-	
Point Defence Guns	30cm	AA 5+	Flak	

Notes: *Skimmer*

### DEMIURG THUNDERFIRE

The Thunderfire is an unusual weapon for the battlefield of the 40<sup>th</sup> Millennium by virtue of being completely stationary. It is also unique in its volume of shooting and accuracy. The Guildler who conceived of the Thunderfire flak cannon envisioned a weapon that could reach any target unopposed. The project was a grand success in some regards and a complete compromise in others. The recoilless mag-rail guns have phenomenal range and near pin-point accuracy. As a gauss weapon the speed at which it can propel a slug into a target and the kinetic energy

released is impressive. However whenever the guns were mounted on any type of vehicle the accuracy of the weapon was thrown off by even the slightest tremor in the suspension. The decision was made to continue development and mount it on a weapons platform that could hold the guns steady. The other compromise was that the stabilizers on the weapons cannot depress below a 30° arc making it impossible to fire at any nearby enemy.

The tactics involved in utilizing Thunderfires normally require them to be set all along a front, well to the rear and considerably before the battle begins.

DEMIURG THUNDERFIRE				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	0cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
3x Thunderfire	60cm	AA 5+	Flak	

Notes: *n/a*

**Special:** *A Thunderfire Battery formation may only select a Marshal Action (Regroup only). If given a Hold Action they may only regroup that turn.*

### DEMIURG OVERLORD AIRSHIP

The Overlord Airship was conceived by the minds of the Aero-Space Technical Guild as a side benefit in their hydrogen collectors for the Ramscoop Propulsion Project. Utilizing a crystalline multi-cellular honeycombed core the internal structure is light, but incredibly durable and does not degrade significantly even when penetrated. In fact

only a direct hit on the gondola control deck can generate a significant failure to the vessel. Add to this an armoured hull studded with Battle Cannons, bomb racks and top mounted flak weapons and the Demiurg have the consummate battlefield support platform. Formations of Overlords move slowly and deliberately watching the skies for enemy aircraft, targeting distant formations and supporting the troops below with devastating explosives.

DEMIURG OVERLORD AIRSHIP				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
2x Battle Cannons	75cm	AP 4+/AT 4+	Fixed Forward	
Bomb Racks	15cm	2 BP	All Round	
2x Flank Autocannons	45cm	AA 5+	Flak, All Round	

Notes: *Damage Capacity (3), Reinforced Armour, Thick Rear Armour, Skimmer, Fearless*

**Critical Hit:** *The engines stall and restart out of sync causing the airship to spin madly as it loses altitude and crashes to the ground. Centre a blast template over the airship, any units under the template are hit by the impact as the airship's magazine cooks off (AP 5+/AT 5+ Ignore Cover). Remove the model after resolving the crash.*

## DEMIURG GOLIATH MEGA-CANNON

Another example of the desire for highly destructive weaponry overriding the tactics of mobility is the Goliath. It is easily the single largest piece of conventional artillery even conceived. The Gun is so large and so well armoured that it is considered to be a war engine, albeit an emplaced one. The platform it is mounted on is actually a modified tunneller drill head that not only fixes the goliath to the

spot, but also sinks a portion of its bulk into the earth to protect it from stray barrages. The range of this weapon is incredible as is the destructive force yielded on impact.

If an enemy is unable to silence a Goliath Battery early on there are usually no command staff left to assign blame to, for once they have gone into continuous fire mode the devastation is total and usually leaves no one available to negotiate terms with the Consortium.

DEMIURG GOLIATH MEGA-CANNON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	0cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Mega-Cannon	125cm	6 BP	Indirect Fire, Disrupt, All Round	
Notes: <i>Damage Capacity (3), Reinforced Armour</i>				
<b>Critical Hit:</b> <i>The auto-loading magazine jams and the cannon is destroyed.</i>				
<b>Special:</b> <i>Limited Fire Arc: A Goliath Battery formation may only select a Marshal (regroup only) or Sustained Fire Action. On a Sustained Fire Action they can only fire indirectly as detailed under the rules for Barrages (1.9.8). If given a Hold Action they may only regroup that turn.</i>				

## DEMIURG MOBILE COMBAT FORTRESS

The ultimate expression of the industrial capacity of the Demiurg is the arrival of their Mobile Combat Fortress, or MCF, on the battlefield. Rather than attempt to develop articulated walkers that require massive hydraulics and questionable organic-cybernetic interfaces to move properly, the Demiurg have refined the tank to its penultimate form, The MFC. Of the 4 types regularly seen by other races, witnesses liken them to moving buildings and in truly large campaigns the appearance of an entire city entering the battle, unleashing an unparalleled torrent of firepower is an apt description.

Imperial Techno-Magi. This protection while not capable of deflecting ballistic weapons and standard energy weapons is extremely effective against weapons that most war engines cannot withstand. And while the field does appear to have some drawbacks as opposed to void shield technology there seems to be no limit to the amount of energy that it can deflect.

Each MCF is maximized for its role and protected by a form of battle screen or void shield that is unknown to the

### SPECIAL RULE

#### Particle Shielding

*This field attenuates high yield weapons. A vehicle protected by a particle shield gets all of its armour rolls against Macro-weapons and one 4+ armour roll against a Titan Killer weapon. If the roll is failed the attacking weapon does damage as indicated on its profile.*

## DEMIURG LEVIATHAN MOBILE COMBAT FORTRESS

A Leviathan MCF is typically purchased from a Guild Hall construction crèche as a permanent Brotherhood Superheavy Asset. Capable of carrying a full Brotherhood and an Affiliated Local, the Leviathan is the largest transport in the Demiurg arsenal, possibly the largest troop transport period. While its speed is unimpressive, its ability to deliver its payload in a hostile environment has no equal.

The massive Doomsday Cannon clears a path to the enemy while rank after rank of lascannon protect the Leviathan's flanks. And when called to action, as per contract, the ramp is lowered and the troop payload in her guts disembarks to mop up what is left in the way of opposition.

Some Consortium prefer to marshal their nobles within a Command and Control Leviathan in hopes of weathering the battle unscathed, but they never truly experience the marvel of this combat machine and their clients soon pick up this timidity. Such Consortium rarely win follow-on contracts with their clientele.

DEMIURG LEVIATHAN MOBILE COMBAT FORTRESS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP 4+/AT 4+	Turret, All Round	
Doomsday Cannon	120cm	3 BP	Macro-weapon, Fixed Forward	
3x Flank Twin Lascannons	45cm	AT 4+	All Round	
Notes: <i>Damage Capacity (4), Particle Shielding, Reinforced Armour, Thick Rear Armour, Fearless, Transport (14) May carry fourteen of the following units: Iron-Breaker, Armsmen and Sandhog. The following units may also be carried but each takes up two Transport slots: Hearthguard, Autonom, Mole Mortar, Rapier, Tarantula and Thudd Gun.</i>				
<b>Critical Hit:</b> <i>The tracks are destroyed, the Leviathan may not move. An additional critical hit does an extra point of damage.</i>				

## DEMIURG COLOSSUS MOBILE COMBAT FORTRESS

The Colossus is a sophisticated firebase covered with a cornucopia of weaponry that gives its lease holder considerable joy when contemplating the next assignment. Based on the original chassis of the Leviathan the designers of the Colossus had one thing in mind, absolute devastation. Its primary weapon is the same as the Leviathan, but the similarities end there. First, they stripped out the transport compartments and opted for 3 additional Battle Cannons, a short ranged Thunder Cannon, ranks of

Plasma Missiles and lastly a helipad with a dedicated Iron Eagle Artillery Spotter.

This innovation alone gives the Colossus a move and fire capability that mitigates its decidedly slow speed. The Iron Eagle fire control team direct and sight the Plasma Missile launches independently from the rest of the Colossus systems but still bear on the same target. This bracketed firing solution gives an enemy formation very little time to contemplate the fact that nowhere is safe when the Colossus takes the field.

DEMIURG COLOSSUS MOBILE COMBAT FORTRESS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
4x Battle Cannons	75cm	AP 4+/AT 4+	Fixed Forward	
Doomsday Cannon	120cm	3 BP	Macro-weapon, Fixed Forward	
Thunder Cannon	30cm	3 BP	Ignore Cover, Fixed Forward	
Plasma Missiles	60cm	3 BP	Indirect Fire (Special: Spotter), All Round	
Notes: <i>Damage Capacity (4), Particle Shielding, Reinforced Armour, Thick Rear Armour, Fearless</i>				
<b>Critical Hit:</b> <i>The tracks are destroyed, the Colossus may not move. An additional critical hit does an extra point of damage.</i>				
<b>Special:</b> <i>Iron Eagle Spotter: A single Iron Eagle is associated with the Colossus to act as an artillery spotter. Attach this gyrocopter to any non-MCF or non-TBM/Cradle formation. The Iron Eagle acts normally with the formation it's attached to and is allocated hits from shooting as per the core rules for shooting at a formation. While the Iron Eagle is in play it allows the Colossus to fire its Plasma Missiles indirectly unless the Colossus marches or is suppressed. However, the Colossus <u>does not</u> get the +1 to hit unless it remains stationary as per 1.9.8 (Barrages). While Spotting the Iron Eagle must have a LOS to the target and the target must be within the range of the Colossus (max 120cm). This ability does not allow the Colossus to split fire.</i>				

## DEMIURG CYCLOPS MOBILE COMBAT FORTRESS

Like the Thunderfire and the Goliath, the Cyclops is a MCF that rejects a sense of proportion or any semblance of balanced weaponry. The Hellfury Cannon mounted on the hull frame of a Leviathan chassis is actually a Bastion Class cruiser cutting array originally designed for asteroid mining. The power draw on this nightmare is so high that it is constantly in danger of forcing a general shutdown of the MCF control and targeting computers. The heat build up from the Hellfury Cannon is collected in an array of

massive heat sinks and re-routed to power the defensive Crucible Cannons positioned at the prow of the Cyclops. If both of these systems are not available the Cyclops can rely on its compliment of Doomstorm missiles to bring the enemy to task.

Regardless of the drawbacks, the extreme weapons, the beleaguered fire control and slow speed the Cyclops remains a regular addition to most sieges and they are a particular favourite among Titan Hunting Legates looking to enhance their reputations.

DEMIURG CYCLOPS MOBILE COMBAT FORTRESS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP 4+/AT 4+	Turret, All Round	
Hellfury Particle Cannon	90cm	2x MW 3+ (TK 2)	Titan Killer, Fixed Forward	
2x Crucible Cannons	Flame Template	4+ MW	Ignore Cover, Fixed Forward	
Doomstorm Missiles	60cm	3 BP	Indirect Fire, Macro-Weapon, All Round	
Notes: <i>Damage Capacity (4), Particle Shielding, Reinforced Armour, Thick Rear Armour, Fearless</i>				
<b>Critical Hit:</b> <i>The tracks are destroyed, the Cyclops may not move. An additional critical hit does an extra point of damage.</i>				
<b>Special:</b> <i>Power Flux: Due to the extreme power requirements of the weapon system on this combat fortress only one weapon <u>in addition</u> to the turreted Battle Cannon may be fired per turn.</i>				

**DEMIURG LAND TRAIN MOBILE COMBAT FORTRESS**

The Land Train is a marvel of Demiurg engineering even in comparison to other Mobile Combat Fortress. Historically Land Train’s development began as a method of crossing harsh tracts of wasteland ferrying people and supplies. In warfare it has become a fast moving modular firebase

capable of standing off entire tank companies by itself. Unsupported the war engine is marginally better than an Imperial Baneblade, but when configured with its attendant Battle Cars the Land Train MCF is a fierce combatant. As the train come under fire the crew increase their rate of fire, trusting in the effectiveness of the shielding and armour. The closer the train gets the greater the level of fire it produces in a valiant charge to take its objective.

DEMIURG LAND TRAIN MOBILE COMBAT FORTRESS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP 4+/AT 4+	Turret, All Round	
Battle Cannon	75cm	AP 4+/AT 4+	Fixed Forward	
Thunder Cannon	30cm	3 BP	Ignore Cover, Fixed Forward	
Notes: <i>Damage Capacity (3), Particle Shielding, Reinforced Armour, Thick Rear Armour, Fearless</i>				
<b>Critical Hit:</b> <i>If the Engine is hit the Engine is destroyed. If a Battle Car is hit the affected Battle Car is destroyed, additionally the Land Train loses 5cm movement in its next action and may not take a Sustained Fire or Overwatch action.</i>				
<b>Special:</b> <i>Damage Management: Hits are applied from the front to the rear starting with closest portion of the train. No part of the train can be allocated a second hit until each part has been allocated one hit. Any destroyed Battle Cars must be de-coupled at a cost of 5cm at the start of the Land Train’s next activation (this effect is not cumulative and includes critical hits).</i>				

**DEMIURG LAND TRAIN MOBILE COMBAT FORTRESS BATTLE CARS**

The Battle Cars of the Land Train MCF are all very specific in their approach to aiding the Land Train in its mission.

The Crucible Battle Car is armed with a heavy duty, extended-range Melta-weapon that gives the Battle Car its name and can penetrate even the toughest armoured opponent.

The Engineer’s Battle Car carries members of the crew and design team whose job it is to oversee the Land Train in each engagement and if necessary exit the Battle Car to defend the Land Train in hand-to-hand.

The Pilum Battle Car is little more than a medium range Titan-Killer missile launcher that is typically the first weapon fired by the Land Train fire control team immediately preceding an assault.

The Roadmaker Mortar is a weapon from its earlier days when the Land Train more or less made its own road as the name implies, flattening terrain features rather than avoiding them.

Occasionally the Battle Cars find themselves without the engine. In that situation the Battle Cars have a limited capacity to form up as their own war engine formation until relief can be dispatched.

DEMIURG LAND TRAIN BATTLE CARS				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Crucible Battle Car	Flame Template	4+ MW	Ignore Cover, Fixed Forward	
Engineer’s Battle Car	45cm	AP 5+/AT 6+	Turret, All Round, carries 4 Sandhog Units	
Pilum Battle Car	60cm	3 BP (TK 1)	Indirect Fire, One-shot, Titan Killer, All Round	
Roadmaker Battle Car	45cm	3 BP	Indirect Fire, Fixed Forward	
Notes: <i>Damage Capacity (2 each), Particle Shielding, Reinforced Armour, Thick Rear Armour, Fearless</i>				
<b>Critical Hit:</b> <i>The affected Battle Car is destroyed; additionally the Land Train loses 5cm movement in its next action and may not take a Sustained Fire or Overwatch action.</i>				
<b>Special:</b> <i>Flexible Coupling Leads: Each Battle Car may rotate 45* off the axis of the Land Train to get a bearing on a target.</i>				
<b>Special:</b> <i>Autonomous: In the odd event that Land Train engine is destroyed each Battle Car moves independently in a limited capacity. The Battle Cars form single a War Engine formation until destroyed.</i>				

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## DEMIURG TUNNEL BORING MACHINES

Early on in the history of the Homeworlds the Demiurg developed tunnel boring machines (TBM) that were used for excavation and tunnel mining. Later this technology was adapted, much like the Mole Mortar to attack their enemies from below the surface. The most recent adaptation of the TBM has been in shipboard launches into asteroid fields for highly profitable intra-system belt refinery contracts.

As a combat tactic the surprise and confusion generated by an arrival of a formation of TBM is second only to the destruction they mete out to the enemy and the surrounding terrain. Immediately prior to surface penetration the crew fire breaching charges that weaken the ground at the LZ. These charges are not standard explosives as the name might infer, but are related to melta-weapon technology, vaporizing the immediate surroundings. In the last phase of the tunneling the TBM fuel stores are vented through the cutting array, whose spin creates a wash of ignited propellant as the TBM terminates its movement more or less intact. However, even if the TBM survive the engagement the repair bills are enormous.

### SPECIAL RULES

#### Tunnellers

*This special rule can be used for tunnellers if they are included in a scenario. Tunnellers are set up on their own table edge before the battle starts, at the same time that spacecraft are deployed (see 4.0). Any units transported in the tunnellers are kept off table until they surface. Write down the location where the tunneller will surface in the same manner that you record the co-ordinates of a drop zone (see 4.3.3).*

*Each tunneller formation must pass an activation test and take a Sustained Fire Action. If successful the tunneller models are removed from the table. It takes a tunneller formation 1 full turn to travel to any point on your table half and 2 full turns to travel to any point in your opponents table half.*

*Set up the tunnellers at the start of the turn when they surface as per the following rules for Breaching Charges. The tunnellers and any units being transported may take an action on the turn they appear.*

#### Breaching Charges

*After the placing the first unit in a tunneller formation, its Breaching Charges attack all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Once this is resolved, center an orbital bombardment template over the model and place any other tunnellers in the same formation within that 12cm area. The troops carried in the tunnellers then must disembark within 5cm of their transport.*

The area around a TBM insertion is nowhere to be and if coordinated well by the Demiurg Launch Officer, causes considerable damage to nearby enemy combat assets. While the Demiurg enjoy the tunneling, the combat risk are high and thus local Trade Factors occasionally offer bonus programs and life insurance to their own troops...just in case.

### TBM CRADLES

When the Demiurg are defending their territory or have already deployed to the surface they use large tracked cradles to move their TBM within operational distance of the enemy to use them in an all too familiar role as tunnelling units.

These cradles are all designed from a similar STC profile, the Khthon. The only variation is the relative size required to move the tunneller into position. However the size of the drive train required in moving a TBM is such that once launched the Khthon crew is hardly capable of doing little more than holding position and counting on the Brotherhoods to hold the line. If pressed in an attack they typically are destroyed or abandoned as they are not actual combat units.

#### Non-Combatant (Khthon Cradles)

*This unit cannot claim an objective on the opponent's table side and cannot thwart a They Shall Not Pass victory condition. Additionally, if it comes under fire its formation receives one additional Blast marker.*

**Note:** Tunneling requires you to deploy and activate the formation from Khthon cradles which have their own profile and remain on the table as an independent formation even after the tunnellers launch. Tunnellers unlike drop pods remain on the table and form an independent formation even after the transported infantry disembark.

Additionally, the breaching charges are a one-shot attack, and its profile is the same regardless of the tunneller formation's composition. As per the detailed rules for breaching charges, each formation gets only one 15cm radius attack regardless of how many tunnellers are in the same formation.

**Important Note on Targeting TBM:** While a Tunnel Boring Machine is mounted on its cradle they count as one unit. All shooting is considered to be directed at the TBM. Use the TBM armour save value when resolving allocated hits. If the save is failed remove the TBM and the cradle, but assign only 1 BM per casualty. On-board infantry units save as per the normal rules for a destroyed transport. Any BM accumulated prior to the launching of TBM formations remain on the cradles, stranded infantry will form up with the cradles but are bound by the cradle Non-Combatant rules. Any Fearless infantry units lose that ability if stranded.

**Overwatch:** Formations on Overwatch can declare attacks on disembarked infantry or TBM immediately after the Strategy Phase on the turn they surface.

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## DEMIURG TUNNEL BORING MACHINES

DEMIURG TERMITE TUNNEL BORING MACHINE				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	0cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Breaching Charges	15cm	AP 5+/AT 5+	One-shot, see Breaching Charges Note	

*Notes: Tunneller, Breaching Charges, Transport (2) May carry two of the following units: Iron-Breaker, Armsmen and Sandhog, or one: Hearthguard, Autonom, Mole Mortar, Rapier, Tarantula or Thudd Gun. After Surfacing a TBM may only select a Marshal Action (Regroup only). If given a Hold Action they may only regroup that turn.*

DEMIURG MOLE TUNNEL BORING MACHINE				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	0cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Breaching Charges	15cm	AP 5+/AT 5+	One-shot, see Breaching Charges Note	

*Notes: Tunneller, Breaching Charges, Reinforced Armour, Transport (4) May carry four of the following units: Iron-Breaker, Armsmen and Sandhog. The following units may also be carried but each takes up two Transport slots: Hearthguard, Autonom, Mole Mortar, Rapier, Tarantula, Thudd Gun. After Surfacing a TBM may only select a Marshal Action (Regroup only). If given a Hold Action they may only regroup that turn.*

DEMIURG HELLBORE TUNNEL BORING MACHINE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	0cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Breaching Charges	15cm	AP 5+/AT 5+	One-shot, see Breaching Charges Note	

*Notes: Damage Capacity (4), Tunneller, Breaching Charges, Reinforced Armour, Thick Rear Armour. Transport (14) May carry fourteen of the following units: Iron-Breaker, Armsmen and Sandhog. The following units may also be carried but each takes up two Transport slots: Hearthguard, Autonom, Mole Mortar, Rapier, Tarantula, Thudd Gun. After Surfacing a TBM may only select a Marshal Action (Regroup only). If given a Hold Action the Hellbore may only regroup that turn.*

**Critical Hit:** *The Hellbore cracks down the middle and collapses in on itself like a crushed eggshell. Remove the model.*

DEMIURG KHTHON, TERMITE TBM CRADLE				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+	-	

*Notes: Non-Combatant*

DEMIURG HEAVY KHTHON, MOLE TBM CRADLE				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+	-	

*Notes: Non-Combatant*

DEMIURG KHTHON HOG, HELLBORE TBM CRADLE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	10cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
2x Heavy Bolters	30cm	AP 5+	Turret, All Round	

*Notes: Damage Capacity (2), Reinforced Armour, Non-Combatant*

**Critical Hit:** *The Hog literally rips apart and collapses in a heap of parts. If your model can be disassembled, scatter the parts convincingly.*

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## DEMIURG COMMERCE FLEET VESSELS

The Demiurg spacecraft remain a mystery to the rest of the Galaxy. The travel the Warp, apparently without the benefit of the Pysker/Navigator gene, they seemingly ignore dangerous phenomena in sectors of space other races must avoid and they use weaponry that is unfathomable to the Tech Priests of the Imperium.

What is known is they are capable of extended operations without benefit of a port or refuelling; and they are used as work platforms in deep space mining operations. As fighting vessels even their nominal cruiser, the Bastion Class, is a match for most Imperial battleships. In a Planetary operation they are capable of seizing the high orbital from swifter enemies and firing a mix of deadly weaponry before they can be interdicted.

Many have speculated that the Demiurg are capable of high degree of automation in the management of their spacecraft

and that this technology allows the targeting of the enemy to be a priority.

This automation and its benefits are no more apparent than in the Stronghold Class Battleship. Although it is unremarkable with regards to its speed and manoeuvrability, once its course is laid in across a planet's orbit, its sheer size and steady fire control is enough to discourage anyone but the most stalwart captain from challenging its approach move.

### SPECIAL RULE

#### Intimidating

*During set-up Demiurg Spacecraft may attempt to usurp another spacecraft's arrival, both sides make a strategy roll. The loser comes on the turn after the winner. If a Stronghold Class Battleship is selected it can only use this ability starting on Turn Three.*

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### DEMIURG BASTION CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2x Pin-point Attacks	n/a	2+ MW (TK 1)	Titan Killer	
Orbital Bombardment	n/a	3 BP	Macro-weapon	
Notes: n/a				
Special: <i>Intimidating</i> – During set-up the Bastion may attempt to usurp another spacecraft's arrival, both sides make a strategy roll. The loser comes on the turn after the winner.				

### DEMIURG STRONGHOLD CLASS BATTLESHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2x Pin-point Attacks	n/a	2+ MW (TK 2)	Titan Killer	
Orbital Bombardment	n/a	8 BP	Macro-weapon	
Notes: <i>Slow and Steady</i> – may not be used on the first two turns of a battle unless the scenario specifically says otherwise.				
<b>Special:</b> <i>Intimidating</i> – During set-up the Stronghold may attempt to usurp another spacecraft's arrival, both sides make a strategy roll. The loser comes on the turn after the winner. Due to <i>Slow and Steady</i> this cannot be attempted until Turn Three.				