

EPIC 40,000
Horus Heresy



EMPEROR'S
CHILDREN

Emperor's Children in Epic 40,000

Formation

The earliest recruits to the Emperor's Children, then known as III Legion, were recruits gathered from Europa during the Unification Wars. Noble houses, such as House Loculus of Komarg, selected the finest of their youth and gave them to the Emperor following their defeat by his Thunder Warriors as tribute for their previous defiance. Following the Houses of Europa's lead, other noble Terran dynasties also sent their children to fight in the III Legion. This was rumoured to be the source of the Legion's adopted name, the Emperor's Children, a name that was re-affirmed later following Fulgrim's rediscovery.

One distinction with the early days of the Emperor's Children was that they willingly cooperated with and even led the young Imperial Army into battle during the Unification Wars, something other Legions saw as disdainful. Leading "lesser" troops seemed natural for the aristocrats of the Legion. Perfectionists even before having been reunified with their Primarch, the III Legion became known to efficiently execute and exceed the Emperor's own expectations.

Great Crusade

The Legion was frequently given diplomatic and emissary-protection missions by the Emperor and were known by some as His heralds, the marines painting their armour imperial purple to signify their mission, emblazoned with a thunderbolt and rayed sun. The right to bear the Emperor's personal standard, the Palatine Aquilla, was granted following the Proximan Betrayal when the XVIth Cohort were all killed in defense of the Emperor, wounded by a Vortex weapon, during a surprise insurrectionist attack at the ceremonial plaza during the Imperial Compliance ceremonies.

Despite this status, the Legion was struck with disaster within a year of Proxima following the pacification of the Selenar gene-cults of Luna and the Martian Compact, when a substantial portion of gene-seed reserve was lost during its transit to Luna. It was then found that a Selenite plot had corrupted gene-seed stock held on Terra with what was known as 'the Blight', causing organ degeneration that then spread more widely in the Legion. Rapid deployment of reserves, purging the infected, and the establishment of methods such as salvaging Progenoid Glands from its dead warriors helped to reverse the decline, but the Legion never recovered from this incident, and thus were always among the smallest of the Legio Astartes.

This document is made to complement the Legio Astartes Army list. Emperor' Children forces can make use of the following Detachments from the Legio Astartes list.

- Emperor's Children Infantry Detachment (Page 2)**
- Emperor's Children Supreme Commander (Page 3)**
- Space Marine Infantry Detachment (LA)**
- Space Marine Armoured Detachment (LA)**
- Space Marine Super Heavy Detachment (LA)**
- Space Marine Air Detachment (LA)**
- Space Marine Artillery Detachment (LA)**

(LA) = Legio Astartes

EMPEROR'S CHILDREN INFANTRY DETACHMENT

Commanders

You must choose a Commander

1 Detachment HQ+25pts

Up to one Space Marine Captain25pts

Consists of 1 Space Marine unit (Hero, Assault)

Extra Cost to (choose one) :

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Upgrade to Terminator (Cannot use Rhino)

(Hero, Save)+5pts

Upgrade Space Marine Captain to

Consul15pts

May select one option below:

Master of Signals

His detachment can re-roll one shooting dice, additionally in lieu of this, once per battle he can place 1d3 artillery templates on any detachment that he can see.

Legion Champion (Hero, Rampage, Assault).

Main Force

Choose up to **10** from the following list.

Legion Terminator Squad19pts

Consists of 1 Space Marine Unit (Save).

Extra cost to:

Mount in a Land Raider+45pts

Mount in Spartan Assault Tank.....+50pts

Legion Marine Squad30pts

Consists of 2 Space Marine units. (*Choose one)

Mount in a Rhino+7pts

Upgrade both units to Assault troops*

(Assault, Jump Packs) +4pts

Upgrade both units to Devastators*

(Heavy Weapons) +10pts

Legion Breacher Squad50pts

Consists of 2 Breacher units (Breach).

Mount in a Rhino+7pts

Legion Bike Squad10pts per unit

Consists of 1 to 3 Space Marine Bike Units.

Legion Reconnaissance Squad16pts

Consists of 1 Space Marine unit (Infiltrators)

Legion Breacher Squad19pts

Consists of 1 Space Marine Unit (Breach, Assault).

Extra cost to:

Mount in a Land Raider+45pts

Mount in Spartan Assault Tank.....+50pts

Kakophoni Squad20pts

Consists of 1 Space Marine unit (Infiltrators)

Mount in a Rhino+7pts

Mount in a Land Raider+45pts

Support

Make up to **10** from the following list. You may not exceed the number of choices in the main force list.

Palatine Blades20pts per unit

Consists of 1 Space Marine Unit (Hero, Assault).

Extra cost to:

Mount in a Land Raider+45pts

Mount in Spartan Assault Tank.....+50pts

Legion Land Speeder

Squadron20pts per unit

Consists of 1 to 3 Land Speeders.

Legion Attack

Bike Squad10pts per unit

Consists of 1 to 3 Attack Bikes.

Tactical Support

Squad.....10pts per unit

Consists of 1 Tactical Support unit.

Mount in a Rhino+7pts

Support Weapons Battery18pts per unit

Consists of 1 to 3 Support Weapons.

Legion Dreadnought27pts per unit

Legion Land Raider45pts per unit

Legion Predator27pts per unit

Legion Whirlwind26pts per unit

Vindicator22pts per unit

Spartan Assault Tank50 Pts per unit

Sicaran Battle Tank28 pts per unit

Sicaran Venator28 pts per unit

Chain of Command: Captain > Consul > Terminator > Legion Marines > Any other unit.

EMPEROR'S CHILDREN SUPREME COMMANDER

Commanders

You may include up to 1 Supreme Commander.

Up to one Legion

Chapter Master50pts

Consists of 1 Space Marine unit (Hero, Commander)

Extra Cost to (*Choose one):

Mount in a Rhino*+7pts

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Upgrade to Terminator (cannot use Rhino)

Hero, Commander, Save)+5pts

Up to one Fulgrim150pts

Consists of 1 Fulgrim unit (Primarch, Assault).

Bodyguard

You may include up to 1 Space Marine Bodyguard Squad. Fulgrim may select up to 3.

Palatine Blades Squad20pts

Consists of 1 Space Marine Unit (Hero, Assault).

Extra cost to: (*choose one).

Mount in a Land Raider+45pts

Mount in Spartan Assault Tank.....+50pts

Phoenix Terminator Squad22pts

Consists of 1 Space Marine unit (Assault, Save).

Extra cost to: (*choose one).

Mount in a Land Raider*+45pts

Mount in a Spartan Assault Tank*+50pts

Chain of Command: Commander > Bodyguard.

Special Rules:

Primarch: Hero, Commander, Stubborn, Damage Capacity 3.

EMPEROR'S CHILDRENS SUMMARY

INFANTRY

	Speed	Range	Firepower	Assault	Armour	Special
Fulgrim	15cm	30cm	1	6	6	Primarch, Assault
Legion Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn
Chapter Master	10cm	30cm	1	3	5+	+ Hero, Commander
Captain	10cm	30cm	1	3	5+	+ Hero
Devastator	10cm	45cm	1	2	5+	+Heavy Weapons, No Rapid Fire
Assault	10cm	30cm	1	3	5+	+ Assault, Jump Packs
Terminators	10cm	30cm	1	3	5+	+ Save
Reconnaissance	10cm	30cm	1	3	5+	+Infiltrators
Tactical Support	10cm	30cm	2	3	5+	No Rapid Fire
Breacher	10cm	30cm	1	3	-	Breacher
Kakophini	10cm	30cm	2	4	5+	Disrupt, Save
Phoenix Terminators	10cm	30cm	3	2	6+	+ Save, Hero
Support Weapons	10cm	45cm	Anti Tank	0	4+	
Palatine Blades	10cm	-	0	3	5+	Assault, Hero

ARMOUR

	Speed	Range	Firepower	Assault	Armour	Special
Land Raider	20cm	45cm	2 x Anti Tank	2	6+	Transport (2)
Rhino	30cm	n/a	0	0	5+	Transport (2)
Whirlwind	30cm	45cm	Barrage	0	5+	Artillery
Predator	30cm	45cm	2	1	6+	
Vindicator	25cm	15cm	3	1	6+	Close Support
Dreadnought	15cm	45cm	2	4	6+	
Spartan	20cm	45cm	4 x Anti Tank	2	6+	Transport (4)
Sicaran	30cm	45cm	4	1	5+	
Venator	30cm	45cm	2 x Anti Tank	1	5+	

DETACHMENT NAME	POINT COST

RESERVE SPEED
HALF STRENGTH
MORALE VALUE
TOTAL POINT COST

DETACHMENT MAIN FORCE	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

DETACHMENT SUPPORT	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES