

Emperor of Mankind

Supreme Commander of the Imperium

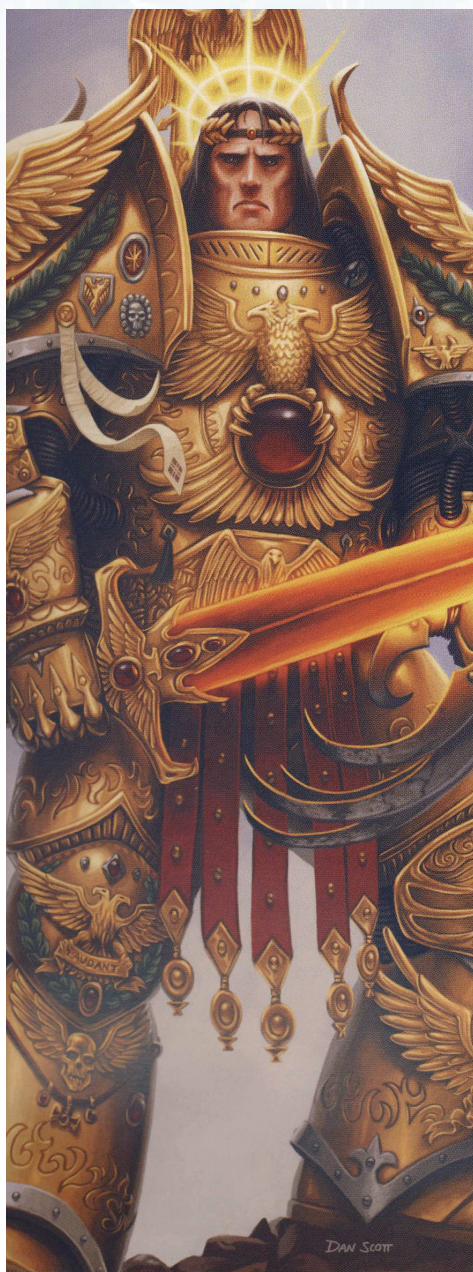
"It was said that once you had seen him, or heard him speak, you were never in doubt again. He was the one, and he always had been. He had been the Emperor long before there was any such office to take. No one knew his birth name, because he had always, naturally, been the Emperor."

The man who would later become known as the Emperor first appears in Imperial records as one of the many warlords struggling for control of Terra during the later part of the Age of Strife. The Emperor undertook a series of campaigns against all the other warlords on the planet that would later become termed as the Unification Wars.

With this victory, the planet and population of Terra were at last unified under one rule; that of the Emperor. With this achievement behind him, the Emperor then set in motion his plans to take

his purpose of uniting and guarding mankind out into the stars, to unify with the bastions of humanity scattered across the galaxy. This undertaking would become known as the Great Crusade.

The Emperor led the Space Marines into the reconquest of the Solar System, driving alien enslavers from the moons of Saturn and Jupiter and most importantly, achieving peace and eventual integration with the Mechanicum of Mars. This alliance provided the Emperor with much of the means and materiel to extend his crusade into the stars.



THE EMPEROR: The Emperor of Mankind has the following stats and special rules.

WS	BS	S	T	W	I	A	LD	SV
8	6	5	5	5	6	4	10	2+

UNIT TYPE: Infantry

SPECIAL RULES

Eternal Warrior, 3+ Invulnerable Save, Deep Strike, Frag Grenades, Krak Grenades, Master Crafted Force Weapon, Storm Bolter, Independent Character.

Supreme Commander: The Emperor is able to coordinate units under his command with ruthless efficiency, monitoring input from other commanders and imparting them with great wisdom with but a word. If the Emperor is on the table then all your units may choose whether to fail or pass morale tests (even if failure would normally be automatic)

Master Strategist: A player's army containing The Emperor automatically has the Careful Planning and Strategic Redeployment strategic assets.

Golden Halo: The Golden Halo is a psychic hood, in addition it also doubles the maximum range of all the Emperor's psychic powers.

Ultimate Psyker: The Emperor is the greatest psyker mankind has ever seen. He knows all the psychic powers from Codex: Space Marines, Space Wolves, Dark Angels and Blood Angels and may use three each turn. In addition, The Emperor always successfully passes his psychic test when using his powers (and so is also immune from the effects of the Perils of the Warp).