

The Prince's Glaive

Points: Scenario Specific

Phermhet, the ancient Eldar Blade of Truth, "The Sight of Morai-heg," was stolen from the vaults beneath the crone world during the ebb in warp activity in recent years. It is now in the possession of a Lord Commander of the Emperor's Children who consecrated it to the power of Slaanesh under the name of "The Prince's Glaive." The Ordo Malleus has tracked every step this weapon has made across the galaxy, finally launching a full offensive against the Emperor's Children's fortress on the northern continent of Moores Vile VII. This weapon must be removed from the hands of the enemy at all costs!

SPECIAL RULES:

Daemon Weapon: The Prince's Glaive has had one of Slaanesh's greater daemons bound to it after a year-long ritual full of sacrifices and decadent acts. It doubles the bearer's strength and acts as a Blissgiver (+D6 attacks, any wounds caused on the enemy by the Glaive inflict Instant Death, regardless of the target's Toughness). The empathic-amplification of the Eldar designers remains in tact, granting the bearer +3 to his initiative.

Intoxicating Inspiration: If the bearer of The Prince's Glaive is deployed on the battlefield (i.e., not in Reserve, dead, or in a transport) all friendly, non-daemonic units from Codex: Chaos Space Marines within 48" gain +1 initiative and +1 attack.

She Who Thirsts: The daemon bound to the Prince's Glaive constantly hungers for souls, and drives the bearer to satiate its appetite in close combat. The bearer of the Glaive must always initiate an assault against an enemy unit if possible. The only exception being if making the assault move would require taking a difficult or dangerous terrain test, for the instinct of self-preservation is higher than the drive for death.

What the Heart Wants: The weapon counts as two objectives. If the bearer is slain, place a marker on the table to indicate the location of the weapon. The marker may then be claimed like any other Apocalypse objective. Any independent character may move into contact with the marker and draw it in the assault phase, gaining the Daemon Weapon and Intoxicating Inspiration rules above. Even if the bearing model is not from the Chaos side, the weapon's two objectives (and Intoxicating Inspiration bonuses) are always claimed by the Chaos side when the functioning weapon is wielded.

Destruction: After the bearer is slain, the Imperial force has several options for preventing another independent character from drawing the weapon.

- Members of the Ordo Malleus have been instructed by a council of Eldar seers on how to perform a ritual of purification on the weapon. During the Imperial shooting phase, roll a D6. On a result of 12+, the weapon loses its daemonic essence and can safely be moved. Add +1 to the die roll for every Eldar Farseer, Ordo Malleus Inquisitor, Grey Knight Grand Master, Brother Captain, or Justicar within 6" of the marker that did not fire his or her weapon. Any independent character may now pick up the nullified weapon without gaining any special rules or penalties, and may move as normal (transporting the two objectives).
- Any wielder of a Force Weapon, Anointed Weapon, Daemonhammer, Null Rod, Wailing Doom, Witchblade, or Singing Spear may attempt to destroy the weapon utterly. Move the bearer of one of the above weapons into contact with the marker, and make one attempt to wound (hitting automatically). The weapon has a toughness of 8 and a 2+ armour save. On a single successful wound, the weapon is smashed and all power dissipated. One attempt may be made per assault phase, regardless of how many appropriate models are in base contact. The broken fragments of the weapon are afterward mainly a historical curiosity, worth only one objective, and unable to be moved until after the battle is over.

