

## **Amaranthine Syndicate**

### **Slaught from the Halo Stars, maggot men of the Calixis Sector**

The Slaught are a xenos race, vaguely humanoid in shape, covered in hundreds of half-melded maggot-like worms. Covered in viscous mucus, they are impervious to all but the most extreme injury.

The Slaught are believed to be impossibly ancient, likely native to the Calixis Sector long before the arrival of Mankind. Much of their known activity takes place around the region of the Hazeroth Abyss that consists of cursed space and dead stars. Their true homeworld is, however, unknown and may not be located within the Abyss. Their origins are largely unknown to the Imperium though Rogue Traders and xeno-savants believe that any empire that they hold lies far out the Trailing Halo Stars. The circumstances of the first contact between mankind and the Slaught is unknown, though some sources claim that they have been encountered on the edge of Imperial space as far back as the Age of Strife. The abundance of humans in the galaxy has led to them becoming the favoured prey of the Slaught. Despite this, they seem content to use infiltration and human agents to bring about their incomprehensible plans.

Many of the encounters with these xenos follow the same pattern, with black, tenebrous vessels entering into Imperial space, where they wreak havoc on isolated outposts or shipping lines. The Slaught's victims are either left behind as mutilated bodies or disappear altogether. In other encounters, the Slaught give their vile technologies to renegade humans in exchange for slaves. Those Imperial worlds that border the Hazeroth Abyss often tell the stories describing the Slaught as the "worms that walk", a nightmare that emerges from the depths of the Abyss to kill the living and feast on the dead. Ultimately, however, the upper echelons of the Imperium dismiss them as little more than a myth.

However, the Inquisition knows that the Slaught exist. Sealed Inquisitorial archives claim that several frontier worlds in the Segmentum Obscurus have, over millennia,

been intentionally thrown into civil war in order to allow the Slaught to invade and feed on the inhabitants. But even to those that are aware of the Slaught, the ultimate goal of these inscrutable schemes remains a complete mystery. All that is known is that all the Slaught seem to abide by this method.

In truth, the real reason the Slaught avoid direct confrontation with the Imperium is that Mankind greatly outnumbers them. Whilst individual Humans are no match for a Slaught, their greater numbers would mean that their kind would suffer a rapid defeat if the Imperium was provoked into open warfare. Despite this being the case, they are known to be preparing for the day when they will attack the Calixis Sector more openly.

The Storm Wardens Space Marine Chapter is known to have engaged Slaught and their warrior constructs on Vigil during the events known as the Cleansing of Vigil. This conflict consisted of a series of bloody, close-range firefights, where conditions were so confined that it was impossible to deploy heavy armour. Whilst the Storm Wardens advanced cautiously and methodically, the Slaught proved to be adept at provoking the Astartes out of such careful tactics. Casualties grew high as the battle raged on and the Storm Wardens morale was sorely tested but, ultimately, they succeeded in cleansing the Vigil of the Slaught threat, though at great cost to themselves.

In order to feed their constant hunger, the Slaught have begun to turn their attention to the Calixis Sector and have begun to destabilize the region by fomenting civil war and anarchy. They began by infiltrating the Amaranthine Syndicate when it was a fledgling trade cartel and slowly moved in to control it completely. This patient approach may take several human generations to come to fruition, but it is a plan brilliant in its simplicity, relying on basic human greed. The Slaught provide humans with technology, wealth, and trinkets,

encouraging mankind to tear itself apart over these items. When their plans have sufficiently advanced, they intend to further infiltrate the major criminal, political, and economic organizations of the Imperium, with the Ecclesiarchy and Adeptus Administratum being likely targets. When the appointed time approaches, the Slaught intend to see the sector collapse in on itself whereupon they will sweep through the region and have their way.



Many regard these xenos as a nightmarish myth, born as a void-born tale by mad Rogue Traders. The Inquisition knows them to be a real threat, though it has suppressed all knowledge of them for millennia. However, the Holy Ordos remain unaware of the fact that the Amarantine Syndicate is now under the command of the Slaught. Slaught activity within the Calixis Sector has also dramatically increased, spreading a network of their agents throughout the region. There is, however, some dissension amongst their ranks with a splinter faction formed by a Slaught known as Intendant Recusant who has become consumed by his addictive hunger. This entity is known to have broken free from his dark masters, and now leads Slaught infiltrators, a cadre of constructs and a faction of Humans from the Amarantine Syndicate, in pursuit of his own goals.

The Slaught are known as "maggot men", "dream eaters" and the "carrion lords" whose bodies and minds are completely alien to humanity. Their roughly humanoid form stands roughly as large as three meters in height. This body has hundreds of writhing maggot-like worms covered in a viscous, necrotic mucus. These traits allow them to stretch and reform their bodies at will whilst allowing them to move with an obscene boneless fluidity along with the capacity to regenerate at startling speed. Slaught are impervious to age, disease, poison and are vulnerable to only the most extreme of injuries. Their alien minds are coldly savage and are psychic voids filled with a monstrous hunger for the dead. They are able to produce necrotic fluids from their body tissues, consisting of flesh-eating bacteria and molecular acids able to liquefy flesh or even burn through metal. The strange technology of the Slaught combined with their unusual appearance has led many to mistakenly believe them to be daemonic beings. They are one of the xenos that conceal their true selves and walk amongst Mankind as if they were Humans themselves.

They are known to be an ageless and patient race with a psyche that is incomprehensible to the human mind though they do share one characteristic that others can understand - namely an addictive hunger. Above all other kinds, the Slaught crave the dead flesh of other sentient

beings, with a particular fetish for consuming cranial matter, which gives them a narcotic experience. Some say that this allows them to consume the memories and knowledge of their victims, and this theory is based in truth. Thus, while the Slaught gain a more pleasurable narcotic experience from consuming rotting brain matter, they prefer to consume fresher brains for the purpose of gathering information. The memories gained from this process fade within weeks unless reinforced, repeatedly used or externally recorded.

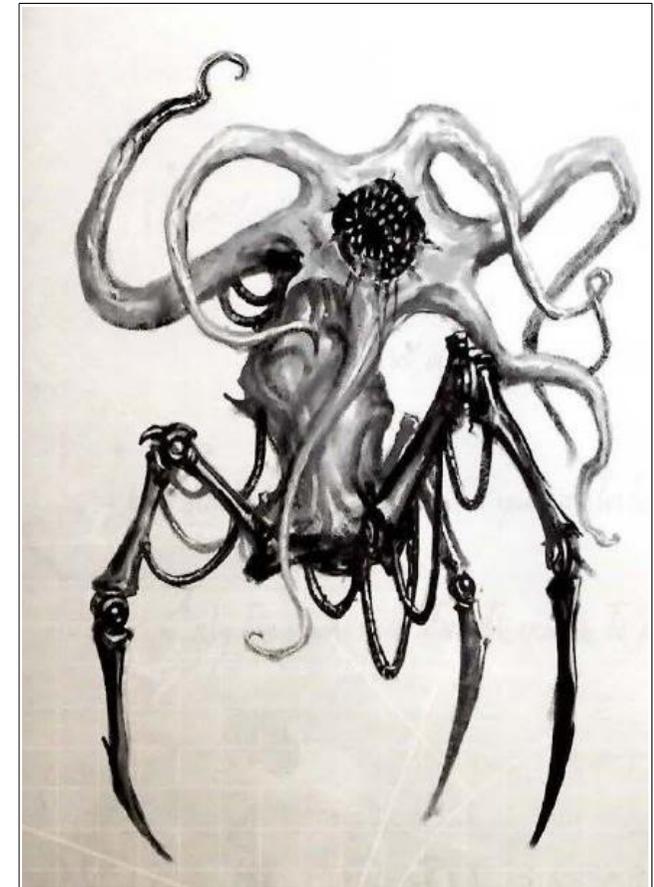
Restraint is not considered a virtue within the racial hubris of the Slaught, and so they do not see their obsessive hunger as interfering with their intellect. They are known to be extremely intelligent, highly resilient and - by human standards - completely evil.

Among the known Slaught are the Principals who serve as Overseers of the Amarantine Syndicate though whether they are a leadership caste or particular cabal is unknown. Destructors are capable of taking a human guise and have dedicated themselves to the art of destruction above all other pursuits. Destructors are able to revert to their true forms, a nightmarish mass of writhing white forms. Another known rank is the Intendants who also serve as leaders in Slaught field operations.

The Slaught possess a mastery of biomechanical technology and elemental physics which exceeds that of mankind and perhaps even the Eldar. Among their more mysterious capabilities is the capacity to travel interstellar distances without making use of the Warp. Many of their devices are actually grown or augmented pseudo-living machines which blend both flesh and metal in a functional symbiosis.

The Slaught's biomechanical constructs induce revulsion in humans, though they differ widely in appearance; in general, most "Vassals" are asymmetrical floating columns of mottled, fungal-looking flesh, covered with pulsing veins, lattices of metal threadwork, and crystalline studs. Their heads are clusters of waving, frond-like sensory growths with skeletal pincer-limbs forming from the body mass when needed.

A "Harvest" construct appears as a vehicle-sized, amorphous mass of rippling wet flesh that silently floats above the ground. Its mission is to search for sentient matter to consume for its masters, and it pursues this



goal with near-mindless persistence, never tiring or relenting. Upon finding a target, a Harvester uses its metallic, pincer-tipped tendrils to pull its prey into its lamprey-like mouth. During this "feeding," the prey's head is separated and preserved in a semi-transparent sack

located at the construct's back, storing the brain matter safely for future Slaught feeding.

Warrior Vassal Constructs are a more militant version of these biomechanical creations. These pale, oval masses of fungal flesh are filled with purple veins and metal lattices. Movement is provided through three skeletal, spider-like legs with their upper torso consisting of thick, stumpy tubes filled with a mass of tendrils surrounding a radial, fang-filled maw. Each tendril is surprisingly strong and able to stretch into sharp bone blades. These warrior constructs are not limited to their tendrils alone but are also equipped with a beam weapon embedded within their body. This device fires a necrotising beam that is capable of disintegrating a man in seconds.

## AMARANTHINE SYNDICATE SPECIAL RULES

### Shadow Jump Device

Ships equipped with a Shadow Jump Device can once per game at the beginning of the controlling players shooting phase 'jump' through space and move up to 20cm in any direction, no matter how far the ship moved before in the moving phase. The heading the ship had before the 'jump' stays the same. Make a note on your fleet registry / ship entry once the ship used the Shadow Jump Device. The ability to shoot afterwards is not affected.

### Warrior Vassal Constructs

Ships equipped with Warrior Vassal Constructs rely on those creatures for defence and therefore are harder to enter. Enemies conducting hit & run attacks against them subtract one from their hit & run result. Also enemy ships trying to do a boarding action against them suffer a -2 boarding modifier.

### Necrotic Beams

Necrotic Beams are treated like a lance except they inflict critical hits on a roll of 5 or more, rather than just on a roll of 6. Critical hits with Necrotic Beams use the

following critical hits table instead of the critical hits table in the basic rules:

NECROTIC BEAM CRITICAL HITS TABLE		
2D6 Roll	Extra Damage	Result
2-8	+0	<b>Crew melted.</b> The ship's Leadership is reduced by 1. This damage may not be repaired.
9-12	+1	<b>Bridge crew melted.*</b> The ship's Leadership is reduced by 3. This damage may not be repaired.

*\*This result may only be rolled once. All futher critical hits with Necrotic Beams against the ship in question will automatically be the result "Crew melted."*

### Harvest Constructs

A Harvest Construct appears as a vehicle-sized, amorphous mass of rippling wet flesh that silently floats above the ground. Its mission is to search for sentient matter to consume for its masters, and it pursues this goal with near-mindless persistence, never tiring or relenting. Upon finding a target, a Harvester uses its metallic, pincer-tipped tendrils to pull its prey into its lamprey-like mouth. During this "feeding," the prey's head is separated and preserved in a semi-transparent sack located at the construct's back, storing the brain matter safely for future Slaught feeding.

Ships equipped with Harvest Constructs add +1 to their hit & run result in attacks with assault boats. In addition to that, hit & run results of 5 or more also inflict leadership damage by reducing the leadership of the affected ship by 1. This represents the Harvest Constructs consuming the ships' crew.

## Amaranthine Syndicate Leadership

The Amaranthine Syndicate use the following Leadership tables:

LEADERSHIP VALUES (SLAUGHT*)	
D6 ROLL	LEADERSHIP
1-2	7
3-5	8
6	9

*\*All Ships with Slaught Crew use this Leadership table (i.e. Harvester Class Heavy Cruiser, Gestalt Class Cruiser, Grendol Class Light Cruiser).*

LEADERSHIP VALUES (HUMAN**)	
D6 ROLL	LEADERSHIP
1-2	6
3-4	7
5-6	8

*\*\*All Ships with Human Crew use this Leadership table (i.e. Hellbringer Class Light Cruiser, Imperial Modified Transport, Imperial Modified Fire Ship).*

**SLAUGHT HARVESTER CLASS HEAVY CRUISER ..... 300 points**



The Harvester Class Heavy Cruiser is both the largest and the most rare Slaught spaceship known to mankind. They appear to absorb organic matter of whole colonies, space stations or asteroid mining expeditions.

They have strong shields and are equipped with large necrotic beam batteries. The crew consists mostly of different types of organic constructs, led by fewer Slaught.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	4	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Dorsal Necrotic Beams		45cm	4		Left/front/right
Prow Weapon Batteries		45cm	6		Front
Port Launch Bay		Harvesters: 30cm	2 squadrons		-
Starboard Launch Bay		Harvesters: 30cm	2 squadrons		-

**Notes:** *The Slaught Harvester Class Heavy Cruiser is equipped with Warrior Vassal Constructs and Harvester Constructs.*

**SLAUGHT GESTALT CLASS CRUISER ..... 200 points**



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	3	5+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Prow Necrotic Beams		30cm	2		Front
Dorsal Weapon Batteries		30cm	3		Left/front/right
Port Weapon Batteries		45cm	5		Left
Starboard Weapon Batteries		45cm	5		Right

**Notes:** The Slaught Gestalt Class Cruiser is equipped with a Shadow Jump Device and Warrior Vassal Constructs.

**SLAUGHT GRENDOL CLASS LIGHT CRUISER ..... 115 points**

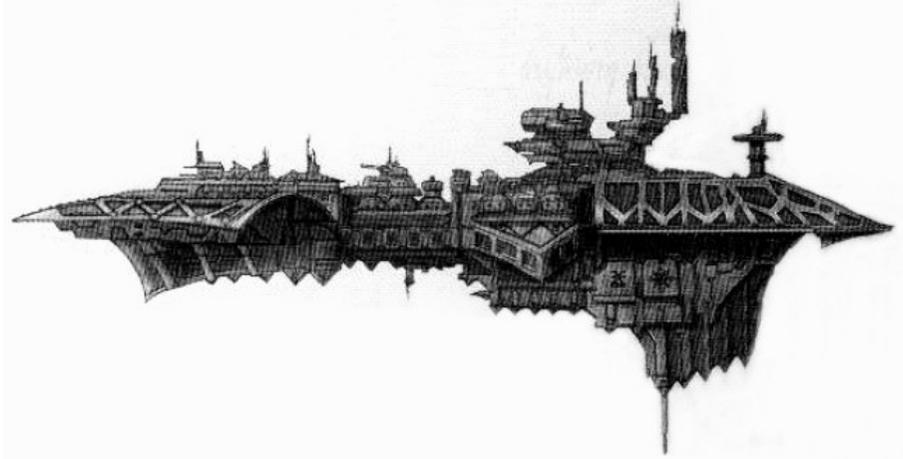
The light cruisers are usually manned by Gredol crew. The Gredol are an ancient warrior race in service to the Slaught. They are powerful fighters in their own right, but are most feared for their near impossible regenerative abilities. Many a Space Marine has severed the limb from one of these strange xenos only for the horrid thing's arm to grow back seconds later. Even Gredol Class Light Cruiser are commanded at least by one Slaught officer.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	30cm	90°	2	5+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		30cm	5		Left
Starboard Weapons Battery		30cm	5		Right
Prow Necrotic Beams		20cm	2		Left/front/right

**Notes:** *The Slaught Gredol Class Light Cruiser is equipped with a Shadow Jump Device and Warrior Vassal Constructs.*

**HELLBRINGER CLASS LIGHT CRUISER ..... 125 points**



In the first encounters with the Slaught in the Age of Strife, Slaught Agents were able to capture a large quantity of those light cruisers directly out of space docks by infiltrating and undermining key positions, manipulating the bridge crew and slowly brainwashing everybody on board. They seem to have been well-maintained over all the years and still appear every now and then.

Arriving at unsuspecting systems, these vessels can launch overwhelming attacks from both their shipboard weaponry as well as via multitude of assault craft.

Once the surface is bombarded into near submission, the skies are filled with landing boats, quickly overwhelming any opposition as they round up captives for their need for organic matter, looting any valuables for later trade, and then departing before help can arrive.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Dorsal Weapons Battery		30cm	4		Left/front/right
Prow Bombardment Cannon		30cm	3		Front
Port Launch Bay		Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	1 squadron		-
Starboard Launch Bay		Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	1 squadron		-

**IMPERIAL MODIFIED TRANSPORT ..... 35 points**

Though the Amaranthine Syndicate still holds up the illusion of being a trade cartel, they own a lot of transport ships. Those are manned mostly by Humans who still believe they are still working for Humans aswell. When engaged in a fight they are let in the belief that they are doing the right thing by their disguised Slaught masters.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	5+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Dorsal Weapons Battery		30cm	3		Left/front/right
Prow torpedoes		30cm	1		Front

**Notes:** Modified Transports do not have the powerful drives routinely fitted to warships. Modified Transports using All Ahead Full orders only add +3D6cm to their speed.

**IMPERIAL MODIFIED FIRE SHIP ..... 15 points**

Humans long ago mutated by the deadly energies of Slaught tech are used to steer the infamous Fire Ships. The Fire Ships are usually old vessels with no further use and which have been packed full of unstable plasma and incendiary explosives. The Fire Ships are further modified by Slaught tech to expand their detonation and the horrendous damage caused by the explosion. They are guided by mutated human creatures, who set the ship to explode while staying on the vessel to ensure that they cause as much damage as possible.

Those creatures - called the Withered - are demented abhumans with hairless, scaly skin, gaunt bodies, and ashen flesh. As a Withered matures its pain sensors begin to fade until finally it is numb to the world. While they do have vitals like a heart, lungs, and such, mature Withered register no pain and are able to fight even after losing limbs.

**Notes:** Modified Fire Ships do not have the powerful drives routinely fitted to warships. Modified Fire Ships using All Ahead Full orders only add +3D6cm to their speed. The controlling player can detonate a Modified Fire Ship at any point in its movement phase, inflicting D3 Lance hits on every ship within 3D6cm. Any Ordnance markers within the Modified Fire Ship's blast will be automatically destroyed. Remove the detonated Modified Fire Ship and put a blast marker in its place.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	5+	1
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Dorsal Weapons Battery		30cm	1		Left/front/right

## Amaranthine Syndicate Sector Fleet

### Fleet commander

0-1 Intendent

*You may include one Intendent in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Principal must be included to lead it.*

Intendent (Ld 8) ..... 50 pts  
Superintendent (Ld 9) ..... 100 pts  
Principal (Ld 10) ..... 150 pts

Intendents get one Fleet Commander re-roll included in their points cost. Additional re-rolls may be purchased for the listed point costs.

One extra re-roll ..... 25 pts  
Two extra re-rolls ..... 75 pts  
Three extra re-rolls ..... 150 pts

### Capital Ships

#### 0-3 Heavy Cruisers

*You may include up to one heavy cruiser in your fleet for every three cruisers.*

Slaught Harvest Class Heavy Cruiser ..... 300 pts

#### 0-12 Cruisers

Slaught Gestalt Class Cruiser ..... 200 pts  
Slaught Grendol Class Light Cruiser ..... 100 pts  
Hellbringer Class Light Cruiser\* ..... 125 pts

*\*The total number of Hellbringer Class Light Cruisers may not exceed 4.*

### Escorts

*You may include any number of escorts in your fleet*

Imperial Modified Transport ..... 35 pts  
Imperial Modified Fire Ship ..... 15 pts

### List of references:

- <http://wh40k.lexicanum.com/wiki/Slaught>
- Rogue Trader: Battlefleet Koronus (RPG), p. 104
- Battlefleet Gothic Rulebook