WARHAMMER 40,000

APOCALYPSE

WHAT IS APOCALYPSE?

Introduction

Huge war machines tower over the battlefield, their super-heavy weapons blasting apart even the most robustly armoured tanks and cutting bloody swathes through the enemy ranks. Aircraft scream through the smoke-palled skies, making devastating bombing runs or landing to disgorge hordes of bloodthirsty fighters. Orbiting spacecraft unleash punishing barrages that pound the enemy into the ground and reduce fortifications that have stood for millennia to rubble. Throngs of warriors and squadrons of armoured vehicles surge towards the foe. This is war on a scale undreamt of...

This is Apocalypse!

On the pages that follow, you will find all the information you'll need to fight apocalyptic battles of Warhammer 40,000. No longer will you lead a single detachment of troops into battle. Now you can have hundreds of troops and squadron after squadron of armoured vehicles under your command, and the greatest heroes of the age will battle at their side. First, though, you will learn how to set up and organise your own Apocalypse games, and all the rules you will need to play them. In fact the only limit to what you can achieve is your own imagination. So have fun, and remember: victory may not always go to the side with the biggest guns – but they certainly do help!

Forging a Narrative

Throughout this book you'll find little boxes of advice much like this one. They include everything from tips on how to get the most from your Apocalypse games to how best to construct an inbuilt storyline – after all, games that have a narrative side are a lot of fun, and this goes double for Apocalypse. From desperate alliances formed in the fires of battle to nail-biting struggles that determine the fate of a planet, a game that features some real end-of-the-world drama will be remembered for a long time to come by your entire gaming group.

What's In This book?

Rules of Engagement

This section explains how to set up and fight an Apocalypse battle. It covers all the basics of preparing the battlefield, choosing and deploying the armies and determining who has won the game. Six Apocalypse missions, complete with some truly fearsome Apocalypse mission special rules, are also provided.

Organising the Apocalypse

The Organising the Apocalypse section that includes some practical advice for those organising the game (like finding a venue and remembering to take a break!).

Apocalypse Formations

This section includes the rules for the different types of formations, such as Psychic Choirs and Armoured Spearheads, and the rules and profiles for the devastating weapons they use. It ends with a huge collection of datasheets for use in your games of Apocalypse, providing information and rules for everything from a Necron Tesseract Vault to a full company of Space Marines.

Apocalypse Miniatures and Hobby Showcase

Here you'll find a dazzling array of beautifully painted Apocalypse miniatures, units and terrain, followed by useful advice and guidance for organising your apocalyptic collections and battlefields.

War Zone: Armageddon

This Apocalypse War Zone is a self-contained mini-supplement that includes background information, special rules and famous Apocalypse Formations from the climactic Third War for Armageddon.

Appendices

This section explores the titanic war machines of the 41st Millennium, and contains rules summaries, tables and other handy information.

What is Apocalypse?

There comes a time in every gamer's life where their collection of Citadel miniatures has grown so large that they can no longer use all of their models in a single game of Warhammer 40,000. Although it's always handy to have enough extra units to be able to 'fine tune' your army for a battle, we all know it can be frustrating too; every now and then you want to be able to fight a battle where you get to use your entire collection.

Apocalypse is designed to be played between two teams of players, where every player can field all of the Citadel miniatures in their collection. This means that Apocalypse games are large – at least as big as a large game of Warhammer 40,000, and often much larger. If the players are hardened veterans with several Warhammer 40,000 armies, then Apocalypse games offer them the opportunity to field all of their armies in a single game!

Although this may seem daunting, the good news is that in practice it really isn't. We've found that it is actually very easy to play huge games of Warhammer 40,000 if you want to; all that is required are two sizeable armies, a large playing area, a bit of time and some advance planning. Half a dozen players, each with a 1,000 point army, have everything they need to take part in an Apocalypse battle.

We've found that Apocalypse games can usually be completed in the course of a long evening, unless the players' collections are exceptionally large. Bigger games can take longer to complete, but are still very enjoyable and remarkably straightforward to take part in.

This was shown quite clearly in our very first game of Apocalypse, a massive game between two sides of three players each. The game started off at 10 in the morning with the deployment of the two armies, and had been fought to a conclusion and packed away by 6 that evening, including a one hour break for us to have our lunch. More importantly, it had been a breeze to organise and left everybody who took part eager for their next game.

The aim of this book, then, is to inspire you to fight large battles like ours, and to make sure that we teach you everything you need to know so that the games you play are as much fun as the battles we have fought. This brings up another important point: while Apocalypse battles don't require any changes to the rules

Apocalypse battles also require more preparation, mainly because of their sheer size and the time they take to play. You shouldn't let this put you off, as the rewards far outweigh the time taken to set up the game, but you do need to be aware of what you're letting yourself in for so you can prepare accordingly. A lot of this book is taken up with advice on how to go about organising large games, based on our own experience of doing just that!

However, Apocalypse offers far more than just the chance to get together with your mates and fight a battle with all of your Citadel miniatures. Most notably, it has given our miniatures designers the opportunity to make new war machines and biological terrors that would simply be too powerful to include in the Eternal War missions of the *Warhammer 40,000* rulebook. So, Apocalypse not only allows you to use your whole collection, but also to field things like the enormous super-heavy tanks of the Imperial Guard, Space Marine Thunderhawk gunships, and even the vast and destructive god-machines of the Titan Legions.

On top of this, Apocalypse offers unrivalled opportunities for those players who enjoy converting and scratch-building models, inventing narrative scenarios, and making their own elaborate terrain. All of these aspects, and much more besides, are discussed in the pages that follow.

Number of Players

For this expansion, we assume that most games of Apocalypse will be played with two sides of multiple players. It is not impossible for a single player to command an Apocalypse army on their own, but it's easier for teams of players to field the number of models needed. The number of players on each side does not have to be equal, but we try to keep it even.

Sizes of Games

Games of Warhammer 40,000 and Apocalypse can take more or less time depending on the size of the game.

Warhammer 40,000
A regular Warhammer 40,000 or small Apocalypse game, with 1 player per side, takes an evening to play.

Apocalypse
A typical Apocalypse game, with 4 or more players split into two sides, takes up to a day to play.

Mega-Apocalypse
A massive Apocalypse game, with 8 or more players split into two sides, may take a weekend to play.

What You Will Need

In order to fight an Apocalypse battle, you will need all of the things you would normally use in a regular game of Warhammer 40,000, plus the additional materials described below.

Apocalyptic Armies

Apocalypse is played between two teams of players, or 'sides'. Each player will usually command an army made up of all of the models in their collection.

The Apocalypse Expansion

In your first game of Apocalypse, you will probably find yourself referring to this book quite often. Soon, however, the rules will become second nature, and you will mainly use the book to look up specific details.

An Apocalyptic Battlefield

Apocalypse battles require suitably large battlefields. The gaming area needs to be at least 6 feet by 4 feet, and is typically much larger; we've heard of games being played on the floor, where the battlefield is 40 feet long and 30 feet wide! Large playing areas like this can require quite a lot of terrain, but just as the players in each side combine their miniatures into a single army, all of the players in an Apocalypse battle should combine their terrain collections together to ensure they have enough scenery for the battle.

Apocalypse Templates

You will be used to the blast markers and templates used in games of Warhammer 40,000. These are used in Apocalypse games too, but are complemented by additional markers and templates of suitably massive dimensions. These are needed to account for the effects of the extremely powerful weapons used in the game. More detail on these Apocalypse markers and templates, including their sizes, can be found in the Apocalyptic Weapons section.

APOCALY

An Apocalyptic Battle

The following pages will give you an idea of what it is like to take part in a game of Apocalypse.

The Game Organiser

Setting up a game of Apocalypse requires a bit more preparation than most games of Warhammer 40,000. Because of this, it's best to have one player as the 'game organiser'. They will make sure all of the players know where and when to meet, decide on the scenario to be played, and set up the terrain for the battle.

The Time Limit

Apocalypse games usually take the best part of a day to play, and therefore have a schedule to determine when the battle starts and ends. Typically, a battle will start at 9 or 10 in the morning and end at 7 or 8 in the evening, though it is not uncommon for games to go on longer than this, or even to take place over two or more days. In addition to the start and end times, a number of breaks should be scheduled in; these allow the players to stop and grab a drink and a bite of food. They also serve as a suitable point to bring reinforcements and reserves into the battle.

The Armies Deploy

With the schedule set, the players gathered, and the terrain set up, it is time to begin the battle. Because Apocalypse is a team game, some time needs to be set aside for a group discussion of the strategy to be employed for the coming battle. During this process the two sides are allowed to pick one or more Strategic Assets to use in the coming conflict. Strategic Assets allow each side to carry out special battlefield strategies or execute cunning ruses, and if used wisely can spell the difference between victory and defeat.

Once all of the commanders in a side are clear about their objectives and any assets have been chosen, the armies can deploy. This can take some time for Apocalypse-sized armies, and because of this there will often be a time limit for deploying each army – any models that are not deployed within this time start the battle in reserve!

The 13th Parallel

This battle is set on the Cadian Gate world of Malin's Reach. To recreate this famous encounter, the armies are separated by the wide thoroughfare known as the 13th Parallel that bisects the city of Cor Hydrae. For added realism, the players limited the terrain in this area to shell craters and hastily improvised defences. Conversely, plenty of ruined buildings and a planetary defence laser form the

The Blood Angels and Imperial Guard dig in amid the ruined city of Cor Hydrae in preparation to make a determined stand and prevent the forces of Chaos from crossing the 13th Parallel.

Let Battle Commence!

With both sides deployed, the battle begins! All of the Warhammer 40,000 game rules apply in a game of Apocalypse, along with some additional special rules to cover things like Super-heavy vehicles and the massive weapons unleashed on an Apocalypse battlefield.

During their turn, each side moves, shoots and assaults with the units in their army. Each player in the side will have command of certain units taking part in the battle, and it is their duty to decide what these units will do and to execute their actions on the tabletop. An Apocalypse battle will often be won by the group of players that works together best as a team, combining their efforts in order to achieve a joint victory.

An Apocalypse battle is not for the faint-hearted. Some weapons are perfectly capable of destroying entire units of even heavily armoured troops with a single shot – in fact, there are weapons that can destroy several such units or whole squadrons of armoured vehicles with a single blast! In a game of Apocalypse you can frequently expect to see more models destroyed in a single turn (or even a single shot) than would be lost in the entirety of a game of Warhammer 40,000. Fortunately, the sheer size of Apocalypse armies means that they can soak up these heavy casualties and keep on fighting. More often than not, new units will arrive on the battlefield to take their place and keep up the fight after each break in the scheduled gaming.

VICTORY

The winner of most Apocalypse battles is determined by control of Strategic Objectives. These are placed on the table at the start of the battle. Each side scores a number of Strategic Victory Points based on the number of Strategic Objectives they control during each break and at the end of the battle. The side with the most points at the end of the battle is the winner.

However, while winning the battle is a bonus, the real reason for taking part in a game of Apocalypse is the sheer spectacle. There will be moments of courage and drama in every game that will stick in your memory for years to come.

RULES OF ENGAGEMENT

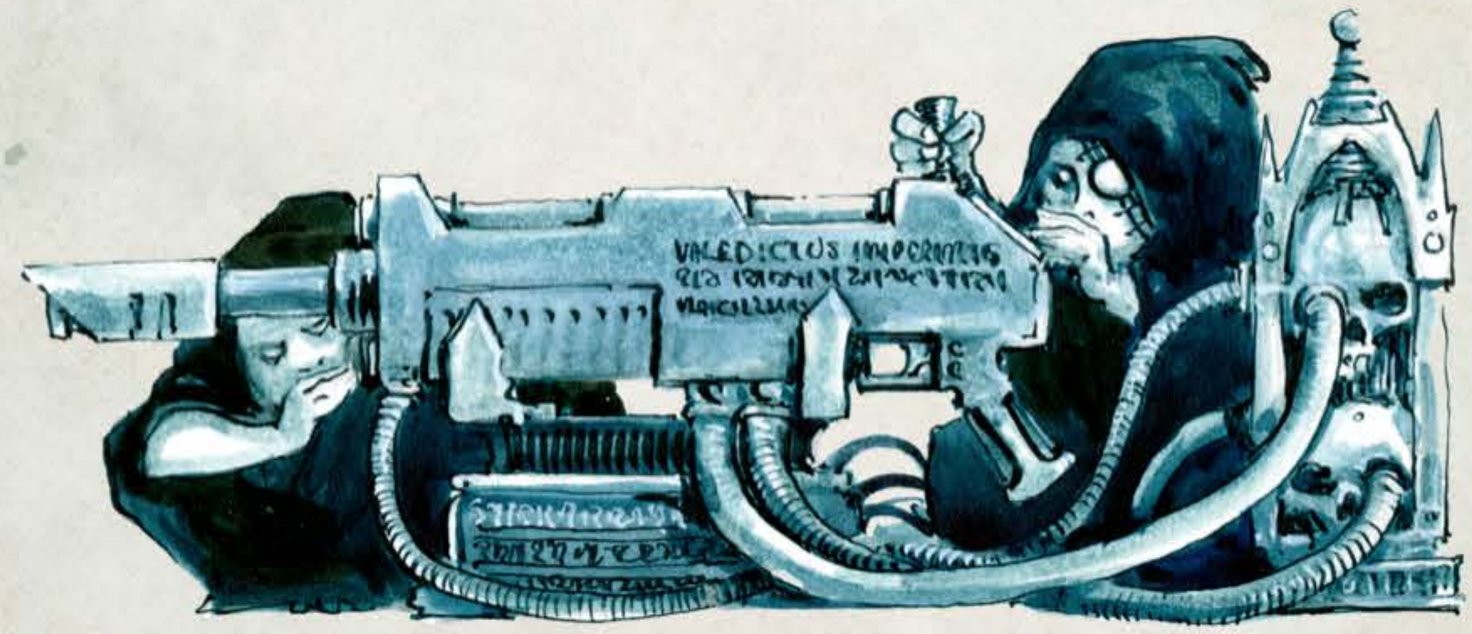
Fighting an Apocalypse Battle

For Apocalypse, we have developed a new set of missions to use when fighting larger battles, instead of the Eternal War missions found in the *Warhammer 40,000* rulebook. The following pages explain how to use the missions, and also how to go about setting up and organising a game of Apocalypse.

There are six Apocalypse missions included in this book. They are designed to make it as easy as possible for you to play exciting games of Apocalypse using all of the Warhammer 40,000 miniatures in your collection. This is very different to the way that the Eternal War missions are played, and because of this we're going to explain each element of the Apocalypse missions, and how to use them, in some detail on the following pages.

Don't worry if the amount of information seems a little bit overwhelming at first – we've also included a summary of all the main points you need to know, with links to the full rules, and there is also a reference section at the back of the book that should prove a quick, in-game guide once you've read through the rules once.

Following the missions, the Organising the Apocalypse section describes how to set up and run a game of Apocalypse, including how to find players, what they'll need to know, and how to personalise your games to be different to any other game of Warhammer 40,000 you have played. The number of possibilities really is endless.



Fighting an Apocalypse Battle Summary

1) The Mission

Pick the Apocalypse mission to be used for the battle. The Apocalypse mission will specify how to set up the battlefield and deploy the armies, what special rules apply, and how the winner is determined.

2) The Armies

Each player gathers an army. Each army may include any or all of the Warhammer 40,000 miniatures in the player's collection, unless the mission being played sets restrictions on which armies may be used. Players may field a mixed force drawn from two or more codexes if they wish, and no Force Organisation chart restrictions or allies restrictions apply.

Apocalypse Formations may be included in the army.

Choose Sides

If there are more than two players, divide them into two sides. Each of the sides should have roughly equal sized armies and numbers of players.

Choose a Warmaster

Each side should agree on which character will be the Warmaster of their side.

Each player receives at least one Strategic Asset. If one side's army seems overly large compared to the other's, the game organiser can give extra Strategic Assets to the smaller of the forces in order to even things up.

3) The Battlefield

Set up the battlefield terrain following the instructions given in the mission.

4) Deployment

Deploy your armies following the instructions given in the mission.

5) Game Length

The game organiser should set a time limit for the game, and set break times for the sides.

6) First Turn

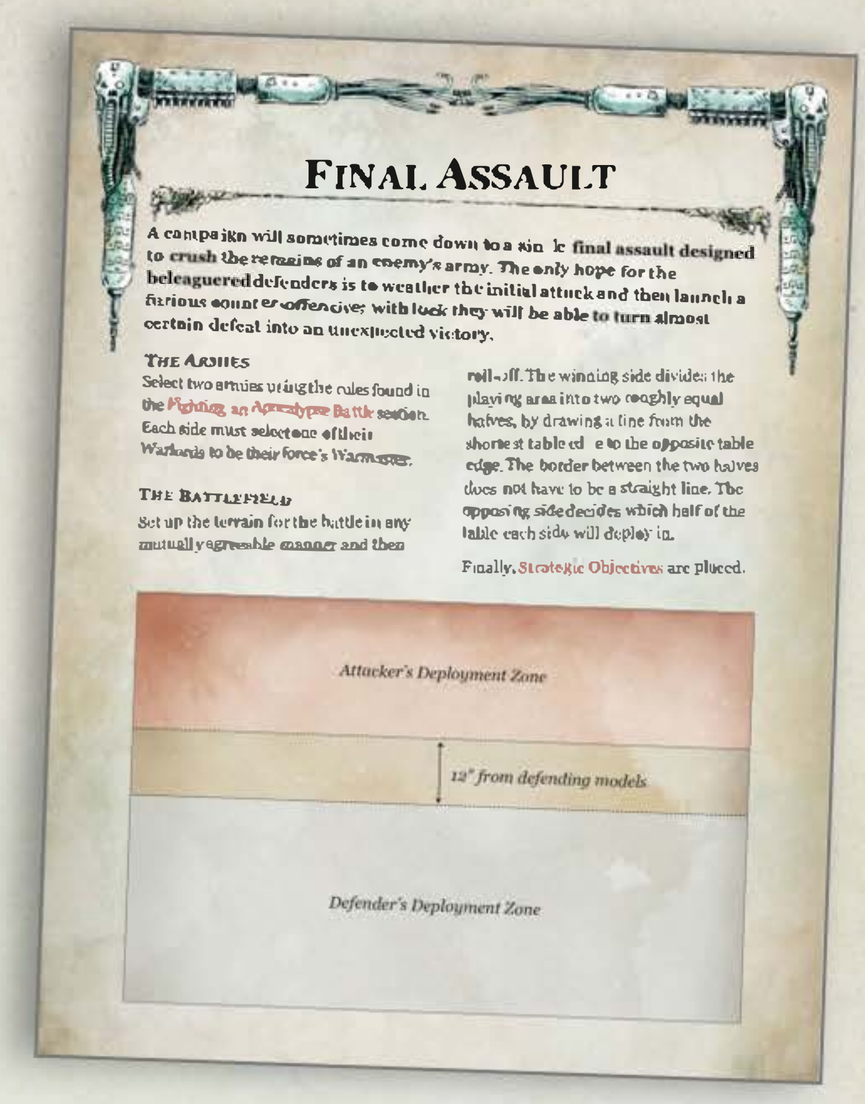
The mission will explain which side gets the first turn, or how you determine this.

7) Victory Conditions

Each mission will tell you what the sides needs to achieve to win the battle. Most Apocalypse missions use Strategic Victory Points to decide this, but some might present different objectives for the sides to achieve.

Mission Special Rules

Apocalypse missions have their own set of mission special rules that introduce all sorts of flavour to the game, including allowing the players access to powerful Strategic Assets, presenting the unique challenge of fighting amongst a variety of Unnatural Disasters including a Zombie Apocalypse, and allowing heroes their Finest Hour. The rules for all of this and more are contained in this section.



Above: An example Apocalypse mission

The Mission

The players decide which of the missions to play (or devise one of their own, following the guidelines here). Each mission tells you how to set up the battlefield, how to deploy the armies, what special rules apply to the game, and how the winner is decided.

The six missions in The Missions Chapter are good for 'general purpose' games of Apocalypse, and represent the types of apocalyptic battle that have been fought many times over the millennia.

In addition, War Zone: Armageddon contains four more missions specific to that campaign, which recreate key battles in the Third War for Armageddon. You can freely choose from any of the missions included in this book when you fight an Apocalypse battle.

The Game Organiser

In order to play a game of Apocalypse, it helps if someone is the 'game organiser'. They will make any decisions about how and where the game is going to be played ahead of time (see the Organising the Apocalypse section).

The Armies

Each player taking part in an Apocalypse battle needs to have an army. Some missions may place restrictions on the armies that can be chosen (some of the War Zone supplements are examples of these), but other than that you can use any army in a game of Apocalypse. If you have more than one army, you may combine them all together into a single force if you wish to do so.

Armies may include any number of units from any codex, plus any number of fortifications and Apocalypse Formations. No Force Organisation chart restrictions apply to the army – just bring along all of the models you can! In addition, you can ignore any restrictions on units that are normally limited to 0-1, 0-2 or that say 'you may field one of unit X for each unit Y'. Really, the only rule is that unit sizes must be correct. If in doubt, just ask the game organiser for a ruling.

Players can take any upgrades permitted by their army lists, but any such upgrades should be represented on the model; otherwise, keeping track of which model has

which upgrade becomes very hard. This is important because detailed army rosters and points values are not usually used in games of Apocalypse. Instead, players simply bring along the models they are going to use. The game organiser can ask the players to work out roughly how many points their army is worth, but this is not strictly necessary.

This is because Apocalypse is designed to allow you to field your entire collection, so a lot of the restrictions that apply to picking an army for an Eternal War mission simply don't apply. Points can only be seen as a rough guide in Apocalypse; it helps if each player has an idea of how many points they are bringing, but the exact value of each army is not important.

This might seem to confer an advantage to players with larger collections of models, but as you'll see, we've included a number of methods that will allow you to 'balance' a game without having to leave models on a shelf (well, unless you want to leave them on the shelf that is – you don't have to use that broken model if you don't want to). We're labouring this point because, during playtesting, people found it hard to believe that we were saying 'Just bring all of your collection and play', but this is exactly what we mean. Using the rules and guidelines from this book you can field your entire collection and have a fantastic game!

That being said, a game organiser should feel free to set a maximum points limit for the game if they wish. We've played many battles with a points limit of between 3,000 and 6,000 points, all of which proved extremely enjoyable and only took slightly longer than an Eternal War mission. Even in these games, though, we recommend that upgrades are dictated by what a model is carrying, if only to ensure that the games are played in the right spirit.

'We stand at the crossroad of
Annihilation and Glorious Destiny;
Only the Emperor can decide the path we take.'

More Than One Army

Remember that you can bring along units from more than one codex, so if your collection includes Imperial Guard and Tau, plus a squad of Harlequins you bought just to paint, then all these models can fight as a single force. The great thing about this system is that it allows you to vary your painting routine, collect units you like even if you have no immediate plans of building them up into a full army, or start the core of a new force and field it in battle straight away.

Special Characters

It can be difficult to use more than one special character in an Eternal War mission; they cost rather a lot of points and often use up valuable 'HQ slots' of the Force Organisation chart. Fortunately, such obstacles do not matter in Apocalypse. In fact, we consider it appropriate to field as many special characters as possible, as it makes the game feel suitably apocalyptic in nature – huge battles are just the place for such legendary individuals as Abaddon the Despoiler and Commissar Yarrick. Also, it would seem a waste to leave any special characters out of such a game. That being said, you can still only have a single instance of any unique special characters in each army. In the event that two players want to field the same unique special character, the game organiser makes the call. Only one Abaddon the Despoiler strides the battlefields of the 41st Millennium, regardless of how grand in scale they may be.

Forging a Narrative

One of the simple delights of playing games of Apocalypse is the freedom to field your entire collection of miniatures against your opponent(s). However, many hobbyists prefer to field armies that are themed around famous battles, campaigns or specific military structures, and fighting an Apocalypse game with such a host can be quite rewarding.

This is easily achieved either by limiting the codexes that can be used for either side, or by stipulating that certain units or characters must be chosen by one or both sides according to

Choose Sides

Apocalypse battles can be fought between just two players, but they are especially suited to team play. While it's possible to play 'all against all' games, or games where there are three or more sides taking part, all of the Apocalypse missions in this book assume that the players will be split into two sides. Because of this, if there are three or more players taking part, they are split into two sides at the start of the game. The number of players in each side doesn't have to be the same, but it helps if neither side has more than one player more than its opponents (for example, three players versus four players is better than two versus five).

Players are usually split into sides by comparing their collections and then putting the players into two sides that have similarly sized armies. Alternatively, you may want to consider using the Allies matrix from the *Warhammer 40,000* rulebook to help decide which side each player belongs to. If one side or the other looks like it is more powerful, then the weaker side can be given extra Strategic Assets in order to balance the game. However, it's best to aim to create two sides whose armies are roughly equivalent in terms of size and power.

The players in a side each command their own army, and all armies on the same side are treated as Allies. Armies from the same codex that are commanded by different players count each other as Battle Brothers for the purposes of the Allies rules. Armies that, according to the Allies matrix, ally only 'Come the Apocalypse' count each other as Desperate Allies.

Warlords and Warmasters

Before a game of Apocalypse begins, each player nominates one model to be his Warlord, just like in a game of Warhammer 40,000. As a result, there may be several Warlords on each side, each of whom will have a Warlord Trait, as normal, and get a chance to use the Finest Hour rules.

However, it is important to establish who is in overall control of each side, so **the players need to agree on which of their Warlords is going to be the Warmaster for that game**. The Warmaster is in overall control of whatever alliance or war effort is taking place. If the players on a side cannot agree which Warlord should be Warmaster, they should roll-off. A player that is hosting, or organised, the game gets +1 to their dice roll.

The player that controls the Warmaster gets precedence when his side disagrees upon matters of overall strategy that directly affect more than one specific person in that side. Be warned, though – the head of the enemy's overall commander is a trophy greatly prized by the foe...

Choose Strategic Assets

At this point the two sides select their Strategic Assets. These represent high-level military strategies that can swing the battle in your favour.

The Battlefield

As mentioned earlier in this section, an apocalyptic battle requires a suitably large playing area as well as enough terrain to fill it. We've found that eight feet is about the maximum width that can be used while still allowing players to reach the middle without knocking models over. Similarly, twenty-four feet is about the maximum length than can be used without the table starting to look too long and thin.

With the table ready, you need to add terrain. First, set up any fortifications taken by either side, and then set up the rest of the terrain as you would for an Eternal War mission. You should try to get your hands on as much terrain as you can, and then set it up in any mutually agreeable manner. We

Pairing Up

One thing that we've found works very well in our games is to 'pair up' players from opposing sides. The two players are given responsibility for the opposing units in a certain area of the battlefield, moving the units, making attacks, and rolling saving throws. Pairing up like this allows several pairs of players to resolve the action in their area of the table simultaneously, which greatly speeds up play. For example, a player on the Imperial side might choose to pair up with the Chaos player opposite him. When the Imperial player fires, his opposite number oversees his To Hit and To Wound rolls, and makes armour saves for whichever units on his side have taken Wounds - even if those units aren't part of his army. This avoids situations where multiple players on one side need to get the attention of one of their fellows on the opposite side at the same time, making for a much smoother game.

recommend 'clumping' the terrain to form larger features rather than spreading it out evenly over the battlefield. For example, you could clump all of the buildings near to each other to create a town, all of the woods together to create a forest and so on. Don't worry if there are wide-open spaces – in fact, these are quite desirable, as you'll soon fill the space with models!

Placing Strategic Objectives

Once the table is set up, each side must place three Strategic Objectives on the table. Roll a dice to see which side sets up one of these first. That side sets up one, then the opposing side sets up one of theirs, and so on, back and forth until all six Strategic Objectives have been placed. If for some reason you find you can't place a Strategic Objective, adjust those already in play by the minimum amount to ensure it can be placed.

Each side must set up one Strategic Objective in their own deployment zone, one in the opponent's deployment zone, and one anywhere on the table.

A Strategic Objective may not be set up within 12" of another that has already been placed, or within 12" of any table edge.

Deployment

It's now (finally!) time to deploy your armies. **Each mission's instructions will tell you how to set up, and which side goes first.** It's a good idea to **specify a time limit for deployment**, to avoid this stage dragging on too long. For example, you might say that deployment will start at 9:00 a.m. and everyone must be finished by 10:00 a.m., with each side allowed a maximum of 30 minutes for deployment.

Usually, the side setting up first is allowed a few minutes to look over the layout of the table and discuss their deployment, and then has the amount of time specified in the schedule to actually set up their army. Once the first side has set up, their opponents get the same planning period followed by the specified amount of time to deploy their army.

In some missions, Scouts will be allowed to redeploy and Infiltrators to be set up after both sides have deployed, but again, it is a good idea to impose a time limit on each side for carrying out these special deployments.

If the time limit runs out while a side is mid-way through setting up a unit, then that unit is placed in Strategic Reserve,

along with any other units that have not yet been set up on the table. Any units that have accidentally been set up incorrectly are moved into Strategic Reserve too.

Game Length

Eternal War missions are fought for a certain number of turns (usually six), but we've found that this doesn't work that well for Apocalypse battles. Whenever we used a turn limit, we found that we'd either not had time to finish our game, or that we finished too soon. So instead of a turn limit, **Apocalypse battles have a time limit**, which is determined by the players or the game organiser before the battle starts. For example, you might say 'We'll play until 7 p.m. tonight,' or 'We'll start at 10 a.m. on Saturday morning and finish on Sunday at 5 p.m. with a few pre-planned breaks in between.'

It's difficult to say how long a game will take, as different groups of players tend to play at different speeds. The simplest solution is to assume that your Apocalypse game will take a full day to play. Once you've fought a battle or two you'll learn how quickly your group plays, and will be able to judge more precisely how long you need for a game.

When the agreed time limit is reached, keep on playing long enough for both sides to complete the same number of turns. For example, at the agreed time, side A is in the middle of their fourth turn and side B has had three turns. Therefore side A completes its turn (taking it up to four game turns), and then side B gets to take a turn (so they have played four turns also). The game is then over. Because the game will almost always overrun the time limit, you should set the time at least an hour and a half before the game really needs to finish.

As an aside, teams can of course agree to play on after the time limit has been reached, or to pause the game and come back to finish it the next day, and so on. Sometimes you'll find that the battle is at such a crucial stage that it simply feels wrong to end the game right then, and so will decide to play an extra turn or two until there is a natural conclusion. At other times, you may be enjoying the sheer carnage of the battle so much that you simply don't want to stop! In any case, it is perfectly acceptable to keep on playing if both sides agree to do so.

Set Break Times

In addition to a finish time, you will need to arrange a number of 'break

times'. A break gives players a chance to have a rest and grab a bite to eat and drink, and depending on the special rules being used, may allow one or both sides to score Strategic Victory Points and gather reinforcements. At the very least, it will give you a chance to put your feet up for a while and come up with the next stage of your battle plan.

There should ideally be a break after every three to four hours of play. When the break time is reached, keep on playing until both sides have had the same number of turns, as described earlier. Then, halt play for fifteen minutes to an hour before starting the next session of play.

As an aside, there is nothing wrong with taking informal pauses during play if you want to. Stopping the game for a few minutes so that players can take a rest and get refreshments is a good idea. However, the special rules that apply to the scheduled breaks obviously don't apply to the informal ones, and any time the rules refer to a break, this means a scheduled one.

Typical One Day Schedule

9:00 a.m.	Arrive and deploy
10:00 a.m.	Start 1st session
13:00 p.m.	Lunch break
14:00 p.m.	Start 2nd session
17:30 p.m.	Dinner break
18:00 p.m.	Start 3rd session
21:00 p.m.	End battle

First Turn

Some Apocalypse missions will specify which side gets the first turn, whilst others will require the sides to roll-off to determine this. Other missions allow the side who deployed their army first to start the first turn, unless their opponents can Seize the Initiative (below).

Seize the Initiative

In war, no plan survives contact with the enemy – even a lightning advance can be halted if the foe is swift enough to counter it.

If a side who are due to go second wishes to Seize the Initiative, one player from that side can roll a D6 before the beginning of the first turn. On a roll of a 6, they successfully Seize the Initiative and go first instead. Their army has clearly outwitted that of their opponents!

Apocalypse Turn Sequence

You can now fight the battle. Apocalypse battles use the standard Warhammer 40,000 rules, plus any of the special rules from this expansion. Each game turn in Apocalypse uses an expanded sequence of play, detailed in the Turn Summary box, below.

Continue this sequence until the time limit or a break is reached, and then finish the player turn in progress and play an extra player turn if needed to make sure each side has the same number of turns, as described in Game Length. Once the final time limit is reached, and both sides have played an equal number of turns, the game is over.

However the winners are decided, and whatever the result, it is traditional to shake hands at the end of the battle, and then spend some time discussing how things went. Often you will simply want to swap war stories and blame any failures on poor luck with the dice rather than bad tactics, but sometimes you may have ideas for future games of Apocalypse based on what happened in your latest game.

Turn Summary

1. Determine Unnatural Disasters.

2. 1st Side Player Turn:

a. Determine Divine Intervention.
b. Declare Finest Hours.
c. Take Player Turn (as described in the *Warhammer 40,000* rulebook).

3. 2nd Side Player Turn:

a. Determine Divine Intervention.
b. Declare Finest Hours.
c. Take Player Turn (as described in the *Warhammer 40,000* rulebook).

4. Return to Step 1.

Victory Conditions

Once you have finished, it is time to determine which side has won. You will often need to keep track of Strategic Victory Points to determine the winner, but sometimes other objectives will need to be completed instead.

If one side concedes the battle, or all of the models on that side are wiped out, the victory goes to the opposing side. Likewise, if at the end of any game turn, one side has no models on the battlefield, the opposing side automatically wins.

Strategic Objectives

Strategic Objectives are key points on the battlefield, the capture of which will give their side a strategic advantage in the ongoing campaign of which this battle is just a part (albeit a very important part!). Tap here for how these are placed.

The winner of an Apocalypse battle that uses the Strategic Objectives mission special rule is decided by the capture of Strategic Objectives. They can be represented by a marker, a coin or a bespoke token themed for army or the specific battle, but because of their importance, you may want to put some effort into making suitably large and impressive objectives instead. Veteran players may already have some such markers in their collections.

Note that Strategic Objectives are considered to be objectives for the purposes of Warlord Traits and special rules that interact with objectives.

Mysterious Objectives

If the Apocalypse scenario has the Mysterious Objectives special rule, it applies to all Strategic Objectives.

Strategic Victory Points

After each session of play (i.e. the start of each break), Strategic Victory Points are scored for controlling Strategic Objectives. Strategic Victory Points are also scored at the end of the final session of play.

A Strategic Objective is controlled by the side that has the nearest unit to it – if two or more units are equally close, each side rolls off each time Strategic Victory Points are scored. Note that all units are scoring units in Apocalypse, though a unit can still only control one Strategic Objective at a time, and fleeing units cannot

control objectives. If a unit is the closest one to several objectives, it controls the one closest to it. **Each Strategic Objective is worth one Strategic Victory Point at the end of the first session of play, two Strategic Victory Points at the end of the second session of play, three Strategic Victory Points at the end of the third session of play**, and so on.

Note that Strategic Victory Points are earned after each gaming session, not just at the end of the whole game – this means you will need to capture Strategic Objectives early on and hold them for as long as possible if you wish to win!

Bonus Points

Bonus Strategic Victory Points are scored immediately for carrying out the following actions:

Destroying a Super-heavy Vehicle

Killing a Gargantuan Creature

Killing a Warmaster

Stopping a Finest Hour

Spending Strategic Victory Points

The side that ends the game with the most Strategic Victory Points wins the battle. However, these **Strategic Victory Points can also be 'spent' to carry out special Strategic Actions**. These can be very powerful, but spending a Strategic Victory Point to use them could mean the difference between victory and defeat, so do so wisely!

Each player is allowed to spend a maximum of one Strategic Victory Point each turn. It is entirely each player's choice as to when or if they spend a point, but we recommend they confer with the other players on their own side before doing so! Note that you may not spend Strategic Victory Points you do not yet have – so if one player spends their side's last one, no other players can spend any Strategic Victory Points until some more have been earned. There are two types of Strategic Action:

Strategic Reinforcements

Strategic Resource

Mission Special Rules

Much like the Eternal War missions featured in the *Warhammer 40,000* rulebook, Apocalypse missions have specific special rules that affect how the game is played. Some of these special rules, such as Mysterious Objectives and Night Fight, simply follow the rules in the *Warhammer 40,000* rulebook. Others are special rules specific to Apocalypse that represent events on a far grander scale; their rules are detailed throughout the next section of the book. They are loosely summarised as follows:

Divine Intervention

In the most spectacular of the galaxy's battles, the god-like beings of the universe sometimes take an active hand.

The rules for Divine Intervention allow powerful miracles of war; each race is able to call upon its deity once certain epic or deadly criteria have been met.

Finest Hour

When the fate of their race hangs in the balance, true heroes will push themselves to superhuman feats of prowess.

Similar in nature to Warlord Traits but on a far more impressive scale, the Finest Hour rules allow your Warlord a timely boost that can see him single-handedly turn the tide.

Sons of the Primarch

Amongst the Space Marines there are those whose gene-seed runs pure enough to manifest the glory of the Primarchs.

A specialised form of the Finest Hour rules, these give Space Marine players the ability to channel their Primarch's greatness in their hour of need.

Strategic Assets

The generals of the 41st Millennium have access to strategic elements ranging from orbital strikes to lightning-fast flanking manoeuvres.

Each player gets a number of Strategic Asset cards with which to tip the scales; self-contained events and ploys for you to unveil as the game unfolds.

Strategic Reserves

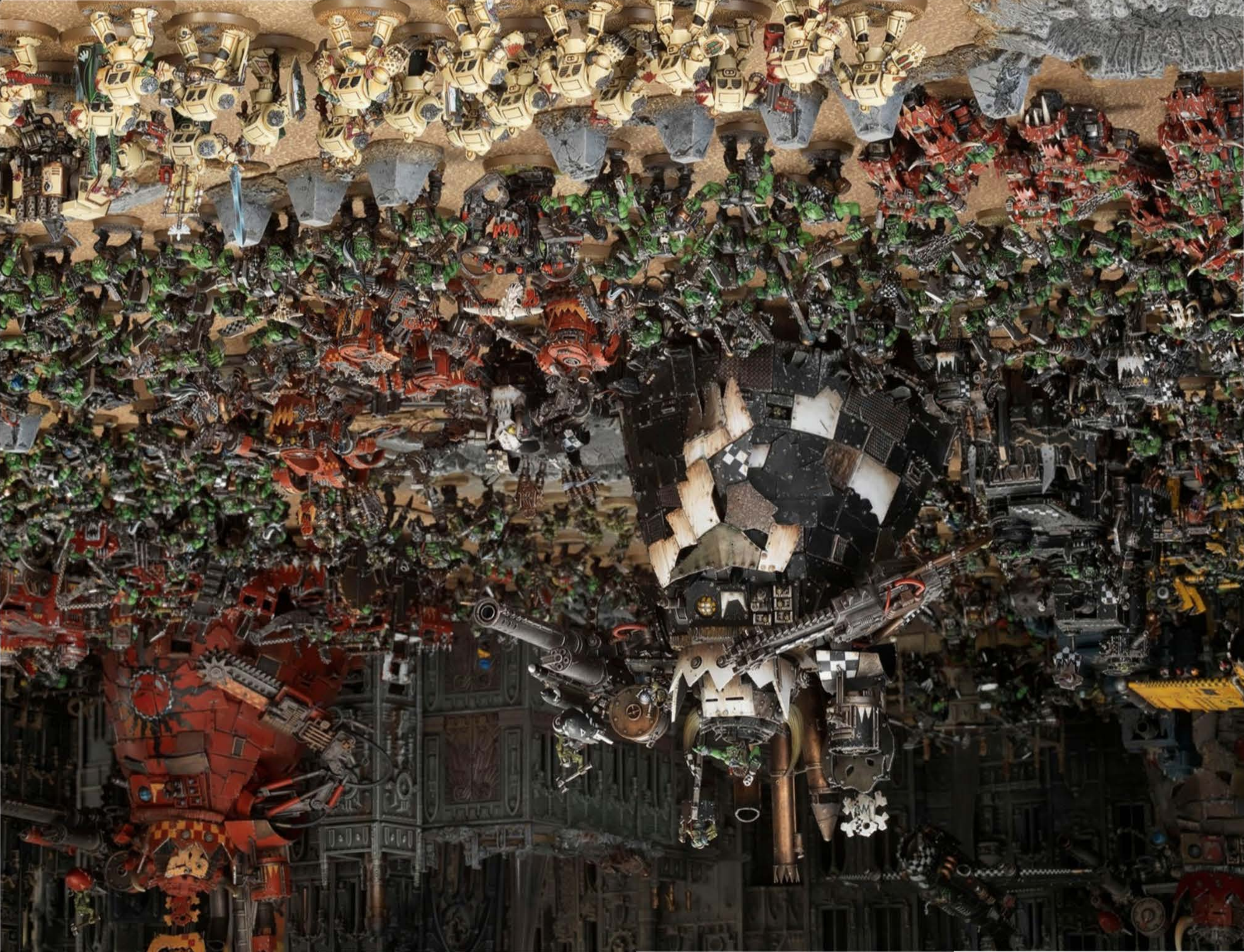
A wise general ensures he has reserves waiting to strike...

These rules allow you to hold a portion of your force in reserve, ready to pounce.

Unnatural Disasters

The battlefield is ravaged as the planet's doom unfolds.

These rules allow you to fight battles as the apocalypse erupts around your troops. Be warned, these cataclysmic rule sets pack a punch!



Divine Intervention

Faith is one of the most powerful weapons used by the Imperium of Man. Belief has power; a raw and undeniable force that can be manifested by a collection of the faithful or even channelled by devout individuals. It is the bedrock upon which the Imperial creed has been founded, and the driving force behind Mankind's continued conquest of the galaxy.

The warriors of the Imperium hold tight to the belief that 'The Emperor Protects', and in many ways, they are right. Some claim to have witnessed small but important miracles, or even to have felt his blessing upon them when the fighting raged fiercest. There are also scattered reports of major phenomena that have manifested in the most terrible of battles and inspired the Imperial soldiery to victory – the Vaustin Eagle, the Angel of Tirisiphon, and the Thorian Choir amongst them. Some claim these are merely psychic overspill brought about by mass hysteria or the delirium of war, but those recidivists are inevitably caught and painstakingly reconditioned by the Adeptus Ministorum.

Though the zealot priests of the Imperial Creed are loath to admit it, there are also those deities worshipped by the alien and the heretic. The foul names by which they are known are recorded in the ebon-bound grimoires of the Black Library – Khaine, the Bloody-Handed God of the Eldar; Nurgle, the Father of Plagues; Gork and Mork, the thuggish gods of the Orks. The worshippers of these entities also have a potent faith, and they too number in their billions. Though only a traitor to the Imperial creed would admit it, the old gods existed long before Mankind conquered the stars, and the Emperor is amongst the ranks of youngest divinities.

Acts of the Gods

In the most spectacular and bloody of battles, the gods themselves have been known to intervene. To represent this, in a game of Apocalypse, you can attempt to invoke divine intervention. The various godly powers of the 41st Millennium are attracted by different deeds and acts of heroism, so the circumstances under which you can invoke divine intervention vary from army to army. They have one thing in common, though – their effects are truly epic!

Invoking Divine Intervention

At the start of each of your turns after the first turn, each player checks the conditions under the relevant Codex & Criteria columns. If those criteria are met, that player's Warlord can invoke Divine Intervention. The Warlord selected must belong to the army listed in the Codex & Criteria column. The effect listed in the Miraculous Effect column then immediately takes place. Only one Warlord may invoke Divine Intervention each turn.

Once a Warlord has successfully invoked Divine Intervention, they cannot attempt to call upon Divine Intervention again that game. However, other Warlords on the same side can try to make their own attempts, providing they invoke a different god. An alliance of three Space Marine players cannot call upon the God-Emperor three times – he's got better things to do than bail the players out over and over again!

The Miraculous Effect from the table applies only to units from the appropriate codexes listed in the Codex & Criteria column, and they only affect units on the same side as the Warlord who invoked Divine Intervention. **Any effect granted lasts until the start of that side's next turn.**

Designer's Note: *Not all races in Warhammer 40,000 have a deity to call upon. Though the Tau do not have a deity as such, faith in their manifest destiny and the Greater Good can empower them in a similar fashion. Likewise, the Tyranid Hive Mind is not a god in the traditional sense, though its mind-boggling scale and galaxy-devouring ambition can directly empower its constituent organisms.*

Divine Intervention Chart

Entity	Codex & Criteria	Miraculous Effect
The God-Emperor of Mankind	**Imperial Guard, Sisters of Battle, Space Marines, Dark Angels, Blood Angels, Space Wolves, Black Templars, Grey Knights** At least half the units in your army have been removed as casualties.	**For The Emperor!:** *The power of the Emperor invigorates the army, shining through their souls like liquid gold.*
Ruinous Powers (Khorne, Tzeentch, Nurgle, Slaanesh)	**Chaos Daemons, Chaos Space Marines** The number of units in the opposing side that have been removed as casualties equals or exceeds the number the opposing side currently has in play.	**Rewards of Chaos:** *The fickle Chaos Gods delight in the slaughter and mayhem inflicted on their enemies.*
Gork & Mork	**Orks** At least half of the total number of non-vehicle units from *Codex: Orks* on the battlefield (friend or foe) are engaged in close combat.	**Foot of Gork (or is it Mork?):** *The Orks' deity manifests more directly; a giant green foot stamps its approval on the battle below.*
Khaela Mensha Khaine	**Eldar, Dark Eldar** More than 50 Eldar and/or Dark Eldar models have been removed as casualties (friend or foe).	**Children of the Bloody-Handed God:** *The blood of the Eldar boils in their veins, driving them on to ever greater feats of murder.*
The Greater Good	**Tau Empire** Your side has at least 5 fewer Strategic Victory Points than the opposing side.	**Desperate Strength:** *Selfless to the last, the Tau give their lives to buy their comrades time.*
The Hive Mind	**Tyranids** 3 or more models from the HQ section of *Codex: Tyranids* are within 6" of a Strategic Objective marker in the opposing side's deployment zone.	**The Jaws Snap Shut:** *The Hive Mind shares its infinite hunger with the minds of its constituent parts, driving them into a frenzy.*
The Star Gods of the C'tan	**Necrons** A C'tan Shard, Tesseract Vault or Transcendent C'tan has been removed from play as a casualty.	**Anti-C'tan Protocols:** *A coalescing C'tan swims from the stars to reclaim the freed shard of its power, and the Necrons below fall back on ancient anti-C'tan programming to resist its fell energies.*

Finest Hour

In times of extreme adversity, true leaders are born. Exemplary warriors rise like phoenixes from the fires of war, their heroism inspiring the men around them to great acts. By such deeds are legends made – the fate of the galaxy is at stake, and Imperial commanders, Chaos worshippers and alien warlords alike fight with every iota of their souls to secure victory against impossible odds. Should such a desperate act end in lasting glory, the hero's story can spread throughout the galaxy, and monuments will be raised in his name.

Even proven lords of war have their defining moments. Outside the ash-covered buttresses of Hades Hive, Commissar Yarrick repulsed Warlord Ghazghkull and his horde, though it nearly cost him his life. Upon the world of Stormvald, the Phoenix Lord Maugan Ra single-handedly scattered a Tyranid swarm by systematically destroying every one of its synapse leader-beasts. The renegade Huron Blackheart orchestrated the downfall of the Marines Errant, seizing their precious gene-seed from the inner sanctum of their fortress-monastery of Vilamus and damning an entire Chapter to a slow death. Such acts of epic heroism and inspired villainy usually occur when the inferno of battle rages fiercest, for great peril breeds the greatest of deeds.

All this boundless heroism is of course the meat and drink of a game of Apocalypse. That moment when your general darts forward and takes out the enemy Stompa with a well-placed vortex grenade, the duel where the Imperial Guard Colonel somehow takes down the rampaging Hive Tyrant, the last-ditch charge that turns the course of the battle at the eleventh hour – they are the images that stick in our minds when thinking back to the highlights of the game, and the cherished moments of glory we will remember for years to come. Moments like this are so synonymous with Apocalypse that we decided to provide a system to encourage as much heroic derring-do as possible.

Cometh the Hour…

A player may choose to take his Warlord's Finest Hour once per game, at the start of any of their turns. Simply state that the Warlord will do so at the appropriate time. The Finest Hour lasts until the start of their next turn.

An Apocalypse War Zone may feature characters with specific restrictions upon their finest hours: Commissar Yarrick, for instance, only has the opportunity to use his Finest Hour rules as long as his nemesis Ghazghkull Thraka is alive, and vice versa. These characters may also have special rules that can be used in addition to their Finest Hour. These extra rules modify the Finest Hours detailed here, and all the relevant details are contained in the rules section for the War Zone.

…Cometh the Man

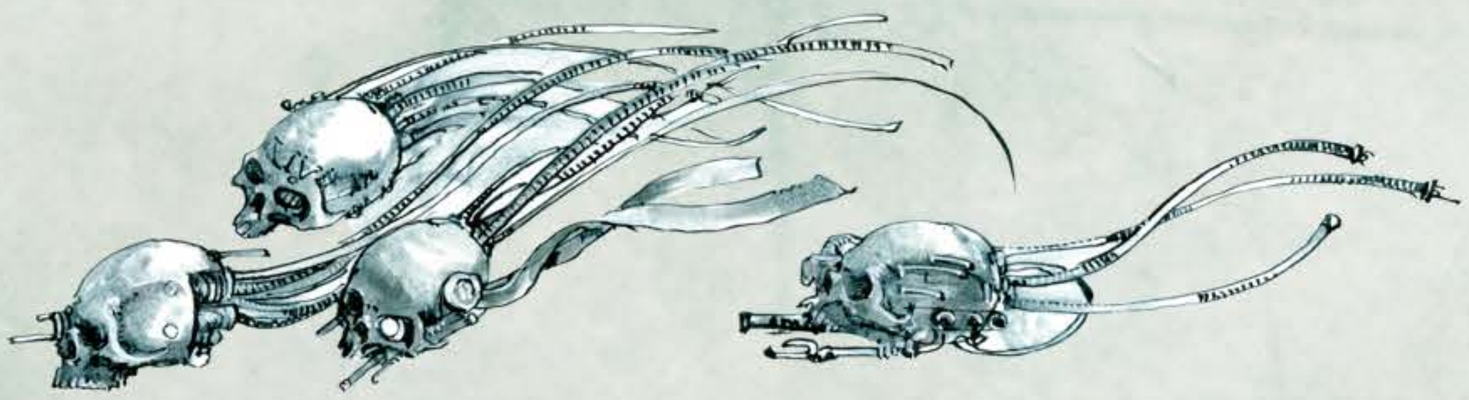
Until the start of his next turn, **that Warlord has a 3+ invulnerable save and the Eternal Warrior special rule** to represent the touch of destiny upon him, **and is allowed to order an** All-out Attack in the same manner as a High Command Apocalypse Formation. If the Warlord is already part of a High Command formation, this is in addition to his usual one. Furthermore, **at the beginning of the first turn in which a Warlord's Finest Hour is in effect, choose one of the Exemplar tables on the following pages and roll a D6 to find the special rules that govern that Warlord's Finest Hour**. The effects generated will last until the start of that Warlord's next turn. If a Warlord is killed whilst his Finest Hour is in progress, its effects cease immediately and the enemy scores 1 Strategic Victory Point.

Important Note: Instead of rolling here, Space Marines and Chaos Space Marines characters can opt to consult the Sons of the Primarch chart instead.

Once the Warlord's Finest Hour is over, he returns to his usual incarnation – his moment of glory has passed (though don't let that stop you from trying any subsequent heroics).

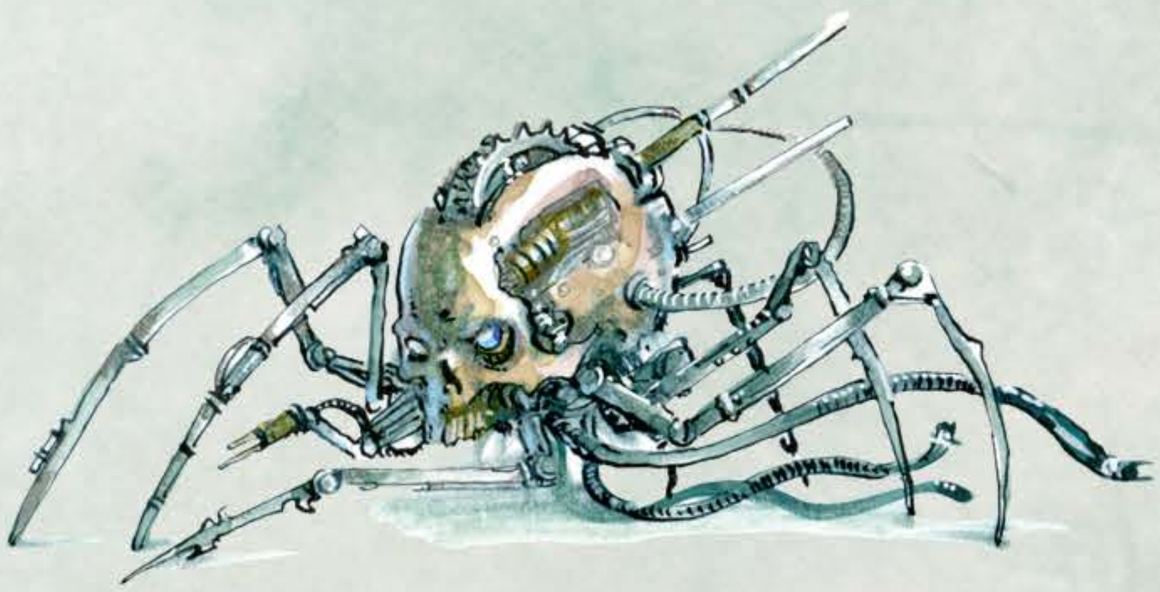
Command Exemplar Table

D6	Effect
1	**Implacable Advance:** Your Warlord, and all friendly units within 24", gain the Relentless special rule.
2	**True Grit:** Your Warlord, and all friendly units within 24", have the Feel No Pain special rule.
3	**Never Give Up, Never Surrender:** Your Warlord, and all friendly units within 24", have the Stubborn special rule.
4	**The Great Push:** Your Warlord, and all friendly units within 24", can both Run and then shoot in the same Shooting phase. If a unit does so, it cannot charge unless it also has the Fleet ability.
5	**Inspiring Oratory:** Your Warlord, and all friendly units within 24", gain the Crusader special rule.
6	**Kill 'em All:** Your Warlord, and all friendly units within 24", gain the Preferred Enemy special rule.



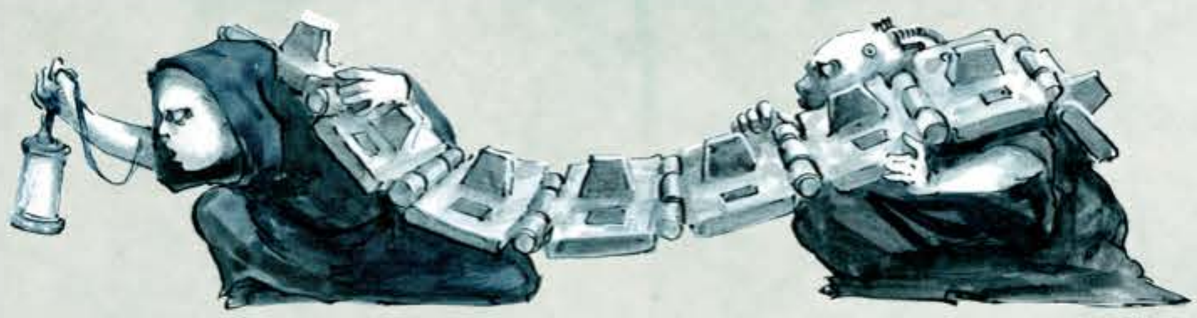
Personal Exemplar Table

D6	Effect
1	**Exceptional Display of Skill:** Your Warlord re-rolls all failed To Hit rolls.
2	**Bloody Rampage:** Your Warlord triples his Attacks characteristic (before any bonuses are applied).
3	**Violent Display of Power:** Your Warlord re-rolls all failed To Wound rolls.
4	**Hero's Might:** Your Warlord doubles his Strength and Toughness characteristics.
5	**Temporarily Unkillable:** Your Warlord has Toughness 10 and a 2+ invulnerable save.
6	**None Can Stand Before Me:** Your Warlord has +2 Attacks. Furthermore, his attacks in close combat have the Instant Death special rule and are AP1.



Strategic Exemplar Table

D6	Effect
1	**Additional Asset:** Your Warlord immediately gets an additional Strategic Asset for his side.
2	**The Whites of their Eyes:** All friendly units within 24" of the Warlord use their normal BS when firing Overwatch.
3	**Coordinated Firing Solution:** Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Hit rolls against the nominated unit.
4	**Set Piece Kill:** Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Wound rolls against the nominated unit, or failed armour penetration rolls against it.
5	**Zone of Death:** Nominate a Strategic Objective within your Warlord's line of sight. All friendly units within 12" of the nominated Strategic Objective have the Zealot special rule.
6	**Perfect Timing:** The Warlord can return one unit that has been completely destroyed to his Ongoing Reserves.



Sons of the Primarch

The Primarchs of the Adeptus Astartes were the pinnacle of the Emperor's arcane art. Each was a demigod of battle with his own particular style of warfare, whose deeds are sung across the length and breadth of the galaxy. Their legacy lives on through the miracle of gene-seed – each and every Space Marine has the essence of their Primarch in his blood. When a Space Marine falls in battle, his progenoid glands are recovered by an Apothecary, returned to the Fortress Monastery and ultimately transferred to a new recruit so that the gene-seed can bond with a new subject and hence keep the Chapter whole.

However, the Emperor's masterwork is little understood by mortal men. Even the Apothecaries sworn to maintain its sanctity do not wholly comprehend the strange science that bonds gene-seed to a new recruit. Yet, together with decades of training, that gene-seed transforms the aspirant into a Space Marine.

A rare few bond so completely with the spiritual essence of their Primarch that they come to bear a striking resemblance to their Chapter's forefather. The genetic

The Second Founding and Beyond

All Space Marine Chapters are engineered from the original First Founding Legions, and can hence trace their genetic inheritance back to one of the Primarchs. If you play a Second Founding or other such Chapter, or a Chaos warband, you might need to look into your Chapter's background to find out which Primarch's powers you can call upon.

As an example, let's assume a player has a large Angels of Absolution army. The

resonance is so powerful that it manifests not only in physical appearance but also in battle prowess. In these individuals, the true greatness of the Emperor's Primarch program is made manifest. They inevitably become the heroes and leaders of their Chapter, respected and held in awe by their fellows as warriors beyond compare. It is whispered that the famously heroic Wolf Lord Ragnar Blackmane is the very image of Leman Russ, and none can deny that the mysterious individual known as the Sanguinor is uncannily reminiscent of his Primarch, Sanguinius. When all hope seems lost, such heroes can call upon a portion of their forefathers' greatness to snatch a bloody victory from certain defeat. These are the golden sons of the Primarchs – when the horrors of war are at their most dire, they stride the battlefields of the 41st Millennium like the warrior gods of old.

The Traitor Legions had Primarchs too, arch-heretics and rebel warlords who long ago sided with the Dark Gods during the Horus Heresy. Their diabolic majesty is still present in the genetic make-up of the Chaos Space Marines wreaking havoc across the galaxy. Just occasionally, this Chaos-tainted gene-seed will confer a measure of the fell power within the Daemon Primarchs to one chosen by the Ruinous Powers.

Using Sons of the Primarch in Apocalypse

Instead of using the normal rules for their Finest Hour, a Space Marine or Chaos Space Marine player can opt to have his Warlord channel his Primarch instead.

This system works exactly like the rules for a Warlord's Finest Hour. However, instead of generating the effects that will take place during your Warlord's Finest Hour, your Warlord instead uses the specific effect that represents the unique battle skills of his Primarch (see Sons of the Primarch chart on the next page). The Chapter or Legion that your Space Marines or Chaos Space Marines army belongs to will determine which effect your hero will be able to call upon during the battle. For instance, a White Scars player consults the chart, finding that he must use the Son of the Khan special rule to represent the Primarch Jaghatai Khan's heritage.

Sons of the Primarch Chart

Chapter	Primarch	Effect
Dark Angels	Lion El'Jonson	**Son of the Lion**
Emperor's Children	Fulgrim	**Lord of Excess**
Iron Warriors	Perturabo	**Lord of Destruction**
White Scars	Jaghatai Khan	**Son of the Khan**
Space Wolves	Leman Russ	**Son of the Wolf**
Imperial Fists	Rogal Dorn	**Son of Dorn**
Night Lords	Konrad Curze	**Lord of Terror**
Blood Angels	Sanguinius	**Son of the Angel**
Iron Hands	Ferrus Manus	**Son of Iron**
World Eaters	Angron	**Lord of Wrath**
Ultramarines	Roboute Guilliman	**Son of Honour**
Death Guard	Mortarion	**Lord of Corruption**
Thousand Sons	Magnus the Red	**Lord of Flux**
Black Legion	Horus	**Lord of the Black Crusade**
Word Bearers	Lorgar	**Lord of Heresy**
Salamanders	Vulkan	**Son of the Forge**
Raven Guard	Corax	**Son of the Raven**
Alpha Legion	Alpharius	**Lord of the Hydra**

Strategic Assets

The commander of an Apocalypse army has access to a wide range of resources that are too valuable to use in a smaller battle. They can call down a barrage from an orbiting spacecraft, authorise the use of highly dangerous weaponry, or order a flank march. Careful use of these assets can often make all the difference between victory and defeat.

Strategic Asset Cards

Each side taking part in the battle will require its own set of Strategic Asset cards.

A set of Strategic Asset cards can be found here. Additional Strategic Asset cards are included in War Zone: Armageddon; these can be added to the standard deck of Strategic Assets when you are fighting a battle set in that War Zone.

Note that many Strategic Asset cards will refer you to new rules and weapon types included in this book.

Forging a Narrative

The game organiser can give out additional Strategic Assets cards to either side in order to balance out the game or compensate for unforeseen advantages. In your first few games, we recommend working out roughly how many points each side is worth, and if one side has less points, give them an extra Strategic Asset for every 250 points or so that they are outnumbered by. With experience you will be able to judge if one side or the other needs any extra cards without having to work out the points totals.

Number of Strategic Assets

The number of Strategic Assets each side starts with is equal to the number of players in the largest side; so, if one side had two players and the other three, then both sides would get three Strategic Assets. Note that the number of cards is per side, not per player! In addition, the game organiser can choose to give one side or the other additional Strategic Asset cards. This is usually done to balance up games where the forces on one side are outnumbered by their opponents.

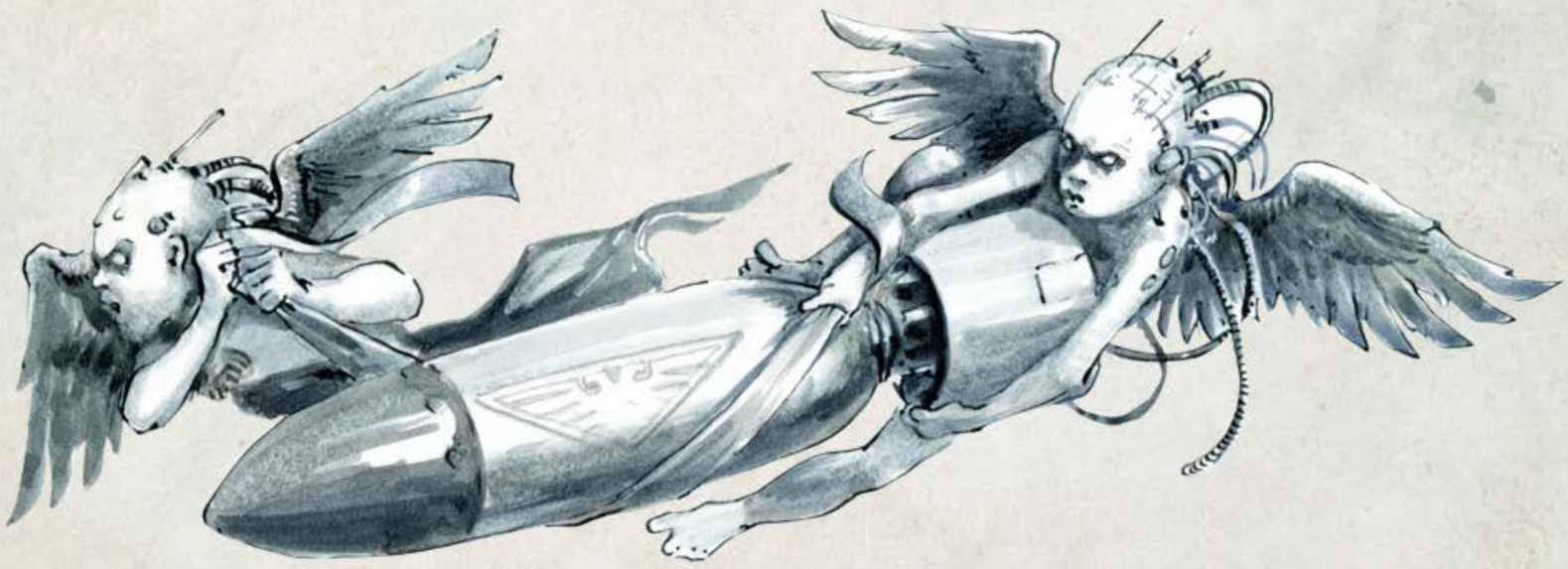
When selecting Strategic Assets, each player selects one Strategic Asset. The player who controls a side's Warmaster then selects any additional Strategic Assets (in the above example, the Warmaster of the side with two players would select the third Strategic Asset). During play, the game organiser can elect to give a side extra cards for achieving certain objectives within the game (see Organising the Apocalypse).

Finally, High Command Formations and some special rules included in this book allow players to take 'bonus' Strategic Assets.

Selecting Strategic Assets

Each side must pick the Strategic Assets they can take from their own deck of Strategic Asset cards. No Strategic Asset may be taken more than once by each side. In addition, certain Strategic Assets can only be chosen if certain armies are included on the side that takes the asset. For example, you can only choose Space Marine Strategic Asset cards if there are Space Marines units on your side.

Once selected, Strategic Assets can either be given to individual players in the side, or they can all be held by the player who controls the army's Warmaster. In either case, the player holding the card decides when and how to use the asset. It is up to the players on the team to decide which of them gets to take each asset; if you can't decide amicably, roll off for each card.



Using Strategic Assets

Each Strategic Asset card says when it can be used, and what effect it has when it is played. Each asset may be used once per battle and must then be discarded.

The player that used the card decides how its effects are applied. So, for example, they would choose where an attack is made, which units are replaced or where a marker is placed, and so on. This aside, Strategic Assets can affect any units of the appropriate type, not just those belonging to the player that used the card. When a card refers to 'friendly units' it means all units on the side of the player that used the card; similarly 'enemy' units are all of those on the other side.

Space Marine Strategic Assets

The Strategic Assets on the following pages that are labelled as 'Space Marines' can be taken by armies that include units from the following codexes:

- *Codex: Space Marines*
- *Codex: Black Templars*
- *Codex: Blood Angels*
- *Codex: Dark Angels*
- *Codex: Space Wolves*
- *Codex: Grey Knights*

In addition, when played, they affect all eligible units from these codexes.

Strategic Resources

Some Strategic Assets are marked as a Strategic Resource.

Strategic Asset Cards

Tap each link below to go direct to the relevant asset card.

Any Army

Blind Barrage

Camouflage

Flank March

Minefield

Orbital Strike

Precise Coordinates

Re-arm

Replacements

Shield Generator

Supreme HQ

Trophy Kill

Imperial Guard

Bombardment

On My Coordinates!

Tunnel Rats

Space Marines

Crusade Banner

Fury of the Just

Hail of Fire

Heroic Stand

Relic Weapon

Vortex Grenade

Chaos Space Marines

Chaos Altar

Corrupt & Despoil

Daemon Shell

Daemonic Allies

Mass Slaughter

Time of Vengeance

Chaos Daemons

Blood Thirst

Grand Pavane

Lies of Tzeentch

Plaguestorm

Orks

'Ere We Go, Ladz

Get 'Em Boyz

Idol of Gork

Mek Workshop

Eldar

Eldritch Tempest

Phantasm

Strands of Fate

Waygate

Dark Eldar

Combat Stimms

Glorious Pain

Lords of Twilight

Webway Assault

Tyranids

Reanimator

Spore Chimneys

Surrounded!

World Digestion

Necrons

Cannibalise

Entropic Plague

Star Pulse

Subvert Machine

Tau Empire

Darkstar Warhead

Drone Network

For the Greater Good

Icefire Warhead

BLIND BARRAGE

Any Army

A thick barricade of smoke protects your troops' advance.

Use this Strategic Asset at the start of any enemy turn. Place two markers 36" apart, and scatter each 2D6". Any line of sight that crosses the invisible line between the markers is blocked. Remove the markers at the start of the next enemy turn.

CAMOUFLAGE

Any Army

Low cunning can sometimes be the difference between life and death.

Use this Strategic Asset after deployment is complete and nominate a model from a friendly HQ unit. All friendly units within 24" of that model have the **Shrouded** special rule for the first game turn.

FLANK MARCH

Any Army

Your reserves attack from an unexpected direction.

Use this Strategic Asset when an Apocalypse Formation enters play from **Strategic Reserve**. That formation may enter play from any table edge.

MINEFIELD

Any Army

Every foot of ground the enemy takes must be paid for in blood.

Use this Strategic Asset during deployment. Mark a minefield 6" by 36". It must be located in open ground, in your deployment zone. The minefield is **dangerous terrain.**

ORBITAL STRIKE

Any Army

The ships of your fleet are poised to turn their weapons upon the foe.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Warlord model:

Range	S	AP	Type
Infinite	D/7/4	1/3/-	Ordnance 1, Apocalyptic Mega-blast

Strategic Resource

PRECISE COORDINATES

Any Army

Careful planning ensures that reinforcements arrive exactly where their support is needed.

Use this Strategic Asset at the start of any of your turns. All friendly units that **Deep Strike** that turn will not scatter (no roll is required).

RE-ARM

Any Army

Supply dumps just behind the frontline allow your army to refuel and rearm.

Use this Strategic Asset at the start of any of your turns. All friendly units immediately replenish any **One Use Only** weapons they have used.

Strategic Resource

REPLACEMENTS

Any Army

Carefully mustered replacements can be used to replace your losses.

Use this Strategic Asset at the start of any of your turns. One friendly Apocalypse Formation that has been completely destroyed may be replaced at full strength in your **Ongoing Reserves**. This cannot be used to replace Apocalypse Formations in which one or more models have 15 or more Hull Points.

Strategic Resource

SHIELD GENERATOR

ANY ARMY

A technological marvel guards your army with a invulnerable force field.

Use this Strategic Asset at the start of any enemy turn. Place a marker anywhere more than 6" from an enemy model. No friendly unit that has the majority of its models within 6" of the marker may be targeted by the enemy's shooting attacks that turn. At the end of the turn, remove the marker.

SUPREME HQ

ANY ARMY

Your High Command provides inspirational leadership.

Use this Strategic Asset during deployment. Pick one High Command formation in your army. All friendly units with models within 12" of a model from the High Command have the **Zealot** special rule.

TROPHY KILL

Any Army

Proof of a hated enemy's death will make all the difference in this war.

Use this Strategic Asset after deployment is complete. Nominate an enemy Warlord. If this model is destroyed, your side scores 3 additional **Strategic Victory Points** (on top of any bonus points for '**Killing a Warmaster**').

BOMBARDMENT

Imperial Guard

Long-range artillery adds its firepower to your own.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Imperial Guard player's Warlord:

Range	S	AP	Type
Infinite	8	3	Ordnance D6, Apocalyptic Barrage

ON MY COORDINATES!

Imperial Guard

Troops in danger of being overrun call down an attack on their position.

Use this Strategic Asset to make the following shooting attack with a model instead of that model resolving **Overwatch**:

Range	S	AP	Type
12"	8	3	Ordnance D6, Apocalyptic Barrage

TUNNEL RATS

Imperial Guard

Your troops know the secrets of the tunnels beneath the battlefield.

Use this Strategic Asset at the start of any of your turns. For the remainder of the turn, any friendly Imperial Guard units consisting entirely of Infantry models that deploy from **Strategic Reserve** may use the **Deep Strike** special rule.

CRUSADE BANNER

Space Marines

A banner from the time of the Great Crusade instils incredible devotion.

Use this Strategic Asset after deployment is complete and nominate one friendly Space Marine Standard Bearer. All friendly Space Marines units with models within 24" of the Standard Bearer have the **Feel No Pain** special rule.

FURY OF THE JUST

Space Marines

The Adeptus Astartes march inexorably towards the hated foe.

Use this Strategic Asset at the start of any of your turns. All friendly Space Marines models have the **Hatred** special rule until the start of your next turn.

HAIL OF FIRE

Space Marines

The Space Marines lay down a fusillade of rapid bolter fire.

Use this Strategic Asset at the start of any of your turns. All friendly Space Marines models armed with bolt pistols, bolters or heavy bolters count their weapons as **Twin-linked** until the start of your next turn.

HEROIC STAND

Space Marines

Space Marines will hold their ground until the end of the galaxy.

Use this Strategic Asset after deployment is complete and nominate a **Strategic Objective** in your deployment zone. All friendly Space Marines units with models within 6" of the objective have the **Fearless** and **Counter-attack** special rules.

RELIC WEAPON

Space Marines

To bear a Primarch's weapon is a great honour and responsibility.

Use this Strategic Asset after deployment is complete and nominate one friendly Space Marine model as the relic bearer. The model has +2 Strength and +2 Attacks.

VORTEX GRENADE

Space Marines

A vortex grenade is the most potent man-portable weapon in the galaxy!

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Space Marine Warlord model:

Range	S	AP	Type
12"	D	1	Assault 1, Vortex, Blast

Strategic Resource

CHAOS ALTAR

CHAOS SPACE MARINES

Rituals performed on this altar have secured the favour of the Dark Gods.

Use this Strategic Asset before deployment. Place a marker or suitable terrain piece in your deployment zone. Any friendly Chaos Space Marines model within 12" of the marker has a 6+ invulnerable save, or adds +1 to their invulnerable save if they already have one.

CORRUPT & DESPOIL

CHAOS SPACE MARINES

Chaos Space Marines would rather defile an objective than capture it.

Use this Strategic Asset during any break. Any **Strategic Objectives** controlled by friendly Chaos Space Marines models are destroyed after you have received the **Strategic Victory Points** for them.

DAEMON SHELL

Chaos Space Marines

A powerful daemonic entity is bound within a single bolter shell.

Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Chaos Space Marine Warlord model armed with a bolter or bolt pistol:

Range	S	AP	Type
24"	D	2	Assault 1, Massive Blast, Gets Hot

DAEMONIC ALLIES

Chaos Space Marines

The Chaos Space Marines call for aid from their dark masters.

Use this Strategic Asset during a scheduled break. D3 destroyed friendly Chaos Daemons units may be returned to play after the break without spending any **Strategic Victory Points**.

MASS SLAUGHTER

Chaos Space Marines

Gun batteries on orbiting Chaos warships fire indiscriminately.

Use this Strategic Asset in any of your Shooting phases. One of your Warlords must immediately make two Orbital Strikes, and one of your opponents' Warlords can then make one Orbital Strike. Note that these Orbital Strikes do not count as Strategic Resources.

Strategic Resource

TIME OF VENGEANCE

Chaos Space Marines

The Chaos Space Marines are determined to exact bitter vengeance.

Use this Strategic Asset at the start of any of your turns. All friendly Chaos Space Marine models have the **Fear** and **Rage** special rules until the start of your next turn.

BLOOD THIRST

Chaos Daemons

Enemy forces are suddenly filled with an insane lust for blood, and rush forwards manically.

Use this Strategic Asset at the start of an enemy Shooting phase; nominate one friendly Herald of Khorne. All non-vehicle enemy units within 12" of that Herald of Khorne may not shoot that phase, and must attempt to charge the closest eligible target in the following Assault phase, if capable of doing so.

GRAND PAVANE

Chaos Daemons

None can resist the lure of the Lord of Excess' transcendental music.

Use this Strategic Asset at the start of an enemy Movement phase; nominate a friendly Herald of Slaanesh. All non-vehicle enemy units within 18" of that Herald of Slaanesh, that are capable of movement, move D6" in a random direction instead of moving normally that phase. Determine the direction once and move all affected models in the same direction.

LIES OF TZEENTCH

Chaos Daemons

Deceived by the Great Liar, enemy warriors open fire on their comrades.

Use this Strategic Asset at the start of an enemy Shooting phase; nominate a friendly Herald of Tzeentch. Select one enemy unit that is within 24" of that Herald of Tzeentch and is capable of shooting. You choose the target the unit fires at, and which guns it uses, this turn, instead of your opponent. You may cause this enemy unit to fire at a target on their side.

Strategic Resource

PLAGUESTORM

Chaos Daemons

The enemy succumb to a grisly visitation of the Father of Contagion.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Herald of Nurgle:

Range	S	AP	Type
Hellstorm	-	5	Assault 1, Fleshbane, Ignores Cover, Instant Death

'ERE WE GO, LADZ

Orks

The Orks are overcome with a frenzy of destructive enthusiasm.

Use this Strategic Asset at the start of any of your Charge sub-phases. Any charge moves made by friendly Ork units this sub-phase are doubled.

Strategic Resource

GET 'EM BOYZ

Orks

Orks don't believe in defence, only conquering new territory.

Use this Strategic Asset after deployment is complete. For the entire battle, the Orks' side receives triple the **Strategic Victory Points** for all **Strategic Objectives** it controls in the opponent's deployment zone, but only receive half the **Strategic Victory Points** (rounding down) for objectives it controls in its own deployment zone.

IDOL OF GORK

Orks

Or is it an Idol of Mork?

Use this Strategic Asset before deployment. Place a marker or suitable model in the Ork deployment zone. Any Ork Infantry unit (friend or foe!) within 24" of the marker has the **Rage** special rule.

MEK WORKSHOP

Orks

The Meks are overjoyed when the battle starts right on their doorstep!

Use this Strategic Asset at the start of any Ork turn. All friendly Ork vehicles in the Orks' deployment zone that have at least one Hull Point remaining are immediately returned to their starting number of Hull Points.

ELDRITCH TEMPEST

ELDAR

Eldar Psykers on board orbiting spaceships manipulate the planet's atmospherics, unleashing a raging energy storm on the surface below.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Eldar Warlord model:

Range	S	AP	Type
Infinite	4	2	Ordnance 4, Apocalyptic Barrage

PHANTASM

ELDAR

The Eldar can use holo-field projectors to confound and confuse the foe.

Use this Strategic Asset after deployment is complete. All friendly Eldar units have the **Shrouded** special rule for the first game turn.

STRANDS OF FATE

Eldar

Eldar Farseers can unravel the strands of fate and predict the future.

Use this Strategic Asset if the result of the battle is a draw. Roll a D6: on a roll of 2 or more, change the result to a victory for the Eldar player's side. On a roll of 1 the enemy side wins.

WAYGATE

Eldar

Waygates protect Eldar Psykers from the horrors of the Warp.

Use this Strategic Asset before deployment. Place a marker or suitable terrain piece in the Eldar deployment zone. All friendly Eldar Psykers within 18" of the marker are not subject to the **Perils of the Warp** and may re-roll failed Psychic tests.

COMBAT STIMMS

Dark Eldar

In preparation for battle, the Dark Eldar inject themselves with a horrific compound of combat drugs.

Use this Strategic Asset after deployment. Nominate a friendly Dark Eldar Warlord model. All friendly Kabalite Warriors units deployed wholly within 24" of that Warlord have **Combat Drugs**.

GLORIOUS PAIN

Dark Eldar

The Dark Eldar slash at themselves, revelling in the self-inflicted pain.

Use this Strategic Asset at the start of any of your turns. All friendly Dark Eldar units immediately gain a pain token. At the start of your next turn, all friendly Dark Eldar units lose a pain token.

LORDS OF TWILIGHT

Dark Eldar

Using arcane technologies, the Dark Eldar fill the skies with baleful gloom.

Use this Strategic Asset at the start of any enemy Shooting phase. The **Night Fighting** rules apply for the duration of that Shooting phase.

WEBWAY ASSAULT

Dark Eldar

Dark Eldar strike forces emerge from the labyrinth dimension.

Use this Strategic Asset after deployment. Place three markers or suitable terrain pieces anywhere on the battlefield. Friendly Dark Eldar units moving on from **Strategic Reserve** may do so from these markers instead of a table edge.

REANIMATOR

Tyranids

The Hive Mind can focus its will to temporarily reanimate the corpse of a dead minion.

Use this Strategic Asset when a friendly Tyranid Gargantuan Creature or Flying Gargantuan Creature loses its last Wound. The creature immediately has D6 lost Wounds restored.

Strategic Resource

SPORE CHIMNEYS

Tyranids

Spore chimneys release spores into the atmosphere, creating a choking organic fog.

Use this Strategic Asset before deployment. Place three markers or suitable terrain pieces in the Tyranid deployment zone. All friendly Tyranid models within 12" of a marker have the **Shrouded** special rule.

SURROUNDED!

Tyranids

The warriors of the hive fleet lurk all around, attacking from every side!

Use this Strategic Asset before deployment. All friendly Tyranid Infantry units have the **Infiltrate** special rule for the duration of the battle.

WORLD DIGESTION

Tyranids

In the final stages of a Tyranid invasion, the world itself turns on its inhabitants.

Use this Strategic Asset before deployment. All Forests, Jungles and Woods are **dangerous terrain** for non-Tyranid models, in addition to any other rules that apply.

CANNIBALISE

Necrons

Necrons can reclaim enemy technology and use it to effect substantial repairs.

Use this Strategic Asset when an enemy Super-heavy vehicle suffers Catastrophic Damage, after the damage has been resolved. All friendly Necron vehicle units within 12" of the vehicle are immediately returned to their starting number of Hull Points.

Strategic Resource

ENTROPIC PLAGUE

Necrons

A swarm of armour-devouring microscopic devices is released.

Use this Strategic Asset in your Shooting phase. Nominate a friendly Necron Warlord model. Every enemy non-vehicle model within 3D6" of that Warlord immediately loses its Armour Save for the remainder of the battle (effectively altering it to '-').

STAR PULSE

Necrons

Necron ships can generate an energy pulse that bursts amongst the ranks of the foe.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Necron Warlord model:

Range	S	AP	Type
Infinite	5/4/3	4/5/6	Assault 1, Apocalyptic Mega-blast, Gauss

SUBVERT MACHINE

Necrons

There is no machine that the Necrons cannot twist to their own ends.

Use this Strategic Asset at the start of an enemy turn. Select one enemy non-Super-heavy vehicle unit within 24" of a friendly Necron Warlord. The unit is part of your army until the end of your next turn.

Strategic Resource

DARKSTAR WARHEAD

Tau Empire

This warhead kills living things but leaves buildings intact.

Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Tau Empire Warlord:

Range	S	AP	Type
Infinite	1	1	Ordnance 1, Apocalyptic Blast, Fleshbane, Ignores Cover

Strategic Resource

DRONE NETWORK

Tau Empire

Above the battlefield, remote drones stream detailed targeting information to Tau units via the drones nearby.

Use this Strategic Asset in your Shooting phase. All enemy units with models within 24" of a friendly Tau Empire Drone count as having 1 extra **Markerlight** counter on them this Shooting phase. Enemy units with no **Markerlight** counters are treated as having 1 counter.

FOR THE GREATER GOOD

Tau Empire

Tau warriors will sacrifice themselves if it will ensure victory for their race.

Use this Strategic Asset at the beginning of an enemy Shooting phase. For the duration of the Shooting phase, each time an enemy unit wishes to shoot at a friendly Tau Empire unit, it can only target the closest Tau Empire unit (or not shoot at all).

ICEFIRE WARHEAD

Tau Empire

This warhead disables technology with an electromagnetic pulse.

Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Tau Empire Warlord model:

Range	S	AP	Type
Infinite	1	-	Ordnance 1, Apocalyptic Blast, Haywire

Strategic Reserves

A wise military commander will ensure that not all of the troops under his command are placed in the front line. Some will be held back as a Strategic Reserve, waiting to be committed at the pivotal moment to turn the course of the battle. Strategic Reserves can be used to bolster a faltering attack, or reinforce a defensive line so that it holds up against the enemy's assault.

Units that are not set up on the table form a player's 'Strategic Reserve'. These work rather differently to the Reserves used in Eternal War missions. In an Eternal War mission, the player represents the commander on the battlefield, who has little control over when or even if any Reserves will be committed to him. In Apocalypse, players represent higher-level generals, with complete control over all of the forces under their command. The following rule for Strategic Reserves reflects this important difference.

Some Apocalypse missions say that units must be placed in Strategic Reserve. The first turn when units in Strategic Reserve can enter play is determined by their type, as shown below. These units enter play in the same manner as Reserves, but the player chooses the turn on which they arrive.

Arriving After A Break

Unless a unit is a Flyer, Super-heavy Flyer, Flying Monstrous Creature, Flying Gargantuan Creature, is arriving by Deep Strike, or is a Fast vehicle, it can only arrive from Strategic Reserve after a break has taken place.

These units enter play in the game turn immediately after each break, entering play in the same manner as normal Reserves but without the need for a dice roll to see if they arrive. It is up to the players to decide how many units they bring into play after each break; there is no limit, and you may decide to bring some, none or all of the Strategic Reserve units onto the board. Any units that are left in Strategic Reserve after the first break can be brought into play after any other break.

Note that the normal rules for determining when Reserves arrive must not be used in missions that use Strategic Reserves. In other words, Strategic Reserves may only enter play on or after the turn determined by the Strategic Reserves table. However, any special rules that apply to a unit arriving from Reserves other than those associated with its turn of arrival still apply. If a unit is required to enter Ongoing Reserve (such as a Flyer moving off the table), it will still enter play on the controlling player's next turn.

Tau Commanders make excellent leaders for highly mobile, hard-hitting reserve forces.

Strategic Reserves Table

Type	Available From
Flyers, **Super-heavy Flyers**, **Flying Monstrous Creatures**, and **Flying Gargantuan Creatures**	Any turn, including the first
Units using the **Deep Strike** special rule	Any turn, including the first
Fast vehicles*	Any turn, starting with the second
All remaining units	After any break (except during the first turn)

* *Unless they are **Flyers** or arrive by **Deep Strike***

Unnatural Disasters

The stars are in alignment, the skies darken by the day, and terrible portents abound. One tumultuous night, the doom that has crept towards a planet manifests in sudden and spectacular fashion. The apocalypse has come to this world, and it has scant hours left to live – hours during which its desperate inhabitants are locked in bitter and futile battle. Fire and brimstone rage all around, hurricane winds shriek with the voices of the damned, and the planet is wrenched and buffeted by forces so mighty the ground itself shakes apart. Sounds like fun, doesn't it?

All these things are represented by the following rules for Unnatural Disasters. Be warned, though, such epic craziness is not for the faint-hearted...

Because of this, before each battle, the game organiser must decide whether the rules for Unnatural Disasters will be used or not. As already noted, they can have a profound effect on a game, so a wise organiser should make sure to consult with his players first before deciding to include them in a game.

If you do decide to use the rules for Unnatural Disasters, then the game organiser must decide which Unnatural Disaster table will be used. We've included six sets of Unnatural Disaster tables in this section, and you can either select an appropriate one to use, or instead leave it to fate and roll on the table below, letting the dice decide. The result determines which Unnatural Disaster table you will use for the battle.

Mastering Disaster

At the beginning of each game turn, randomly select a player. For that game turn, the player is referred to as the Master of Disaster as he temporarily takes control of the apocalyptic disaster ravaging the planet. That player must roll a D3 and add the turn number, consulting the relevant Unnatural Disaster table to see what happens. These results take place immediately. The Unnatural Disaster results are not cumulative.

Some results on the Unnatural Disasters tables call for the Master of Disaster to make one or more attacks. If the attack uses a marker, then Wounds are allocated to models as if the attack originated from the centre of the marker, in the same manner as Wounds inflicted by a Barrage. If the attack instead hits a unit a number of times equal to the number of models in the unit, use the rules for Random Allocation instead.

Unnatural Disaster Table

D6	Unnatural Disaster
1	**Warp Storm Breach**
2	**Magma Storm**
3	**Psychic Conjunction**
4	**Seismic Explosion**
5	**Zombie Apocalypse**
6	**Exterminatus**

Forging a Narrative

The rules that follow allow for devastating environmental effects to take place during your game. It's best if you agree which set of Unnatural Disaster rules you will be using well in advance of the day of the big game (preferably a long time before, in fact) so all players can familiarise themselves with the details and can muster the appropriate models if necessary.

Certain Apocalypse missions use an Unnatural Disaster or two as standard, just like some of the missions in the

1) Warp Storm Breach

Reality blurs, shudders, and splits apart as the Warp storm above the world waxes strong. A massive lesion rips open across the battlefield, revealing a horrific landscape of screaming faces and gore-streaked skies.

Once More Unto the Breach: Roll-off before deployment. The winner of the roll-off must place a marker anywhere on the board, and scatter it 2D6". A player from the other side then places a second marker exactly 24" away from the first, and scatters it 2D6". The straight line between these two markers forms the Warp Storm Breach. It is impassable terrain and blocks line of sight.

Warp Storm Breach Unnatural Disaster Table

D3+Turn	Effect
2-3	**Daemon Gale:** *The air fills with insane gibbering and maniacal cackling as the howls of the damned coalesce in the air near the breach.*
4-5	**Warp Invasion:** *The legions of the Dark Gods, attracted by the carnage of the battlefield, spill through the lesion in realspace to fall upon their mortal prey.*
6+	**Lords of Doom:** *The generals of the daemonic legions burst out of the wailing storm in an unholy explosion, roaring their defiance to the skies.*

2) Magma Storm

Fire rains from the skies as lakes of molten lava are hurled high into the atmosphere by the eruption of a chain of super-volcanoes. The world simmers as magma flows everywhere, the boiling earthblood transforming the battlefield into a living hell so fierce that eventually the air itself catches aflame.

Magma Storm
Unnatural Disaster Table

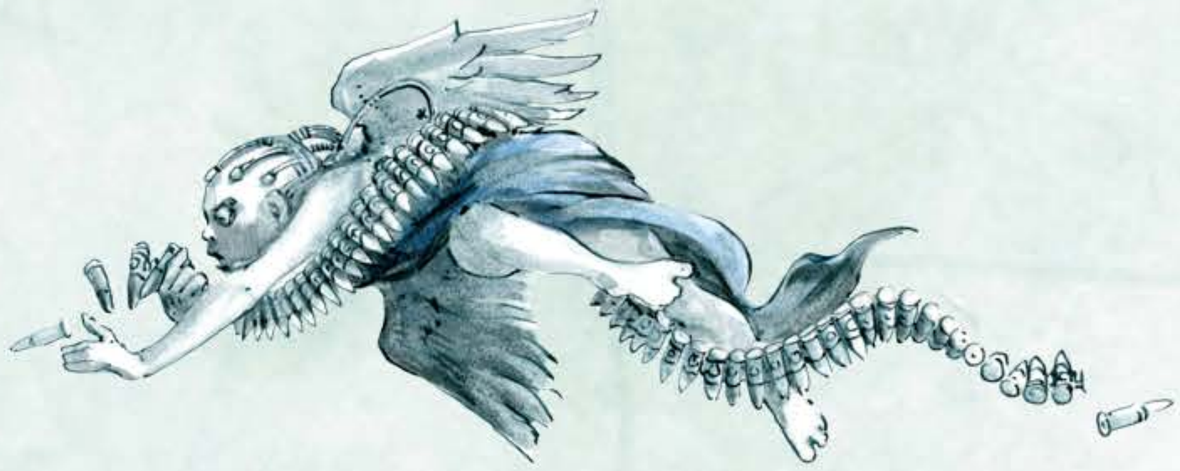
D3+Turn	Effect
2-3	**Rain of Lava:** *Molten rock pelts out of the skies in sudden squalls, incinerating those without enough armour to protect them and easily melting through the defences of light vehicles to burn those inside.*
4-5	**Flaming Boulders:** *Burning chunks of rock and debris, some rivalling the size of Land Raiders, hurtle out of the simmering skies to slam into the struggling combatants below.*
6+	**Airborne Inferno:** *Ammo explodes within weapons just as they are preparing to fire, while armour plates melt into searing flesh as the air itself catches fire, immolating swathes of the battlefield.*

3) Psychic Conjunction

Perhaps a planetary cycle is complete, perhaps a Warp storm has passed over the sun, or perhaps the stars are just right – whatever the reason, celestial bodies have slowly slid into place in the heavens. They form an astral conjunction that massively magnifies the abilities of all Psykers under its sickly light, and even bestows minor abilities upon those otherwise psychically inert.

Psychic Conjunction Unnatural Disaster Table

D3+Turn	Effect
2-3	**The Mind Ascendant:** *Murderous ghosts of blue-green lightning leap from the combatants' minds, feeding on their stress and anger to cause unbridled carnage.*
4-5	**Causality Breach:** *The latent abilities of the warriors manifest in the ability to manipulate reality itself. Needless to say, the damning influence of Warp and the chaos it causes is not far behind...*
6+	**Psychic Tornadoes:** *Whirling twisters of psychic energy rage around the battlefield, driving those nearby into a screaming, self-destructive frenzy as they quickly tear themselves apart.*



4) Seismic Explosion

The planet's surface cracks apart, each new fissure pitching hundreds to their deaths. Grand basilicas collapse in on themselves and hab-blocks crumble apart to crush those soldiers huddled inside. Across the planet's surface, tectonic plates crack open and splinter apart, the red-hot lava of the underworld spilling forth like blood from a scab.

Designer's Note: Seismic Explosion can only be used if you are playing your game on a modular board, such as the Citadel Realm of Battle Board. If this isn't the case, select a different Unnatural Disaster for the battle.

Seismic Explosion Unnatural Disaster Table

D3+Turn	Effect
2-3	**Grinding Fissures:** *Giant cracks suddenly stitch their way across the planet's surface, plunging the unwary to a swift death and sending sheets of boiling steam far into the air.*
4-5	**Ruination:** *The ground lurches and buckles in a violent earthquake. Whole complexes crumble around the combatants, crushing those inside in a cascade of rubble and dust.*
6+	**Total Collapse:** *A whole section of the battlefield falls away into a roiling molten abyss. All traces of the terrain, buildings, vehicles and soldiers that had been there moments before break up and dissolve into the spouting lava beneath.*

5) Zombie Apocalypse

Corpses jerk back to life and the dead claw their way from the earth as Warp-tainted ghosts howl through the air. Perhaps the Zombie Plague has come, or the influence of the Warp is making time flow strangely – whatever the cause, it's bad news for the living!

Zombie Apocalypse Unnatural Disaster Table

D3+Turn	Effect
2-3	**Plague Zombies:** *The dead rise to their feet, with witchlight burning in their eyes.*
4-5	**The Restless Dead:** *A horde of corpses bursts from the earth, arms outstretched to claw at the living.*
6+	**Ghosts of the Past:** *A squad thought dead by their comrades reappears amidst the chaos of the battlefield.*

6) Exterminatus

The most dire and terrible weapon in the arsenal of the Imperium of Man, Exterminatus has the power to obliterate an entire world's population and even destroy the planet itself in the process. It has been used to combat planet-wide heresy, uncontrollable mutation or rampant disease; to prevent the opening or widening of Warp rifts; or when xenos are so entrenched that the resources (the planet's population included) are beyond salvation.

Exterminatus Unnatural Disaster Table

D3+Turn	Effect
2-3	**Orbital Bombardment:** *The orbiting fleet high above rains countless megatons of explosive upon the beleaguered world, some of which may be thermonuclear or optimised to scour all life, even that which is entrenched in the planet's crust.*
4-5	**Virus Bomb:** *The life-eater virus spreads like wildfire, slowly but surely reducing all biological life to protoplasmic sludge. The resultant release of steaming, choking gases makes the atmosphere unbreathable – and highly flammable to boot.*
6+	**Incendiary Atmosphere:** *Whether because of a sustained barrage of cyclonic torpedoes or the ignition of the flammable gases produced by a virus bombing, the planet's atmosphere ignites in a series of devastating, planet-wide explosions.*

APOCALYPSE MISSIONS

Race to Destruction

It's not uncommon for two armies to stumble across each other during a campaign. The first thing the commanders will know of the opposing force is when breathless scouts report having sighted the enemy. Whichever side is able to organise their attack the fastest will be able to grab the initiative and strike before their opponents are fully prepared.

The Armies

Select two armies using the rules found in the Fighting an Apocalypse Battle section. Each side must select one of their Warlords to be their force's Warmaster.

The Battlefield

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the shortest table edge to the opposite table edge. The border between the two halves does not have to be a straight line. The opposing side decides which half of the table each side will deploy in.

Finally, Strategic Objectives are placed.

Deployment

Both sides secretly bid (and write down) the amount of time they want to take setting up. Bids must be in whole minutes. The amount bid is the time that side will have to deploy their army. The side that bids lowest deploys first (in the case of a tie, roll-off to see who deploys first).

Units must deploy anywhere in their deployment zone that is more than 9" away from the centre line, or may be kept in Strategic Reserve. Any units that are not deployed when the time limit runs out must be placed in Strategic Reserve.

Once the first side has deployed, the opposing side does likewise, and has an amount of time to deploy equal to the amount of time that they bid.

After both sides have deployed, Infiltrators may deploy and Scouts may redeploy using their special rules.

First Turn

The side that deployed first has the first turn, unless the opposing side can Seize the Initiative.

Game Length

The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides have an equal number of Strategic Victory Points then the battle is a draw.

Mission Special Rules

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters.

The Meatgrinder

Some Apocalypse battles start out small, and grow into massive engagements. Such conflicts often begin when two quite powerful forces engage each other. As the battle rages and victory hangs in the balance, the commanders desperately call for reinforcements. Both sides start to release carefully hoarded reserves to swing things their way, and very quickly, the battle escalates into a huge life-or-death struggle, the outcome of which may decide the entire campaign.

The Armies

Select two armies using the rules found in the Fighting an Apocalypse Battle section. Each side must select one of their Warlords to be their force's Warmaster.

The Battlefield

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the shortest table edge to the opposite table edge. The border between the two halves does not have to be a straight line. The opposing side decides which half of the table each side will deploy in.

Finally, Strategic Objectives are placed.

Deployment

Both sides secretly bid (and write down) the number of units they will deploy on the battlefield. Neither side's bid may be less than a quarter, or more than half of the number of units in their army. For example, an army with 24 units would have to make a bid of between 6 and 12 units. Independent Characters, embarked units, and Dedicated Transports count as separate units when working out how many units there are.

The side that bids lowest deploys first (in the case of a tie, roll-off to see who deploys first). Units may deploy anywhere in their deployment zone that is more than 12" away from the border between the two table halves. The number of units deployed must equal their bid. Any units not deployed are placed in Strategic Reserve.

Once the first side has deployed, the opposing side does likewise, deploying a number of units equal to their bid. After both sides have deployed, Infiltrators may deploy and Scouts may redeploy using their special rules.

First Turn

The side that deployed first has the first turn, unless the opposing side can Seize the Initiative.

Game Length

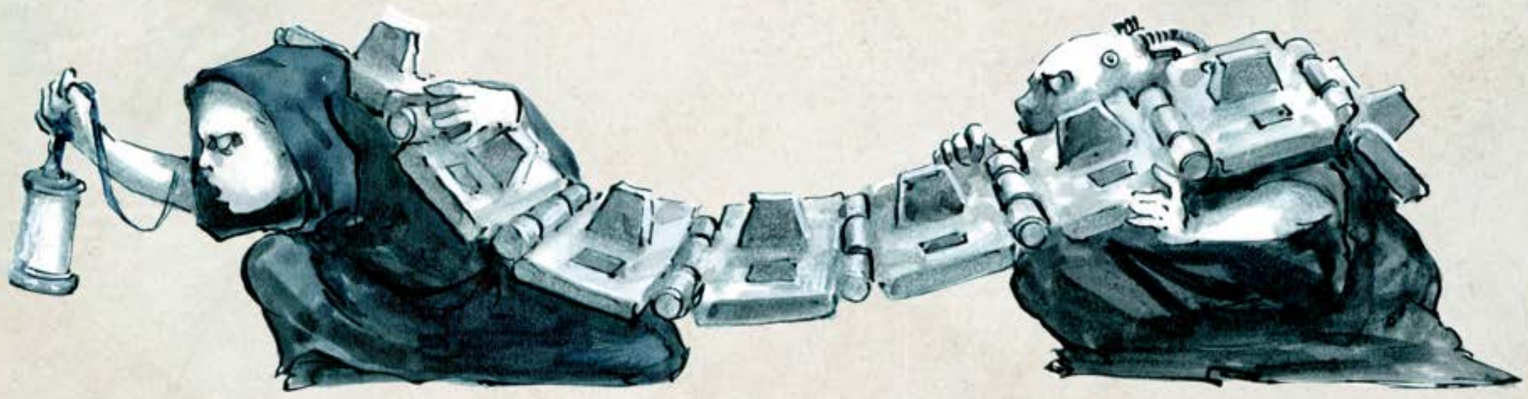
The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides have an equal number of points then the battle is a draw.

Mission Special Rules

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters.



Crossroads of Death

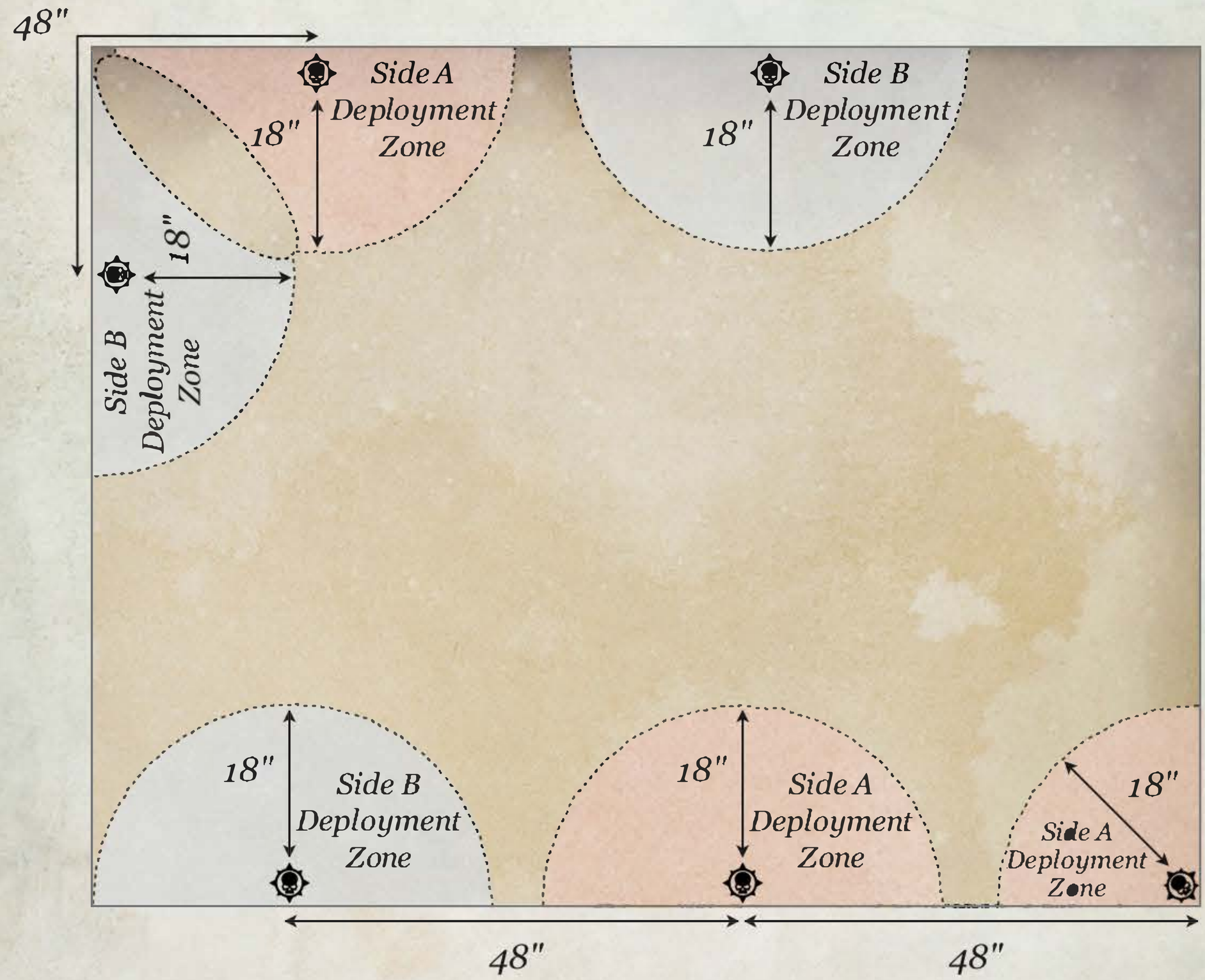
A battlefield is a confusing place, especially at night, when it is not uncommon for forces to be unsure of where other friendly forces are located, let alone the enemy! The resulting battle will find the two sides dangerously intermingled, with friends and foes scattered across the landscape in all directions.

The Armies

Select two armies using the rules found in the Fighting an Apocalypse Battle section. Each side must select one of their Warlords to be their force's Warmaster.

The Battlfield

Each side must set up three markers anywhere along an edge of the table, for a total of six markers. The location of each side's markers determines where they will be allowed to deploy the units in their armies. Any suitable object can be used as a marker, as long as it is possible to tell one side's markers from the other side's markers.



Roll-off to see who places the first marker, then alternate placing markers. Markers must be placed on the edge of the table, more than 48" away from any other marker. Always measure the distance to markers along the table edge, rather than directly from marker to marker (see map). Finally, Strategic Objectives are placed.

Designer's Note: This mission is designed to be played on a table at least 8 feet by 4 feet in size.

Deployment

Each side must be split into three contingents, each with roughly a third of the army. These do not need to be exactly the same size, as long as none contains more than twice as many units as any other. Independent Characters, embarked units, and Dedicated Transports count as separate units when working out how many units there are.

Roll-off; the winning side must deploy one contingent. Each unit from that contingent must be placed wholly within 18" of one of its side's markers (see The Battlefield on the next page) and more than 18" from an enemy marker, or in Strategic Reserve. If it's impossible to fit all of the units in the contingent onto the table, any units that won't fit must be placed in Strategic Reserve. The opposing side sets up one of their contingents in the same manner, and so on, until all contingents have been deployed. Models must deploy at least 1" from enemy models. Each contingent must deploy using a different marker.

After both sides have deployed, Infiltrators may deploy and Scouts may redeploy using their special rules.

First Turn

Roll-off to see which side has the first turn.

Game Length

The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides have an equal number of points then the battle is a draw.

Mission Special Rules

Divine Intervention, Finest Hour, Ill-met by Moonlight, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters.

Pincer Attack

Armies of the scale used in planetary battles are massive and cumbersome, which can make them vulnerable to smaller, more agile formations. In such circumstances, the smaller armies will often split up, to attack from both flanks at once. The only chance for the larger force is to keep one foe at arm's length, while delivering an overwhelming attack on the other.

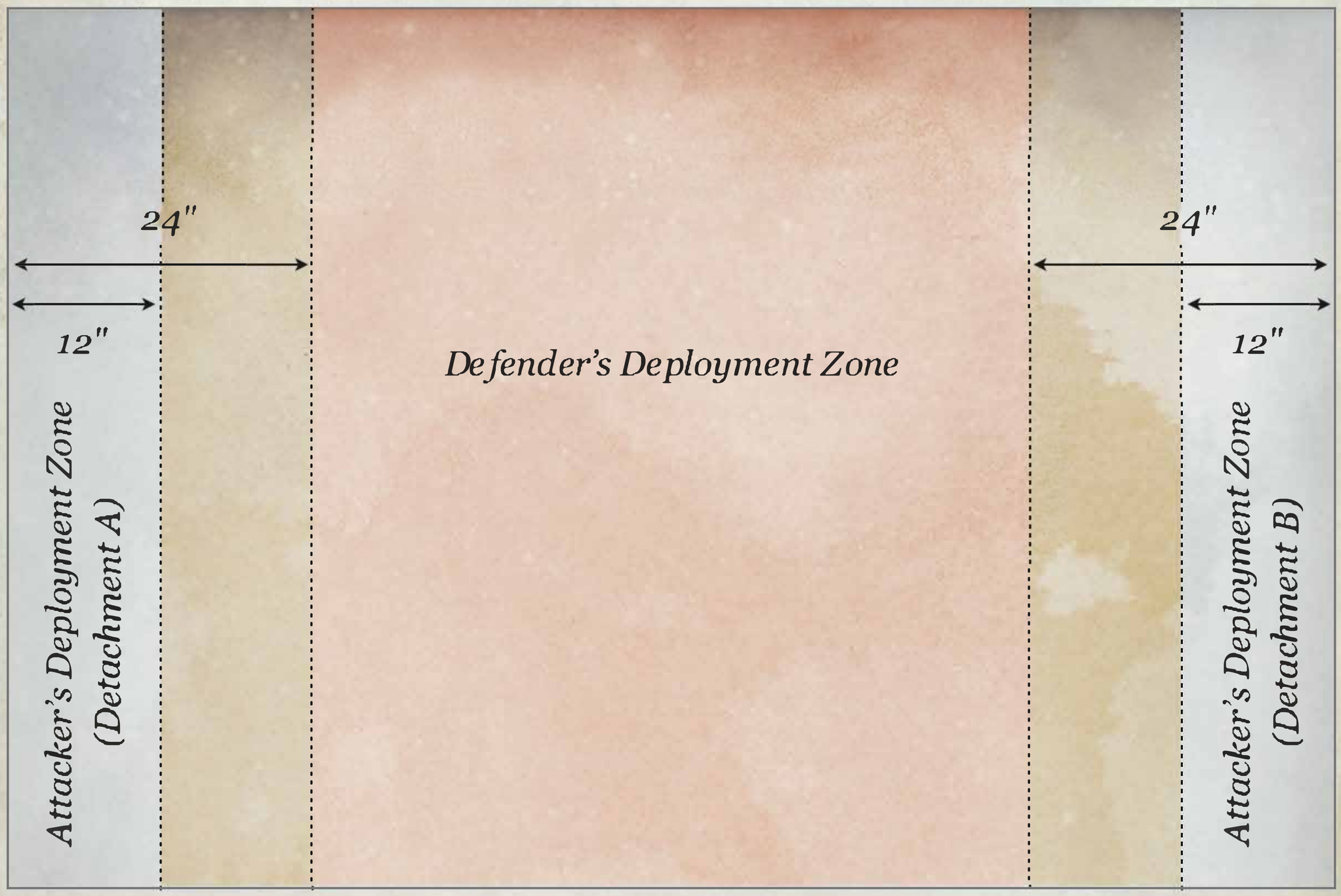
The Armies

Select two armies using the rules found in the Fighting an Apocalypse Battle section. Each side must select one of their Warlords to be their force's Warmaster.

The Battlefield

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winner of the roll-off picks two table edges that are opposite each other and are further apart than any other pair of table edges. These two table edges are the attacker's table edges. All remaining table edges are the defender's. Finally, Strategic Objectives are placed.

Designer's Note: In this mission, Strategic Objectives can be placed within 12" of a table edge; however, they must still be more than 12" apart.



Deployment

First determine who will be the attacker and who will be the defender. If one side has less points than their opponents, then the side with less points is the attacker. If the points totals of the two armies are exactly equal, then roll-off; the winner of the roll-off is the attacker.

The attacker's army must be split into two detachments, each with roughly half the units from the army. It is not vital that each detachment is exactly the same size, as long as neither contains more than twice as many units as the other. Independent Characters, embarked units, and Dedicated Transports count as separate units when working out how many units there are. The units from one of the detachments must enter play from one of the attacker's table edges, while the other detachment must enter from the opposite attacker's table edge.

The defender deploys first, anywhere on the table that is more than 24" away from the attacker's table edges, or they may be kept in Strategic Reserve. Attacking units deploy second, anywhere on the table that is within 12" of their nominated table edges. Alternatively, attacking units may move onto the table from either of the attacker's table edges on their first turn, or may be placed in Strategic Reserve. After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

First Turn

Roll-off to see who has the first turn.

Game Length

The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides have an equal number of points then the battle is a draw.

Secondary Objective

At the end of the battle, each side looks at their roster and totals the number of units that have been destroyed or have fled from the table (any that have been 'killed' and returned to play are not included if they are still in play). The opposing side receives one Strategic Victory Point for each unit which has been destroyed or fled from the table.

Mission Special Rules

Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Unnatural Disasters.

Final Assault

A campaign will sometimes come down to a single final assault designed to crush the remains of an enemy's army. The only hope for the beleaguered defenders is to weather the initial attack and then launch a furious counter-offensive; with luck they will be able to turn almost certain defeat into an unexpected victory.

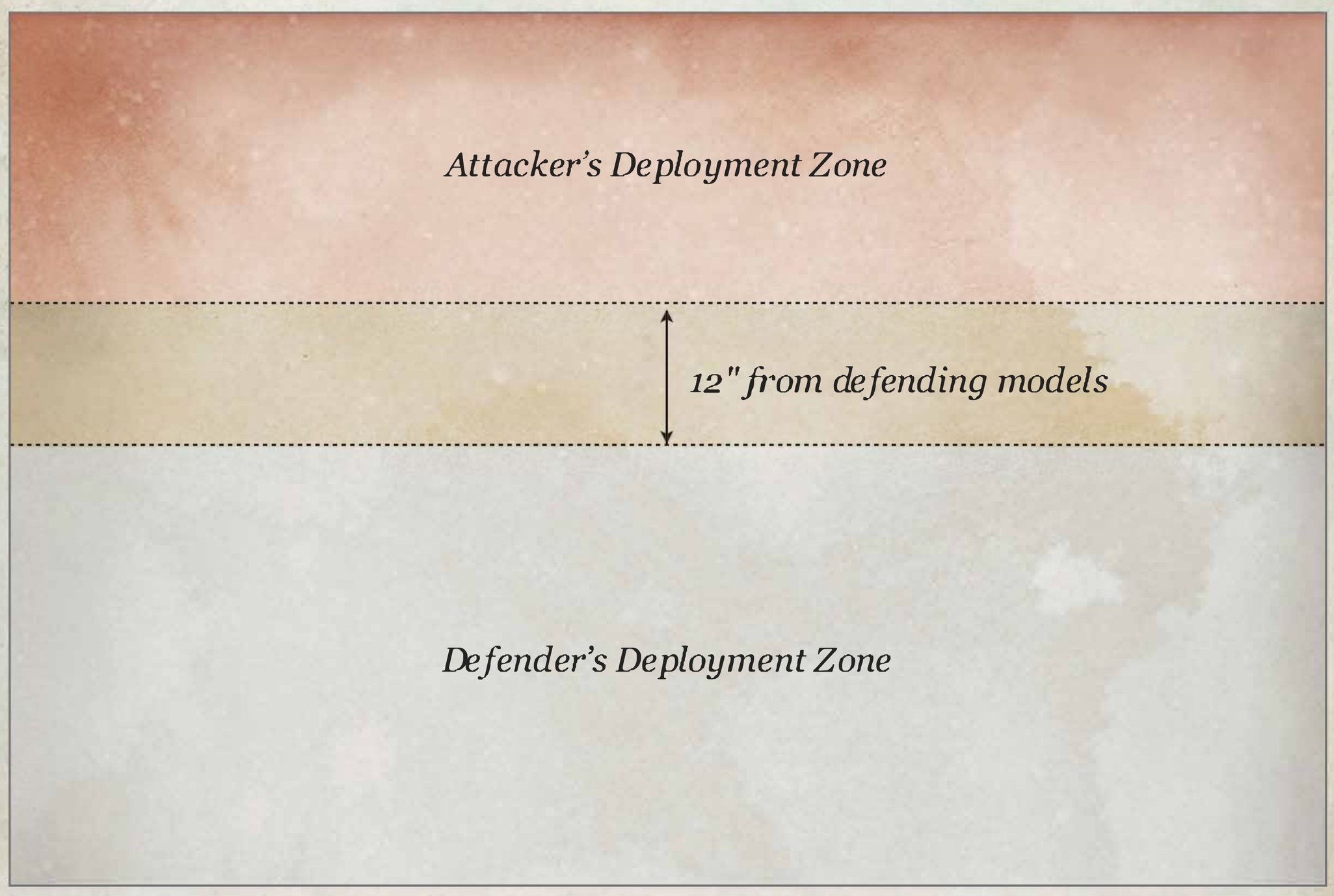
The Armies

Select two armies using the rules found in the Fighting an Apocalypse Battle section. Each side must select one of their Warlords to be their force's Warmaster.

The Battlefield

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the shortest table edge to the opposite table edge. The border between the two halves does not have to be a straight line. The opposing side decides which half of the table each side will deploy in.

Finally, Strategic Objectives are placed.



Deployment

Roll-off; the winner of the roll-off is the attacker.

The defender deploys first. Defending units can be deployed anywhere in their deployment zone, or may be kept in Strategic Reserve. Once the defender has deployed, the attacker does likewise.

Attacking units may deploy anywhere in their deployment zone that is more than 12" away from a defending model, or may be kept in Strategic Reserve. After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

First Turn

The attacking side has the first turn.

Game Length

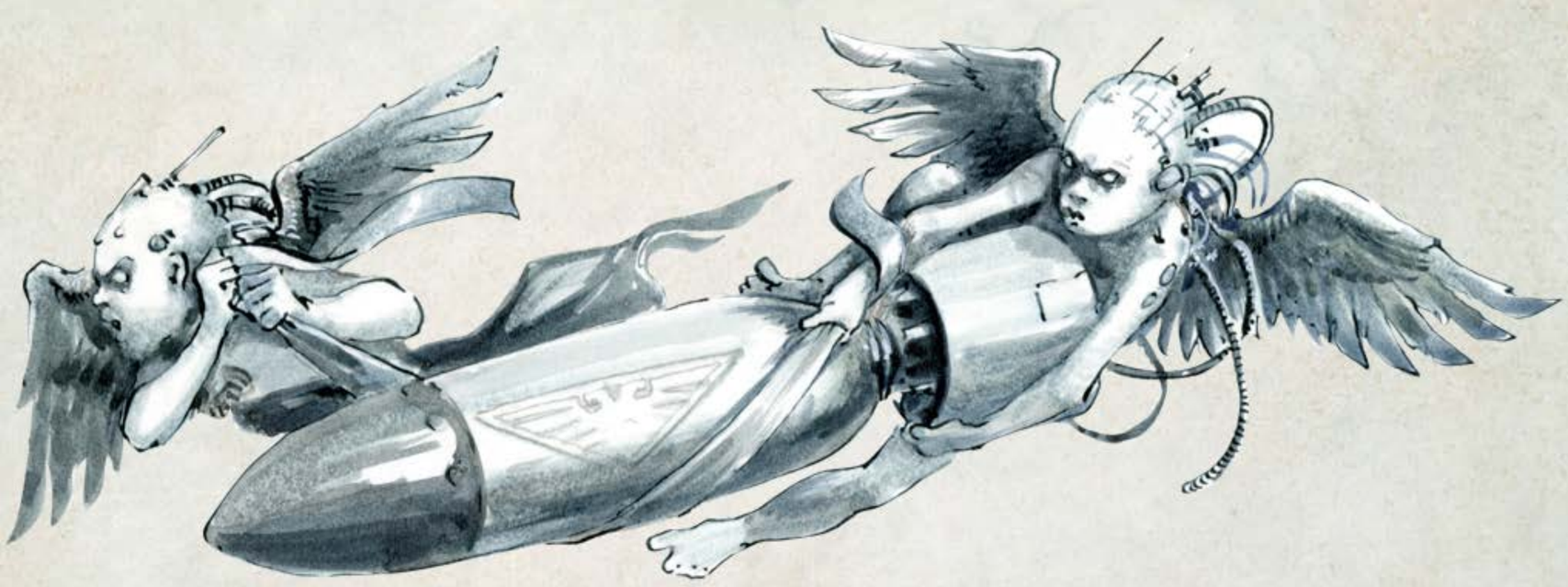
The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides have an equal number of points then the battle is a draw.

Mission Special Rules

Death From Above, Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Ultimate Victory, Unnatural Disasters.



EXTERMINATUS!

Apocalyptic battles are terrifying affairs, and sometimes the combatants will utilise weapons of such unimaginable power that they can destroy the planets on which they fight. The two armies have become so enraged by the desperate fury of battle that they care nothing for the consequences of their actions, even if it means their own destruction.

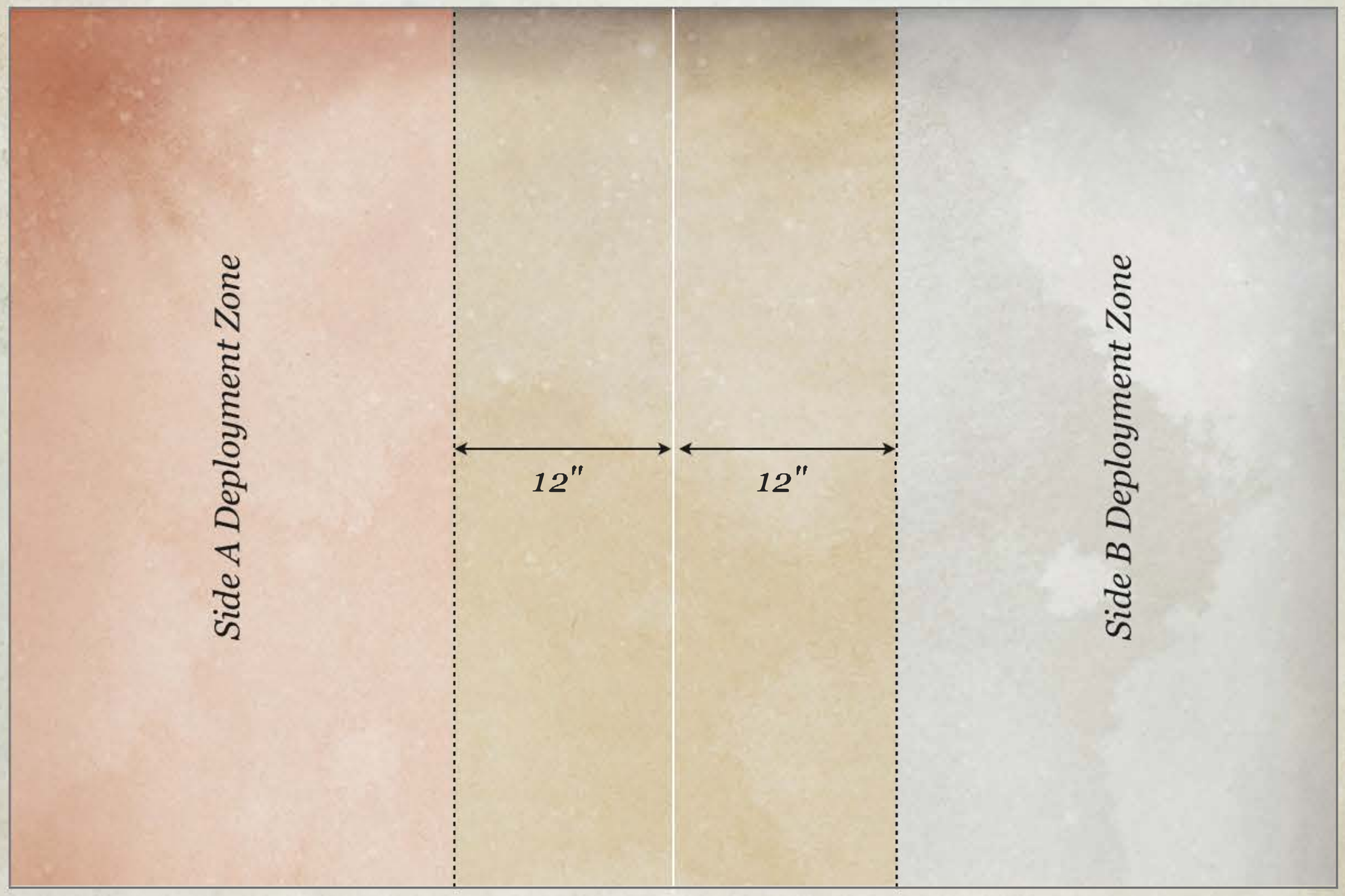
THE ARMIES

Select two armies using the rules found in the Fighting an Apocalypse Battle section. Each side must select one of their Warlords to be their force's Warmaster.

THE BATTLEFIELD

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves, by drawing a line from the longest table edge to the opposite table edge. The border between the two halves does not have to be a straight line. The opposing side decides which half of the table each side will deploy in.

Finally, Strategic Objectives are placed.



Deployment

Roll-off. The winner of the roll-off deploys first. They may deploy anywhere on their half of the table that is more than 12" away from the border between the two table halves, or may be kept in Strategic Reserve.

The opposing side then deploys. They may deploy anywhere on their half of the table that is more than 12" away from the border between the two table halves, or may be kept in Strategic Reserve.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

First Turn

Roll a dice. On a roll of 1-4 the side that deployed first has the first turn. On a roll of 5-6 the side that deployed second has the first turn.

Game Length

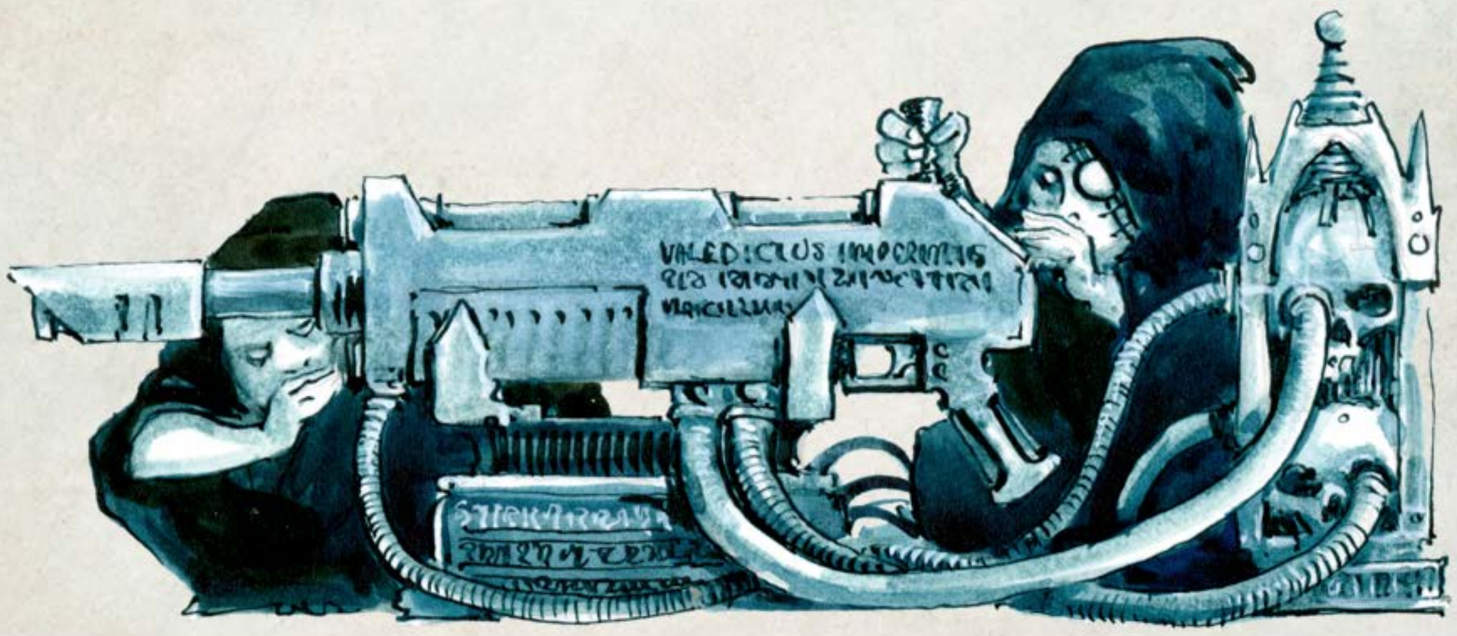
The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides have an equal number of points then the battle is a draw.

Mission Special Rules

Divine Intervention, The Final Battle, Finest Hour, It's the End of the World!, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points.



ORGANISING THE APOCALYPSE

Organising the Apocalypse

Games of this size need a little extra preparation to make sure you get playing as quickly as possible. The following section is filled with practical advice from veteran hobbyists.

Planning in Advance

If you've read this far then you already know most of the things you need to know in order to play Apocalypse – all you have to do is turn up with all of your collection and be ready to play a large game of Warhammer 40,000. There is, of course, a little bit more to it than that, as you'll already have seen so far in this book, but aside from learning a few more rules, finding out about some new units, and setting up a bigger board than usual, there isn't much else you need to know. However, the devil is in the detail, as they say, and this is as true for Apocalypse as anything else in life. Which means that while it sounds easy to say 'Just turn up with all of your collection and be ready to play a large

The Game Organiser

Our first piece of advice (and arguably the most important) is that each game should ideally be organised by one person. It doesn't have to be the same person each time, but having one person that is in charge of the game will make things much easier. The organiser should see himself as something of a benign dictator, who can listen to advice and suggestions from others, but gets to make all of the decisions about how the game will be organised. If you are fighting a very large or complex battle then the organiser may need the support of other people, but we've found it works better if these people are assistants, not organisers. Anything else can result in 'too many cooks spoiling the broth'.

Once you have selected the person who is in charge, there are four different things they will need to start organising. We call these 'The Four P's of Organising a Battle':

1. **People**
2. **Place**
3. **Playing Area**
4. **Plan**

1. People

The first thing you're going to need in order to fight an Apocalypse battle is at least one opponent. Although Apocalypse works with two players, its nature makes it especially suited to team play. Games with three or four players per side are easy to organise, and it's fairly straightforward to arrange games with even larger sides as long as you have the space and the time required.

The only real problem with large team games is that getting a group of wargamers to commit to turning up at the same place and time is a bit like herding cats. We therefore recommend that you don't simply say 'Hey, who fancies a game of Apocalypse?' because what you'll find is that everyone says 'Oh, yes please,' leaving you with the logistical nightmare of trying to find a time that is suitable to everyone.

What we've found works much better is to say 'I'm running a game of Apocalypse on this date. Who wants to play?' As long as you set the date several weeks in advance you should get plenty of volunteers to play. If there are a limited number of places then

Special Rules & Restrictions

You will need to decide early on in the planning stage if any special rules or restrictions will apply to your game of Apocalypse. Such things can range from minor changes to the Apocalypse missions presented earlier, right through to running a themed game with special rules and army list restrictions, like those included in the War Zones.

Making changes like this is completely up to you and your group of players, and is totally in keeping with the spirit of Apocalypse.

Some of the things you may wish to consider are:

- Modifying the way models are deployed and the victory conditions for the battle.
- Creating special rules for terrain features.
- Applying restrictions to what players can pick from their army lists.
- Giving each side additional Strategic Assets based on the game's narrative (for example, you could give one side extra minefields to represent a prepared defensive line).
- Creating Apocalypse Formations for scratch-built models or unique formations of your own devising.
- Any 'house rules' your group has agreed upon.

The bottom line is that Apocalypse has been designed as a starting point. You and your gaming group should feel free to modify it to suit the type of game you want to play!

Rules Questions & House Rules

In this book we introduce a whole swathe of new units and rules. Some of them are, by their nature, incredibly powerful, and you may find the odd rules question that takes a minute or two to work out. The answers are normally in this book – just have patience, read the rules and remember the solution for next time. However, we've also found that the sheer size of Apocalypse games, combined with the number of different units being used, can lead to situations that are simply not covered. If such a situation occurs, remember The Most Important Rule: **if you and your opponents cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game** – on a result of 1-3 player A decides, on

Beyond the Apocalypse

The missions presented in the Apocalypse expansion are really just a starting point, and many players create their own missions for the games of Apocalypse that they play, with a home-grown narrative and corresponding special deployment rules.

To help players create their own missions, we've come up with a number of battle themes and special rules that can easily be added to any Apocalypse mission. Our aim is to allow players to easily expand the scope and depth of their Apocalypse games, and at the same time to make it more straightforward for players to fight interesting battles based on the background and stories that are part and parcel of the Warhammer 40,000 galaxy. Part of the fun of playing Apocalypse is that it offers the chance to explore the deep history of the 41st Millennium, and this in turn gives players a fantastic opportunity to create some really fascinating battles, on a grand scale.

The guidelines that follow should therefore be seen as something of a smorgasbord from which a game organiser can mix and match to create the ideal game. As with so many things about Apocalypse, the best way to decide which rules to use is to sit down and talk with your fellow players. Now, of course, the game organiser will have the lion's share of the work and they always have the final say on what rules are used and how they are arbitrated. However, there is little point in inflicting a set of rules upon a group of players that wont enjoy using them, so even the most dictatorial of game organisers will find it helpful to talk through which special rules they plan to use and why. You'll find that a little bit of explanation is usually more than enough to get everybody onside and looking forward to the battle.

Story-Based Objectives

In many Apocalypse missions, victory is decided by which side controls Strategic Objectives. Some players make their own lovingly-modelled objectives, whilst others will just use coins, specially marked dice or counters. The Strategic Objective markers represent key strategic locales or vital equipment – basically something worth the sacrifice of entire armies to capture. Our first Apocalypse games were all of this straightforward nature. However, players quickly began inventing various background explanations for the objectives as well as corresponding special rules. What if the objective was to slay a specific enemy special character? Or to capture the Mek-faktory that was making Stompas, Deff Dreads, and Killa Kanz?

objectives have to be decided upon in advance. Usually this is done to tie the objective to a story, or because you want an especially impressive character, formation or scenery piece to be the focus of the game. Often, the game's organiser will be called upon to make sure a story-based objective game works, but it's worth noting that there is absolutely no reason at all why you shouldn't have some story-based objectives alongside other objectives chosen by the players. In fact, this usually works very well, allowing the players to give the game a strong theme, while at the same time giving the 'local commanders' an opportunity to fine-tune their battle plan after both sides have deployed their armies.

Troop Limitations

One of our aims with Apocalypse was to allow players to use all of the models in their collections, should they wish to do so. However, there are times where applying a few limits can make for an interesting and rather different sort of game. Be warned though, while limiting access to certain troops has a lot of potential for creating a memorable game with a really strong theme, it also has the most potential to spoil a game too. After all, there's nothing worse than having a cool model you really want to take, and then finding out you can't use it! The solution is to be generous and make sure that everyone is happy with any limitations before you go ahead and apply them.

The most common type of troop limitation used in Apocalypse is to limit what allies the players can choose to those that one can imagine might logically fight on the same side. The Allies matrix in the *Warhammer 40,000* rulebook is of great help here. All you have to do is cross-reference two armies to see if they are Battle Brothers, Allies of Convenience, and so on. In general, it's considered to be acceptable to have Allies of Convenience in the same army, but in games of Apocalypse even Desperate Allies and 'Come the Apocalypse' combinations can fight together.

Sometimes you may want to limit access to certain troop types, special characters and even armies in order to fit in with the theme for a game. As an example, the missions in the Armageddon War Zone are usually limited to Imperial forces and Orks. What's more, we limited the Space Marines to the Chapters that fought on Armageddon, and they were only allowed to take the appropriate special characters. The most extreme version of this is when one player works out an 'order of battle' for a game, and only the listed units may be used.

make sure you say so right at the start, as trying to tell someone there isn't room for them later on can lead to hurt feelings.

Once you have your list of players, make sure that they put the date for the game in their calendar, and that they do things like telling their partners or parents what they plan to do on that day. Then remind them every week or so about the game, and make sure that they understand that you don't mind at all if they drop out as long as they let you know they can't come as early as possible. This is important, because people can worry about saying they can't come, and may decide to leave saying anything until the last minute when it can be too late to do anything about it.

The only other thing you have to do with the players is to let them know what they need to bring on the day, and when they need to turn up. We'll cover this in more detail when we get to point 4 (Plan), so for the moment, suffice to say that you need to give each and every player clear written instructions telling them what they need to do. Don't rely on just telling them (people always forget), and don't assume they know (as this means they probably don't!).

2. PLACE

Once you have found a suitable group of players, the next thing to decide upon is the location for the game. Quite often you'll have decided on this before asking people to take part, but at other times you'll want to find out how many players are interested in playing before picking a location for the game.

You'll usually find that the place where you normally play games is perfectly suitable for games of Apocalypse too, but this won't always be the case, and in the latter circumstance you'll need to find a suitably large venue for the game. When picking an alternative location, you need to consider the amount of space required in order to set up the game, and also how you're going to deal with things like transporting yourself and your miniatures collection, preparing and eating food, toilet facilities, and access to the gaming area. If you have trouble finding a site, then it's well worth asking the staff in your local Games Workshop Hobby Centre or independent stockist if they can provide any help or advice. Local leisure centres and pubs or bars often have function rooms that can be hired for a day or two. We've even heard of one large game played in an empty store in the local shopping mall! As long as you don't give up, you're sure to

The Game Organiser

an empty store in the local shopping mall! As long as you don't give up, you're sure to find a suitable venue.

One thing that you should keep in mind when organising large games is that it's rare to find a venue that can be hired for free. Because of this, you should warn players that they may have to chip in to cover the cost of hiring the room or gaming hall where the battle will be fought.

3. Playing Area

Games of Apocalypse can require a large playing area, and a lot of terrain to go on top of it. Later on, you will find examples of apocalyptic table setups and terrain, but for the moment it is enough to underline the need to decide well in advance what kind of a playing area you will need.

Once you have an idea of how large a playing area will be needed, you must make sure that you have enough terrain for the battle. The best way to do this is to take an inventory of the terrain that is available, and set up a few sample battlefields. You don't need as much terrain in Apocalypse games per square foot of the table as you do normally, but you may still find that some more terrain is required. If this is the case, you should consider coordinating with your group to produce more terrain. Players working together can achieve a lot quite quickly. One thing we've found is that the promise of a game of Apocalypse can act as a great spur for making extra terrain – and also that a desire to make specific terrain features has acted as the inspiration for a game of Apocalypse.

4. Plan

With the players, place and playing area all ready and waiting, all that is required is a good plan to bring the whole thing together. We're using the word 'plan' to encompass all of the different things the players will need to know in order to take part in the game. This information needs to be written down by the organiser and sent out to the players well in advance of the game – and they'll need to be ready to provide a few extra copies closer to the day in case anyone has lost the original copy you sent them!

The amount of detail that the plan has in it will vary depending on the complexity of the game being played. However, it will usually need to cover the following things:

The Game Organiser

- Where and when to turn up in order to play the game.
- A list of players taking part and their contact details (a list of mobile phone numbers is especially useful for tracking down missing players).
- What the players need to bring with them, including things like their armies, army rosters, rulebooks, codexes, dice, templates and tape measures if these will be needed.
- Make sure players bring along the datasheets for any Apocalypse Formations they are fielding.
- Make sure that players know a rough points total of all the models in their army combined.
- A timeline for the day stating when the game will start, when breaks will take place, etc.
- Who needs to arrive early to help with setting up, and who will stay late to help pack away.
- What arrangements have been made for eating and drinking, or a note telling players to bring their own sandwiches with them.
- Any special or 'house' rules that will be used.
- An overview of the mission being played and how the winners will be decided.
- Anything else you can think of that may be useful or of interest to the players.

If you're organising an especially enormous game that is going to take more than a day to play, then you will also need to include information about accommodation and sleeping arrangements, even if this boils down to 'bring a sleeping bag!'

Last, but not least, you must make sure that anybody who is helping you set up or take down the game knows in advance what you need them to do and at what time. Organising a large game of Apocalypse can require quite a few helpers, and you need to be sure that they will turn up and not leave you in the lurch. You will find that a little bit of advance planning and a couple of meetings (or emails) with your helpers will pay huge dividends on the day.

You might think that all of this preparation will mean the battle itself will unfold like

The Game Organiser

You might think that all of this preparation will mean the battle itself will unfold like clockwork. Unfortunately, this is rarely the case. People will turn up late, at least one player will have forgotten to bring something or another (dice and templates being the two most common things to get left at home), somebody else will say they have to leave early, and most of the players will not have read the rules and won't be sure how to set up or play.

In our experience, the only one way to deal with this mayhem is to act like a demented tin-pot dictator, ordering your players about and making sure that they do what you want rather than the other way around. Being any more reasonable only seems to encourage the players to mill about in an aimless manner, worrying more about getting a cup of tea and a bacon sandwich than actually getting the game started. Trust us; they'll thank you for it afterwards!

Seriously, though, it is the organiser's job to make sure that things happen on time, and also that there are contingency plans for the more likely calamities such as forgotten templates or late-arriving players. Here is a short list of the type of things you may want to consider:

- Bring along as many spare rulebooks, codexes, dice, templates, tape measures, and other play-aids as you can lay your hands on. You can never have too many of these things. And don't forget the glue, invaluable for any last minute conversions or repairs!

- Be prepared to cope with at least one player dropping out all together. Depending on the number of players, you can either re-organise which players are on what sides or bring along some extra units to add to the side that is a player down.

- Players that arrive late should just join the game as 'reinforcements' when they arrive. Those that have to leave early can either hand over command of their troops to an ally (if one is available), or withdraw their army by packing it away when they have to leave.

- Most importantly of all, leave yourself fifteen minutes before the armies are set up

The Game Organiser

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- Most importantly of all, leave yourself fifteen minutes before the armies are set up to explain the most important rules of Apocalypse and the mission you are playing to all of the players that are taking part.

There is one final decision the organiser needs to make, and that's whether they will join in the battle themselves, or act as a neutral umpire while the game is in progress. This is largely a matter of preference, but we recommend joining in for your first few games if you possibly can. To be honest, by the time the game actually gets started almost all of the organiser's work has already been done, and you might as well get some reward for all of the effort you've put in. On the other hand, there are those who really enjoy acting as an umpire in order to make sure that everybody has as good a time as possible. Umpiring a game also leaves you free to spring unexpected surprises on the players during the game. Alan Perry and Michael Perry, miniatures designers and veteran organisers of large games, are renowned for coming up with an unexpected occurrence or two during a game, which makes gaming with them a fascinating if rather paranoia-inducing experience.

Special Rules & Restrictions

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Rules Questions & House Rules

In this book we introduce a whole swathe of new units and rules. Some of them are, by their nature, incredibly powerful, and you may find the odd rules question that takes a minute or two to work out. The answers are normally in this book – just have patience, read the rules and remember the solution for next time. However, we've also found that the sheer size of Apocalypse games, combined with the number of different units being used, can lead to situations that are simply not covered. If such a situation occurs, remember The Most Important Rule: **if you and your opponents cannot agree on the application of a rule, roll a dice to see whose interpretation will apply for the remainder of the game** – on a result of 1-3 player A decides, on

you could give one side extra minefields to represent a prepared defensive line).

- Creating Apocalypse Formations for scratch-built models or unique formations of your own devising.
- Any 'house rules' your group has agreed upon.

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On the other hand you may find some situations where the rules are perfectly clear, but the way they work in Apocalypse battles feels a bit strange. If a situation like this occurs in a game, you may want to consider instituting a 'house rule' for your next game of Apocalypse. For example, we found that things that affected 'every model on the table' became very powerful in large Apocalypse games, so we instituted a house rule that such things were limited in range to 72". Another group of players we know of allows multiples of each special character to be used.

As you can see, house rules allow you to fine-tune the game rules so that battles work the way your group wants them to. Just be careful about getting too carried away; a couple of carefully chosen house rules can make a game more enjoyable, but pages of amendments and changes may have exactly the opposite effect!

Beyond the Apocalypse

The missions presented in the Apocalypse expansion are really just a starting point, and many players create their own missions for the games of Apocalypse that they play, with a home-grown narrative and corresponding special deployment rules.

To help players create their own missions, we've come up with a number of battle themes and special rules that can easily be added to any Apocalypse mission. Our aim is to allow players to easily expand the scope and depth of their Apocalypse games, and at the same time to make it more straightforward for players to fight interesting battles based on the background and stories that are part and parcel of the Warhammer 40,000 galaxy. Part of the fun of playing Apocalypse is that it offers the chance to explore the deep history of the 41st Millennium, and this in turn gives players a fantastic opportunity to create some really fascinating battles, on a grand scale.

The guidelines that follow should therefore be seen as something of a smorgasbord from which a game organiser can mix and match to create the ideal game. As with so many things about Apocalypse, the best way to decide which rules to use is to sit down and talk with your fellow players. Now, of course, the game organiser will have the lion's share of the work and they always have the final say on what rules are used and how they are arbitrated. However, there is little point in inflicting a set of rules upon a group of players that wont enjoy using them, so even the most dictatorial of game organisers will find it helpful to talk through which special rules they plan to use and why. You'll find that a little bit of explanation is usually more than enough to get everybody onside and looking forward to the battle.

Story-Based Objectives

In many Apocalypse missions, victory is decided by which side controls Strategic Objectives. Some players make their own lovingly-modelled objectives, whilst others will just use coins, specially marked dice or counters. The Strategic Objective markers represent key strategic locales or vital equipment – basically something worth the sacrifice of entire armies to capture. Our first Apocalypse games were all of this straightforward nature. However, players quickly began inventing various background explanations for the objectives as well as corresponding special rules. What if the objective was to slay a specific enemy special character? Or to capture the Mek-faktory that was making Stompas, Deff Dreads, and Killa Kanz?

These story-based objective games took a little more work, as both the story and the objectives have to be decided upon in advance. Usually this is done to tie the objective to a story, or because you want an especially impressive character, formation or scenery piece to be the focus of the game. Often, the game's organiser will be called upon to make sure a story-based objective game works, but it's worth noting that there is absolutely no reason at all why you shouldn't have some story-based objectives alongside other objectives chosen by the players. In fact, this usually works very well, allowing the players to give the game a strong theme, while at the same time giving the 'local commanders' an opportunity to fine-tune their battle plan after both sides have deployed their armies.

Troop Limitations

One of our aims with Apocalypse was to allow players to use all of the models in their collections, should they wish to do so. However, there are times where applying a few limits can make for an interesting and rather different sort of game. Be warned though, while limiting access to certain troops has a lot of potential for creating a memorable game with a really strong theme, it also has the most potential to spoil a game too. After all, there's nothing worse than having a cool model you really want to take, and then finding out you can't use it! The solution is to be generous and make sure that everyone is happy with any limitations before you go ahead and apply them.

The most common type of troop limitation used in Apocalypse is to limit what allies the players can choose to those that one can imagine might logically fight on the same side. The Allies matrix in the *Warhammer 40,000* rulebook is of great help here. All you have to do is cross-reference two armies to see if they are Battle Brothers, Allies of Convenience, and so on. In general, it's considered to be acceptable to have Allies of Convenience in the same army, but in games of Apocalypse even Desperate Allies and 'Come the Apocalypse' combinations can fight together.

Sometimes you may want to limit access to certain troop types, special characters and even armies in order to fit in with the theme for a game. As an example, the missions in the Armageddon War Zone are usually limited to Imperial forces and Orks. What's more, we limited the Space Marines to the Chapters that fought on Armageddon, and they were only allowed to take the appropriate special characters. The most extreme version of this is when one player works out an 'order of battle' for a game, and only

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Personal Objectives & Secret Orders

Most games of Apocalypse are played between teams of players, and victory will either go to one side or the other. A variation on this idea is to give each player in a side their own personal objective. Overall victory is determined normally, but then the players in both sides can see how well they have done at achieving their personal objectives. The player in each side that has done the best is allowed to lord it over their teammates and claim the lion's share of the glory! This can lead to players doing all kinds of strange things and employing unusual tactics during a battle, with very entertaining results ensuing.

As an example, you could say that each player must pick a personal objective from the following list:

- Hold the most objectives in the opposing side's deployment zone.
- Kill the special character in the opposing army worth the most points.
- Destroy the Apocalypse Formation in the opposing army worth the most points.

And so on; it's easy to come up with additional or alternative personal objectives based on the mission you are playing and the armies you are using. Each player then writes down their choice on a piece of paper, and keeps it secret until the end of the game. The personal objectives are then revealed, and the player that has done best in each side becomes their side's champion. If several players have achieved their objectives, then destroying an Apocalypse Formation beats anything else, and killing a special character beats capturing an objective.

If you're the organiser of an Apocalypse game, there's another way of giving players personal objectives, which is to write down 'secret orders' for each player instead of allowing them to choose their own. A set of secret orders will contain the player's personal objective, which can be one of the personal objectives already described, or instead can be anything that your cunning mind can come up with. For example, you could say that a player must get a certain character to a certain point, or that they want a rival on the same side to be killed by enemy fire, or that they must advance their whole force into the opposing side's half of the table, and so on. You get the idea.

The Umpired Game

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The Umpired Game

Perhaps the ultimate form of Apocalypse is an umpired game. In an umpired game, the game organiser forgoes the pleasure of taking part in the battle directly, and instead helps devise and adjudicate the game as the umpire. At its simplest level, this involves organising a game as described earlier, urging the players along to ensure the game moves at a brisk pace and sorting out any rule questions.

However, useful as these things are, an umpired game really shines when the umpire devises his own themed Apocalypse game, coming up with the story and background for the battle and any special rules that apply. We'd recommend only attempting this once you have a few games of Apocalypse under your belt and know what the players in your group like and, more importantly, what they don't like. Your aim should be to entertain your players, so they go away looking forward to the next game you organise. Because of this, it's worth putting some time and thought into the story you devise so that it feels convincing, and you may also want to make handouts for the players which you can give out at the start of the game. These handouts should explain the story, any special rules the player will need to know, and any secret information that only they have access to.

In play, the umpire can keep some pieces of information secret from some or all of the players, which are only to be revealed during the battle. The umpire might, for example, decide that an area of what looks like clear terrain is actually dangerously radioactive, only revealing this information when an unwary unit enters the terrain.

The umpire can also keep objectives secret from each side's foes, either by having the players tell him what their objectives are instead of putting down markers, or by telling the players what their objectives are instead of letting them choose. The last option works very well if you are using 'personal objectives' as described earlier.

Multi-Table Games

If you're lucky enough to know a large group of players, at a games club for example, you should seriously consider setting up a multi-table game of Apocalypse. You will probably need at least eight players to run such a game, and the more the merrier. As its name implies, a multi-table battle is played on two or more gaming tables. A separate game of Apocalypse is played on each table, but the tables might represent different locations that are close to each other on a much larger battlefield, or different battlefields within a greater war zone. This means that the overall winner is determined by comparing how well each side did on all of the tables being used in the game, totalling up the number of Strategic Victory Points claimed on each.

Multi-table games are quite easy to organise, as long as you have enough space and enough players. All you need to do is set up two or more tables as you would for a normal game of Apocalypse, and then split the players. If all of the tables are roughly the same size, then you should split the players as evenly as possible between them, but if some tables are larger or smaller than others, then allocate appropriately.

Once the players are divided up, you can start playing. The same time limit applies to all of the tables, so if you've decided to play until 7 p.m., all the games being played will finish at this time. This change aside, each group of players follows the normal Apocalypse mission rules for their table, and each group can play along at their own pace. This might mean that one table gets more turns played than another, or the players on one table might wait at the end of a turn until everyone catches up. Fortunately, it really doesn't matter when playing a multi-table game. At the appointed time, all the games must stop and all the Strategic Victory Points from all the tables are counted up and added together to see which side has won.

And that, in a nutshell, is how a multi-table game works. However, in our experience, most players love to add their own touches, so it's rare for a battle to be played with just these bare bone rules. For a start, you'll almost certainly want to theme the tables so they represent different types of battlefields, each with its own special rules and terrain. For example, one table might represent a large hive city, another an ash waste, and a third an arctic ice plain. Making the tables as varied as possible gives the players an interesting set of choices right from the start, as they will need to allocate tabletop commanders to the different battlefields based on how well their army will perform in each type of terrain: an army with a lot of assault troops will do well on the city table

such type of terrain, an army with a lot of assault troops will do well on the city table, while an army with a lot of armoured vehicles will do better in the ash wastes.

An interesting way of playing multi-table Apocalypse games is to link two or more tables together in some way, with a bridge, for example. Units on one table are then allowed to move to the other table via that link, and skimmers or flyers can move from one table to the other if they do so as part of a single move. It's also possible to shoot units on the other table if they are in range – which makes weapons with a very long range (like the Imperial Guard Basilisk) extremely useful! Of course, the 41st Millennium offers much wider scope for connections than a bridge – Warp portals, webway gates, or tellyporta pads can open up a variety of interesting and tactical options to connect the different playing surfaces.

Linked tables don't have to include a physical link. For example, one table could represent a vast siege cannon that can drop massive amounts of firepower from a great distance away, while the other table could be 'the front' where the shelling is taking a devastating toll. One team of players is trying to weather the bombardment, while their allies attempt to silence the big guns. The other side is trying to shell their foe into oblivion, while communicating with the front lines to ensure their titanic barrages are on target as much as possible.

Supreme Commanders

If you're playing a really large game of Apocalypse, you may want to allow each side to have a supreme command team. This works especially well for multi-table games or large games played on the floor.

The supreme command team represents very high-level commanders, and as such they don't normally get to move units and make attacks. Instead it's their job to try to coordinate the actions of the 'field commanders' (i.e. the players controlling the units on the table) in order to help their side better achieve victory. The supreme command team also gets to pick all of their side's Strategic Assets, and can then give them out to the field commanders to use as and when they see fit. This can lead to one field commander getting to use more assets than another, depending on where the demands of the battle requires them most. For this reason, field commanders are advised to lobby the supreme command team strongly in order to make sure they get hold of the support they need.

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The supreme commanders can also be put in charge of distributing some of the units in Strategic Reserve, which they can choose to allocate to players as and when they wish. Flyers, Titans, Super-heavy vehicles and other such units are all excellent choices for such reserve units, and once again, the field commanders are advised to petition their supreme commanders strongly in order to get the units they need.

At the end of the battle, the supreme command team can award the players under their command a citation (and maybe even a promotion!) for their conduct during the battle, if they think they deserve it, and are also allowed to court-martial players who they felt didn't carry out their orders. This has no direct impact on who actually wins or loses the battle, but is a lot of fun, especially if the supreme commanders or game organiser has taken the time to produce suitable certificates and medals.

It's All About Having Fun

And that last point is as good a place as any to end this section. The ideas described here really only scratch the surface of what you can do when you play your own games of Apocalypse, the sky's the limit. As long as everyone keeps in mind that the only really important rule is that everyone has a good time, then anything goes!

Apocalypse Formations

Apocalypse battlefields are dominated by huge formations of troops, thundering spearheads of armoured vehicles, massive Super-heavy vehicles and Gargantuan Creatures, and weapons so vast that they will blow apart anything they hit.

Apocalypse introduces many new models, units and fortifications to the war-torn universe of the 41st Millennium. On the following pages, you will find the rules for the different categories of these new models, units and fortifications, each of which builds upon the rules in the *Warhammer 40,000* rulebook.

Datasheets

Apocalypse gives you the chance to field Apocalypse Formations. Every Apocalypse Formation is presented on its own datasheet, which includes all of the information needed to use the formation in a battle. In addition, the datasheet tells you which codex the formation is considered a part of for all rules purposes. A host of datasheets can be found here and more are presented in the Armageddon War Zone in this book. You should also feel free to design your own formations; just be sure that your opponents agree to their use before the game starts.

Each type of Apocalypse Formation, from Armoured Spearheads to Gargantuan Creatures, has its own special rules that can be found on the following pages. In addition to these, most Apocalypse Formations have their own unique special rules that are described on their datasheets. This means that most Apocalypse Formations will have two sets of special rules that affect it during a game: ones that apply because of their type, and any found on their datasheet. Note that **no model in your army may belong to more than one datasheet at a time**.

Datasheet Point Values

Apocalypse includes datasheets for several new units that can't be found in any of our codexes, such as the Ork Stompa and Khorne Lord of Skulls. We've included points values on these datasheets for your reference. Although points values are not strictly necessary for a game of Apocalypse, it is nice to know how many points a model is worth, if only to be able to show off about how many points there are in your collection!

Formation Types

Armoured Spearheads

A special unit of three to five armoured vehicles that have a unique ability, such as a Space Marine Predator Assassin Squadron.

Flyer Wings

Similar to an Armoured Spearhead, but made up of Flyers rather than Tanks, such as the Ork Burna-Bommer Skwadron.

Battle Formations

A Battle Formation is a large collection of units, such as a Space Marine Battle Company or an Infinite Phalanx of Necron Warriors.

High Commands

An HQ formation consisting of one or more commanders and their supporting units, such as the Brethren of the Great Wolf.

Massive Fortifications

Incredibly large and fortified buildings that are almost impossible to destroy, such as an Aquila Strongpoint.

Psychic Choirs

A group of Psykers that can unleash hugely powerful psychic powers, such as an Eldar Farseer Council.

Super-heavy Vehicles

Extremely large and heavily armed vehicles, such as the Imperial Guard Baneblade or Necron Tesseract Vault.

Super-heavy Walkers

Super-heavy vehicles that stride across the battlefield, such as Imperial Warhound Titans and Ork Stompas.

Super-heavy Flyers

Super-heavy vehicles that dominate the skies over the battlefield, such as Space Marine Thunderhawk Gunships.

Gargantuan Creatures

Creatures of such immense size that they can take on entire armies on their own, such as Tyranid Hierophants.

Flying Gargantuan Creatures

Colossal flying monstrosities with wingspans as wide as a Thunderhawk, such as the Tyranid Harridan.

Datasheets

Each Apocalypse Formation has its own unique datasheet. The datasheet describes the formation and has a picture of what it looks like, as well as providing you with all of the information you will need to include it in your games of Apocalypse. You'll find scores of datasheets in this book, including some for each faction in the 41st Millennium.

1 **Army Icon:** This icon displays which army the Apocalypse Formation belongs to in pictorial form.

2 **Army Name:** The name of the army to which the formation belongs. This tells you which codex the formation is considered a part of for all rules purposes.

3 **Formation Icon:** This icon tells you what type of Apocalypse Formation rules apply to this datasheet. See above for details of what each of the icons mean.

4 **Formation Composition:** This box lists the minimum requirements you need to field this Apocalypse Formation, and any

Armoured Spearheads

Armoured Spearhead formations are, almost without exception, heavily armoured and powerfully armed. Each is made up of three to five armoured vehicles. The crews of these vehicles are specially trained to operate together and can adopt a number of configurations that allow them to best support each other in battle. It is their duty to be at the forefront of any major assault, soaking up the enemy's fire and shielding the rest of the army from harm, while at the same time delivering crushing attacks of their own.

Fielding the Formation

In order to field an Armoured Spearhead, a player must have all of the units listed on the relevant datasheet, which must be from a single codex and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the upgrades allowed to the models in the formation. All the models in the formation gain the special rules associated with the spearhead 'for free' – it does not cost extra points to field the formation.

Squadron

To represent the cooperative manner in which they wage war, **the vehicles in an Armoured Spearhead are treated as a Vehicle Squadron** (see the *Warhammer 40,000* rulebook), even if they would normally be separate units.

Command Vehicle

When an Armoured Spearhead is deployed, one of its vehicles must be nominated as the Command Vehicle. The Command Vehicle may choose to shoot at a different target from the rest of the Armoured Spearhead if it wishes.

Attack Patterns

If the vehicles in an Armoured Spearhead deploy or end their Movement phase in one of the Attack Patterns listed opposite, then they benefit from a special rule. All of the vehicles in the Armoured Spearhead that have not been destroyed or abandoned must be part of the Attack Pattern, and the Attack Pattern must be comprised of at least two models.

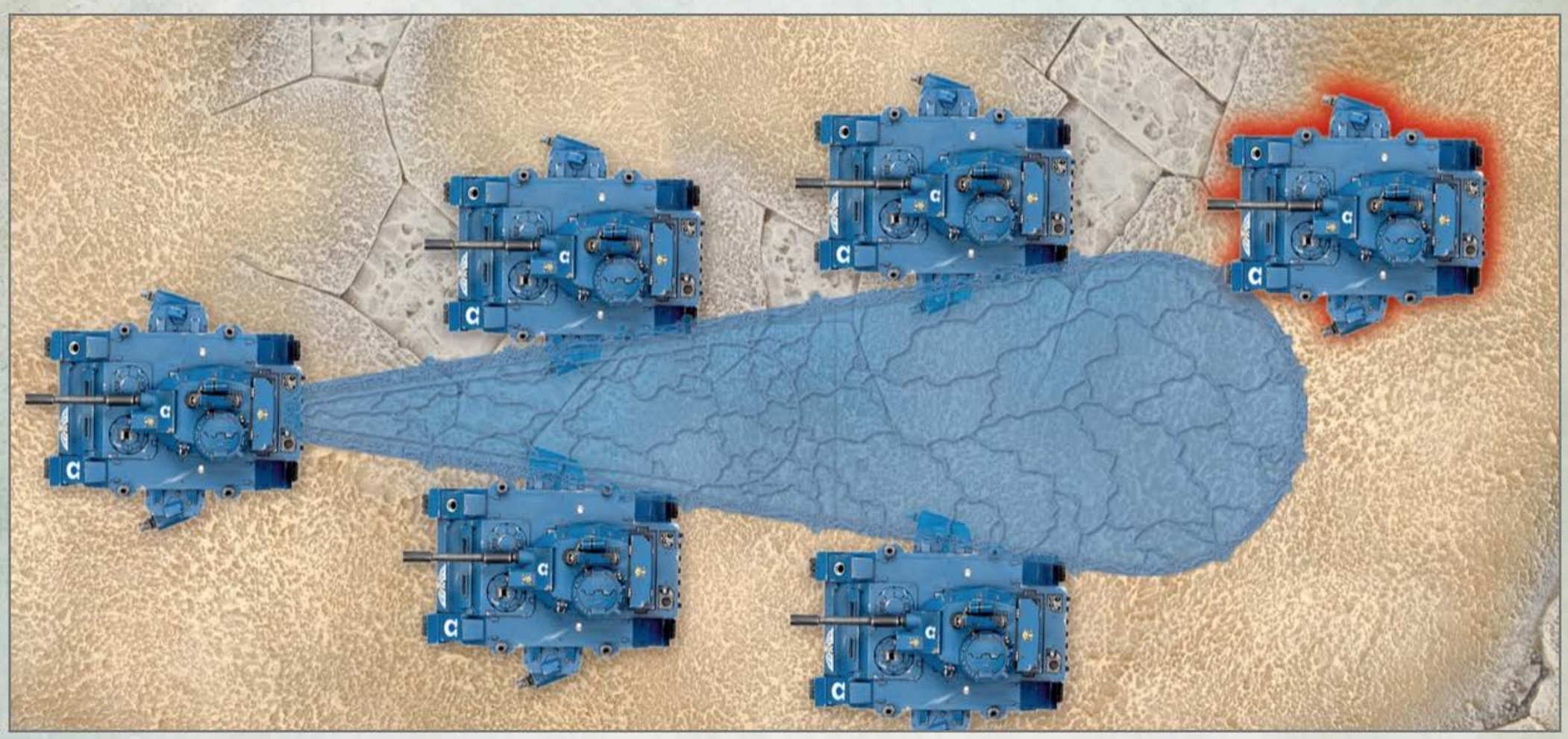
The special rule that applies is described with the Attack Pattern. Once a special rule has been triggered, it applies until the end of the Armoured Spearhead's next Movement phase, even if the vehicles in it should subsequently end up out of pattern, or if it is reduced to a single model.

Should the vehicles in the Armoured Spearhead be positioned in such a way as to be eligible for two or more Attack Patterns, you must declare which one you will use until your next Movement phase. For example, if an Armoured Spearhead could claim to be in both the Arrowhead and Broadsword Attack Patterns, it could use the special rules for either, but not both.

ARROWHEAD

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

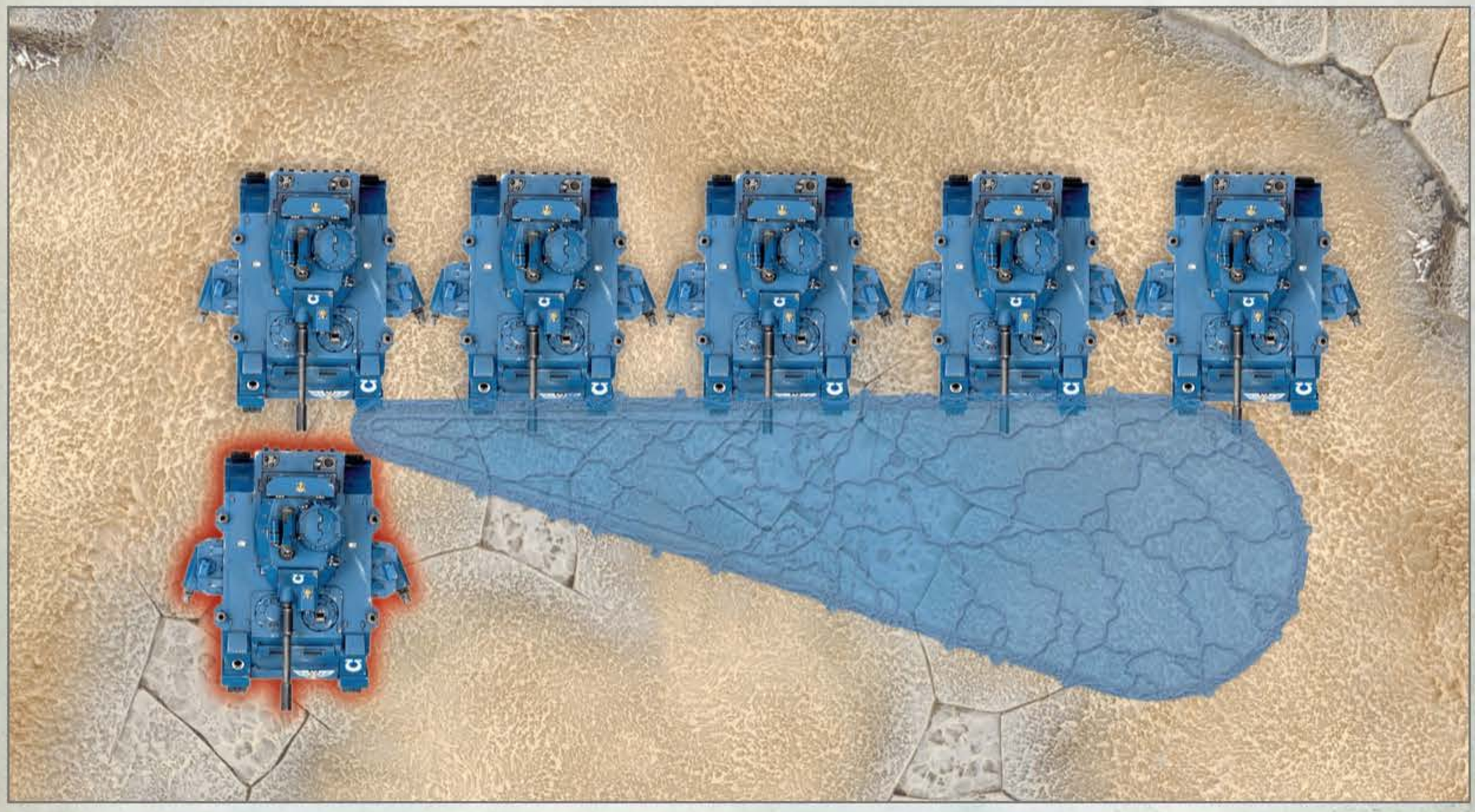


The five leftmost vehicles are in an Arrowhead Attack Pattern. They have the Tank Hunters special rule to represent their shots being coordinated against the enemy's weak points. The highlighted vehicle is touching the round end of the template; if it was part of the Armoured Spearhead, it would prevent its formation from triggering the Tank Hunters special rule.

Broadsword

To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.



The five topmost vehicles are in a Broadsword Attack Pattern. They have the Preferred Enemy special rule to represent their overlapping targeting data. The highlighted vehicle is not touching the same side of the template; if it was part of the Armoured Spearhead, it would prevent its formation from triggering the Preferred Enemy special rule.

RAPIER

To qualify as a Rapier Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of one of their side armour vehicle facings, but not fall underneath it.

All vehicles in the Armoured Spearhead must have the same side armour vehicle facing touching the hellstorm template (ie either their left sides or their right sides, not a mixture of the two).

Vehicles in a Rapier Attack Pattern add up to 12" to the distance they move when they move Flat Out.

The five vehicles at the bottom of the diagram are in a Rapier Attack Pattern. They can move an extra 12" when moving Flat Out to represent their streamlined advance. The highlighted vehicle is not touching the same side of the template; if it was part of the Armoured Spearhead, it would prevent its formation from moving this bonus distance.

FLYER WINGS

Flyer Wings are elite aircraft formations, whose crews have fought alongside each other in numerous campaigns. The pilots of the separate aircraft have an almost supernatural ability to anticipate what their comrades are about to do, allowing them to maximize the effect of their attacks, or ensure their survival when they come under attack.

Each Flyer Wing consists of three to five Flyers selected from a single codex which cannot normally be taken in squadrons. By fielding models that qualify as these formations, players gain special rules, and access to Flyer Wing Attack Patterns that will help them in battle.

Attack Patterns

Flyer Wings use the same rules and Attack Patterns as Armoured Spearheads, except that a Flyer Wing in the Rapier Attack Pattern also has the Strafing Run special rule (it still adds 12" to its move when it moves Flat Out).

Battle Formations

Battle Formations represent large organisations of soldiers such as entire companies of Imperial Guard tanks, a full Battle Company of Space Marines, or an Ork Kult of Speed. Many Battle Formations are a complete army in their own right, and are perfectly capable of swinging the tide of battle when they bring their might to bear upon the foe. Battle Formations have fought together through countless campaigns, and are unshakable in their resolve while their comrades are nearby. In addition, their reputation frequently gives them access to valuable assets that they can use in battle.

Fielding A Battle Formation

In order to field a Battle Formation, a player must have all of the units listed on the relevant datasheet, which must be from a single codex and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the upgrades allowed to the models in the formation, including Dedicated Transports. All the models in the formation gain the special rules associated with the Battle Formation 'for free' – it does not cost extra points to field the formation.

Battle Formation Deployment

The units bought together to form a Battle Formation are deployed simultaneously, but then move and fight independently for the rest of the battle, unless specified otherwise. Each Battle Formation counts as a single unit only for the purposes of deployment and Strategic Reserves (see the Warhammer 40,000: Apocalypse rulebook). So, if any of the formation cannot be deployed, for whatever reason, then none of it can be deployed, and if you deploy any of the Battle Formation, then you must deploy all of it.

When deploying a Battle Formation, nominate a point on the table. All units in the formation must be deployed within 36" of this point. If arriving from Strategic Reserve, all units must arrive on the same turn, and within 36" of the nominated point (whatever method is used to arrive, be it moving on from a table edge, deep striking, etc). This restriction does not stop a unit from scattering out of position during its initial deployment.

For example, if deep striking Terminators belonging to a Battle Formation, the first model must be placed so that his unit deploys within 36" of the nominated point. However, scattering may cause one or more of the Terminators to end up more than 36" from the nominated point.

Special Rules

All units in a Battle Formation have one or more special rules, as defined on the relevant datasheet. Unless otherwise stated, these special rules apply to all models in the Battle Formation.

High Commands

High Command Apocalypse Formations represent the supreme leaders of the armies fighting on the battlefields of the 41st Millennium. As well as being fearsome warriors in their own right, they can call on additional resources. While their presence is not a guarantee of victory, the combined wisdom and experience of the leaders in a High Command make victory considerably easier to achieve.

Combined Unit

In order to field a High Command, a player must have all of the units listed on the relevant datasheet, which must be from a single codex and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the upgrades allowed to the models in the formation, including dedicated transports. All the models in the formation gain the special rules associated with the command 'for free' – it does not cost extra points to field the formation.

All non-vehicle models in the formation are treated as a single unit. They cannot leave the unit, or join another unit, even if they are Independent Characters.

Additional Resources

If at least one HQ model in a High Command is on the table, then once per game, during a scheduled break, the side it belongs to may take an additional Strategic Asset. One such asset may be taken for each High Command that qualifies. Those in Strategic Reserve do not qualify.

All-out Attack

If, at the start of any turn after the first, at least one HQ model in a High Command formation is on the table, the side it belongs to may order a single unit to make an All-out Attack in their Movement phase.

Declare which unit will All-out Attack before moving it. **The unit triples the distance it can move in that Movement phase, but may not Shoot or Run in the Shooting phase.** It can charge in the Charge sub-phase. A unit making an All-out Attack is not slowed by difficult terrain, but treats all difficult terrain as dangerous terrain instead. Vehicles may not move Flat Out when making an All-out Attack, but can Ram or Tank Shock.

Massive Fortifications

The battlefields of the 41st Millennium are thronged with looming edifices raised to the glory of the Imperium – and just as often torn down again by the wars raging across them. However, there remain those rare structures large and powerful enough to endure the millennia of war, titanic monuments that are a testament to the stubborn power of Mankind.

These Massive Fortifications are all but impervious to conventional weaponry. Their rockcrete walls bristle with automated defences; to assault such a fortress is invariably to sign your own death warrant. Such vital strongpoints are inevitably the lynchpins of the occupying army's war effort, and they are never defended lightly.

Massive Fortifications follow all the rules for buildings as defined in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

Mighty Bulwark

A Massive Fortification can have an Armour Value of up to 15 (rather than having a limit of 14 as is normally the case). The Apocalypse Formation entry for the fortification will list the actual Armour Values it has.

In addition, **when a Massive Fortification suffers a Penetrating Hit, there is a -1 modifier to the roll on the Building Damage table.** This makes Massive Fortifications considerably harder to destroy than normal buildings.

Psychic Choirs

There are individuals abroad in the galaxy who can mould the material universe with the power of their minds. Some races take this process further, combining the mental talents of a group of such individuals into a single team that can unleash mental barrages of unthinkable destruction. Such reality-bending attacks are not without danger, and under the stress and confusion of battle, these Psykers can tear a rift in space-time that allows the terrors of the Warp to spill into realspace.

Combined Unit

In order to field a Psychic Choir, a player must have all of the units listed on the relevant datasheet, which must be from a single codex and must comply to any listed restrictions. As long as these requirements are met, then the player may take any of the upgrades allowed to the models in the formation, including Dedicated Transports. All the models in the formation gain the special rules associated with the choir 'for free' – it does not cost extra points to field the formation.

All models in a Psychic Choir are treated as a single unit. They cannot leave the unit, or join other units, even if they are Independent Characters.

All For One...

The Psykers in a Psychic Choir combine their Warp Charge points into a single pool that all of the Psykers in the formation can draw upon. This aside, the normal rules for manifesting psychic powers still apply.

...And One For All

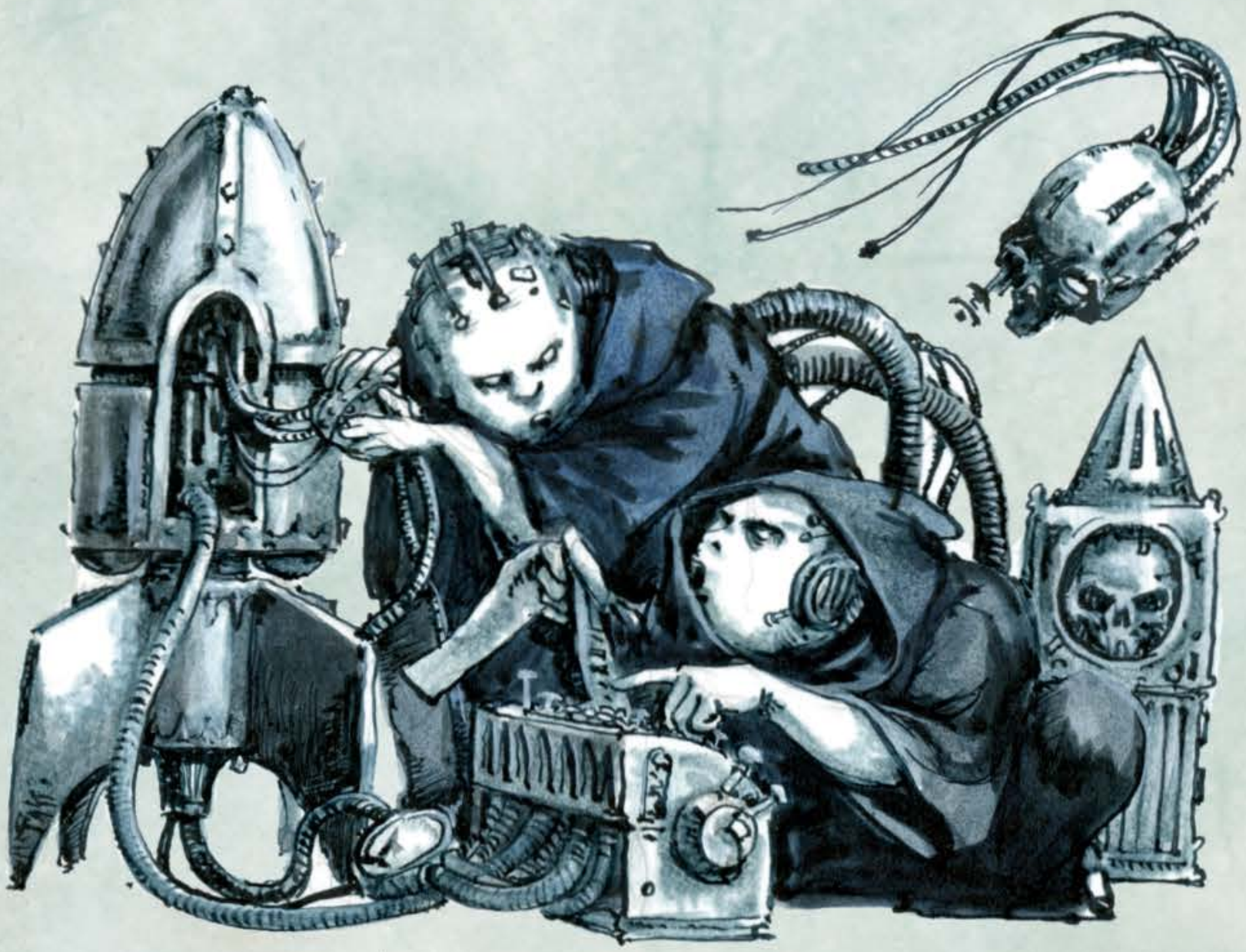
Each Psychic Choir also has one Psychic Choir Power. The power in question is described on the relevant datasheet for the choir. **A Psychic Choir may use its Psychic Choir Power once per turn, as long as there are still at least three models left in the unit at the time the power is manifested.** Choose one of the Psykers from the Psychic Choir to manifest the power and use the rules for manifesting psychic powers from the *Warhammer 40,000* rulebook.

Terrors of the Warp

If a Psyker incurs Perils of the Warp **while using a Psychic Choir Power, they must roll on the** **Terrors of the Warp table** in addition to suffering the Wound.

Terrors of the Warp Table

D6	Result
1	The Rift Closes
2	Psychic Feedback
3	Dimensional Cascade
4	Tentacles of Chaos
5	Chaos Spasm
6	Hellspawned Damnation



Super-heavy Vehicles

From the lumbering Baneblade tanks of the Imperial Guard to the forbidding Tesseract Vault of the Necrons, all of the war engines that fall into this category are huge armour-clad constructions that each carry enough firepower to vaporise, smash or incinerate an entire army.

Super-heavy vehicles use all of the rules for vehicles as defined in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

Movement

Super-heavy vehicles cannot use the Jink special rule; they're just too big.

Shooting

When a Super–heavy vehicle makes a shooting attack, it is always treated as if it had remained stationary in the Movement phase (even if it actually moved)**, and it may fire each of its weapons at different targets if desired.** In addition, firing Ordnance weapons has no effect on a Super-heavy vehicle's ability to fire other weapons.

Vehicle Damage

Super-heavy vehicles have armour plating and internal supports far superior to those of regular vehicles. This translates into a greater number of Hull Points, which makes them more difficult to destroy than your average tank.

In addition, **each time a Super-heavy vehicle suffers an Explodes! result on the Vehicle Damage table,** instead of suffering the effects listed, **it loses D3 additional Hull Points** as well as the Hull Point it loses for the penetrating hit.

Furthermore, a Super-heavy vehicle is so large and has so many crew that **the effects of Crew Shaken, Crew Stunned, Immobilised or Weapon Destroyed results are ignored**. However, Super-heavy vehicles are still subject to losing Hull Points from glancing and penetrating hits as usual, just not the extra damage effects from the Vehicle Damage table.

If you have an older book, you may find that your Super-heavy vehicles have Structure Points rather than Hull Points. If this is the case, each Structure Point the vehicle has simply counts as three Hull Points. So a Super-heavy vehicle in an older book listed as having 3 Structure Points, now has 9 Hull Points instead.

Catastrophic Damage

Immediately after a Super-heavy vehicle loses its last Hull Point, it suffers Catastrophic Damage and explodes. Instead of the usual procedure for exploding vehicles, remove the model and centre the apocalyptic mega-blast marker over the location the destroyed model occupied; then roll for scatter (this represents the vehicle tipping over or skidding out of control before exploding).

Resolve the hits as described for apocalyptic mega-blast weapons. Roll once on the Catastrophic Damage table to see what Strength and AP values apply to all hits caused by the explosion:

Catastrophic Damage Table

D6	Result	S	AP
1	Explosion	D/4/2	2/4/6
2-3	Devastating Explosion	D/8/4	2/3/5
4-6	Titanic Explosion!	D/10/5	2/3/4

Super-heavy Transports

If a Super-heavy vehicle has a Transport Capacity, then it may transport any number of Infantry units (plus any characters that have joined the units), so long as the total number of models in the transported units do not exceed the vehicle's Transport Capacity.

Each unit embarked within a Super-heavy vehicle that suffers Catastrophic Damage takes a number of Strength 10 AP2 hits equal to the number of models in that unit. Surviving passengers are placed where the vehicle used to be; any models that cannot be placed are removed as casualties. The units then take Pinning tests.

Special Rules

Super-heavy vehicles have the following special rules: Fear, Move Through Cover, Invincible Behemoth.

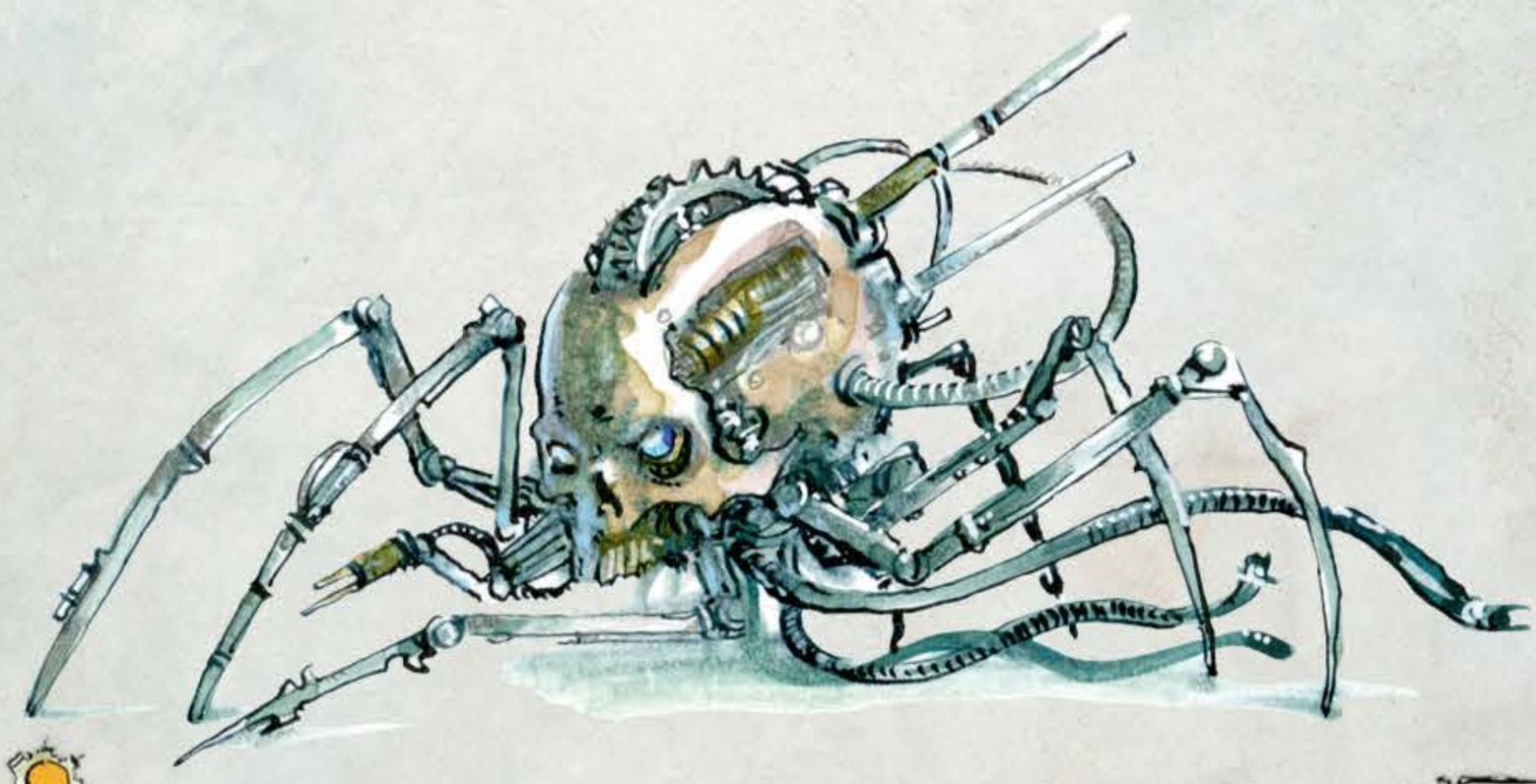
Thunderblitz

Super-heavy vehicles may Tank Shock or Ram. When they do so, roll once on the Thunderblitz table immediately before taking the Morale check for the unit being tank shocked, or immediately before rolling for Armour Penetration when Ramming.

Do not roll on the Thunderblitz table when tank shocking a Gargantuan Creature or a grounded Flying Gargantuan Creature, or when ramming a Super-heavy vehicle or Super-heavy Walker. Instead, simply carry out the Tank Shock or Ram as described in the *Warhammer 40,000* rulebook.

Thunderblitz Table

D6	Tank Shock Result	Ram Result
1	No Effect	No Effect
2-5	Kerr-runch	Kerr-smash
6	Overrun	Flipped



SUPER-HEAVY WALKERS

Super-heavy Walkers such as Ork Stompas and Imperial Titans are towering behemoths, clad in incredibly thick armour and armed with devastating weaponry. They loom above the battlefield, striking down anything that gets in their way.

Super-heavy Walkers follow all of the rules for Walkers as defined in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

SUPER-HEAVY

Super-heavy Walkers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transport Capacity.

MOVEMENT AND SHOOTING

Super-heavy Walkers can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Walkers. In addition, Super-heavy Walkers cannot fire Overwatch.

STOMP

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. The Stomp attack is made in addition to the Super-heavy Walker's normal attacks. Stomp attacks are resolved during the Fight sub-phase at the Initiative 1 step. This does not grant the model an additional Pile In move at the Initiative 1 step.

A Stomp attack consists of D3 Stomps. To make the first Stomp, place a blast marker so that it is touching, but not over, the Super-heavy Walker model (or the Super-heavy Walker model's base, if it has one). Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table to determine what happens to it.

Each subsequent Stomp is made in the same manner as the first, except that the blast marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and

not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

Special Rules

All Super-heavy Walkers have the following special rules:
Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash, Strikedown.

An Ork Stompa rampages through the Space Marine lines, crushing its power armoured foes underfoot with its Stomp attack.

Stomp Table

D6	Non-vehicle Target	Vehicle Target
1	No Effect	No Effect
2-5	Kerr–runch	Kerr-smash
6	Overrun	Flipped

Super-heavy Flyers

Super-heavy Flyers such as the Thunderhawk Gunship are huge flying vehicles armed with a terrifying array of weapons and bombs. They are often capable of transporting large numbers of troops and even heavily armoured vehicles. They dominate the skies above the battlefield, and are extremely hard for ground defences to bring down.

Super-heavy Flyers follow all the rules for Flyers as defined in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

Super-heavy

Super-heavy Flyers are Super-heavy vehicles and use the Super-heavy vehicle rules for Shooting, Vehicle Damage, Catastrophic Damage and Transport Capacity. In addition, they cannot Evade due to their impressive bulk.

Catastrophic Damage

Do not use the Crash and Burn rules for Super-heavy Flyers. Instead, **a Super-heavy Flyer suffers Catastrophic Damage when it loses its last Hull Point.** Resolve the Catastrophic Damage on the Super-heavy Flyer and any units it is transporting in exactly the same manner as you would for a Super-heavy vehicle.

Special Rules

All Super-heavy Flyers have the following special rules:

Fear, Invincible Behemoth.

Gargantuan Creatures & Flying Gargantuan Creatures

Gargantuan Creatures are so immense that they tower over the battlefield, making the ground shudder and crushing lesser creatures beneath their feet as they advance upon the foe. Only the Tyranids use such creatures as a matter of course, but other Gargantuan Creatures can be found in armies across the galaxy, from Ork Squiggoths to the Transcendent C'tan.

Gargantuan Creatures follow all the rules for Monstrous Creatures in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below. Flying Gargantuan Creatures follow the rules for Flying Monstrous Creatures in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

Movement

Gargantuan Creatures can move 12" in the Movement phase unless specified otherwise. Apart from this, they obey the movement rules for Monstrous Creatures. Flying Gargantuan Creatures follow the movement rules for Flying Monstrous Creatures without any modification.

Shooting

When a Gargantuan Creature or Flying Gargantuan Creature makes a shooting attack, it may fire each of its weapons at a different target if desired. In addition, firing Ordnance weapons has no effect on a Gargantuan Creature or Flying Gargantuan Creature's ability to fire other weapons. Gargantuan Creatures and Flying Gargantuan Creatures cannot fire Overwatch.

Stomp

Gargantuan Creatures and Gliding Flying Gargantuan Creatures may make Stomp attacks in the same manner as Super-heavy Walkers.

UNSTOPPABLE

Any attack that normally inflicts Instant Death or says that the target model is removed from play inflicts D3 Wounds on a Gargantuan Creature or Flying Gargantuan Creature instead.

In addition, attacks with the Sniper special rule only cause a Wound on a roll of a 6. Attacks with the Poisoned special rule will only cause a Wound on a roll of a 6 (unless the attack's Strength would cause a Wound on a lower result).

SPECIAL RULES

Gargantuan Creatures and Flying Gargantuan Creatures have the following special rules: Fear, Fearless, Feel No Pain, Hammer of Wrath, Move Through Cover, Relentless, Smash, Strikedown, Vector Strike (Flying Gargantuan Creatures only).

Apocalyptic Weapons

Many Apocalypse Formations are armed with weapons that are so powerful that their effects cannot adequately be covered by the weapon rules in the *Warhammer 40,000* rulebook. The following new rules for apocalyptic weapons allow you to level suitably devastating attacks in your games of Apocalypse.

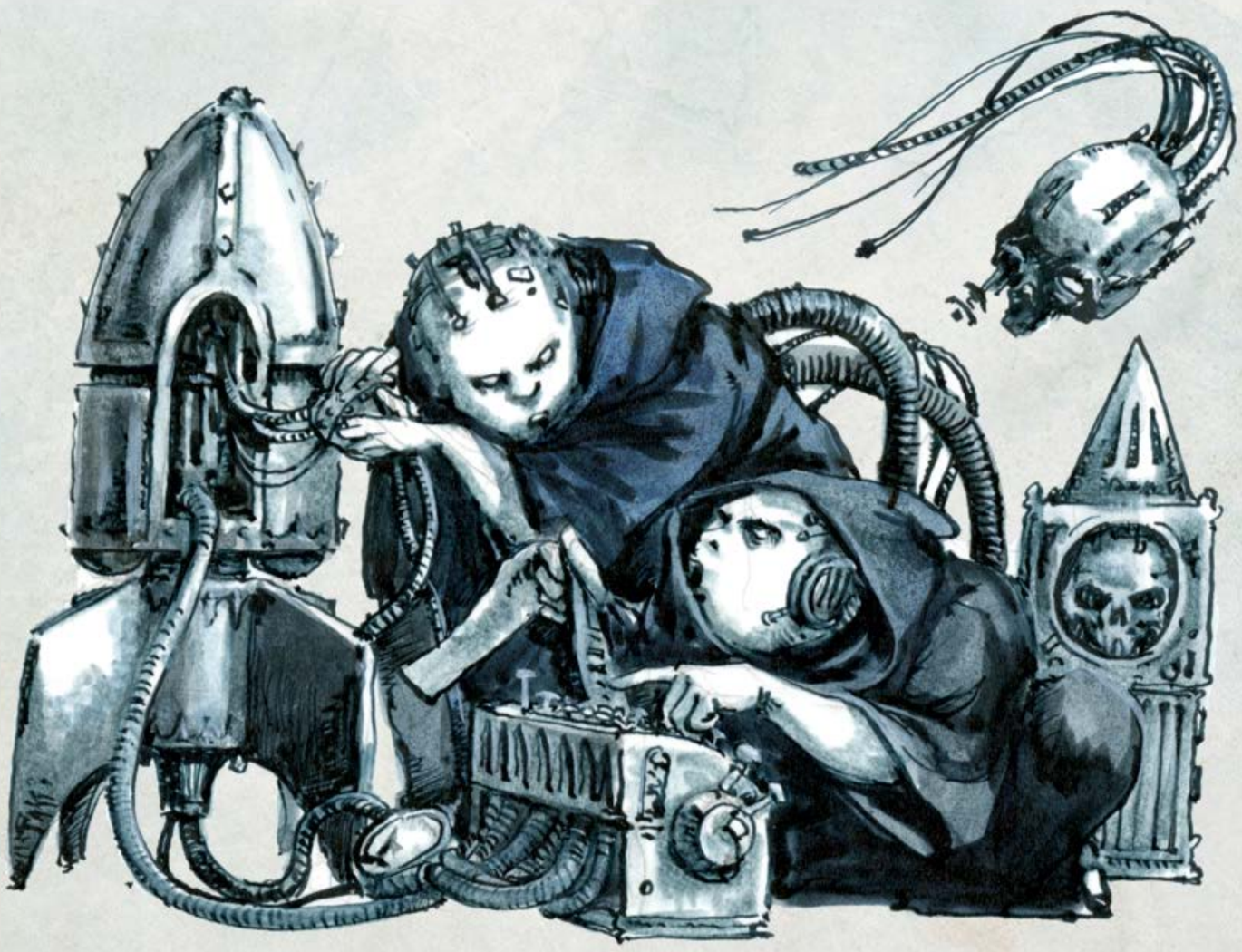
New Weapon Types

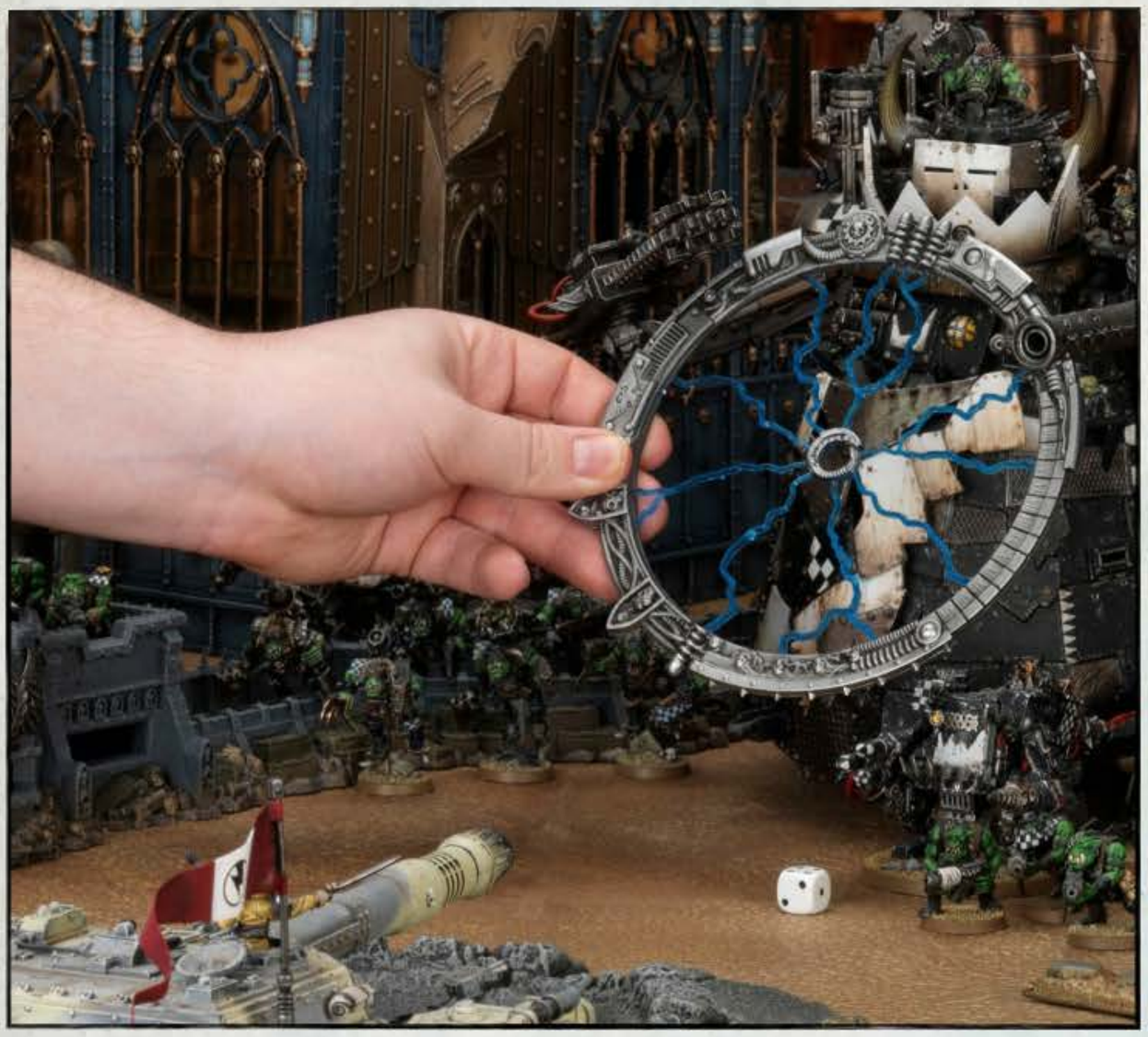
Primary Weapon

Primary Weapons are very large guns usually only carried by the largest tanks or monsters or mounted on vast defensive positions.

Destroyer Weapons

Also known as Titan-killers, a Destroyer weapon delivers an immense amount of damage to any target that it hits. Only a Destroyer weapon is capable of taking out a Super-heavy vehicle or Gargantuan Creature with a single shot.



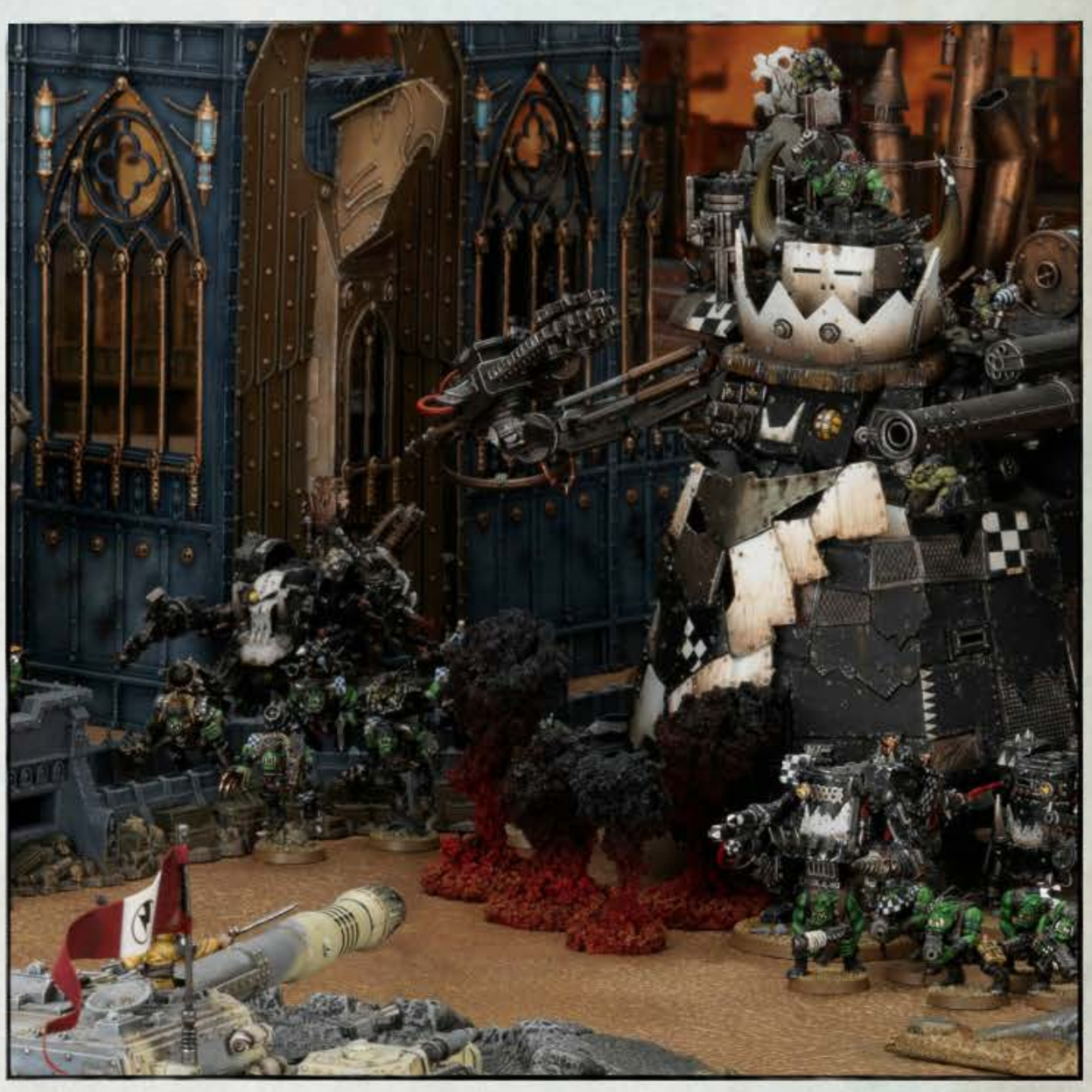


Destroyer Attack!

The Imperial side have scored a hit on an enemy Stompa with their Shadowsword's volcano cannon. The volcano cannon has a D instead of a Strength rating in its profile – it is a Destroyer weapon. Instead of rolling for armour penetration as normal, the Imperial side rolls on the Destroyer Weapon Attack Table. They roll a 4 – a Solid Hit.

Catastrophic Consequences

Following the rules for a Solid Hit on a vehicle, the Imperial side rolls D3+1 to see how many Hull Points they inflict, scoring a total of 4. The Stompa only had three Hull Points left – it's destroyed! The Imperial side now rolls on the Catastrophic Damage table, and congratulate each other on a fine kill!



Hellstorm Template

Hellstorm weapons swathe a vast area in burning flames or corrosive acid. From the flaming death spewed forth by the Warhound Titans' massive inferno guns, to the deadly shockwave of sound emitted by the sonic lances of Eldar Revenants, there is no hiding from such furious attacks.

Vortex

Vortex weapons are some of the most potent in the galaxy. When activated, these legendary devices create a trans-dimensional Vortex field that instantly destroys anything it comes into contact with. A Vortex field is highly unstable, and will flicker into and out of existence across the battlefield, but it will annihilate any unfortunate enough to fall beneath it.

Apocalyptic Blast Weapons

Apocalypse introduces several new types of blast markers to your games – after all, those massive weapons carried by Super-heavy vehicles and Titans need blast markers befitting their destructive powers!

Apocalyptic Barrage

Apocalyptic Barrage weapons fire a volley of explosive shells or energy blasts, swathing a large area with a rippling salvo of attacks. They are excellent weapons for breaking up large waves of attacking troops, and leaving any survivors cowering amongst the bodies of their comrades.

Massive Blast (7")

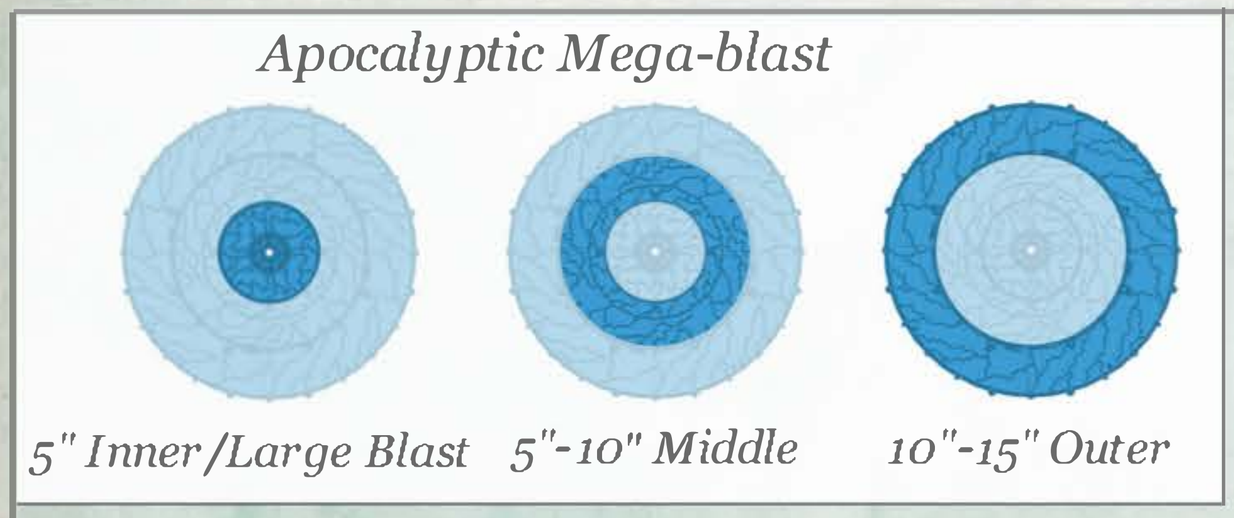
Massive blast weapons fire devastating high-yield explosive shells and energy blasts, scattering deadly shrapnel and debris over a large area of the battlefield.

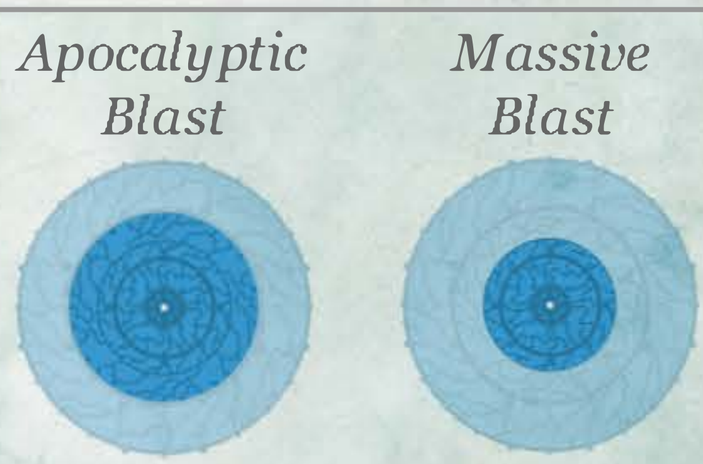
Apocalyptic Blast (10")

Apocalyptic Blast weapons fire huge shells, large bursts of explosive energy or collections of numerous smaller munitions. The resulting detonations can cover a huge area, and even a single shot fired from such weapons is capable of destroying large enemy units.

Apocalyptic Mega-blast (5"/10"/15")

Apocalyptic Mega-blast weapons are amongst the largest weapons used by the armies of the 41st Millennium. Whatever is standing at the epicentre of an attack from an Apocalyptic Mega-blast weapon is almost totally





The largest Apocalypse blast marker has three bold rings marked on it (at 5", 10" and 15"), and one faint ring at 7". The bold rings are used when resolving attacks with a large blast, apocalyptic blast or apocalyptic mega-blast marker (see above). The 7" ring is used for massive blast attacks.

The Imperium

The Imperium boasts the most powerful military force the galaxy has ever seen. Indeed, the Imperial Guard alone is the largest and most diverse body in existence, yet forms only a single component in the Imperium's unstoppable war machine. Alongside the countless regiments of disciplined soldiery and tank companies of the Imperial Guard, super-heavy war machines of enormous scale lay down withering salvoes of heavy ordnance even as they crush the broken bodies of the enemy beneath their tracks.

Alongside the Imperial Guard fight the Space Marines; elite super-soldiers and the champions of Humanity, each a genetically engineered warrior equipped with the finest wargear and capable of defeating many times his number in battle. Towering above all others stride the unstoppable Titans of the Adeptus Mechanicus, mighty God-machines that wield firepower of such magnitude that they can level entire cites. Yet even these colossal engines of war are dwarfed by the battleships of the Imperial Navy. These star-faring warships, many miles in length, relentlessly pound the enemies of the Imperium with murderous bombardments from low orbit in support of their forces on the ground. As their warships rain death from above, the Imperial Navy's fleet of aircraft bomb and strafe the enemy hordes from the skies.

There are other, more clandestine, organisations secretly ensconced within the Imperium's infrastructure; though their work is more subtle, they are no less dedicated in their defence of Mankind. Chief of these is the Inquisition – an enigmatic council of powerful agents and interrogators with the authority to condemn billions to death or whole worlds to destruction. At the behest of the Inquisition, the deadly killers of the Officio Assassinorum deliver silent death to sever the command structure of those who would oppose the Emperor's might. Against the Daemon and the alien, the Imperium will deploy the Grey Knights or the Deathwatch – elite Space Marines even amongst others of their kind, and masters of hunting their chosen quarry.

Each wing of the Imperium's vast military organisation is a formidable fighting force in its own right, capable of defeating almost any foe with faith, overwhelming firepower, skill at arms or sheer weight of numbers.

Even in an age of gathering darkness, where the enemies of Mankind gather like carrion to pick at its weakening empire, it is a rare and portentous occasion for the Imperium to gather in such force as to field its combined might. Yet when need is dire, though it may take many months, even years, to muster such an assemblage, the Imperium strikes as one, and there is not a foe in the universe to withstand it. Against the numbers of the Imperial Guard, the might of the Space Marines and the war machines of Mars, there can surely be no victory.

Forging a Narrative

The datasheets on the following pages marked 'Space Marines' were primarily written with *Codex: Space Marines* in mind. However, it'd be wrong if Blood Angels were unable to field a Space Marine Battle Company, for example. Therefore, if all of the constituent parts of a formation feature in your army's codex, then you can use the formation. For example, a Grey Knights army wouldn't include a Scout Company, but could have a Librarius. Likewise, a Dark Angels force could include a Predator Assassin Squadron, but not a Wolfpack Flanking Force.

Great Battle of The 41st Millennium

444.M41 The First War for Armageddon

The Daemon Primarch Angron ravages the hive world of Armageddon at the head of his World Eaters Legion and a daemonic host of Khorne. The Space Wolves lead the Imperial forces in a valiant defence before Angron and his bodyguard of twelve Bloodthirsters are banished by an entire brotherhood of Grey Knights at the battle's climax.

745.M41 The Battle for Macragge

Hive Fleet Behemoth descends upon the Ultramarines' homeworld. After a short but terrible conflict, the Tyranid swarms are defeated, though the entire 1st Company is slain to a man in defence of Macragge's polar fortresses.

941.M41 The Second War for Armageddon

A huge fleet led by Grand Ork Warlord Ghazghkull Thraka invades Armageddon. Under the inspired leadership of Commissar Yarrick, the Imperial Guard hold the Orks at bay long enough for the Blood Angels and two other Space Marine

BANEBLADE

The Baneblade is amongst the oldest Imperial tank designs still in use. Created using Dark Age Standard Template Construct technology, this armoured giant uses many systems that are now unique to its construction. This ancient STC data is limited to only a handful of forge worlds, and most of the original Baneblades come from Mars itself. It is claimed that in the distant past, there were whole divisions of Baneblades in the Emperor's service, but today an Imperial army is fortunate to have a company

	Armour					
BANEBLADE	**BS**	**F**	**S**	**R**	**HP**	
	3	14	13	12	9	

525 Points

Unit Type: Super-heavy vehicle

Unit Composition: 1 Baneblade

WARGEAR:

- Autocannon
- Baneblade cannon
- Demolisher cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

OPTIONS:

- May take one of each of the following:
  - Hunter-killer missile *10 pts*
  - Pintle-mounted storm bolter or heavy stubber *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter *50 pts/pair*
- May take one of the following upgrades:
  - Commissariat Crew *45 pts*
  - Command Tank *200 pts*

BANEHAMMER

The Banehammer evolved to counter swift-moving assault formations that could reach Imperial defence lines before their bombardments have had time to take their toll. The Banehammer's tremor cannon fires massive shells that are fused to explode only after they have buried themselves into the ground. The resulting detonation is lethal to troops on the surface above, and the buckling, heaving shockwaves that ripple outward from the impact point can be deadly in their own right. Banehammers have proven particularly effective in the battle against Hive Fleet Leviathan. The larger Tyranid bio-monstrosities are notoriously resilient to a wide range of heavy weaponry, but a well-placed tremor cannon shell can blast open their vulnerable underbellies with ease.

	Armour						
BANEHAMMER	**BS**	**F**	**S**	**R**	**HP**		**410 Points**
	3	14	13	12	9		**Unit Type:** Super-heavy vehicle
							Unit Composition: 1 Banehammer

WARGEAR

- Tremor cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

TRANSPORT:

Transport Capacity: 25 models
Fire Points: 10 models may fire from the Banehammer's troop bay.
Access Points: Banehammers have one Access Point at the rear.

OPTIONS:

- May take one of each of the following:
  - Hunter-killer missile — *10 pts*
  - Pintle-mounted storm bolter or heavy stubber — *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter — *50 pts/pair*
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers — *free*

BANEHAMMER

BANESWORD

The Banesword is an adaptation of the venerated Shadowsword design, exchanging the Titan-killing cannon of its predecessor for the fortress-pounding fury of a quake cannon. The resulting combination of devastating siege gun and nigh-impenetrable armour is considered by many to be the last word in Imperial siegecraft. Indeed, Imperial combat doctrine holds an honoured place for the Banesword, and any

	Armour					
BANESWORD	**BS**	**F**	**S**	**R**	**HP**	
	3	**14**	**13**	**12**	**9**	

430 Points
Unit Type: Super-heavy vehicle
Unit Composition: 1 Banesword

WARGEAR:

- Quake cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

OPTIONS:

- May take one of each of the following:
  - Hunter-killer missile *10 pts*
  - Pintle-mounted storm bolter or heavy stubber *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter *50 pts/pair*
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers *free*

May take one of the following upgrades:

- Commissariat Crew *45 pts*
- Command Tank *200 pts*

IMPERIAL GUARD

Catachan Ambush Patrol

Catachan Ambush Patrols deploy far ahead of the main Imperial Guard lines, harassing the enemy battle lines, setting ambushes and laying traps for unsuspecting foes. A well-planned assault by a group of these elusive infantry can leave an enemy army in disarray, deprived of supplies, reinforcements, and bogged down fighting a war against an unseen enemy.

1 Infantry Platoon

1-3 Veteran squads

Formation Restrictions

None.

Special Rules:

Infiltrate, **Move Through Cover**, **Outflank**, **Camouflage**, **Traps**.

DOOMHAMMER

The thousand-year Siege of Ordana saw a new super-heavy tank design pressed into Imperial service – the Doomhammer. A Doomhammer's magma cannon is closely modelled on the volcano cannon employed by the famous Shadowsword design. While it has a reduced range when compared to its larger cousin, the magma cannon is still able to marshal a Titan-killing blast of epic proportions. At the same time, the interior space saved due to the smaller number of capacitors accords the Doomhammer a modest transport capacity and thus a more flexible battlefield role. This combination was to prove its worth many times over in the Siege of Ordana, where the combined actions of two score Doomhammers finally tipped the balance, and in many war zones since.

	Armour						
DOOMHAMMER	**BS**	**F**	**S**	**R**	**HP**		**420 Points** **Unit Type:** Super-heavy vehicle **Unit Composition:** 1 Doomhammer
	3	14	13	12	9		

WARGEAR:

- Magma cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

TRANSPORT:

Transport Capacity: 25 models
Fire Points: 10 models may fire from the Doomhammer's troop bay.
Access Points: Doomhammers have one Access Point at the rear.

OPTIONS:

- May take one of each of the following:
  - Hunter-killer missile — *10 pts*
  - Pintle-mounted storm bolter or heavy stubber — *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter — *50 pts/pair*
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers — *free*

IMPERIAL GUARD

DOOMHAMMER

'Emperor's Fist' Tank Company

There comes a time in every campaign when the enemy must be crushed beneath the steel treads and merciless cannonades of the Imperial Guard. For such battles, all the available forces are mustered at their greatest strength. A phalanx of tanks leads the charge into the enemy; the 'Emperor's Fist' formation, consisting of Leman Russ battle tanks, is the ideal hammer in the forge of war.

1 Leman Russ (Formation Leader)

3 Leman Russ squadrons

Special Rules:
Armoured Spearheads, **Formation Leader**, **Steel Phalanx**.

Formation Restrictions

The Formation Leader vehicle is a single Leman Russ (of any type), and each of the Leman Russ squadrons must have 3 Leman Russ (of any type) each.

IMPERIAL GUARD

'Emperor's Talons' Recon Company

An 'Emperor's Talons' recon company consists of a number of Sentinels, led by a combat-hardened veteran. Such recon companies are often tasked with hunting down a specific enemy unit and destroying it outright. They will stalk the enemy carefully, picking their way through the debris of war before emerging from their hiding places to strike down their target with ruthless efficiency.

1 Scout Sentinel
(Formation Leader)

3 Sentinel squadrons of any type, in any combination

Special Rules:
Outflank, **Dedicated Hunters**, **Stealth Formation Leader**.

Formation Restrictions

The Formation Leader is a single Scout Sentinel. The squadrons must have 3 Sentinels each.

'Emperor's Wrath' Artillery Company

When the Imperial Guard goes to war, it is preceded by the thunderous barrage of heavy artillery. The battleground is churned into a smoking, crater-strewn ruin, amidst which the enemy can find no shelter from the fire and shrapnel of the pounding ordnance. Such bombardments might last hours, days or even weeks, and few defences can withstand the sheer destruction that is unleashed.

1 Chimera
Armoured Transport

3 Ordnance Battery squadrons

Special Rules:
Pounding Barrage.

Formation Restrictions
The Ordnance Battery squadrons must have 3 Basilisks and/or Colossus each, in any combination.

HELLHAMMER

The Hellhammer is built around the same STC chassis as the Baneblade, but optimised for war in the city streets of the Imperium. Its armament favours shorter-range firepower, allowing the Hellhammer to move forward in support of infantry in urban areas and other dense terrain. The distinctive feature of the Hellhammer is its much shorter main cannon. This is equipped with heavy-gauge suppressors, allowing it to fire extremely high calibre shells without breaking itself apart with the recoil. These shells have an unstable sub-atomic charge at their core, enabling them to smash apart

	Armour				
HELLHAMMER	**BS**	**F**	**S**	**R**	**HP**
	3	14	13	12	9

540 Points

Unit Type: Super-heavy vehicle

Unit Composition: 1 Hellhammer

WARGEAR:

- Hellhammer cannon
- Autocannon
- Demolisher cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

OPTIONS:

- May take one of each of the following:
  - Hunter-killer missile *10 pts*
  - Pintle-mounted storm bolter or heavy stubber *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter *50 pts/pair*
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers *free*

'Imperial Shield' Infantry Company

By far the most numerous element in an Imperial Guard army are its 'Imperial Shield' Infantry Companies. Each company consists of several platoons, led into battle by a seasoned officer. The vast resources of the Imperial Guard mean that any casualties suffered by an 'Imperial Shield' company can be quickly replaced, allowing it to carry on fighting even in the face of fierce opposition.

1 Company Command Squad

3+ Infantry Platoons

Special Rules:
Endless Ranks.

Formation Restrictions
None.

'Imperial Sword' Heavy Weapons Company

The heavy weapons companies of the Imperial Guard are able to deal a hammer blow to the enemy's forces from which they will never recover. The combined firepower of such companies is easily capable of scything down a marauding mob of Orks, shattering the spearhead of a Chaos Space Marines assault or annihilating the well-armoured tank convoys of the Tau Empire.

1 Company Command Squad

10+ Heavy Weapon Squads

Special Rules:
Target Designation.

Formation Restrictions
None.

Lord Castellan's Supreme Command

Ursarkar Creed's Supreme Command comprises the most senior ranking members of the Cadian Imperial Guard. He also gathers his most trusted advisors, able to lend advice as the battle unfolds. From their bastion in the midst of the war zone, the Supreme Command can adapt to the unfolding events on the ground, devising new counter-strategies and tactics to deal with the foe.

Lord Castellan Creed,
Colour Sergeant
Jarran Kell
and Company
Command Squad

1 Imperial Bastion

Special Rules:
The Lord Castellan's Command Centre.

Formation Restrictions

The Company Command Squad must include at least two Bodyguards, one Astropath, one Master of Ordnance, and one Officer of the Fleet.

IMPERIAL GUARD

Sanctioned Psyker Battle Elite

Psyker Battle Squads are usually made up of psykers that have yet to complete their training. However, sometimes more experience is needed, and a Primaris Psyker will be ordered to combine his power with that of a group of Sanctioned Psykers. The fusion of their psychic might allows them to unleash devastatingly effective attacks, and can even alter the fabric of time itself.

1 Primaris Psyker

4 + Sanctioned Psykers

Formation Restrictions

None.

Psychic Choir Power

Temporal Distort **Warp Charge 3**

A Sanctioned Psyker Battle Elite can combine their powers to create a disturbance in the fabric of space, causing repetitions and negations of the time stream.

SHADOWSWORD

The Shadowsword mounts the largest and most powerful primary weapon in the arsenals of Mankind – the dreaded volcano cannon. This awesome weapon can cripple the largest war engines with a single shot. Nothing short of the most powerful energy shields can hope to stop a direct hit from a volcano cannon – no amount of armour or cover can offer protection from it. Throughout the history of the Imperium, Shadowsword tanks have proven to be the natural enemy of Titans of all classes and sizes. The Shadowsword lies in aguided volcano cannon, delivering the killing blow with a single precise shot aimed at one of the behemoth's weak points.

		Armour				
SHADOWSWORD	**BS**	**F**	**S**	**R**	**HP**
	3	14	13	12	9

455 Points
Unit Type: Super-heavy vehicle
Unit Composition: 1 Shadowsword

WARGEAR:

- Volcano cannon
- Searchlight
- Smoke launchers

OPTIONS:

- May take one of each of the following:
  - Hunter-killer missile *10 pts*
  - Pintle-mounted storm bolter or heavy stubber *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter *50 pts/pair*
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers *free*
- May take an additional twin-linked heavy bolter or heavy flamer *10 pts*
- May replace two of the lascannons on its side sponsons with targeters *free*
- May take one of the following upgrades:
  - Commissariat Crew *45 pts*
  - Command Tank *200 pts*

SHADOWSWORD

‘Steel Fury’ Baneblade Company

Steel Fury companies are most often formed to face enemy Titans, particularly if the Imperial army has none available itself. Under such circumstances, the Tactica Imperium advises that all available super-heavies be drawn together so that their firepower may be concentrated to greatest effect. When under attack from multiple Baneblades, even the mightiest Titan must eventually fall.

3-5 Baneblades

Formation Restrictions

None.

Special Rules:

Combined Fire, **The Ground Shakes**.

STORMLORD

The Stormlord's primary combat role is that of close support to infantry assault waves. As a result, Stormlord tanks are a rare sight in most Imperial armies. Super-heavy tanks are all but irreplaceable, and only the boldest and most confident commanders are prepared to jeopardise their careers (and their lives) by plunging such a valuable war machine into the jaws of the enemy. Even so, the Stormlord's devastating firepower and vast transport capacity makes it highly sought after by the more mobile

	Armour					
STORMLORD	**BS**	**F**	**S**	**R**	**HP**	
	3	14	13	12	9	

480 Points
Unit Type: Super-heavy vehicle
Unit Composition: 1 Stormlord

WARGEAR:
- Vulcan mega-bolter
- Twin-linked heavy bolter
- Two heavy stubbers
- Searchlight
- Smoke launchers

SPECIAL RULES:
All Power to Weapons!

TRANSPORT:
Transport Capacity: 40 models.
Fire Points: 20 models may fire from the Stormlord's troop bay.
Access Points: The Stormlord is treated as Open-topped for embarking and disembarking purposes. The +1 damage modifier for Open-topped vehicles does not apply to a Stormlord.

Options:
- May take one of each of the following:
  - Hunter-killer missile — *10 pts*
  - Pintle-mounted storm bolter or heavy stubber — *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter — *50 pts/pair*
- May replace any of its sponsons' twin-linked heavy bolters with twin-linked heavy flamers — *free*
- Take an additional twin-linked heavy bolter or heavy flamer — *10 pts*

STORMLORD

STORMSWORD

The Stormsword was originally a field conversion of the Shadowsword, using a salvaged chassis with a new weapon replacing the volcano cannon. Christened the Stormsword by troops, this super-heavy tank carries a large Stormsword siege cannon. Used for street fighting and siege warfare, the tank excels at close quarters. The main gun fires huge rocket-propelled shells with enough explosive power to flatten

			Armour			
STORMSWORD	**BS**	**F**	**S**	**R**	**HP**	
	3	14	13	12	9	

485 Points

Unit Type: Super-heavy vehicle

Unit Composition: 1 Stormsword

WARGEAR:

- Stormsword siege cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

OPTIONS:

- May take one of each of the following:
  - Hunter-killer missile *10 pts*
  - Pintle-mounted storm bolter or heavy stubber *5 pts*
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy flamer *50 pts/pair*
- May replace any of its sponsons' twin-linked heavy flamers with twin-linked heavy bolters *free*
- May be upgraded to be a Command Tank *200 pts*

Space Marine Company

Space Marine Companies are deployed to meet full-scale threats that the Imperial Guard cannot counter. They are transported by Strike Cruisers, which remain in orbit to support the attack. Most Space Marine Chapters are made up of ten companies, the bulk of which are Battle Companies and Reserve Companies. Each company is led from the front by one of the most able commanders the Chapter can field, and will achieve its mission no matter the odds, holding its objective against every counter-attack if necessary. A Space Marine Company can defeat an enemy army ten times its size, bring a rebellious world back under the heel of the Imperium, or besiege an entire alien city. Such is the breadth of their skill that there is little in the field of war they cannot achieve.

Space Marine Company

1 Captain

1 Chaplain

1 Command Squad

3 Dreadnoughts (any type and in any combination)

10 Space Marine squads

Formation Restrictions

The formation can represent either a Battle Company or a Reserve Company. A Battle Company must have six Tactical Squads, two Assault Squads and two Devastator Squads. A Reserve Company must have 10 Squads of the same type (i.e. all Tactical, all Assault, or all Devastator). All Space Marine squads must have 10 models. The Command Squad must include the Company Standard.

Special Rules:
Counter-attack, **Comrades-in-Arms**, **Seize and Control**, **Strike Cruiser**.

As they are Space Marine Captains (or of equivalent rank), the following special characters can be selected in place of the formation's Captain as part of a Space Marine Company: Captain Sicarius, Shadow Captain Shrike, Vulkan He'stan, Kor'sarro Khan, Captain Tycho. Note that all units in the formation must belong to the same Chapter of Space Marines.

SPACE MARINES

1st Company Veterans

Even the youngest and most inexperienced battle-brothers are heroes of the Imperium, strong of arm and pure of purpose. Yet, amongst this elite of the elite, there are those so mighty as to leave the rest of the Chapter in the shade. These are the battle-brothers of the 1st Company, the blood-steeped veterans of the Chapter and the pinnacle of Mankind's martial prowess. All veterans are trained in the protocols of teleportation –

1 Terminator Captain or Captain Lysander

1 Chaplain

1 Command Squad

3 Venerable Dreadnoughts

10 units, in any combination, chosen from the following:

Terminator Squad

Terminator Assault Squad

Vanguard Veteran Squad

Sternguard Veteran Squad

Special Rules:
Comrades-in-Arms, **Counter-attack**, **Deep Strike**, **Fear**, **Preferred Enemy**, **Seize and Control**, **Strike Cruiser**.

Formation Restrictions

The formation must contain 100 models chosen from Terminator, Terminator Assault, Sternguard Veteran and/or Vanguard Veteran Squads. The Command Squad must include the Company Standard. If Lysander is the Captain of the for-

SPACE MARINES

Imperial Fists Titanhammer Squad

The Imperial Fists often face vast enemy war machines when besieging the fortifications of their foes. The famed Captain Lysander pioneered the Titanhammer Squad a to counter this deadly threat. These formations teleport directly to the coordinates of the war engines, weakening their target with a vortex grenade before felling it with their thunder hammers.

Captain Lysander

3+ Terminator Assault Squads

Formation Restrictions

All Terminators must have thunder hammers and storm shields.

Special Rules:

Targeted Teleportation, **Vortex Grenade Strike**.

SPACE MARINES

LIBRARIUS

A Space Marine Chapter includes only a handful of Librarians. Because of this, it is rare indeed for two or more Librarians to take part in the same battle, and only the most dire peril will require the presence of enough Librarians to form a Psychic Choir. Such a formation is called a Librarius, and it is able to annihilate a portion of reality with a monstrous attack known as the Force Vortex. By combining their mental powers, the Librarians are capable of creating a maelstrom of destructive psychic energy that will destroy anything it touches. Such an attack is never undertaken lightly, for

5 Space Marine Librarians or
5 Space Wolves Rune Priests.

FORMATION RESTRICTIONS

None.

PSYCHIC CHOIR POWER

Force Vortex **Warp Charge 4**

The Librarius creates a globe of coruscating psychic energy that tears apart the molecular bonds of anything it touches.

The following special character Psykers can be selected in place of one of the formation's Librarians or Rune Priests: Chief Librarian Tigurius, Mephiston, Ezekiel or Njal Stormcaller. However, all units in the formation must belong to the same Chapter of Space Marines.

SPACE MARINES

Masters of the Chapter

During normal operations, the highest ranking officers of a Space Marine Chapter will be widely dispersed. However, when the might of the Chapter is drawn up in a single confrontation, the headquarters staff will fight together. The title of a Space Marine Master varies from Chapter to Chapter. Only the strictest of Chapters use the sanctioned titles – others use ranks and honours drawn from a history spanning thousands

1 Chapter Master

0-1 Honour Guard Squad

4-10 Captains

Formation Restrictions

All units in this formation must belong to the same Chapter of Space Marines.

Special Rules:

Chapter Assets, **Their Finest Hours**.

The following special characters may be selected in place of the formation's Chapter Master: Marneus Calgar, Commander Dante, Azrael, High Marshal Helbrecht, Chapter Master Gabriel Seth, Pedro Kantor.

As they are Space Marine Captains (or of equivalent rank), the following special characters can be selected in place of one of the formation's Captains:

SPACE MARINES

Predator Assassin Squadron

When the Space Marines mass for war, the leaders of each strike force often assemble squadrons of tanks that bear the optimum weapons configuration for the destruction of a preordained target. Predator Assassin Squadrons are tasked with the destruction of a single enemy unit above all others. A Predator crewman would rather die than see his allotted quarry escape his tank's wrath.

3-5 Predators

Formation Restrictions

None.

Special Rules:

Killshot, **Target Acquired**.

SCOUT COMPANY

In addition to the Scout Company's essential role in moulding initiates into hardened Space Marines, it excels at infiltration and disruption. A Scout Company is rarely deployed as one formation: individual squads are split off to different battle zones and rotated from taskforce to taskforce, so that the initiates swiftly gain the varied combat experience that will be their lot as fully trained Space Marines. On those rare occasions

1 Captain

10 Scout Squads

FORMATION RESTRICTIONS

All Scout Squads must have 10 models.
The Captain may not take a Command Squad, or be given Terminator Armour.

SPECIAL RULES:
Disruption Attacks, **Fortified Positions**, **Lead By Example**.

THUNDERHAWK GUNSHIP

Perhaps more than any other single vehicle, the Thunderhawk is the lynchpin of a Space Marine Chapter, combining the roles of orbital drop ship, heavy gunship and strike bomber. Each Thunderhawk carries a fearsome array of weaponry, capable of engaging enemy interceptors and strafing ground threats, whilst its dorsal mounted gun reduces armoured targets to smoking wreckage. With enemy forces reeling, the Thunderhawk touches down to deploy its cargo of Space Marines straight into battle.

Thunderhawk	Armour					685 Points
GUNSHIP	BS	F	S	R	HP	**Unit Type:** Super-heavy Flyer (Hover, Transport)
	4	12	12	10	9	**Unit Composition:** 1 Thunderhawk Gunship

WARGEAR:

- Thunderhawk cannon
- Four twin-linked heavy bolters
- Six hellstrike missiles
- Two lascannons
- Ceramite plating

SPECIAL RULES:

Assault Vehicle, **Power of the Machine Spirit**.

TRANSPORT:

Transport Capacity: 30 models. A Thunderhawk Gunship can also transport Jump Infantry and Bikes.

Fire Points: None.

Access Points: A Thunderhawk Gunship has one Access Point on each side and one at the front.

OPTIONS:

- May replace Thunderhawk cannon with a turbo-laser destructor *90 pts*
- May replace all six hellstrike missiles with six Thunderhawk cluster bombs *60 pts*

SPACE MARINES

THUNDERHAWK GUNSHIP

BLOOD ANGELS

The Black Rage

In times of direst need, when the very survival of the Chapter rests on a bloody conflict, a disproportionate number of the Blood Angels' battle-brothers have been known to succumb to the Black Rage. On such desperate occasions, Astorath the Grim and Chaplain Lemartes will gather these accursed warriors together and lead them to battle. The Death Company are likened to a storm of violence; each enraged warrior

Astorath the Grim

1+ Chaplains

0-1 Death Company Tycho

3+ Death Company squads (1 squad must include Lemartes, Guardian of the Lost)

2-4 Death Company Dreadnoughts

Special Rules:
Rising Fury.

Formation Restrictions

If you wish to represent Captain Tycho's strike force after he succumbed to the Black Rage on Armageddon, include him in this Battle Formation.

BLOOD ANGELS

Lucifer Armoured Task Force

When Captain Erasmus Tycho was tasked with hunting down Ork raiders on Armageddon, he immediately ordered that the tanks attached to his task force be refitted. Techmarines laboured night and day, modifying engines and stripping out all non-essential systems, all in search of a much-needed speed boost. When the Orks next attacked, Tycho's fast-moving tanks were ready for them.

1 Captain Tycho

1 Honour Guard

3 Tactical Squads

2 Baal Predators

2 Predators

4 Land Raiders (any type)

Special Rules:
First Into Battle, **Rapid Reaction Force**.

Formation Restrictions

None.

BLOOD ANGELS

Wings of Sanguinius

The Blood Angels are renowned throughout the galaxy as the most ferocious assault troops to be found in the armies of the Imperium. The Blood Angels favour the use of jump packs, which they use with practiced precision to launch pinpoint airborne strikes. A Blood Angels airborne assault is delivered with such terrible swiftness that it almost always catches the foe unawares. In large battles, the Blood Angels will again

1 Captain

1 Chaplain

0-1 The Sanguinor

1 Honour Guard or Sanguinary Guard Squad

10 Assault Squads

Special Rules:
Airborne Assault, **Caught Unawares**.

Formation Restrictions

All Assault Squads must have 10 models. All models must be given jump packs.
No units may have Dedicated Transports.

GREAT COMPANY

The Space Wolves Chapter is divided into twelve Great Companies, each of which is named after the Wolf Lord that leads it. When the full force of a Great Company fights as one, they are an unstoppable force of nature. Howling their battle-cries, they descend on the foe, their fierce nature and barbaric appearance disguising the ice-cold efficiency with which they wage war. The Space Wolves do not consider battle an enjoyable past-time or relish the spilling of blood for its own sake – rather, they see it as a grim necessity, a duty they must undertake if Humanity is to have any chance of surviving the dark days of the End Times.

SPACE WOLVES

Great Company

- Ragnar Blackmane or 1 Wolf Lord
- 1 Wolf Priest
- 1 Rune Priest
- 0-1 Iron Priest
- 1 Wolf Guard Battle Leader
- 1 Wolf Guard Pack
- 0-2 Thunderwolf Cavalry units
- 5+ Grey Hunters Packs
- 3+ Blood Claws and/or Skyclaw Assault Packs
- 2+ Long Fangs Packs
- 1 Wolf Scouts Pack
- 0-3 Lone Wolves
- 0-3 Swiftclaw Biker Packs
- 0-3 Fenrisian Wolf Packs
- 3+ Dreadnoughts and/or Venerable Dreadnoughts

Formation Restrictions

None.

Special Rules:

Stubborn, **The Howl of the Wolf**, **Ice-cold Efficiency**.

SPACE WOLVES

Brethren of the Great Wolf

The Company of the Great Wolf is home to some of the greatest heroes of the Imperium. Logan Grimnar, Njal Stormcaller, Ulrik the Slayer, Bjorn the Fell-handed and Arjac Rockfist are names that strike dread into Humanity's many enemies, and give inspiration to Mankind's warriors. When all five are gathered together, the legendary sagas of the Fang are brought to life once more.

Logan Grimnar, the Great Wolf

Bjorn the Fell-handed

Njal Stormcaller

Arjac Rockfist

Ulrik the Slayer

1 Wolf Guard Pack

Special Rules:
Banner of the Great Wolf, **Greatest Heroes of the Age**, **Their Finest Hours**.

Formation Restrictions

The Wolf Guard pack must have 10 models. One model in the pack must be upgraded to Arjac Rockfist, and another must carry the Banner of the Great Wolf.

SPACE WOLVES

Wolfpack Flanking Force

Fenrisian Wolves and Thunderwolves are fast-moving and deadly predators. On their native planet, their loping run allows them to swiftly cross hundreds of miles of frozen tundra in search of food, while their keen sense of smell and acute hearing allows them to effortlessly track down their prey. These qualities are well known by the Space Wolves, who will frequently organise their Thunderwolf Cavalry and Fenrisian Wolf

1 Wolf Lord,
Wolf Guard
Battle Leader,
or Canis Wolfborn

5+ Fenrisian
Wolf Packs

2+ Thunderwolf
Cavalry units

Special Rules:
Acute Senses, **Hit & Run**, **Outflank**, **Rage**, **Fall Upon The Foe**

Formation Restrictions

The Thunderwolf Cavalry units must have 5 models each. The Wolf Lord or Wolf Guard Battle Leader must have a Thunderwolf mount.

DARK ANGELS

Deathwing Redemption Force

Any target marked for destruction by the Dark Angels Chapter risks bearing the wrath of the Deathwing Redemption Force – always led into battle by the Master of the Deathwing, with a mandate to destroy a target of the highest priority. Such formations are most commonly utilised against known concentrations of Fallen, making their use against other foes a mark of especial hatred.

Master Belial

4 Units of Deathwing Knights

6 Deathwing
Terminator Squads

Formation Restrictions

The entire formation must fight on foot; no Dedicated Transports may be taken.

Special Rules:

Hidden Agenda, **Storm of Wrath**.

DARK ANGELS

Ravenwing Huntmasters

The Dark Angels Chapter relies heavily on the intelligence gathered by its Scout Squads and Ravenwing Attack Squadrons to best assess the disposition of the enemy, and to ascertain the whereabouts of the Fallen. When the Chapter requires its Ravenwing Attack Squadrons to operate in a more direct, even brutal fashion, the Masters will order them to take the role of Huntmasters. Doing so is known as 'sounding the hunt'

5 Ravenwing Attack Squadrons

1 Squad of Ravenwing Black Knights

1+ Ravenwing Darkshrouds

Special Rules:
The Pall of Black Death, **Sound the Hunt**.

Formation Restrictions

Each of the Ravenwing Attack Squadrons in this Battle Formation must be at full strength (6 Ravenwing Bikers, a Land Speeder and an Attack Bike).

GREY KNIGHTS

Brothers of the Flame

The Purifiers seldom fight as a single formation. All Grey Knights are rare, but Purifiers are doubly so, and their talents must be applied sparingly across the breadth of the war-torn Imperium. However, should circumstances prove dire enough, the Castellan of the Order sends word to his Brother-Purifiers that the Brothers of the Flame must be gathered. By focusing their psychic might, the Purifiers can summon

Castellan Crowe

5 Purifier Squads

Special Rules:
Tide of Cleansing Flame.

Formation Restrictions

Each Purifier Squad must contain 10 models. They cannot split into Combat Squads, and may not have Dedicated Transports.

GREY KNIGHTS

Dreadknight Brethren

Dreadknight armour was devised for those times when a single Grey Knight must confront a Greater Daemon of Chaos. The Dreadknight Brethren are fielded at times of even greater peril: when a single squad of Dreadknights must confront and defeat a horde of daemonic creatures. Fighting in deadly unison, the Dreadknight Brethren can cut an ichor-stained swathe through a Daemon Legion, and will make even a Greater Daemon think twice about attacking their allies directly. Bolstered by the presence of

3-5 Nemesis Dreadknights

Formation Restrictions

None.

Special Rules:

Unstoppable Force.

GREY KNIGHTS

Extermination Force

An Extermination Force focuses on swiftly eliminating important targets in a Daemon horde. A Nemesis Dreadknight forms the vanguard of the Extermination Force, its armaments subtly altered to allow it to fire specifically crafted tracker rounds. When these rounds strike a target, the shrapnel laces the victim with a fine layer of psychic spoor. Once the target is marked, a squadron of Stormraven Gunships roars into the

1 Nemesis Dreadknight

3-5 Stormraven Gunships

Special Rules:
Marked for Extermination.

Formation Restrictions
The Nemesis Dreadknight must have a heavy psycannon. The Stormraven Gunships must have psybolt ammunition.

The Forces of Chaos

From within the Eye of Terror and other hiding places, Traitor Legions and Renegade Space Marines sally forth to wage war upon the servants of the Emperor. Hidden deep in hive worlds, in warrior lodges on feral planets, masquerading as guilds and federations on agri-worlds, and within the Adeptus Terra itself, Chaos worshippers secretly plot rebellion and subversion even as they suckle at the bosom of the Imperium. In the Warp, the Realm of Chaos, daemonic creatures stir into life, forming fleeting consciousnesses that gaze at the galaxy of mortals with covetous eyes. When such malignant forces combine under one purpose, the galaxy trembles.

The largest Chaos incursions are those that take place during the Black Crusades of the Traitor Legions. Warbands from across the galaxy are drawn back to their Legions to serve their gods under one banner, while sorcerers call forth the daemonic servants of their masters, sacrificing untold thousands to buy power from the Dark Gods. Warbands of Renegades from the Adeptus Astartes, such as the Red Corsairs, may seize the opportunity to strike back at the Imperium they have forsaken. As the incursion grows in power, hidden sympathizers and cultists will throw off their disguises. These sects declare their true allegiances, and uprisings swiftly topple planetary governments. As world after world erupts in war and anarchy, the true servants of the Ruinous Powers arrive in force – anathema to Mankind made manifest, their fusion of immortal hatred and deadly skill in battle is enough to drown entire subsectors in blood. Heralded by the ponderous tread of Chaos Titans and clanking Daemon-engines, the Traitor Legions and their daemonic allies advance alongside hordes of mutants, rebels and apostates. As one despicable horde, the Forces of Chaos slay all before them for the glory of their Dark Gods.

Forging a Narrative

Thanks to the freedom of Apocalypse, Chaos players should feel free to use traitor versions of pretty much any Imperial formation. For example, it's perfectly reasonable to see Chaos Predator Assassin Squadrons, renegade Baneblades or Infantry Companies of traitor Guardsmen. Just add the appropriate blasphemous sigils and the sky's the limit. A renegade Chapter could even use the Space Marine Company datasheet – simply exchange the Captain, Chaplain and Command Squad for a Chaos Lord, Dark Apostle and a squad of Chosen respectively.

Cult of Destruction

In the most apocalyptic of conflicts, when the Chaos Legions are fighting particularly entrenched foes or faced with an especially stubborn enemy, they call on one of the most devastating forces in the Chaos Space Marines arsenal – the Cult of Destruction. Bristling with Warp-powered weapons and daemonic armaments, a Cult of Destruction can level a hab-block or wipe out an entire regiment of infantry in the time it tales a platoon of Guardsmen to deploy. A Cult of Destruction is nothing if not single-

1+ Obliterator units

1+ Mutilator units

Formation Restrictions

Each unit must consist of three models.

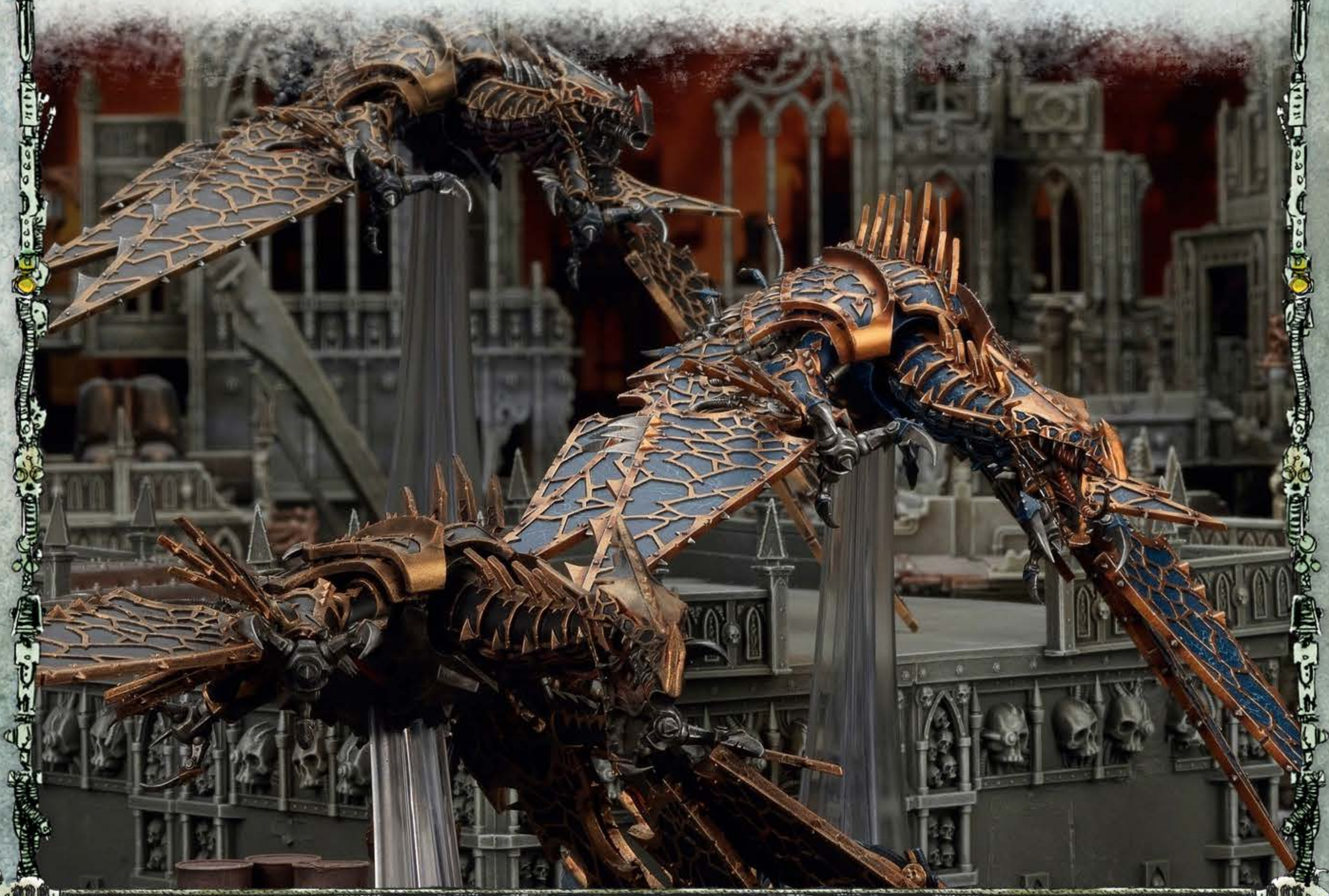
Special Rules:

Engines of Destruction, **Orgy of Devastation**.

CHAOS SPACE MARINES

Heldrake Fear Squadron

The coming of a Chaos invasion is heralded by many terrifying portents. The screaming of the damned, the clouds above catching fire, and the laughter of thirsting gods echoing out of every shadow; all are omens of disaster. Yet perhaps the surest sign of the carnage to come is the onset of Heldrake Daemon Engines that shriek out of the skies before the main body of the Chaos invasion, fire roaring from their metallic jaws



3-5 Heldrakes

Formation Restrictions

None.

Special Rules:

Fuelled by Fear,

Harbingers of the Apocalypse

KHORNE LORD OF SKULLS

The ground itself moans in protest as the Lord of Skulls trundles to war. As a hissing stream of red-hot bullets spits from its multi-barrelled cannon, the immense Daemon Engine growls in dark approval at the carnage it is wreaking. Created by the most ambitious of Warpsmiths, this grotesque battle construct is powered by the boiling blood of murderers, which swill from its immense pressure tanks. When the metallic beast's ire is raised to apoplectic levels, it vents great gouts of this fluid into the ranks of the enemy to boil them alive.

KHORNE LORD OF SKULLS — 888 points

	WS	BS	S	Armour F	Armour S	Armour R	I	A	HP
	4	3	10	13	13	11	3	4	9

Unit Type: Super-heavy Walker

Unit Composition: 1 Lord of skulls

WARGEAR:

- Gorestorm cannon
- Hades gatling cannon
- Great cleaver of Khorne
- Daemonic Possession

SPECIAL RULES:

Daemon, **Daemonforge**, **Fleet**, **It Will Not Die**, **Rage**, **Fuelled by Rage**, **Tracked Behemoth**.

OPTIONS:

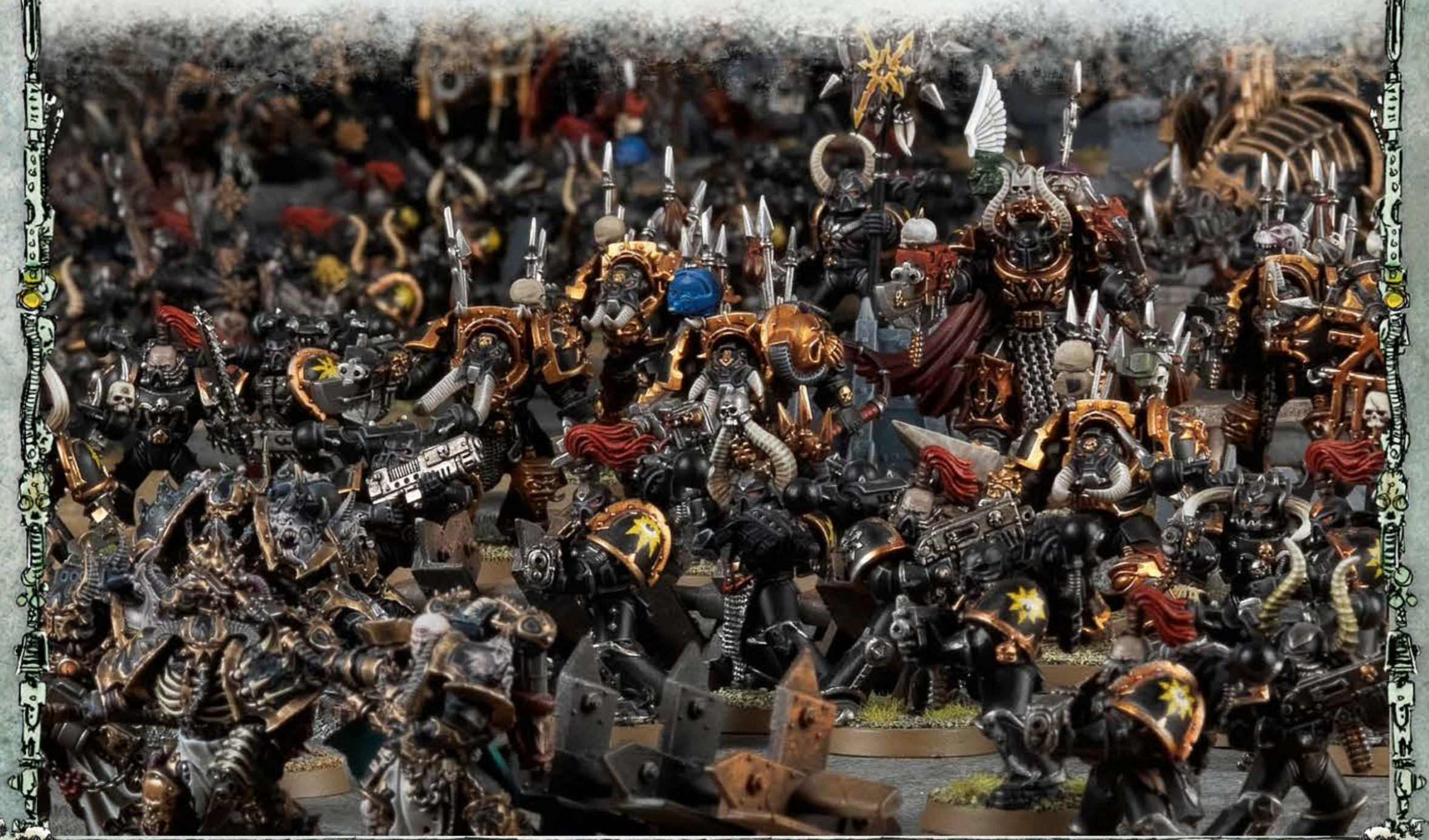
- May replace gorestorm cannon with one of the following:
  - Ichor cannon — *10 pts*
  - Daemongore cannon — *65 pts*
- May replace hades gatling cannon with a skullhurler — *60 pts*

KHORNE LORD OF SKULLS

CHAOS SPACE MARINES

Legionnaire Warband

The Chaos Legions, sundered into hundreds of warbands after the cataclysmic events of the Horus Heresy, have been waging the Long War against the Imperium for ten thousand years. The fires of hatred in their hearts burn just as fiercely as they did in ages past. United under the banner of charismatic, but frequently deranged, Champions of Chaos, the Traitor Legionnaires of the First Founding work ceaselessly to



1 Chaos Lord

3+ Troops units

2+ Elites units

Any number of units from the following:

- HQ

- Fast attack

- Heavy support

Special Rules:

Ten Thousand Years of Hatred.

Formation Restrictions

All models in the Legionnaire Warband must have the Veterans of the Long War upgrade. If the Chaos Lord has a Mark of Chaos, all other units that are able to, must have the same Mark of Chaos as the Chaos Lord.

CHAOS SPACE MARINES

Lords of the Black Crusade

Abaddon the Despoiler has been the driving force behind a dozen invasions that brought ruin to the Imperium and is the architect of yet another galactic crusade that threatens to reach Terra itself. At his side march the most nefarious Chaos Lords in existence; each of whom can channel the favour of his Dark God. When Chaos is united in a single cause, the galaxy rightly trembles...

Abaddon the Despoiler

1 Chaos Lord with the Mark of Khorne or Khârn the Betrayer

1 Chaos Sorcerer with the Mark of Tzeentch or Ahriman

1 Chaos Lord with the Mark of Nurgle or Typhus

1 Chaos Lord with the Mark of Slaanesh or Lucius the Eternal

Formation Restrictions

None.

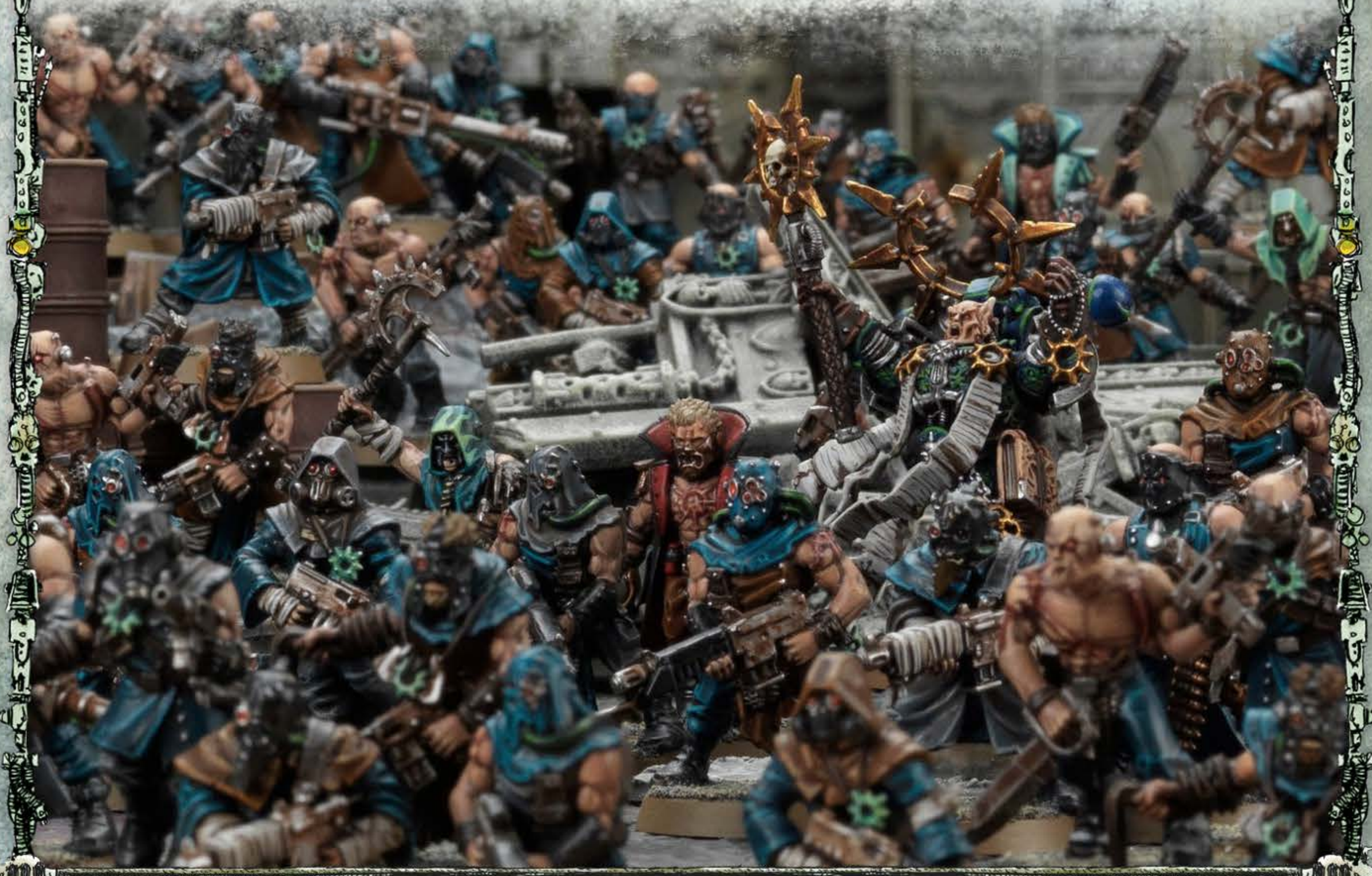
Special Rules:

Their Finest Hours, **The Planet Killer**.

CHAOS SPACE MARINES

The Lost and the Damned

Wherever the forces of Chaos strike, the Dark Apostles in their midst rouse all manner of malcontents and mutants from the shadows. Toughened by a life of drudgery and slave labour, as well as their mutated physiques, the tainted scum known as the Lost and the Damned are hardy but ill-disciplined fighters. These fiends throw off their disguises and emerge from their lairs to battle alongside the Chaos Space Marines and their daemonic allies, scarcely realising that they are valued as cannon fodder and little



1+ Dark Apostle

6+ units of Chaos Cultists

Formation Restrictions

None.

Special Rules:

Infiltrate, **Limitless in Number - Boundless in Spite**, **Warped by Mutation**.

THOUSAND SONS WAR COVEN

A Sorcerer Lord of the Thousand Sons is capable of manifesting a powerful psychic attack known as the Storm of Change. To achieve this, the Sorcerer Lord must be supported by a coven of lesser Sorcerers. When the ritual reaches its climax, the lesser magi are drained of their psychic power – raw Warp energy which is then redirected at the enemy in the form of a devastating vortex.

1 Chaos Sorcerer (Mastery Level 3) or Ahriman

3+ Chaos Sorcerers (Mastery Level 1)

FORMATION RESTRICTIONS

None.

PSYCHIC CHOIR POWER

Storm of Change **Warp Charge 2**

The stolen energies of a Storm of Change mutate whatever they touch into a bewildering variety of mewling, fleshy forms before sucking the remains into the Warp forever.

Tide of Spawn

All four Ruinous Powers revel in the spectacle of slaughter, and the larger the battle, the more closely the gaze of the Chaos Gods is drawn. Such occasions are opportunities for Champions of Chaos to catch the eye of their patron, or perhaps earn a reward for their actions. However, such gifts are not without risk. Whether their patron god is genuinely pleased or intends to punish, the results can be devastating. The Champion – and sometimes his entire warband – may be granted more and more 'boons' of

5+ Chaos Spawn

Formation Restrictions

None.

Special Rules:

The Final Blessing of the Gods.

Cohort of Blood

Khorne himself has ordered mighty Skulltaker, his greatest champion, to select and lead a detachment of Bloodletters to war as his personal guard – the Cohort of Blood. Divided into eight maniples of eight warriors, these hand-picked Daemons are chosen from the champions of the thousands of Bloodletter packs that form the legions of Khorne. More powerful than normal Bloodletters, these immortal warriors are pitted against each other in the great arenas of the Blood God's realm. Once their martial

- Skulltaker
- 1+ Heralds of Khorne
- 8 units of Bloodletters of Khorne

Formation Restrictions

Each of the Bloodletter units must have eight models.

Special Rules:

Decapitating Strike,
Veterans of the Great Arenas.

'There is no choice between the Emperor and the Abyss.'

The Flaming Host of Tzeentch

The agents of change used by the Architect of Fate are usually as subtle as they are devious. Every so often, though, Tzeentch will send beings of pure mutagenic flame into the world and glory in the unbridled mayhem that results. The capering Daemons that form these forces wreak all manner of alterations upon their victims, though the most common is the change from 'alive' to 'dead'...

1 Herald of Tzeentch or the Changeling

9 units, in any combination, from the following:

Pink Horrors of Tzeentch

Burning Chariot of Tzeentch

Flamers of Tzeentch

Formation Restrictions

None.

Special Rules:

Mutagenic Flame.

CHAOS DAEMONS

The Great Promenade of Exquisite Excess

When the Dark Prince, Slaanesh, is in the mood for entertainment on a grand scale, he summons the Masque and surrounds her with a troupe of enraptured Daemonettes. Their arrival into realspace is accompanied by a great cacophony of sound and light that can force even the most dour of warriors into a frenzied fit. All is a glorious dance to the Dark Prince and his minions...

The Masque of Slaanesh

6 units, in any combination, from the following:

Daemonettes of Slaanesh

Seekers of Slaanesh

Formation Restrictions

None.

Special Rules:
Grand Entrance,
The Slaughter-dance.

CHAOS DAEMONS

The Tallymen of Nurgle

It is one of the Lord of Plague's fondest pleasures to record and compare the precise manner of a planet's demise. At day's end, exhausted from brewing new diseases in his great cauldron, Grandfather Nurgle will heave his dripping bulk into a twisted old rocking chair and compare the endless variety of deaths inflicted at a particular world's end. To compile these lists, he sends the best of his minions, led by Epidemius

Epidemius the Tallyman

Plaguebearers of Nurgle

Plague Drones of Nurgle

7 units, in any combination, from the following:

Formation Restrictions

None.

Special Rules:

Droning Cacophony, **A Thousand Deaths**.

Tetragon of Darkness

It is on those occasions when the Four Powers of Chaos set aside their differences, cease their eternal strife and join their terrible powers together, that the universe has the most to fear. In a coordinated assault on reality, their combined will can tear a breach in the barrier between the worlds. This breach is held open by one of the mightiest Daemons of each of the Four, each acting as a focal point of the arcane pattern that

1 Bloodthirster

1 Lord of Change

1 Great Unclean One

1 Keeper of Secrets

1 unit of Bloodletters of Khorne

1 unit of Pink Horrors of Tzeentch

1 unit of Plaguebearers of Nurgle

1 unit of Daemonettes of Slaanesh

Formation Restrictions

None.

Special Rules:

Dark Tetragon.

Orks

The Orks are a barbaric and warlike race that live for little more than the enjoyment of fighting and killing anything that has the misfortune to cross their path. In most instances, this insatiable thirst for carnage results in neighbouring Ork Clans butchering each other in self-destructive internecine conflict. However, on occasion, a particularly powerful leader can emerge – an Ork whose enthusiasm for violence or sheer belligerence is such that he can stop rival clans from hitting each other just long enough to find someone or something else to fight instead. So begins the Ork Waaagh!

An Ork Waaagh! is a veritable force of nature that, if left to gather momentum, can culminate in a system-wide invasion that will leave entire sub-sectors in ruins. Rumours of the coming Waaagh! spread through Ork society, and new warbands join the throng with every passing day. When the Warboss deems that the time is right (or he finds a world ripe for the lootin') he unleashes the Waaagh! in an avalanche of destruction. So do the greenskin hordes descend and the carnage begins once more. On occasion, two or more Waaaghs! have crossed paths and, after the inevitable and often terminal leadership struggle to become the Grand Warlord, combined to form a nigh-unstoppable 'Super-Waaagh!'. Yet even these massed hordes can disperse as quickly as they gather if the enthusiasm of the Boyz is depleted by a series of defeats, though any victories against such a Waaagh! can only be achieved at a tremendous cost in lives. Imperial Scholars fear the day that a Waaagh! maintains its momentum indefinitely. If Ghazghkull Thraka's second invasion of Armageddon is a sign of things to come, such a fate may yet befall the galaxy...

Forging a Narrative

Orks – particularly those from the Deathskulls Clan – are battlefield lootas without peer. Therefore, if you feel like using a vehicle datasheet from another army's formations, you can feel free to do so. Looted Baneblades, Leman Russ 'Skwadrons' and re-purposed Sentinels all take pride of place in a Warboss' growing Waaagh! The ingenuity of the Mekboyz does not stop at Imperial technology. Rumours abound of 'konverted' Eldar grav-tanks and Stompas built from salvaged Necron Monoliths – there is practically no limit to what Meks can achieve with hard work, oil Squigs and plenty of gubbinz.

ORKS

Battlewagon Steamrolla Squad

Battlewagon Steamrolla Squads are famous for the crushing, grinding carnage they deal out with their deff rollas. Lining up wheel to wheel, they rumble towards the enemy battle line with deadly intent, a cloud of fumes marking their passage. The foe's attempts to stop them are deflected by the spiked metal cylinders on the front of the vehicles as they squash their victims to a bloody paste.

3-5 Battlewagons

Formation Restrictions

All Battlewagons in the spearhead must take the deff rolla upgrade (see Codex: Orks).

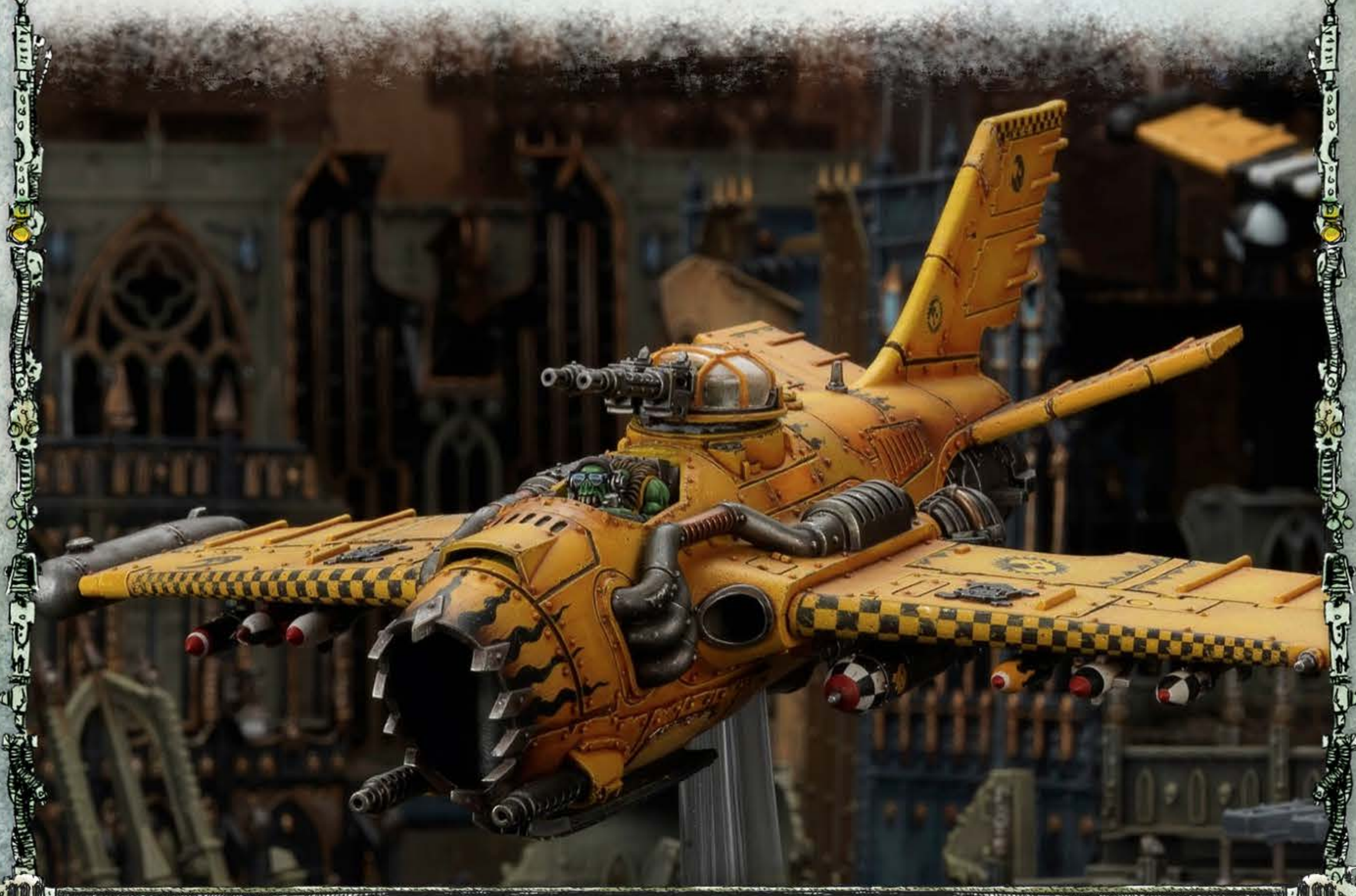
Special Rules:

Squash 'em Flat Lads, **Wall of Spikes**.

ORKS

Burna-bommer Skwadron

Burna-bommer skwadrons pounce on large concentrations of enemy troops, unloading a rain of deadly burna bombs into the heart of the enemy army. Great clouds of black smoke and flames billow hundreds of feet into the air in the wake of the attack, setting buildings and vegetation alight and causing fuel tanks and ammunition to explode with deadly force. Those troops not immolated in the attack will find themselves surrounded by a blazing inferno. After the skwadron has dropped its burna bombs, it will start to



3-5 Burna-bommers

Formation Restrictions

None.

Special Rules:

Blazing Inferno, **Screaming Death**.

ORKS

Da Bully Boyz

The hard core of an Ork Warboss' planet-conquering horde is a great mob of the largest and meanest Orks in the star system. Known and feared across Orkdom as Da Bully Boyz, this fungus-beer-swilling gang of violent headcases are trusted by the Warboss as much as he trusts anyone. Each of Da Bully Boyz is a minor Warboss in his own right who serves as one of his leader's lieutenants within the horde. Occasionally, when the Waaagh! is in full flow and everyone is busily getting stuck in, a Warboss will

5 Warbosses (one of these may be Ghazghkull Thraka.)

5 mobs of Nobz or Meganobz. The formation can include a mixture of the two types of mobs.

Special Rules:
Fearless, **Feel No Pain**, **Rok 'em Boyz**.

Formation Restrictions

One Warboss must be nominated as the Supreme Warboss; if Ghazghkull is in the formation, he is automatically the Supreme Warboss. One Warboss must be assigned to each Nobz or Meganobz mob, which they may not leave.

Dread Mob

Some Meks and Doks are so obsessed with making ever stompier Killa Kans and Deff Dreads that they can't stop themselves, and quickly run out of willing pilots, resorting to installing a few Grots and the occasional Ork boy into their latest contraptions without their permission (typically after the unsuspecting 'volunteer' has had a heavy night on the fungus beer). It isn't long before the Meks and Doks in question leave their

2+ Deff Dreads

2+ Killa Kan squadrons

Formation Restrictions

Each Killa Kan squadron must have 3 models.

Special Rules:

It Will Not Die,

Da Latest Gubbins.

GARGANTUAN SQUIGGOTH

Squiggoths are Orkoid monstrosities, towering hulks made of little more than muscle and bad temper. They are distantly related to Squigs and have all the savagery and single-mindedness of their smaller cousins, but Squiggoths can grow so large that they dwarf tanks and even buildings. Goaded by the Orks that ride on a howdah upon its back, the Squiggoth thuds into battle, the ground trembling beneath its feet. The howdah itself is bedecked with heavy weapons that blaze all round as the howdah sways, pitches and rolls. The noise of these guns drives the Squiggoth into a thunderously bad mood, usually resulting in it seeking out the nearest non-greenskin lifeforms and goring, stomping and otherwise flattening them whilst emitting acrid bursts of flatulence.

GARGANTUAN SQUIGGOTH — 525 points

WS	BS	S	T	W	I	A	Ld	Sv
2	2	10	8	8	1	5	7	4+

Unit Type: Gargantuan Creature

Unit Composition: 1 Gargantuan Squiggoth

WARGEAR:

- Two supa-lobbas
- Two twin-linked big shootas

SPECIAL RULES:

Tusked.

TRANSPORT:

Transport Capacity: 20 models. A Gargantuan Squiggoth is treated as an Open-topped Super-heavy vehicle for the purposes of Transport.

OPTIONS:

- May take up to four extra big shootas (must be fired by an embarked Ork) — *5 pts each*

GARGANTUAN SQUIGGOTH

STOMPA

When a Deff Dread just isn't stompy, shooty or killy enough, a Big Mek feels the urge to build a Stompa. Capable of laying waste to entire armies, a Stompa is a walking, shooting, roaring idol of Gork (or possibly Mork) that's just spoiling for a fight. Especially large Stompas are sometimes called Gargants by the Orks. Each has a crew of Orks within its hulking frame, quite often three or four Meks (usually the very ones that collaborated on the towering machine's construction), and dozens of Grot riggers.

STOMPA

STOMPA

770 points

			Armour					
WS	BS	S	F	S	R	I	A	HP
4	2	10	13	13	12	1	4	12

Unit Type: Super-heavy Walker

Unit Composition: 1 Stompa

WARGEAR:

- Three big shootas
- Deff kannon
- Supa-gatler
- Three supa-rokkits
- Skorcha
- Twin-linked big shoota
- Mega-choppa

SPECIAL RULES:

Effigy.

TRANSPORT:

Transport Capacity: 20 models.

Fire Points: Four; three in its belly, one in its head.

Access Points: A Stompa has one Access Point at the rear (the rear hatch).

OPTIONS:

- May take up to two additional supa-rokkits *20 pts each*

ORKS

Green Tide

A single Ork is a formidable adversary, muscular and violent with a resilient physiology and an unquenchable lust for war. Orks are rarely encountered individually, however, for when Orks go to battle they do so in their countless thousands. This is when the Orks are at their most dangerous, when they are part of a great Waaagh! – huge mobz of Ork Boyz gather, and for every Ork gunned down, three step forward to take its place. Their numbers are so vast that they resemble a sea of bodies flooding across the land. Wave

1 Warboss

10 mobs of Ork Boyz

Formation Restrictions

The entire formation must fight on foot; no Dedicated Transports may be taken, and the Warboss may not take a Warbike.

Special Rules:

Follow Me Ladz!, **Green Tide**, **Stampede**.

The Eldar & Dark Eldar

Craftworld Eldar

In an age long past, the Eldar ruled the stars. Now, however, they are a dying people. There is but one reason why a craftworld will go to war – to ensure the continued survival of their race.

When a large-scale conflict looms, the Autarchs meet to form a war council and, if they anticipate a truly epic battle, they send word to other craftworlds and the Corsair fleets for assistance. The call to arms rings out to the distant Rangers and even the Harlequins of the Laughing God. Guided by the foresight of the Farseers, the Autarchs determine the precise course of action and military intervention required to ensure victory. Through this symbiosis, the Autarchs weave their warhosts into synchronised formations optimised for a devastating victory.

The craftworld armies excel at combining the inherent specialities of their component parts. Led by the godlike Avatar of Khaine, formations of Aspect Warriors and ghost warriors engage the enemy directly. Meanwhile, moving with a grace that belies their size, Eldar Titans vaporise entire formations, even as arrow-swift Windrider Hosts and grav-tank formations appear seemingly from nowhere to seal their fate. Such is the way the Eldar ensure their future survival, sacrificing lesser races upon the bloodied altar of a more promising future.

Dark Eldar

Unlike their brethren of the craftworlds, raiding parties of the Dark Eldar can only be united by the promise of power, spoils and thousands of slaves. When the kabals of Commorragh gather en masse, they darken the skies with their bladed craft, falling upon unwary populations with nightmarish speed and gleeful sadism.

Dark Eldar raiding forces work not by attacking the enemy head on, but by using surprise and speed to assault swiftly and then withdraw, slowly bleeding their foe dry. In this way, the Dark Eldar are never gathered in a single place for an enemy to counter-attack, which leaves them free to attack where their foes are weakest. A favoured tactic is to utilise arterial webway portals to strike in overwhelming force from the back of Raiders and Venoms. As their prey reel from such an unexpected assault, squadrons of Razorwing Jetfighters and Reaver Jetbikes streak past at head-height to scythe through their victims' necks with wickedly-bladed wings, even as Dark Olympiads and the mutated aberrations of the Haemonculi covens close in for the kill.

Though their cultures and methods of war may be polar opposites, the craftworld Eldar and their dark cousins often make common cause to fight on the same side. Yet with such enigmatic beings, it is all but impossible to tell if such alliances are mutual and reciprocal, let alone reliable.

ELDAR

Cloudstrike Squadron

Cloudstrike Squadrons are famous for their stealth and their lethal fusillades of heavy weapons fire. A Cloudstrike Squadron's target will often meet its doom even before it realises that it is under threat, for these formations do not fight as normal grav-tanks, but instead specialise in low-altitude flight. Their pilots hide their Falcon grav-tanks amongst the clouds, seamlessly blending the holo fields of their vehicles with the skies above. Cloudstrike Squadron pilots supercharge their pulse lasers whilst hidden in this way, the better to destroy enemy armour when they finally reveal themselves. Though this reduces the lifespan of the Falcon's armament, the devastation caused by a diving Cloudstrike Squadron speaks volumes about the tactic's efficacy.

3-5 Falcons

Formation Restrictions

None.

Special Rules:

Deep Strike, **Cloudstrike**, **Supercharged**.

ELDAR

Farseer Council

Eldar Farseer Councils have altered history to better suit the needs of their race on countless occasions. On the field of battle, this potent alliance of psykers is a force to be reckoned with, for each Farseer wields the power to crush an enemy's mind with a gesture or to fling an armoured transport into the air with a pulse of thought. All members of the Farseer Council are armed with psychically resonant spears and

5-10 Farseers

Formation Restrictions

None.

Psychic Choir Power

The Deathly Skein **Warp Charge 3**

Special Rules:

Foresee Peril.

As he is an Eldar Farseer, Eldrad Ulthran may be selected as one of the formation's Farseers.

The Phoenix Court of Khaine

The ritual that awakens an Avatar of Kaela Mensha Khaine costs an invaluable Eldar life. However, there is a legend that the Phoenix Lords can instead rouse him if they combine all their powers. Each of the Phoenix Lords infuses the living statue with the energy of one of the souls forming their own consciousness. When fuelled by such mighty essences, the Avatar is virtually unstoppable.

1 Avatar of Khaine

All 6 Phoenix Lords

Formation Restrictions

None.

Special Rules:

The Fury of Khaine.

ELDAR

Phantom Titan

The Phantom Titan is the largest of the Eldar Titans. Tall, slender and graceful for all of its colossal size, it is agile when compared to the lumbering behemoths of the Imperium. Each of these mighty Titans is the pinnacle of Eldar warcraft, built around a powerful psychic wraithbone core which permits the spirits contained within to flow freely through the Titan to guide the machine and its steersman pilot. The Phantom carries some of the Eldar's largest and deadliest weaponry, enormous pulsars and distortion cannons able to sunder the mightiest fortifications their foes can devise. War machines of such size are reserved for the heaviest of fighting when the Eldar wish to wreak terrible destruction upon their enemies.

Phantom Titan

Phantom Titan

2,500 points

			Armour					
WS	BS	S	F	S	R	I	A	HP
3	4	10	13	13	11	3	3	24

Unit Type: Super-heavy Walker

Unit Composition: 1 Phantom Titan

Wargear:

- Phantom cloudburst missile launcher
- Phantom missile launcher
- Carapace-mounted Phantom starcannon

Special Rules:

Agile, **Eldar Titan Holo-fields**.

Options:

- Must choose two weapons from the following:
  - Phantom pulsar
  - Phantom D-cannon
  - Phantom close combat weapon with twin-linked Phantom starcannon (maximum of one per Titan)
- May replace carapace-mounted Phantom starcannon with a pulse laser *free*

Revenant Titan

All Eldar Titans are agile and graceful, but the Revenant moves with a swiftness and smoothness that beggars belief. This lithe Titan mounts powerful jump jets on its broad shoulders and narrow waist, allowing it to move in a series of drifting leaps. Despite its uncanny speed, the Revenant's primary defence is the image-distorting holo-fields that project from its rear wing. Yet it is the Revenant's offensive capability that makes it so

Revenant Titan — 900 points

									Armour
WS	BS	S	F	S	R	I	A	HP	
3	4	10	12	12	10	2	1	9	

Unit Type: Super-heavy Walker

Unit Composition: 1 Revenant Titan

Wargear:

- Two pulsars
- Revenant missile launcher

Options:

- May replace both pulsars with sonic lances — *free*

Special Rules:

Agile, **Eldar Titan Holo-fields**, **Jump Jets**.

ELDAR

Sunstorm Squadron

Each Fire Prism grav-tank is a graceful predator in its own right. When the fury of its prism cannon is focused through the power crystals of others of its kind, however, it has the power to fire a laser beam of extreme and devastating force. It is said that should a Sunstorm Squadron be of sufficient size, it could scar the surface of a distant moon with its firepower. Squadrons of Fire Prisms take their name from the legendary Sunstorm called down by the father of all Eldar gods, Asuryan, who rearranged the suns themselves so that their constellations heralded a time of galactic ill omen. With the speed of thought, Asuryan then harnessed the power of the outraged stars he had controlled, and with a mighty barrage of solar flares he destroyed his foes outright.

3-5 Fire Prisms

Formation Restrictions

None.

Special Rules:

The Sunstorm.

ELDAR

Windrider Host

The Eldar way of war focuses on speed and the overwhelming concentration of force. Nowhere is this epitomised more than in the Windrider hosts. Made up of some of the fastest single-pilot vehicles in the galaxy, a Windrider host can strike without warning before swiftly evading any counter-attack. With each arcing pass, the host's Autarch orders his warriors to target enemy transports and outriders, focusing their shuriken fire into volleys so thick they shred infantry and vehicles alike. This tactic leaves the foe immobilised and disorganised so that the rest of the Eldar army can close in for the kill. The most famed Windrider hosts come from the Wild Rider clans of Saim-Hann – flights of red-sheened Jetbikes and Vypers piloted by skilled, glory-seeking warriors.

1 Autarch

2 Windrider Jetbike Squads

1 Vyper Squadron

3+ units, in any combination, from the following:

Farseer

Warlock Council

Windrider Jetbike Squad

Vyper Squadron

Formation Restrictions

All characters in the formation must have jetbikes.

Special Rules:

Scout, **Tornado of Blades**.

ELDAR

Wraithknight Dreamwalker Squad

The Wraithknights in each Dreamwalker Squad are psychically attuned to one another, able to transfer their animating conciousnesses to one another's chassis by a process loosely translatable as 'dreamwalking'. A Wraithknight with several spirits inside can operate at blurring speed, if only for a short time, each of its weapons slaved to a different vengeful will.

3-5 Wraithknights

Formation Restrictions

None.

Special Rules:

Dreamwalk.

'The torments of the flesh are petty concerns as measured by tortures of the soul.'

Carnival of Pain

forward with macabre grace to claim a time from the living plunder. Each Talos and Cronos in the Carnival is a dark triumph unto itself, much valued by its masters as a work of insane genius. Accordingly, the Master Haemonculus leading the expedition equips his lethal toys with broad-spectrum pain amplifiers that not only induce agony in the enemy but also nourish and invigorate the Dark Eldar nearby.

1 Haemonculus Ancient or Urien Rakarth

0+ Haemonculi

0+ units of Wracks

0+ units of Grotesques

3+ Talos or Cronos (in any combination)

Formation Restrictions

None.

Special Rules:

Pain Amplifiers.

DARK ELDAR

Dark Olympiad

The three-year build up to a Dark Olympiad consists of a gruelling program of gladiatorial contests. During the Olympiad's finale, a major realspace portal is opened in the centre of the gladiatorial arena, and Wych Cult and audience alike are invited to pour out into the realm of mortals to bathe in an orgy of killing. Only the finest of stimulants and steroids are used by the performers for their grand finale, and the

1 Succubus or
Lelith Hesperax

0+ units of
Hekatrix Bloodbrides

2+ units of Wyches

1+ units of Hellions

0+ units of Beastmasters

1+ units of Reavers

Formation Restrictions

None.

Special Rules:

Frenzied Beasts,
The Grand Finale,
Orgy of Scarlet.

DARK ELDAR

Kabalite Web Strike

The Kabals of the Dark Eldar would swiftly fade into nothingness without the slaves and captives seized in each realspace raid, for the Dark City survives only through the suffering of others. Though such raids are usually comprised only of those in high favour, an Archon will occasionally wish to gamble his entire power base on the slaughter and pillage of a preselected target in order to prove his might beyond all doubt. Such an attack will scream out of a webway portal without warning, its arrow-swift grav-craft breaching reality with such speed that their victims stagger backwards in disarray. The Kabal will then descend at breakneck speed, falling upon its victims with overwhelming firepower before disembarking to begin the killing at close quarters.

1 Archon

0+ units of Kabalite Trueborn

1+ units of Incubi

2+ units of Kabalite Warriors

1+ Ravager

Formation Restrictions

The formation's Infantry units must begin the game embarked in Raider or Venom Transports.

Special Rules:

Arterial Strike,
Arterial Webway Portal.

DARK ELDAR

Ravager Titan Hunters

The strike forces of Commorragh field elite Ravager crews to locate and neutralise enemy Titans ahead of the main assault. These aerial hunting packs employ a technique called 'shadow dancing' to preserve themselves from the worst of incoming fire, flying perilously close to the ground, skirting between trees and using the silhouettes of enemy vehicles to mask their approach. Once the pack has closed to

3-5 Ravagers

Formation Restrictions

None.

Special Rules:

Shadow Dancing, **Shadow Ray**.

'The deviant mind is oft hosted in a body unblemished.'

DARK ELDAR

Sickle Squadron

The most wealthy and ostentatious Razorwing pilots compete with each other during prestigious realspace raids, flying in the face of the direst threats the enemy can bring to the field. When these masters of aerial combat gather, they will customise their jetfighters, installing generators along the sicklewings of their craft so that monoscythe fields project as horizontal blades of force. As they approach the enemy, these pilots turn their craft so that their wings are perpendicular to the ground. Anyone caught by their fields will be treated to the cleanest death the Dark Eldar have to offer. To bisect a pre-selected enemy officer from scalp to groin is seen as a true feat of skill by these Razorwing pilots, especially if the monoscythe field happens to dismember several of the victim's men in the process.

3-5 Razorwing Jetfighters

Formation Restrictions

None.

Special Rules:

Sicklewing Fields.

Tyranids

The Tyranid race is an utterly alien super-predator comprised of countless billions of warrior life forms. When the Tyranids identify a prey planet, grotesque Hive Ships disgorge waves of biological horrors onto its surface, where they slaughter and consume every living thing they encounter. Individual creatures are of no consequence. When a tendril of the Tyranid race reaches a world, such is the number of bio-constructs unleashed upon it that from orbit they appear as ink spilling across a map, each continent becoming black with alien invaders as their numbers swell to titanic proportions.

Lightning rips across the firmament as the skies themselves rebel, illuminating miles-long tides of aliens that crash into and over the fortifications of their prey. Chitinous bodies fly apart as thousands of Gaunts are expended merely to deplete the enemy's ammunition. Sinister hive-broods comprised of dozens of synapse creatures psychically spur their charges forwards. The skies turn black and the air fills with infernal screeching as winged Gargoyles soar above the battlefields, falling upon isolated victims in ravening flocks.

Should the enemy prove particularly well-armed or tenacious, the incessant bombardment of mycetic spores will yield larger and larger bio-constructs. Broods of Carnifexes smash apart rockcrete fortifications as if they were made of eggshells. Within enemy territory, the ground itself trembles as if in fear, rupturing and collapsing as towering Trygons and snake-tailed Raveners claw their way from the earth and into the stunned ranks of the foe. Most terrible of all are the bio-titans – spider-limbed monstrosities with the strength to shatter entire armies.Thus does yet another planet die, unless delivered by the sacrifice of heroes uncounted.

Forging a Narrative

When a Tyranid hive fleet arrives in a sector, it spells doom for every living thing. However, come the Apocalypse, there are those desperate souls who throw their lot in with the Tyranids, believing the Hive Mind to be a malign saviour – these piteous (and doomed) souls are usually the product of Genestealer infiltrations, and are sometimes called Genestealer Cults. As a result, if you convert and paint your models accordingly, there's no reason why you can't press some Imperial Guard or Chaos Cultists into service as unwitting tools of the Synapse Creatures.

Barbed Hierodule

The Hierodule was first recorded during the invasion of Hamman's World, a small Imperial colony close to one of the tendrils of Hive Fleet Kraken. Originally encountered as a close combat creature with four gigantic claws and an ability to eject a great gout of acid from its carapace, soon Hierodules with deadly bio-cannons began to appear amongst the Tyranid organisms. Named Barbed Hierodules by Imperial authorities, these looming monsters are protected by thick armour plates that allow them to shrug off conventional attacks without harm. Thus protected, Barbed Hierodules can fire their bio-cannons at the foe, providing supporting fire while they advance to finish off their prey at close quarters.

Barbed Heirodule — 565 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	8	6	3	5	10	3+

Unit Type: Gargantuan Creature

Unit Composition: 1 Hierodule

Wargear:

- Two bio-cannons
- Scything talons

Special Rules:

Agile.

TYRANIDS

Carnifex Crusher Brood

The 'Crusher' Broods of the Tyranid hive fleets are infamous for one thing above all – sheer brute strength. Each Crusher Brood consists of several heavily armoured Carnifexes that attack in the manner of living battering rams. A Crusher Brood contains those Carnifexes with the thickest armour and strongest bio-weapons. Their thick carapaces are proof against almost all small-arms fire, and their exoskeletons are

3-6 Carnifexes

Formation Restrictions

None.

Special Rules:

It Will Not Die, **Screamer-killers**.

TYRANIDS

Endless Swarm

Hive fleets typically attack in waves, each comprised of millions of biological horrors. Such is their number that to stand against them is usually as futile as trying to hold back the sea. Billions of gaunts are disgorged from a rain of mycetic spores that falls upon each prey planet, the expenditure of countless Tyranid lives a mere precursor to the greater onslaught. Many xenologists believe that the more common types of gaunt are employed primarily to exhaust enemy munitions, for if they are not killed as they rush closer, they will overwhelm gun lines and clog trenches in a living wave of stabbing, biting aliens. Running out of ammunition in the face of such an onslaught is sure to leave even the strongest battle line easy prey for the assault to come.

3+ Termagant Broods

3+ Hormagaunt Broods

Formation Restrictions

None.

Special Rules:

Bodies over Bullets, **Without Number**.

HARRIDAN

Soaring on the thermals of war on outstretched leathery wings, the Harridan dives down over the battlefield, strafing its foes with bio-cannons or swooping low to rake a tank with its massive claws. A Harridan's underside often appears to constantly writhe with hideous clusters of scaly limbs and furled wings – broods of Gargoyles that break off from their brood-mother to assail the victims below.

HARRIDAN — 735 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	10	8	8	3	4	10	3+

Unit Type: Flying Gargantuan Creature

Unit Composition: 1 Harridan

WARGEAR:

- Two bio-cannons
- Scything talons

SPECIAL RULES:

Gargoyle Brood.

Hierophant Bio-titan

The Hierophant bio-titan towers over the battlefield, bristling with spines, tendrils and symbiote weapons. Comparable in size and power to the God-machines of the Titan Legions, the Hierophant is found at the forefront of a Tyranid heavy assault wave, shrugging off enemy heavy weapons fire and reducing swathes of the foe to toxic soup with its bio-cannons. The bio-titan's defences are many; its iron-hard carapace is bolstered by a crackling Warp shield, it has the ability to quickly reknit damaged tissue, and its underbelly is covered with living ropes of sinew that maim anything within reach. The Hierophant also constantly exudes a cloud of highly toxic spores from vents in its armour plates that choke and burn any prey organisms foolish enough to get close.

Hierophant Bio-titan — 1000 points

WS	BS	S	T	W	I	A	Ld	Sv
6	3	10	9	10	3	8	10	2+

Unit Type: Gargantuan Creature

Unit Composition: 1 Hierophant Bio-titan

Wargear:

- Two bio-cannons
- Lash whip
- Scything talons
- Regeneration
- Toxic miasma

Special Rules:

Agile, **Bio-titan Warp Field**.

Living Fortress

A Living Fortress is a rippling mass of rock-hard chitin and serrated claws that advances unstoppably towards the enemy line. Tyrant Guard are bred specifically to soak up enemy firepower, none more so than those who form the walls of the fortress itself. Even the Hive Tyrants they guard and the Hive Guard that afford them ranged firepower have specially reinforced chitin plates. Should its preternaturally sharp senses detect an incoming threat, the Living Fortress swiftly locks its chitin plates together and hunkers down, becoming a bastion of foot-thick carapace. Likened by the Eldar and the Imperials alike to a walking bunker, a Living Fortress is such a resilient threat that nothing short of a direct hit from a Titan's primary weapon or a Vortex grenade can dispose of it for good.

2 Hive Tyrants (one may be the Swarmlord)

3 Tyrant Guard

3 Hive Guard

Special Rules:
Feel No Pain, **Command Node**, **Fortress of Chitin**.

Formation Restrictions

None.

TYRANIDS

Subterranean Swarm

When large numbers of burrowing Tyranids concentrate in a single place, the underground vibrations caused by each Trygon Prime's tunnelling attracts not only Mawlocs and other Trygons towards its location, but also whole broods of Raveners. Using their alien senses, the Raveners close in on the Trygon's position and join it in its subterranean assault, breaking the surface around the Trygon Prime just as it heaves its bulk clear of the ground. Riddled with tunnels, the weakened ground shakes and heaves as the creatures emerge, opening great holes and crevices that tumble men from their feet and throw gun positions into disarray. Stunned by this sudden assault, the foe are ill-prepared to stand against the serpentine terrors within their midst.

1 Trygon Prime

0+ Mawlocs

0+ Trygons

3+ Ravener Broods

Special Rules:
Coordinated Attack, **Tremor Zone**.

Formation Restrictions

None.

Necrons

The Necrons have lain dormant for sixty million years, slumbering away the aeons deep within ancient tombs. Now the ancient dynasties are on the rise once again. The raiding parties that heralded their arrival have grown into star-spanning fleets and vast armies of conquest.

Each Necron Tomb World was constructed according to a sophisticated template devised by the Necrontyr at the height of their civilisation. Utilising physics and geometry beyond the ken of other races, the Necron Crypteks created immense storage facilities to house their race for the millennia of their dormancy. Endless interdimensional chambers housed millions of Necrons and vast armouries of horrifically powerful weaponry in a seemingly impossible space. When these labours were completed, the Crypteks erected great temporal stabilisers to shield the tombs, and all within, from the ravages of time. Thus did the Necrons slumber away the millennia, waiting...

Should a large assembly of one of the younger races evolve too close to a Tomb World, the encoded programming reacts very aggressively to defend the interred Necrons. However, where the actions of most sentient beings are guided by instinct and tempered by reason, the decisions of Necrons are slaved to logic and warped by idiosyncrasy. Whilst their armies might retreat when beaten, they do so not out of fear, but from a cold appraisal of the situation at hand. Indeed, a retreating Necron army is often the first omen that their enemies' fortunes are about to take a turn for the worse. Such withdrawals are usually temporary, intended to buy time and space for additional forces to be awoken. In effect, the more an enemy fights against the Necrons, the more devastating the response. In most situations, Necron Warriors and Immortals, backed by Canoptek automatons and select specialist units such as Lychguard and Deathmarks, are sufficient to combat an emerging threat. However, as resistance grows, so too does the power of the forces released.

As the war escalates, the Necron response increases exponentially, until the assembled forces at its disposal are petrifying in scope. Uncountable ranks of Necron Warriors are transported to the battlefield by flotillas of Monoliths and Night Scythes, while the remorseless Immortal legions advance in their thousands. As the bloodshed continues, Red Harvests of Destroyers are drawn to the slaughter. Packs of Flayed Ones materialise from their charnel palaces to tear gobbets of delicious flesh from the living and from the dead. Weapons capable of cracking a planet's crust are retrieved from stasis and brought to bear. Worst of all, should victory be deemed impossible, the C'tan are awoken from their timeless prisons and set loose to feast at will. Indeed, when roused to wrath, the Necrons are all but unstoppable and a truly terrible foe to behold.

NECRONS

Acquisition Phalanx

For Trazyn the Infinite, ruler of desolate Solemnace, war is nothing but an opportunity to add new items to his archives. The larger the war, the more impressive the curiosities that can be 'liberated'. To Trazyn, a fragment of a Baneblade's armour is priceless, provided that it is a Baneblade of storied renown and glorious endeavour. Such prizes are more than sufficient to lure the master of Solemnace and his personal guard into the din of battle...

Trazyn the Infinite

5 units of Lychguard

Formation Restrictions

None.

Special Rules:

Acquisition Phalanx,
Ceaseless Loyalty,
Dispersion Barrier,
A New Acquisition.

Baleful Necropolis

The complex known as the Baleful Necropolis is the most potent of all a Tomb World's defences. These colossal hovering fortresses are no mere battle stations, but the very buildings of a Necron Tomb, raised into the sky to rain down destruction upon the luckless invaders below. To hold so many massive structures aloft requires a power source far beyond the ken of lesser races, yet a single Tesseract Vault is equal to the

1 Tesseract Vault

8 Monoliths

Formation Restrictions

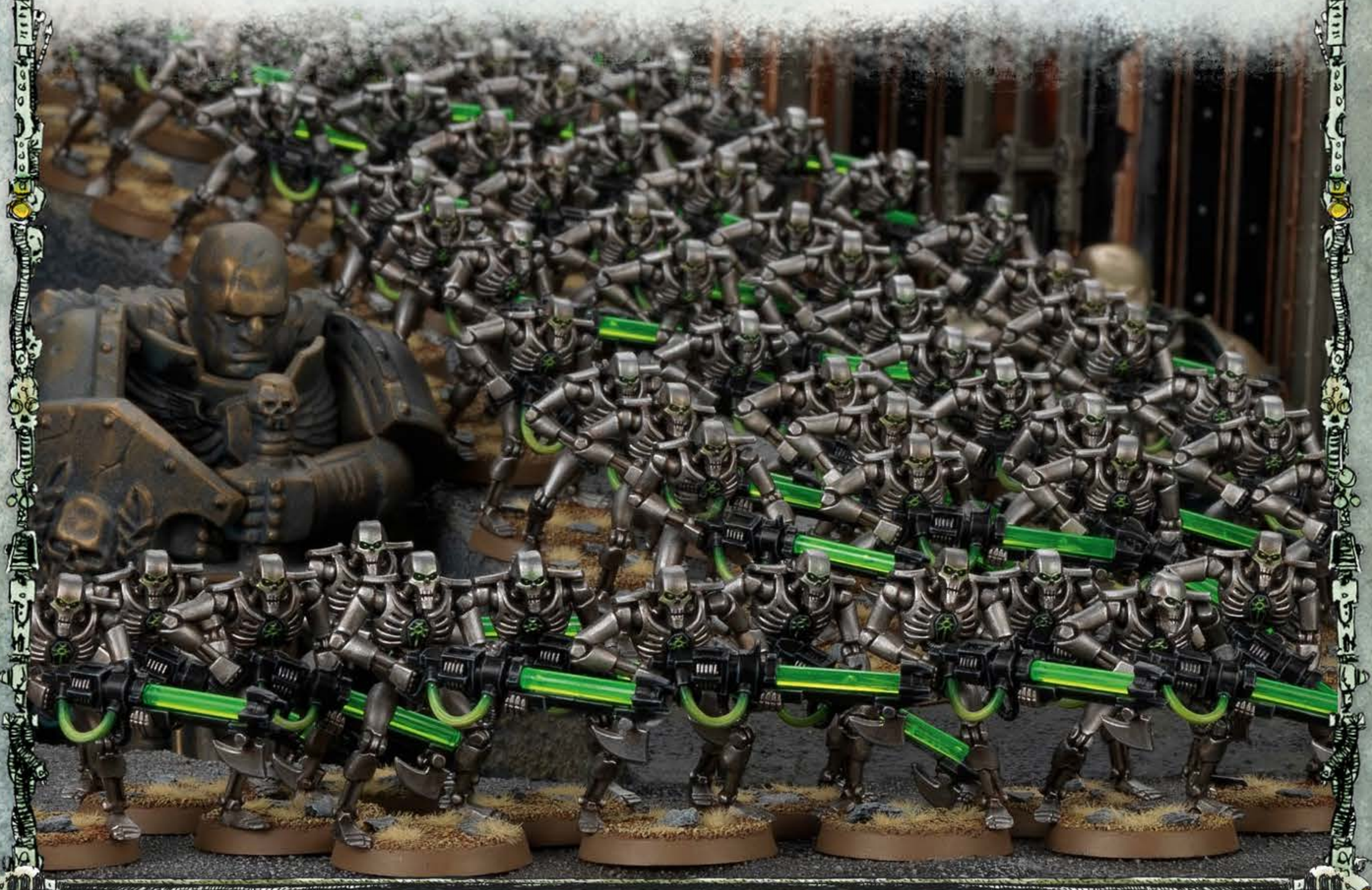
None.

Special Rules:

Annihilator Beam,
Supreme Shield Matrix.

Infinite Phalanx

No race can match the Necrons for the sheer relentlessness of their advance. Hundreds upon hundreds of Necron Warriors march in complete unison, every step echoed a thousandfold, the screech of misaligned or decayed servomotors reaching banshee pitch. Such a density of Necrons allows their reanimation nanoscarabs to overlap their functions, abandoning unsalvageable forms in order to tip the balance elsewhere. Thus can the Warriors of an Infinite Phalanx take a pounding beyond reason, yet still return to the ranks within moments of their apparent destruction.



10 units of Necron Warriors

Formation Restrictions

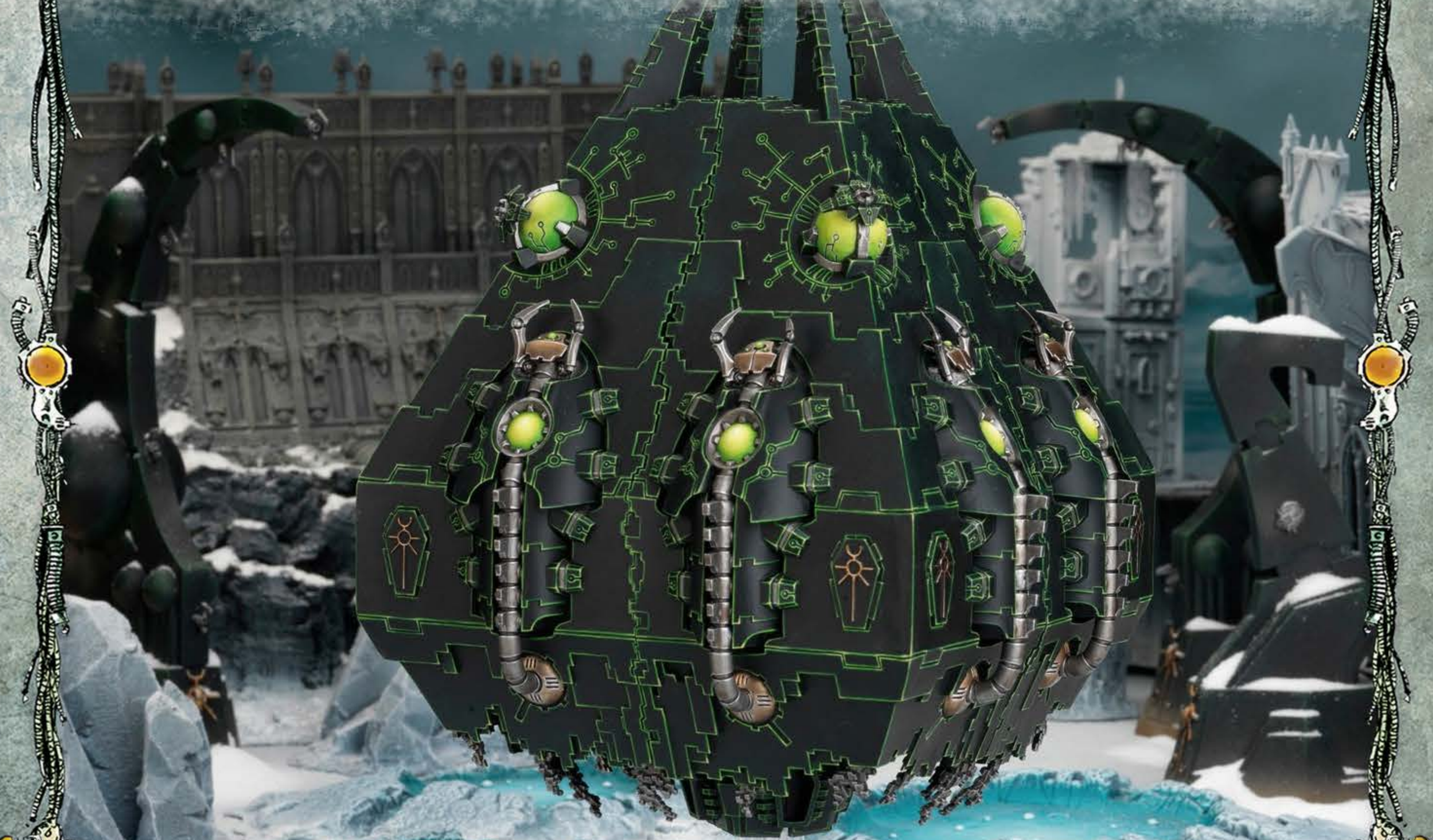
No Dedicated Transports may be taken.

Special Rules:

Fearless, **Relentless**, **Infinite Phalanx**, **Numberless Legion**, **Reanimation Matrix**

Obelisk

Obelisks are air-defence war machines, similar in design to Monoliths, but wholly different in function and purpose. Their function is to watch and wait for that inevitable day when a lesser race chances its army against a Necron world. They are almost undetectable whilst dormant, and can be sustained for thousands – even millions – of years, on the merest trickle of power. Only when the Obelisks detect enemy



Obelisk

335 points

Armour				
BS	F	S	R	HP
4	12	12	12	6

Unit Type: Super-heavy vehicle (Skimmer)

Unit Composition: 1 Obelisk

Wargear:

- Four tesla spheres

Special Rules:

Deep Strike, **Living Metal**, **Sleeping Sentry**, **Gravity Pulse**.

Tesseract Vault

Transcendent C'tan are shards of such size and indomitable will that they are too powerful to be contained within a Tesseract Labyrinth; instead, they must serve the Necron cause from the heart of a monolithic Tesseract Vault, which serves as both prison and conduit. Its hull contains layers of node matrices that redirect a portion of the Transcendent C'tan's energies into the cage that holds it captive, but the being within can still age foes to dust, set acres ablaze, or trigger seismic shifts in the planetary crust with but a gesture.

Tesseract Vault — 315 points

			Armour		
BS	F	S	R	HP	
5	14	14	14	9	

Unit Type: Super-heavy vehicle (Skimmer)

Unit Composition: 1 Tesseract Vault

Special Rules:

Power of the C'tan,
Living Metal,
Vengeance of the Enchained.

Options:

A Tesseract Vault **must** take two different Ascendant Powers (weapons) from the following:

- Cosmic Fire — *60 pts*
- Sky of Falling Stars — *115 pts*
- Transdimensional Maelstrom — *120 pts*
- Wave of Withering — *120 pts*
- Antimatter Meteor — *150 pts*
- Seismic Assault — *200 pts*

Tesseract Vault

TRANSCENDENT C'TAN

Transcendent C'tan are the most dangerous of their kind. Each is an aggregation of anywhere between a dozen and a hundred lesser shards, and its power far surpasses the sum of its parts. Those few that are chained to Necron service are not contained by tesseract labyrinths, but by energy shackles designed aeons ago by the legendary artificer Svarokh. Such devices are unstable, making the deployment of a Transcendent C'tan without a Tesseract Vault to restrain it something of a risk, only undertaken in times of direst need.

TRANSCENDENT C'TAN

TRANSCENDENT C'TAN — 420 points

WS	BS	S	T	W	I	A	Ld	Sv
6	6	9	9	6	5	8	10	3+

Unit Type: Gargantuan Creature

Unit Composition: 1 Transcendent C'tan

SPECIAL RULES:

Transcendent Necrodermis.

OPTIONS:

A Transcendent C'tan **must** have one of the following powers:

- Storm of Heavenly Fire — *50 pts*
- Seismic Shockwave — *60 pts*
- Transliminal Stride — *120 pts*

A Transcendent C'tan **must** take two Ascendant Powers (weapons) from the following list:

- Cosmic Fire — *60 pts*
- Sky of Falling Stars — *115 pts*
- Transdimensional Maelstrom — *120 pts*
- Wave of Withering — *120 pts*
- Antimatter Meteor — *150 pts*
- Seismic Assault — *200 pts*

The War Council of Mandragora

That the Sautekh Dynasty has achieved so much in so short a time is grim testament to the ruthlessness and genius of its leaders. Its Phaeron, Imotekh the Stormlord, can be counted amongst the most brilliant strategists ever to walk the galaxy. Every tactic and strategy that springs from his analytical mind is merely the forerunner to another, grander accomplishment yet to come.

Imotekh the Stormlord

Nemesor Zahndrekh

Vargard Obyron

Orikan the Diviner

1 Royal Court

1 unit of Immortals

Formation Restrictions

The Royal Court must contain at least five models.

Special Rules:

He Has a Plan.

Tau Empire

The Third Sphere Expansion is gathering ever-greater pace, and the Tau Empire is rapidly encountering a growing number of aliens – many of whom unwisely match themselves against the military might of the Tau before joining their empire. In these war-troubled times, the Tau must increasingly demonstrate their power, with swift and overwhelming confrontation of those that oppose them. The Tau's Fire Caste, source of their empire's soldiers, is one of the most efficient war machines in the galaxy. Instilled with warrior pride, free of superstitious doctrine and equipped with some of the most advanced weaponry in the Eastern Fringe, the Fire Warriors are capable of meeting any enemy force and defeating them.

The Tau organise their military forces well in advance of any conflict, and there are many standardised formations to adopt depending on varying circumstances and the enemy they expect to face. The groups within it have a number of different names, chosen to outline the function of the formation without unduly creating fear and anxiety in the wider Tau population. Such army titles include Encounter Observation Teams, Threat Dissipation Contingents, Rapid Envelopment Cadres and many others; as many of their foes have discovered, despite their innocuous labels, all of these forces exist for the single purpose of locating and destroying the enemy. When the Tau commit to battle in force, their disciplined cadres of Fire Warriors and Kroot mercenaries do so supported by heavily armed Crisis, Broadside and Riptide battlesuits. Swarms of Vespid Stingwings, Stealth Teams and Pathfinder Teams harass the enemy flanks as titanic Mantas and aircraft squadrons sweep the skies clear of aerial threats. Faced with such a formidable foe, it is little surprise that so many worlds have chosen to join the Tau rather than face them in battle.

Forging a Narrative

As ambassadors of the Greater Good, the Water caste of the Tau Empire have won over numerous other races and cultures to their cause. The Kroot and Vespid are the two most obvious examples, but games of Apocalypse allow you to expand this concept even further. For example, why not include an Imperial Guard formation or two to represent auxiliary regiments of turncoats from a planet annexed by the Tau Empire, which now fights for the Greater Good? In fact, it would be simplicity itself to kit-bash some Imperial Guard auxiliaries using Tau Fire Warrior components.

TAU EMPIRE

Air Superiority Wing

Few forces in the 41st Millennium understand the importance of controlling the skies above a battlefield more than the Tau. A squad of Razorshark Strike Fighters makes for an impressive attack group more than capable of engaging enemy flyers. Known to the Tau as an Air Superiority Wing, they are frequently tasked with clearing the skies before the arrival of incoming waves of Sun Shark Bombers or the ground-strafing Tiger Shark AX-10. As long as they dominate the skyways, overflying Tau networking drones and comms craft can fly at lower altitudes, enabling them to better lend their aid to the battlefield by sending down markerlight beams.

3-5 Razorshark Strike Fighters

Formation Restrictions

None.

Special Rules:

Air Superiority, **Networking Drones**.

TAU EMPIRE

COUNTERSTRIKE CADRE

It is a common Tau tactic to maintain a fast-hitting formation able to respond quickly to enemy ploys. An aggressive Commander will hurtle these troops forwards, to overwhelm the enemy in a storm of retributive firepower, while a leader with a more cautious, 'patient hunter' approach might hold this formation back from the front line, waiting to commit them until their arrival might tip the scales of battle. Either way, when they get their orders to move out, a Counterstrike Cadre surges forwards, rushing in to grab territory the enemy thought secure, or manoeuvring into position in order to blunt an enemy advance. Maximising the use of the sensor suites and their advanced comm systems, the cadre's Fire Warriors lock onto their targets and level deadly volleys of fire from their pulse weapons.

1 Pathfinder Team

2-4 Fire Warrior Teams

FORMATION RESTRICTIONS

Each unit in the formation must take a Devilfish.

SPECIAL RULES:

Precision Guidance, **Tactical Surge**.

TAU EMPIRE

KROOT HUNTING PACK

Kroot Carnivore Squads routinely serve the armies of the Tau Empire, fighting alongside the cadres of the Fire Warriors in even the most dangerous theatres of war. During larger engagements, or on the frontiers of their growing Empire, the Tau are also known to employ entire tribes, or Hunting Packs as the Kroot call them. Fresh off the Warsphere, these Kroot are especially wild, often having served as mercenaries throughout the galaxy. Their savage ferocity and lack of discipline often upsets their Tau superiors; however, even the most refined Tau admit that Kroot Hunting Packs make formidable assault troops, and have come to realise that it is better to have the flesh-eating barbarians on their side than against them.

5 Kroot Carnivore Squads

FORMATION RESTRICTIONS

None.

SPECIAL RULES:

Furious Charge, **Crafty Fighters**.

TAU EMPIRE

Optimised Stealth Group

The Optimised Stealth Group is capable of ruining the foe's best laid plans. Once the main Tau force has engaged the enemy, the Stealth Teams use the stealth field generators on their XV15 or XV25 battlesuits to materialise, as if from nowhere, into a key locale on the battlefield. They arrive with burst cannons and fusion blasters blazing – wiping surprised foes out of even the densest cover with ease. After the initial assault takes out any defenders, the Optimised Stealth Group quickly consolidates their position, holding the ground they have captured until supporting Tau forces arrive to relieve them.

3+ Stealth Teams

Formation Restrictions

None.

Special Rules:

Stealth Deployment,
Unexpected Attack.

TAU EMPIRE

Rapid Insertion Force

A Rapid Insertion Force is the Tau formation that most often delivers the Mont'ka, or killing blow, to the foe. An XV25 Stealth Team infiltrates the battlefield, selecting critical targets before triggering their homing beacon. Above, the Tau air fleet swoop low, allowing Crisis Teams to airdrop from altitude, using their jetpacks to quickly zone in on the Stealth Team's coordinates. Markerlights from the streaking air fleet light up targets below even as multiple XV8 Crisis Teams descend from the skies – their impressive arsenal of weapons already blazing away in unison at the enemy's greatest threat. Occasionally, an XV104 Riptide is assigned to the Rapid Insertion Force, adding its own tremendous firepower to the sudden battlesuit onslaught.

1 Stealth Team

3-5 XV8 Crisis Teams

0-1 XV104 Riptide

Special Rules:
Locked Coordinates.

Formation Restrictions
Each Crisis Team must consist of three models (not including drones).

TAU EMPIRE

Riptide Wing

The XV104 Riptide is the apex of Tau battlesuit technology. The prototype has proven so successful that the Earth caste cannot manufacture them quickly enough to meet the demand. Although normally deployed singly at cadre level, it was Commander Shadowsun that first ordered the formation of the Riptide Wing – a formidable trio of the XV104 battlesuits, working in conjunction. The tightly knit formation benefits from the ability to network together the Riptides, harmonising their reactor frequencies, as well as allowing the pilots to carefully co-ordinate their attacks to achieve maximum effectiveness.

3+ XV104 Riptides

Formation Restrictions

None.

Special Rules:

Coordinated Attacks, **Networked Reactors**.

TAU EMPIRE

Skysweep Missile Defence

In addition to deploying a fighter wing tasked with clearing the skies above the battlefield, the ever efficient Tau doctrine also places great importance upon ground-to-air attacks to gain air superiority over their foes. There is little better at turning enemy aircraft into plummeting wrecks than the Sky Ray Missile Defence Gunship. By massing all the Sky Rays they can muster with a dedicated Devilfish command tank to sync up the network, the Tau create a zone of destruction above the battlefield. With a signal from the command tank, every nearby Sky Ray will lock onto an overhead target and launch seeker missiles that streak off, followed a few moments later by a thunderous explosion and a fireball that briefly shows where the enemy craft used to be.

1 Devilfish

2-4 Sky Ray Gunships

Formation Restrictions

The Devilfish is the Command Vehicle.

Special Rules:

Command Override, **Early Warning**.

Fortifications

When Mankind first conquered the galaxy during the Great Crusade, many of the subjugated worlds were heavily fortified after being brought into compliance. This was especially the case on those planets claimed for the burgeoning Imperium by the Imperial Fists and Iron Warriors Legions, whose preference was ever for the art of siege warfare. In other cases – particularly on those worlds that initially resisted compliance with force before succumbing to the might of the Imperium's armies – such fortifications were commonly built to remind the local populace of their duty to the Emperor and of the consequences for ignoring such an obligation.

So do many worlds in the galaxy bear the mark of Mankind's great expansion in the form of mighty fortifications – each an awe-inspiring edifice raised in honour of the Master of Mankind, to intimidate both friend and foe alike. At the heart of these armoured strongholds lie ancient armaments with firepower of such terrible magnitude that they can annihilate even the mightiest machines of war or cripple a battleship in high orbit. Indeed, some of these weapons systems date back to the Great Crusade itself and encompass technological marvels long since lost to the Adepts of Mars. Others are powered by unique cogitators or intricate machinery so advanced that they can no longer be replicated – only carefully maintained.

With such power to command, it is no surprise that military commanders seek to control such fortifications – a bulwark the enemy's armies will shatter against. Consequently, it is common for large scale engagements to be fought on battlefields dominated by fortified redoubts, planetary defence silos and other strongpoints. Control of such assets can be the difference between victory and defeat.

Forging a Narrative

Although the grand fortifications listed in this section are of Imperial origin, they are by no means exclusive to the Imperium. In a game of Apocalypse, there is plenty of scope to make use of them in other armies as well – with the addition of a few blasphemous runes daubed onto the walls and perhaps some skulls or sacrificial victims scattered liberally about the building, a fortification can appear to be reconsecrated to the Dark Gods of Chaos. Similarly, the Orks have ever made use of the technology of other races, 'Orkifying' it and turning it to their own ends.

ANY

Grand Redoubt

In a prolonged campaign, one or both sides will usually build defensive lines to shelter their troops. As the war grinds on, what started as simple trenches will grow into a massive defensive fortification known as a Grand Redoubt. Each Grand Redoubt is ringed by lines of trenches, and studded with massive bastions and gun emplacements. At its heart lies an enormous fortification that shelters reserves of ammunition in vast underground barracks. This subterranean complex also protects the troops from enemy bombardment – then, when the enemy launch their assault, the reserves pour forth to occupy the Grand Redoubt's bunkers and trench lines, fresh and ready to repel the attack. Such positions can only be taken by the application of devastating firepower and huge numbers of troops.

ANY

Grand Redoubt

1+ Aquila Strongpoint

0+ Imperial Defence Lines

0+ Imperial Bunkers

0+ Imperial Defence Emplacements

0-2 Imperial Bastions

0-1 Fortress of Redemption

0-1 Skyshield Landing Pad

0-1 Firestorm Redoubt

0+ Vengeance Weapon Batteries

Formation Restrictions

Must comprise at least 6 structures from the above list.

Special Rules:

Defend to the Last Man, **Underground Barracks**.

535 POINTS

ANY

Macro-cannon Aquila Strongpoint

Macro-cannon Aquila Strongpoints are massive fortifications, often used as bastions in Imperial defensive battle lines. Each strongpoint consists of a lower munitions silo, topped by a large turret that houses the huge Aquila macro-cannon that gives the strongpoint its name. The munitions silo allows the macro-cannon to fire special quake shells, each of which is several feet in length and has a powerful charge that causes it to reach hyper-sonic velocity when it is fired.

Composition: One bunker annex with battlements and one main strongpoint with battlements.

Terrain Type: The bunker annex is a Medium Building (Armour Value 15). The main strongpoint is a Large Building (Armour Value 15). All are Massive Fortifications.

Access Points & Fire Points: As per model.

Weapons: The main strongpoint has an emplaced aquila macro-cannon.

Options:

- May take up to four emplaced heavy bolters *10 pts each*

535 POINTS

ANY

Vortex Missile Aquila Strongpoint

One of the most feared weapons in the Imperial armoury is the vortex missile. A Vortex Missile Strongpoint houses several of the fearsomely destructive warheads and is filled with complex targeting arrays to guide each vortex missile to its unfortunate target. When the missile strikes down, a large void is torn in the fabric of space-time, utterly destroying anything that lies within its radius of effect.

Composition: One bunker annex with battlements and one main strongpoint with battlements.

Terrain Type: The bunker annex is a Medium Building (Armour Value 15). The main strongpoint is a Large Building (Armour Value 15). All are Massive Fortifications.

Access Points & Fire Points: As per model.

Weapons: The main strongpoint has an emplaced vortex missile battery.

Special Rules:

Missile Battery, **Containment Failure**.

Options:

- May take up to four emplaced heavy bolters *10 pts each*

APOCALYPSE MINIATURES AND HOBBY SHOWCASE

Tesseract Vault

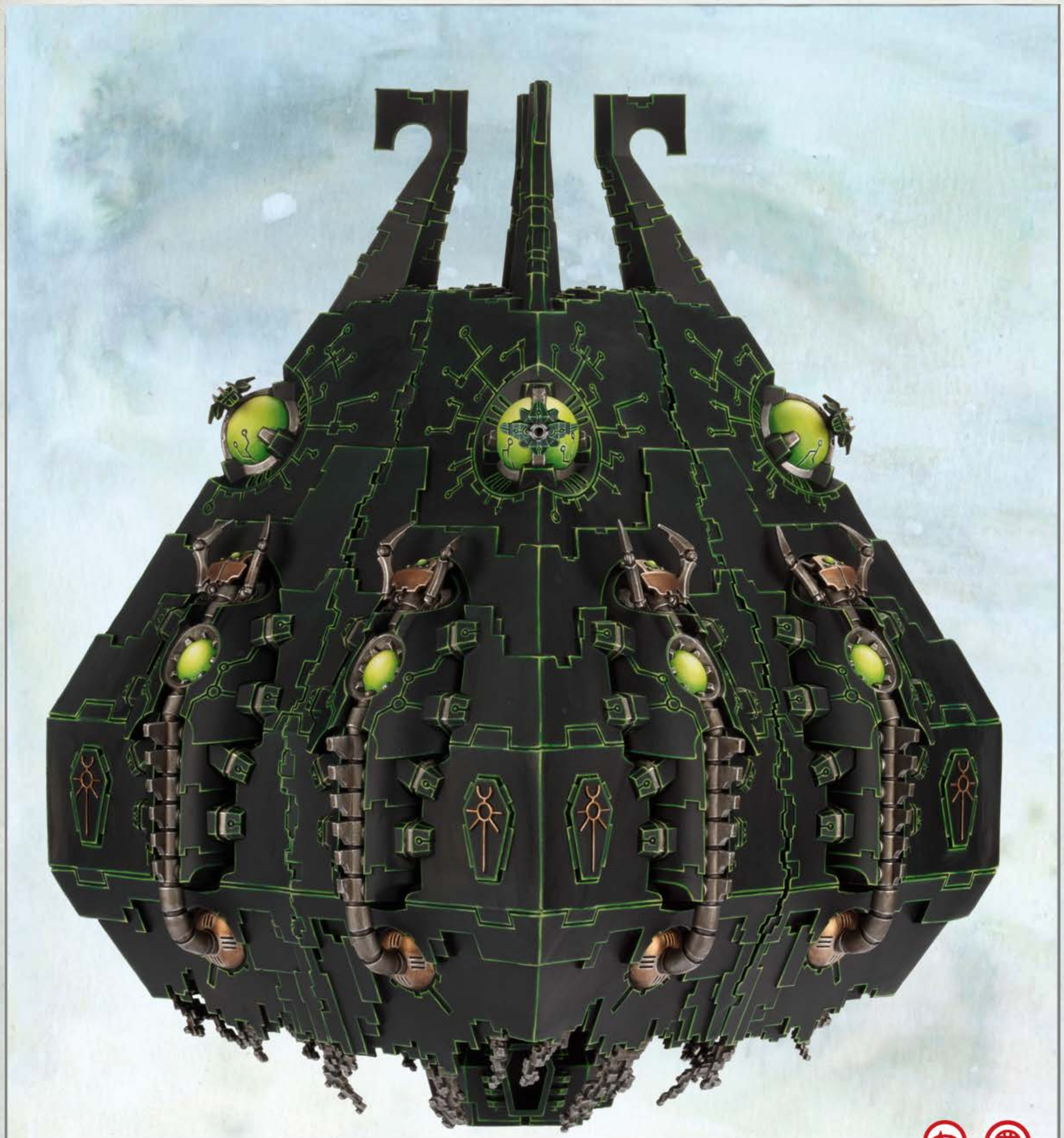
The C'tan's crackling power is harnessed by a Canoptek custodian-beast of living metal.

Worker-scarabs tirelessly repair the Vault as the captive C'tan's entropic energy takes its toll.

The mighty war engine known as the Tesseract Vault draws upon the boundless power of the C'tan Shard imprisoned within it to obliterate the foes of the Necrons.

Tesseract Vault

Necron Obelisk



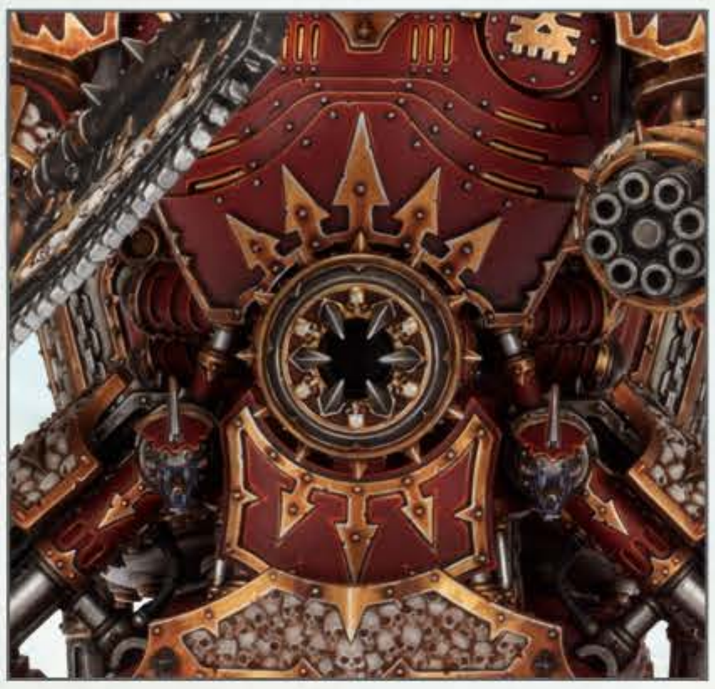
The Necron Obelisk is a near-indestructible war engine that rises from a Tomb World's crust when it comes under attack, its gravitic pulses sending enemy aircraft hurtling to a fiery death.

KHORNE LORD OF SKULLS

Khorne Lord of Skulls, armed with a great cleaver of Khorne, a gorestorm cannon and a skullhurler.

The Lord of Skulls draws much of its power from the cauldrons of boiling blood at its rear.

This vile creation is a blend of flesh, Daemon and machine, clad in thick plates of armour.



The ichor cannon in the beast's abdomen spews a torrent of daemonic fluid.

The growling engines of the Lord of Skulls are augmented by the steam of its boiling blood.

Festooned with the remains of its victims, this Daemon Engine is a living altar to Khorne.

The skullhurler is a truly grotesque weapon.

Lords of the Black Crusade

The Lords of the Black Crusade are the most villainous warlords in the galaxy.

'If a man dedicates his life to good deeds and the welfare of others, he will die unthanked and unremembered. If he exercises his genius bringing misery and death to billions, his name will echo through the millennia for a hundred lifetimes. Infamy is always more preferable to ignominy.'

Abaddon the Despoiler, Lord of the Black Crusade and master of the Black Legion

Ahriman, Sorcerer of Tzeentch and Chief Librarian of the Thousand Sons

Khârn the Betrayer, champion of the bloodthirsty World Eaters

'There is a terrible darkness descending upon the galaxy, and we shall not see it end in our lifetimes.'

Typhus, Host of the Destroyer Hive and captain of the Death Guard

Lucius the Eternal, duellist lord
of the sadistic Emperor's Children Legion

MASTERS OF THE CHAPTER

The Masters of the Chapter is a gathering of the mightiest heroes in the ranks of the Space Marines. Each company is represented by the presence of its Captain; in force, there is nothing such formidable individuals cannot accomplish on the field of war. Those shown below gathered for the commencement of the Palamar Campaign in 698.M40.

Captain of the 1st Company,
Regent of Ultramar

Captain of the 2nd Company,
the Master of the Watch

Captain of the 3rd Company,
the Master of the Arsenal

Captain of the 4th Company,
the Master of the Fleet

Captain of the 5th Company,
the Master of the Marches

Captain of the 6th Company,
the Master of the Rites

Captain of the 7th Company,
Chief Victualler

Captain of the 8th Company,
Lord Executioner

Captain of the 9th Company,
Master of Relics

Captain of the 10th Company,
the Master of Recruits

The Ultramarines Chapter

Staff from Games Workshop Hobby Centres across the UK made it their mission to collect the entire Ultramarines Chapter for display at Games Day 2012. To achieve this, each team used the How to Paint Citadel Miniatures: Ultramarines *digital painting guide, so that their combined force would look unified. This impressive collection includes ten Space Marine companies including the 1st Company Veterans and the Scout Company, as well as the Librarius.*

These ranks of Ultramarines Terminators can be fielded as part of the 1st Company Veterans formation.

Woe betide the Super-heavy vehicles that go up against the combined might of the Ultramarines – they won't be around for long...

BANEBLADE

A Baneblade bristles with enough firepower to flatten a city fallen to heresy, one hab-block at a time.

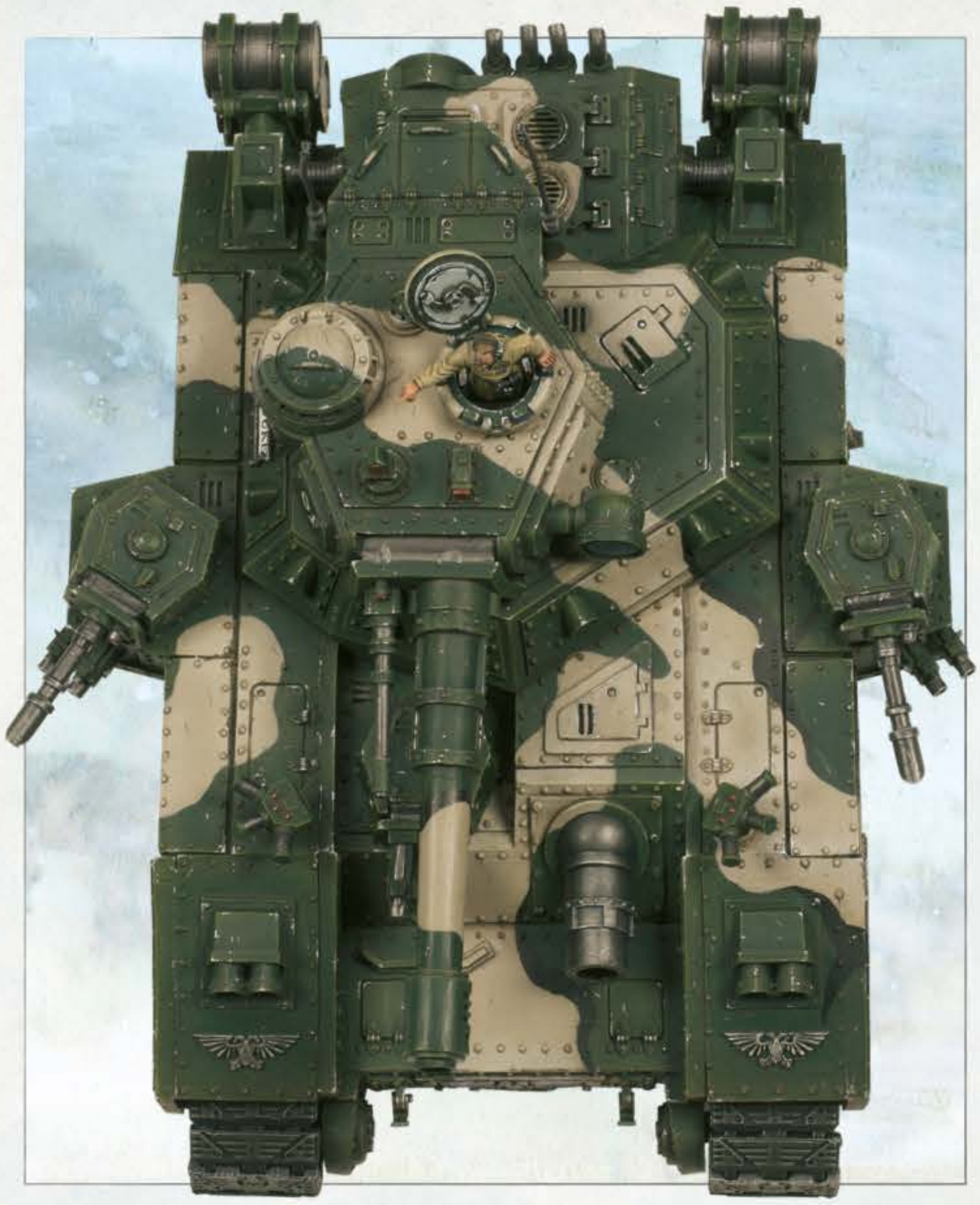
Each Baneblade bears relics and shrines that bless the machine spirit inside it.

Each sponson sports multiple heavy weapons.

Each Baneblade displays a variety of regimental idents and kill-markings.

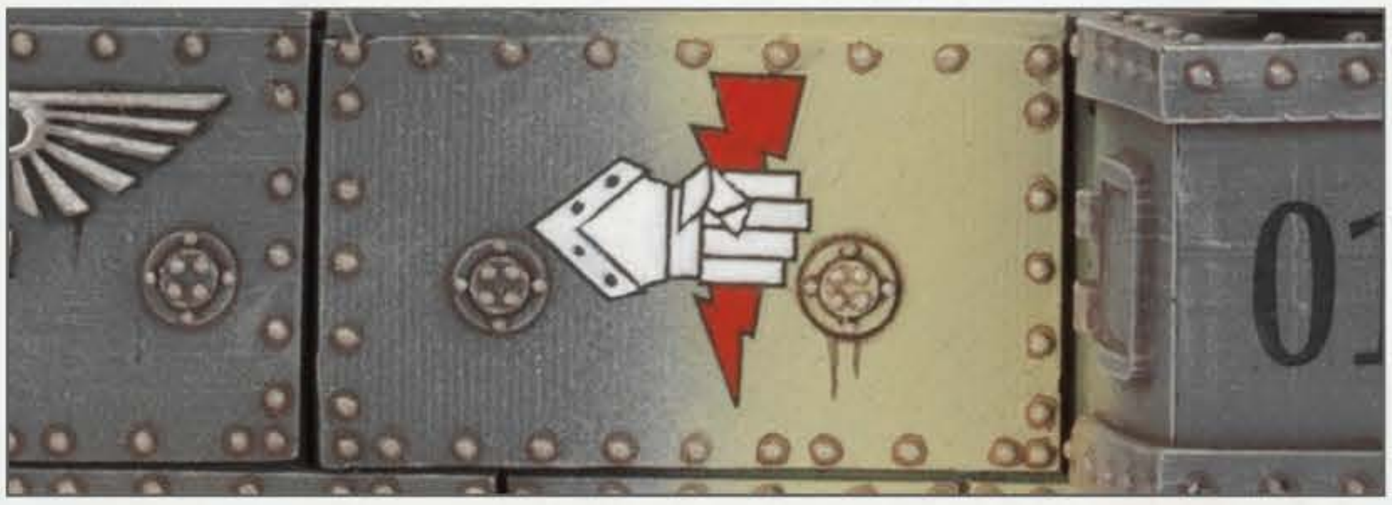
Baneblades and their variants are often used as mobile command points for Imperial officers.

SHADOWSWORD



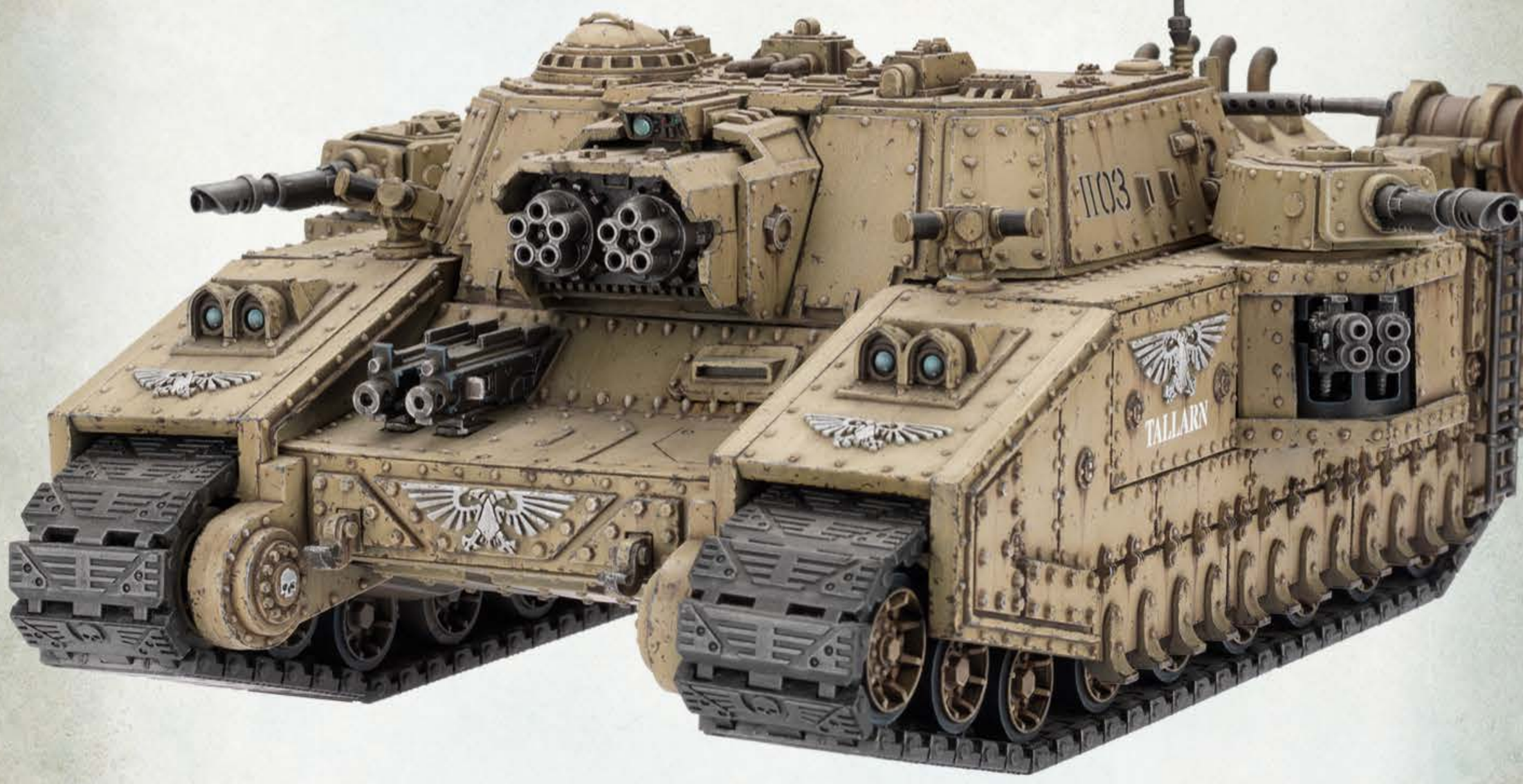
The Shadowsword, most famous of all Baneblade variants, mounts a volcano cannon capable of blasting an enemy Titan in half with one shot.

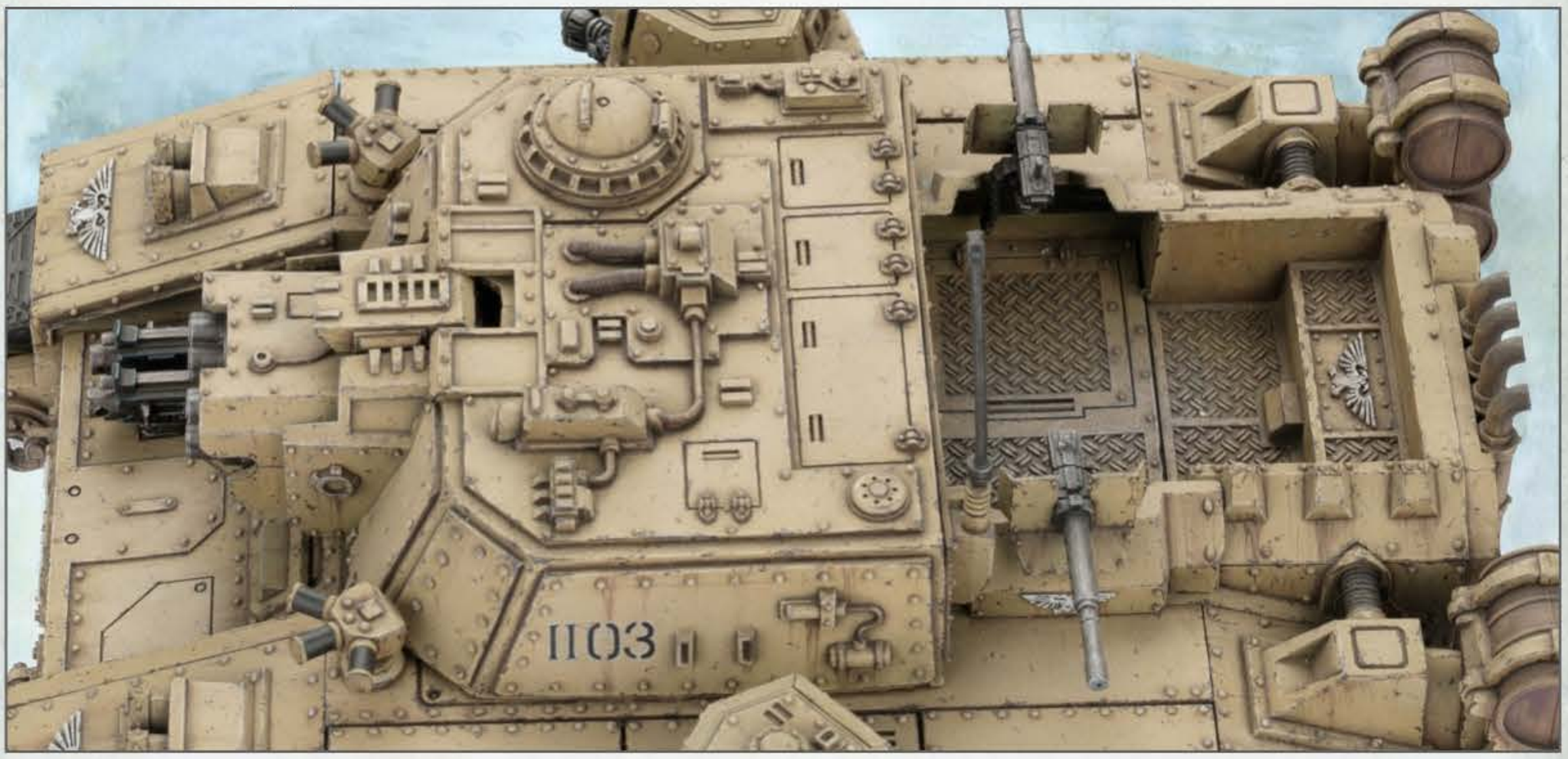
HELLHAMMER



The Hellhammer, optimised for urban war,
blasts its foes from cover with a deadly arsenal.

STORMLORD





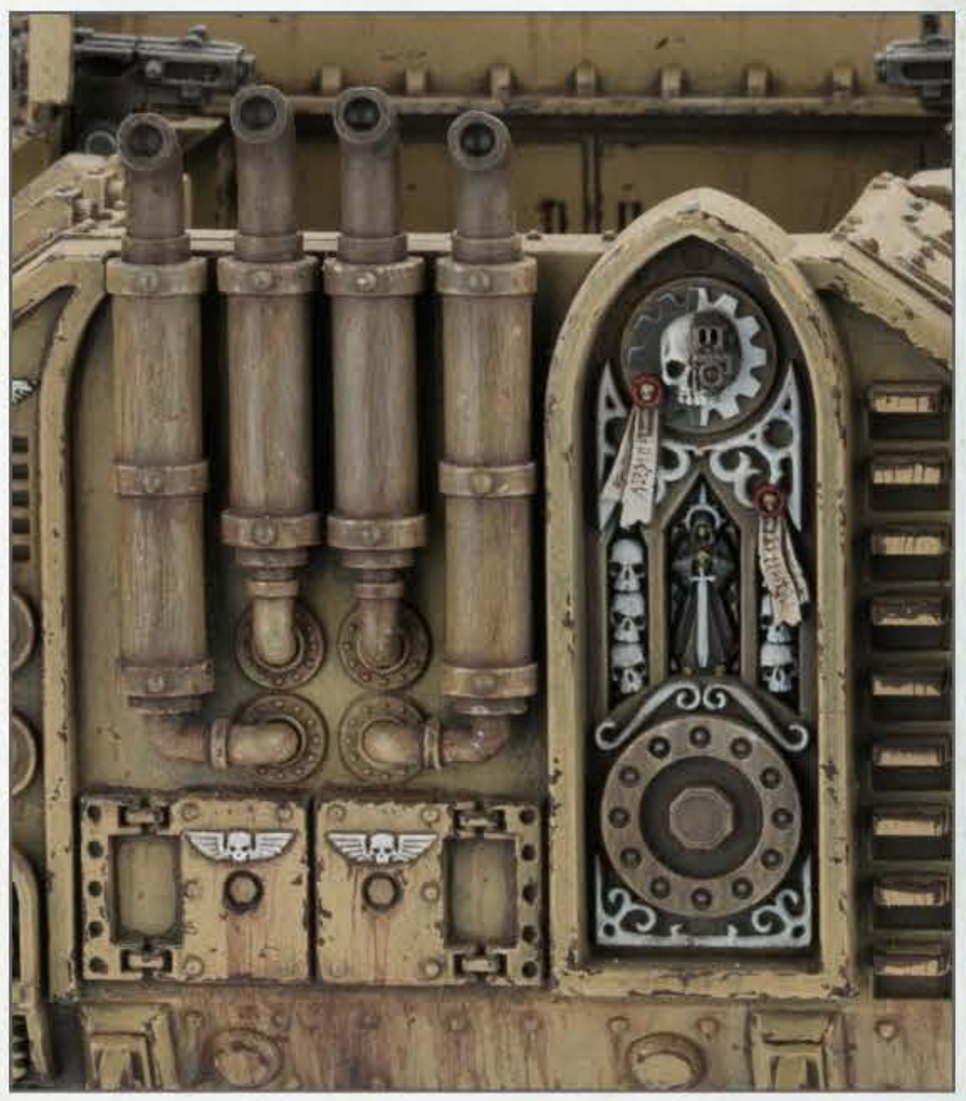
The Stormlord mounts a Vulcan mega-bolter and still has room to carry forty passengers to war.

Stormlord

Lascannons augment the Stormlord's anti-tank capability.

This Stormlord is serving with a regiment from Tallarn.

Many super-heavy tanks bear extra supplies and stowage to war.



CADIA

Reaver Titan

Mars pattern Reaver Titan with apocalypse missile launcher, laser blaster and gatling blaster

Battle Titans are powered by immense plasma reactors – it's a bad idea to stand too close...

Even the mighty pistons that drive the God-machines to war bear Imperial iconography.

The heraldry of each Titan Legion is proudly displayed on their Titans' carapaces.

Princeps and Moderati

Revenant Titan

Eldar Revenant Titan with twin pulsars and Revenant missile launcher

The stylised markings of craftworld Ulthwé

Armoured plates protect the Titan's joints.

Each Revenant Titan is crewed by a single steersman whose trance-like state enables him to become one with his war machine.

Eldar war engines often bear the runic symbols of their makers.

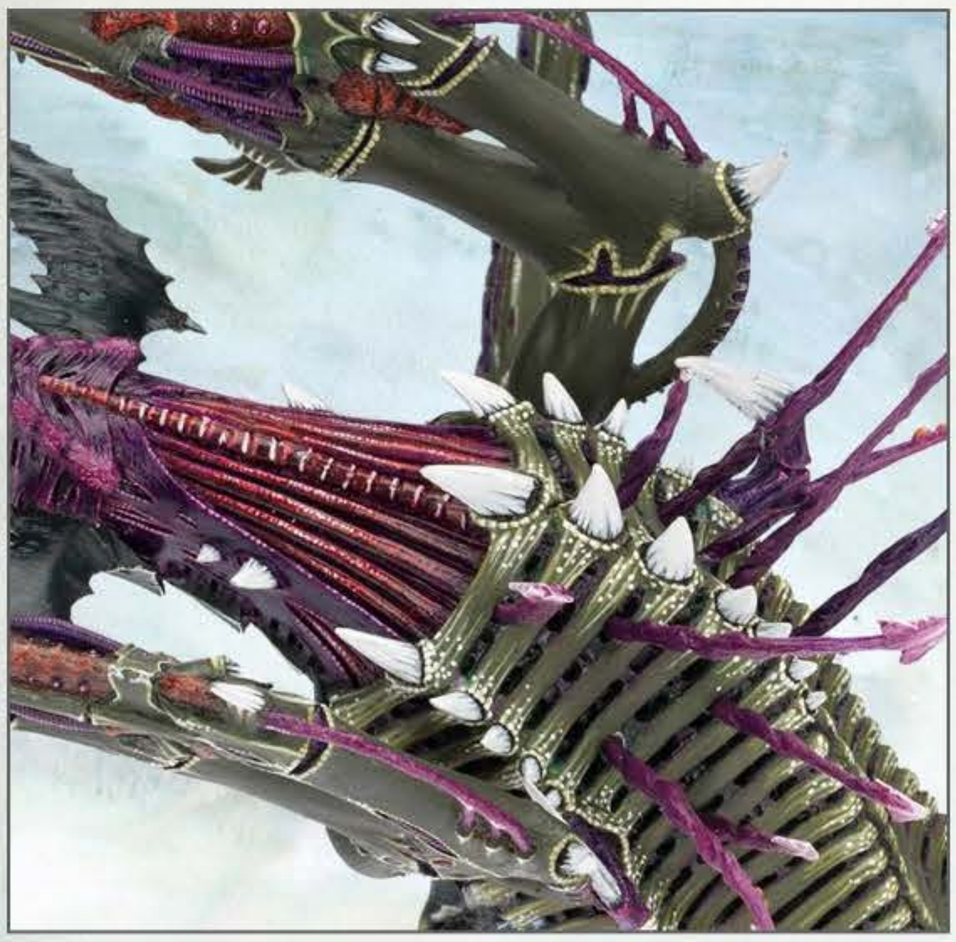
The Titan's helm is flanked by missile banks.

Jump jets enhance the Revenant's mobility.

HIEROPHANT BIO-TITAN

Hierophant Bio-titan with two bio-cannons, scything talons, lash whips and toxic miasma

'There is a cancer eating at the Imperium. With each decade it advances deeper, leaving drained, dead worlds in its wake. This horror, this abomination, has thought and purpose that functions on an unimaginable, galactic scale and all we can do is try to stop the swarms of bioengineered monsters it unleashes upon us by instinct. We have given the horror a name to salve our fears; we call it the Tyranid race, but if is aware of us at all it must know us only as Prey.'



The Hierophant Bio-titan is a gargantuan horror capable of destroying entire enemy regiments.

The Hierophant Bio-titan's anatomy has been adapted for maximum lethality.

STOMPAS

Ork Stompa in the colours of the Goff clan

Most Stompas are infested with dozens of Gretchin oilers.

Numerous crew hang on every surface, ready to pour out into battle.

A glowering Evil Sun proclaims the allegiance of this Stompa.

Staging the Apocalypse

The build-up to an Apocalypse game can be great fun. Amongst other things, it's a great excuse to add some impressive new models to your collection and get them painted up in time to reinforce your existing army. The next few pages present a number of methods for best preparing for your own Apocalypse game, allowing you to participate in a truly impressive wargame that you and your friends will always remember.

So you've read over the theory of how to play Apocalypse, but what about the practice? This section showcases different approaches to each of the main aspects of gearing up for your Apocalypse game – gathering your army, preparing your battlefield, and adding a narrative to bring it all together.

As such, there are several aspects to the Staging the Apocalypse section, and each of these is further broken down into different approaches and helpful tips. You might want to pick a single method that best suits you, though feel free to invent your own approach to fit the venue and timescale you have available. You could even use all of the tips listed here for a truly magnificent experience! There really is no 'right answer'; people's collections, tastes and venues are so different that it's really up to you how to address your preparations for the big day. This section ends by tying up all of the ideas and tips into a single massive game of Apocalypse centred around a cool narrative.

One Man's Apocalypse

Meet Chris Peach, a hobbyist whose collection of Imperial Guard is reaching Apocalypse levels. He has volunteered to organise a game of Apocalypse for his friends, and to make his own force truly impressive in the process – but he has less than a month in which to do it. Over the next few pages we'll be following Chris' preparations for the big game.

Above: *Paul Gayner's Crimson Heralds, a Chapter of his own devising that has been assembled over several years. A collection like this is a truly magnificent sight, whether it be in a display cabinet or deployed on the battlefield, ready to slay some heretics. Paul's army incorporates themed terrain, objective markers and even a Shadowsword for good measure.*

The Grand Muster

Mustering your army for an Apocalypse game can be like a separate game unto itself. Here are a few simple methods:

Use your entire collection

Many Warhammer 40,000 players have more than one army at their disposal, and/or a disparate collection of models they've collected over the years. Well, amongst the easiest ways to field an Apocalypse army is to field them all, regardless of their allegiance. There are armies listed in the *Warhammer 40,000* rulebook that would only ally with certain factions 'Come the apocalypse, but not before' – and this is just such an occasion! The narrative side of why such disparate forces are allied is up to you to decide – or you could just go for it and see what happens.

Join forces with a friend

Another great way to boost your Apocalypse force to truly magnificent levels is to join forces with one or more of your friends. This is as simple as it sounds – just bring your army to the battle on the day, and team up with some like-minded individuals. This is a popular tactic amongst Apocalypse players, especially during the high-energy games that take place in Games Workshop Hobby Centres on weekends and gaming nights.

Above: *Getting together with friends for an Apocalypse game, and bringing so many collections together on the battlefield, can itself encourage a narrative. Commanders negotiate where and when to employ their precious reserves, and armies well used to facing each other across the tabletop form desperate alliances against a greater foe.*

Add an Impressive centrepiece

A well-planned game of Apocalypse is an excellent reason to add a centrepiece model to your collection. What better time to add a Super-heavy vehicle or Gargantuan Creature to your force with which to pound your foes into dust?

If you fancy keeping your centrepiece in the same vein as your collection, there are plenty of heavy-duty formations for each race to choose from. Imperial players have the mighty Baneblade, the Shadowsword and their many variants to choose from, plus the terrifyingly powerful Titans. The devotees of Chaos can also make use of these war machines with a little conversion work, and the terrifying Khorne Lord of Skulls can tear a chunk out of any battle line. Ork Warlords have a Super-heavy tank of their own in the Skullhamma Battle Fortress, not to mention the mighty Stompa, a war machine capable of spitting out a terrifying amount of dakka. Necron players have the dreaded Tesseract Vault, the Obelisk and the Transcendent C'tan at their disposal. Opponents of such thunderous war machines would do well to deploy in cover!

Such military heavyweights can quickly see the size of your army reach Apocalyptic proportions. The best thing is that, in a game of Apocalypse, you aren't limited to taking only the units that fit the allegiance of your army – the commanders of the 41st Millennium use everything at their disposal to secure victory. Some players collect entire squadrons of super-heavies. Forewarned is forearmed; you'll need a lot of anti-tank weaponry to take them on!

Add units you've always wanted

For most collectors, there are models and kits out there that they have always wanted to use, but have never got around to adding to their force. This is usually because their regular games are designed to last a couple of hours at most. In Apocalypse, this restriction just doesn't exist.Perhaps there are Heavy Support or Elite choices you just don't field in your Warhammer 40,000 army, or perhaps you have a couple of trusty HQ choices that you always take to the exclusion of all others. Well, those other units that you would dearly love to try out, but have never quite made it to your usual force, come into their own in Apocalypse.

Have a flick through your codexes; soon enough, you'll find units that you always wanted to try out. Well, now's the time – get busy with the spray paint and the

paintbrushes, and before long they'll be ready to roll out for the big game. Remember the units need not come from the same codex as your main collection; anything is fair game, so go for it.

Add New Formations

A great way to bolster your grand muster (and get some potent in-game advantages into the bargain) is to aim your collection towards the various Apocalypse Formations that most appeal to you. Veteran players may well be able to arrange their collection to meet the requirements of certain datasheets without painting a single model, or by adding a couple more models to what they already have. If you already have a Predator battle tank, for instance, paint a couple more, and you've a dreaded Predator Assassin Squadron – very useful when your opponents plonk their super-heavy vehicles on the table.

Some players make it their mission to be able to field one of every datasheet available to their army. Such a force is all but unstoppable; much greater than the sum of its parts. Others like to muster as many tanks as possible, organising them into datasheets as they go. Conversely, there are always those players for whom an army just isn't complete unless it covers the battlefield in a tide of bodies! A good start is to flick through the datasheets in this book, mark your favourites, and aim your paintbrush in their direction.

TYRANIDS

BARBED HIERODULE

The Hierodule was first recorded during the invasion of Hamman's World, a small imperial colony close to one of the tendrils of Hive Fleet Kraken. Originally encountered as a close combat creature with four gigantic claws and an ability to eject a great gout of acid from its carapace, soon Hierodules with deadly bio-cannons began to appear amongst the Tyranid ravagers. Named Barbed Hierodules by hundreds of authors, the

BARBED HEIRODULE — 565 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
	4	3	10	8	6	3	5	10	3+

Unit Type: Gargantuan Creature
Unit Composition: 1 Hierodule

WARGEAR:
- Two **bio-cannons**
- Scything talons

SPECIAL RULES:
Agile.

CHAOS SPACE MARINES

HELDRAKE FEAR SQUADRON

The coming of a Chaos invasion is heralded by many terrifying portents. The screaming of the damned, the clouds above scorching fire, and the laughter of thirsting gods echoing out of every shadow; all are omens of disaster. Yet perhaps the surest sign of the carnage to come is the arrival of Heldrake Daemon Engines that shriek out of the

3-5 Heldrakes

FORMATION RESTRICTIONS
None.

SPECIAL RULES:
Fuelled by Fear.
Harbingers of the Apocalypse

IMPERIAL GUARD

BANESWORD

The Baneswords an adaptation of the venerated Shadowsword design, exchanging the Titan-killing cannon of its predecessor for the fortress-wounding fury of a quake cannon. The resulting combination of devastating siege gun and high-impenetrable armour is considered by many to be the last word in Imperial siegecraft. Indeed,

		Armour					
BANESWORD	BS	F	S	R	HP		430 Points
	3	14	13	12	9		Unit Type: Super-heavy vehicle
							Unit Composition: 1 Baneword

WARGEAR:
- Quake cannon
- Twin-linked heavy bolter
- Searchlight
- Smoke launchers

OPTIONS:
- May take one of each of the following:
  - Hunter-killer missile — 10 pts
  - Pintle-mounted storm bolter or heavy stubber — 5 pts
- May add up to two pairs of side sponsons, each with one lascannon and one twin-linked heavy bolter — 50 pts/pair
- May replace any of these sponsons' twin-linked heavy bolters with twin-linked heavy flamers — free
- May take one of the following upgrades:
  - Commissariat Crew — 45 pts
  - Command Tank — 200 pts

START A NEW ARMY

A game of Apocalypse is all the excuse you need to start an entirely new army. Perhaps you intend to use this force as a set of allies for your main army in Warhammer 40,000 games, or maybe just because you've always fancied trying something different.

You'll be surprised how quickly the units in a new army come together during the initial surge of enthusiasm – and who knows, you may enjoy collecting the new kids on the block so much that they may one day grow into an Apocalypse army of their own, with your original force forming the allied contingent!

The timely addition of a Battleforce or two will bring a well-rounded 'building block' of units to your force, bulking out your Apocalypse army nicely.

ONE MAN'S APOCALYPSE

Chris used the upcoming game as an incentive to paint up a brand new force of Imperial Guard. A few simple 'batch painting' techniques and a couple of hobby nights with your friends can pay great dividends on the day.

Neil Hodgson's Space Marines

Neil's impressive collection of Space Marines began life as a Cities of Death force; the Iron Knights (they're the gunmetal chaps on the right). When the original Apocalypse book was released, Neil decided to bulk out his army to form an entire company of Space Marines. He'd deliberately chosen a colour scheme that would allow him to paint up units nice and quickly, so he had his army ready in time for some really impressive games. Bitten by the collecting bug, Neil then went on to build an auxiliary force of Crimson Fists, complete with no less than three Vindicators! He also added a couple of Baneblades to his Iron Knights as centrepieces – technically an Imperial Guard datasheet, but they fit in Neil's collection just fine.

APOCALYPTIC BATTLEFIELDS

Realms of Battle

Many players will already own a Citadel Realm of Battle board; six two-foot square tiles that can be fitted together in any configuration to make a classic Warhammer 40,000 battlefield. Placing two Realm of Battle boards together provides an ideal Apocalypse playing area, and allows a multitude of different battlefields. It's simplicity itself to combine your table with those belonging to your friends.

Adding More Tiles

Though a 6' by 4' table isn't really large enough for a proper game of Apocalypse, even adding a couple of tiles can make all the difference, giving you enough room for flanking manoeuvres and daring Deep Strikes. Extra tiles are a quick and easy way to get your gaming table up to a scale that is adequate for multiplayer battles, though if you've more than four players, you may need to aim higher.

Apocalyptic Terrain

Regardless of battlefield, when you're putting together your terrain for a game of Apocalypse, it's important to clump the terrain together. This will leave you with wide open spaces at first, but they will soon fill up when deployment begins. You'll need a fair amount of scenery to set the scene – some players prefer to use pre-prepared datasheets bristling with guns, such as the Macro-cannon Aquila Strongpoint, whilst others will see the big game as a chance to embark on an epic scenery-making project of their own devising.

One Man's Apocalypse

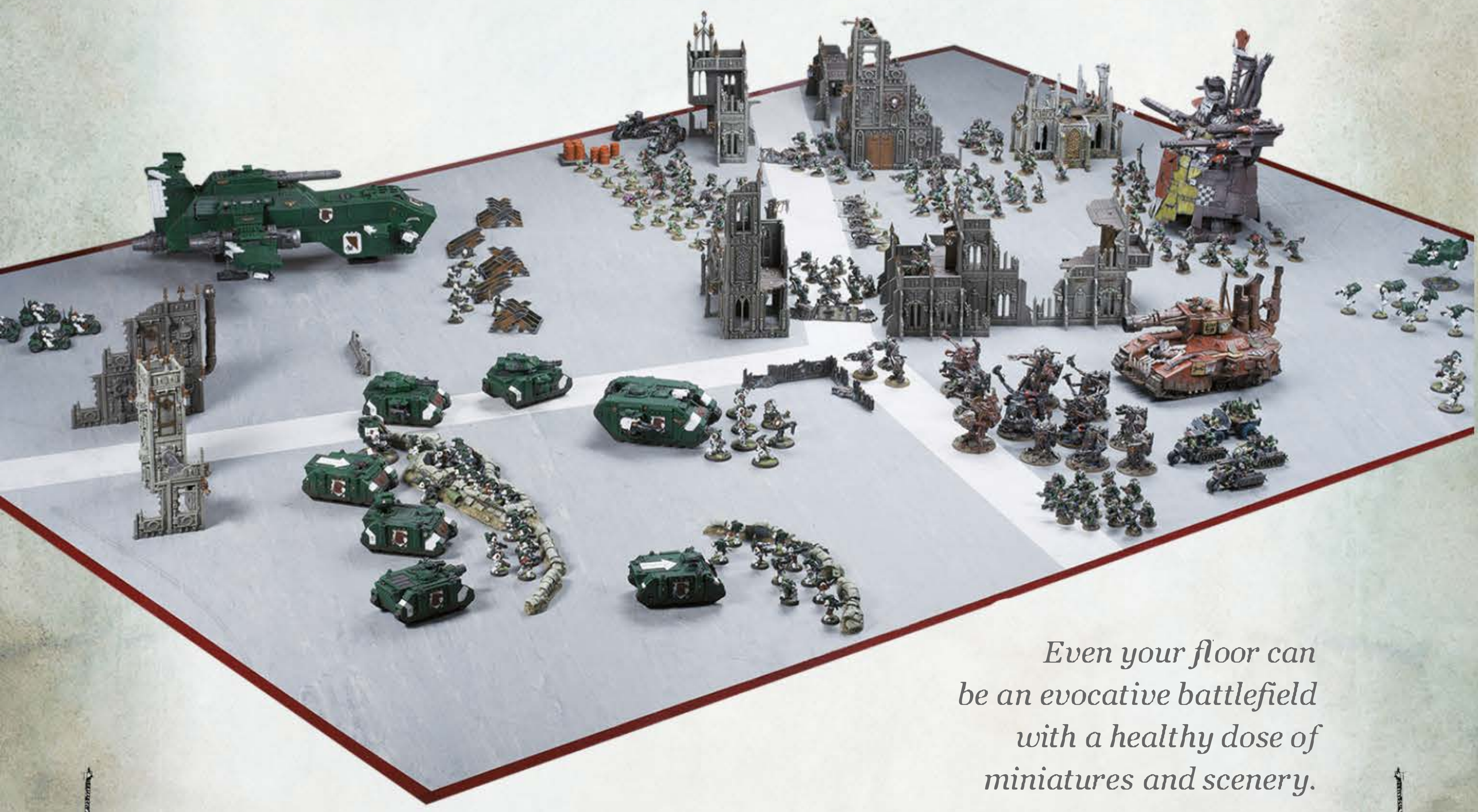
Having invested in a brand new Realm of Battle board to add to the rather battle-worn version in his gaming room, Chris got busy with a drybrush, painting his second board to match his first before populating it with Imperial Defence Lines that he sprayed with Chaos Black and then painted with Mechanicus Standard Grey. Whilst he was doing so, Chris listened to a Black Library audio book featuring Imperial Guard in order to get some inspiration for the upcoming game.

Floor Wars

There are times when all the boards you can lay your hands on aren't enough to cover the area you have in mind. Sometimes the best solution is just to play on the floor!

Though this takes a degree of care – no-one likes stepping on a prized collection of Citadel miniatures – it can be a quick and effective way of getting a really massive battlefield into play. This tactic is especially useful if you've managed to wangle a church hall, school gym or conference room as your Apocalypse gaming area.

If you use this approach, we recommend marking the boundaries of your battlefield with heavy-duty tape, and making sure your players know what areas are off-limits to them before play starts.

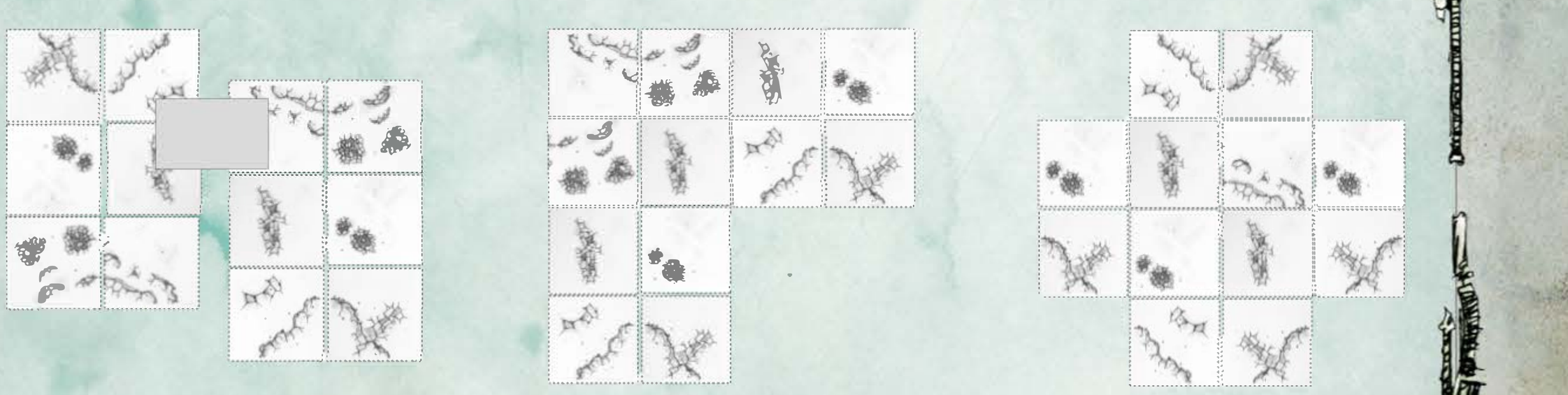


Even your floor can be an evocative battlefield with a healthy dose of miniatures and scenery.

Unusual Boards

Some players delight in setting up strange and unusual boards on which to play Apocalypse. Realm of Battle tiles are very useful for this, as they can be placed in a number of different configurations, then disassembled and put together again in another pattern ready for the next game.

We've seen composite boards made from two gaming tables spanned by a massive bridge, long thin boards representing the highways of the 41st Millennium, staggered boards featuring successive trench lines, even separate boards with artillery batteries that can bombard the action unfolding on the other side of the room. A great board setup can add a really fun dimension to your games of Apocalypse.



Two different-coloured Realm of Battle boards have been combined here to represent the boundary of a war-torn Imperial city – the tiles of each board have been staggered, with Imperial Defence Lines cunningly positioned to conceal the contrast between the two areas.

The Macro-cannon Aquila Strongpoint is the perfect terrain piece for Apocalypse battles – large, imposing, and with a gun capable of blowing up a super-heavy tank!

ONE MAN'S APOCALYPSE

The culmination of Chris' mission approaches; each of the players he's gathered together has been made aware of the plan, and is raring to go. With the armies and terrain determined, all that remains is to set the scene before the battle begins!

Though he had a few late nights over the course of the last week, Chris' mighty Imperial Guard army has been mustered. His gaming buddies have been just as busy –Steve's Imperial Guard force has some reinforcements in the shape of a detachment of Space Wolves, and their opponents, Alex and Dave, have trundled out several Orky super-heavies with which to take the fight to the foe.

Chris, as the organiser, has themed this game around an epic struggle for a doomsday weapon that may well go nuclear during play (who are we kidding, of course it will!).

With the scenery painted, the gaming area prepared, the armies mustered, and the storyline decided upon, Chris and the gang are ready to rumble. The night before battle, Chris stocked up on plenty of drinks, frozen pizzas, and cool battle-themed soundtracks to play in the background – this was set to be a weekend to remember!

Forging a Narrative

Games of Apocalypse are far more enjoyable if you've got a grand storyline in mind. In the battle below, Chris Peach's Imperial Guard are fighting to defend an Aquila Strongpoint from an Ork horde before they can unwittingly detonate its stockpile, flattening everything within a six-kilometre radius. Ideally, the game organiser should prepare the story long before the game itself. If the other players know in advance, they can theme which formations, characters and scenery they bring.

Objective Markers

Making a set of markers for your Strategic Objectives can be as simple as putting a transfer on a spare base or as complex as scratch building a mini-diorama themed to your own collection. Again, there is no 'correct' way to represent your objectives – just go with your own preferences and have some fun in the process.

Chris and Steve's Imperial Guard

By fielding every squad, tank and regiment he has ever painted, Chris mustered an impressive army of Imperial Guard with which to wage war on his Ork-loving friends. Better yet, he gave his friend and colleague Steve Bowerman enough notice that he could bring not only his own Imperial Guard collection – but also his dad's! Steve's dad has no less than three super-heavy tanks of various kinds in his army; it was only right and proper that these epic reinforcements be added to the Imperial army.

With such a multitude of weapons at their disposal, Chris and Steve felt more than confident that a fine weekend's gaming lay ahead – with hundreds of dead Orks to boot.

Dave and Alex's Ork Horde

Though the informal Studio gaming group boasts many an Ork player, Dave and Alex are perhaps the most ardent. Alex's army started as a Speed Freeks force but has been reinvented over the years – most recently he's added a Stompa as a centrepiece. Dave, on the other hand, is a Big Mek at heart. His heavily converted flotilla of vehicles and super-heavies is a joy to behold and a terror to face on the battlefield, particularly now he's added a wing of 'kustomised' Dakkajets to control the skies.

Together the greenskin duo have a horde to strike fear into any commander's heart. Chris and Steve are going to have one heck of a fight if they want to stop the Aquila Strongpoint's munitions causing untold destruction...

WAR ZONE

ARMAGEDDON

998.M41

CLASSIFIED

A Planet Torn Asunder

Strategically placed within Segmentum Solar, the Armageddon Sub-sector is vital to the maintenance of the Imperium's power in the area. Most important of all is the hive-world Armageddon, whose manufactorums supply arms and munitions to the Imperial Guard. It is unsurprising, therefore, that it should have such a bloodstained past. Most recently, the Ork Warlord Ghazghkull Thraka has invaded the planet not once, but twice. The resulting battles have been some of the most brutal and bloody confrontations fought by Mankind since the days of the Horus Heresy.

A Resurgent Nemesis

Never before has the Ork menace been greater. Ghazghkull has achieved what was thought impossible; he has united hundreds of warbands with a single goal – the utter destruction of Humanity in the Armageddon Sector. The fate of swathes of worlds will be decided on the blood-soaked ash dunes of Armageddon. The Imperium cannot afford to fail.

The loss of Armageddon would pose a serious threat to the Imperium's power in this area of the galaxy, as was proved when a massive Chaos host invaded in the mid-41st Millennium. That titanic battle has long since passed into history, but it revealed just how fragile the Imperium's control was. Perhaps this is why Ghazghkull chose Armageddon as the target for his first great Waaagh! Although this incursion was eventually defeated, Ghazghkull escaped, vowing to return.

More recently, Ghazghkull allied with the Ork Warlord Nazdreg Ug Urdgrub in a vicious assault on the Imperial planet Piscina IV. The Orks used a previously unknown type of teleportation device which enabled them to manoeuvre their troops directly onto the surface from a space hulk located a massive distance away from the planet. The Imperial garrison was taken completely by surprise and only the presence of Space Marines from the Dark Angels Chapter saved Piscina from being overrun by the alien hordes.

However, this second defeat was of little consequence to Ghazghkull, for with the completion and testing of his new 'tellyporta', he was finally ready to unleash his full force against the Imperium, in the form of a second great Ork invasion of Armageddon. A plan that had been fifty years in the making was about to reach fruition...

Battle Cannon Shells: *Armageddon's manufactorums produce countless shells for the Leman Russ battle tanks in its Steel Legion regiments.*

GHAZGHKULL'S FIRST INVASION OF ARMAGEDDON

In 941.M41, the Ork warlord Ghazghkull Thraka invaded Armageddon at the head of a massive Ork Waaagh! The hive world of Armageddon, the principal world in the Armageddon Sub-sector, lies roughly 10,000 light years to the galactic north-east of Terra. It is a vital node at the centre of the Armageddon Sub-sector's navigational channels and its countless weapons shops supply arms to Imperial Guard regiments several thousand light years away.

At the time of Ghazghkull's first invasion, Armageddon was under the command of Overlord Herman von Strab, who was once described by Princeps Prime Kurtiz Mannheim of the Legio Metalica as 'the greatest waste of flesh and bone born in the last five hundred years'. Even when a space hulk of massive size was sighted in the Armageddon system, von Strab did nothing to investigate or report its appearance to other Imperial authorities. It was Commissar Yarrick who ordered the Astropaths to send a signal for aid, which earned him von Strab's displeasure and his subsequent exile to Hades Hive. However, it was this act which was to ultimately save Armageddon from falling to Ghazghkull.

The Orks swept over Armageddon, driving all before them until they reached Hades Hive. Led by Commissar Yarrick, the defenders of Hades Hive fought as though they were possessed. The Orks made so little headway against the stiff resistance that Ghazghkull himself joined the attack, leading his forces from the front. Thus was the stage set for the greatest contest of wills seen in the entire war. For weeks, Ghazghkull tried every stratagem taught to him by Gork and Mork; making lightning assaults and feints, attacking in massive waves and trying to reduce the hive by bombardment. Yarrick countered every ploy; sending out sabotage parties to destroy the Ork Warlord's siege engines, counter-attacking along a flank when the Orks tried to storm the barricades, and falling back from diversionary attacks to draw the Orks into ambushes.

The desperate defence of Hades Hive bought just enough time for the reinforcements Yarrick had requested to arrive. With the coming of the Ultramarines, Salamanders

and Blood Angels, the tide turned on Armageddon. Furious counter-attacks smashed the Ork armies, and it was even rumoured that Ghazghkull himself had been felled – as he went missing – though this later proved to be false. Leaderless and assaulted on all sides, the Orks refused to surrender. Some fought to the death, others slipped into the ash wastes and eventually made their way to the jungles between the two continents of Armageddon. The first Ork invasion of Armageddon had been repelled.

Armageddon Steel Legion

The Steel Legion have suffered horrendous casualties in defence of their home world, but under the leadership of Commissar Yarrick, they will fight to the last man.

The banner of the Steel Legion 16th, known as the Tankstormers for their lightning-fast attack patterns

The Pale Star was awarded to those Imperial regiments who repelled the first Ork invasion.

Steel Legionnaires bear the icons of their regiment with great pride.

GHAZGHKULL MAG URUK THRAKA

Ghazghkull is that most dangerous of Ork leaders, one with both drive and ability in abundance. A serious head injury in Ghazghkull's youth awoke 'visions' from the Ork gods which have led him on an unrivalled path of bloody conquest. His return to Armageddon follows decades of planning, testing Imperial defences and unifying dozens of Ork tribes. If Armageddon falls, Ghazghkull could lead the segmentum's Orks in an unstoppable Waaagh! which might threaten Terra itself.

3RD ARMAGEDDON WAR: THE OPENING STAGES

"I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way."

- Ghazghkull Thraka

The accompanying map details the main invasion sites and offensive operations of the initial Ork invasion. Ork landings took place simultaneously across the entire planet, and only heroic resistance by the planetary defence forces saved Armageddon from being completely overrun in the first weeks of the campaign.

The Fire Wastes

Ore Mine

Ore Mine

The Boiling Sea

Water Plant

Hive Tempestora

Armageddon Secundus

Hive Hades

Death Mire

Hive Volcanus

Hive Acheron

Gehinnom Base

Hive Infernus

Armageddon Prime

Plain of Anthrand

Cerbera Base

Hive Tartarus

Hive Helsreach

Equatorial Jungle

The Tempest Ocean

Water Plant

The Dead Lands

Netueria Peninsula

Water Plant

Water Plant

Main Ork Landing Site

Major Ork Offensive

Imperial Hive City

Major Imperial Defensive Lines

Imperial Strongpoint

THE ARMAGEDDON SYSTEM

MANNHEIM

IANDAI

PELUCIDAR

NAMARA

CHOSIN

GRAMAUL

KERNBRIGHT

VERITY

ST. JOWEN'S DOCK

ARMAGEDDON

KEY

Tap for more information

GHAZGHKULL'S SECOND INVASION OF ARMAGEDDON

Bomb-squigs

Bomb-squigs are trained to run under Imperial tanks. In battle, a large bomb is triggered when they scamper under their unfortunate target.

Ghazghkull was not idle following his defeat on Armageddon. If the Imperium made one terrible mistake, it was to consider Ghazghkull beaten. This was far from the truth. What the Ork gods had revealed to Ghazghkull – or rather what he said they had revealed to him – was that in order to destroy your foe, you must first know him. For Ghazghkull, the war had been a way to learn how the Imperium would react and deal with a major invasion. In effect, he had been doing little more than testing the Imperium's defences.

Having learned all he needed to know about Imperial strategy, the Grand Warlord began practising the tactics that he felt would lead to his enemies' defeat. As he did not want to draw undue attention to himself until he was ready to attack, these experiments were carried out on a much smaller scale than the invasion of Armageddon. His new 'tellyporta' device, which had been developed by Warlord Nazdreg and brutally

COMMISSAR YARRICK

Commissar Yarrick had already enjoyed a distinguished career when Ghazghkull first invaded Armageddon, and masterminded the plan that defeated the first Ork invasion. Badly wounded in the campaign, he returned to active duty once it was clear that Ghazghkull was alive. Since then, he has been relentless in his pursuit of his old foe, often leading attacks personally from the turret of his Baneblade, the Fortress of Arrogance.

FORCES OF THE OVER-FIEND OF OCTARIUS

Estimated Ork forces in the Dead Lands:

Great Fiend Gorsnik Magash's War Horde
(250 warbands, 160 Battle Fortresses)

Black Cloud Speed Freeks
(20 'Speed Kult' Warbands)

Warlord Bogsnik's Blitz Brigade
(8 Warbands, 26 Battle Fortresses)

White Lightning Speed Freeks
(31 'Speed Kult' Warbands)

Warlord Skabsnik's Blitz Brigade
(12 Warbands, 41 Battle Fortresses)

The Sky Splittas
(200+ Dakkajets, Burna-Bommas and Blitza-Bommas)

The Blood Axe clan, known for their aping of Imperial doctrine and poor attempts at camouflage, were a common sight during the first war.

The glyphs of the White Lightning Speed Freeks were discovered on numerous Ork wrecks.

On the Day of the Feast of the Emperor's Ascension, fifty-seven years to the day after the first Ork invasion, augur probes registered a massive disruption in the Immaterium as an Ork fleet tore its way back into reality and Ghazghkull's hordes descended on Armageddon once more. An alert from monitor station Dante was cut off in mid-transmission as the Ork ships swept past in their hundreds.

The monitor station's final reports indicated a massive Ork fleet moving into the system, comprising 50 Ork cruisers and over 300 escort vessels accompanying at

least four colossal space hulks. The military forces of Armageddon were placed on full alert and seven Imperial cruiser squadrons, led by the Apocalypse-class battleships His Will and Triumph, were prepared for battle and departed St. Jowen's Dock within twenty-four hours. The Imperial fleet, commanded by Admiral Parol, entered combat five days later; the first engagement with the lead elements of the Ork fleet was a carefully orchestrated ambush around the high-gravity world of Pelucidar.

Although outnumbered by more than six to one, Parol's fleet continued to harry the Orks as best they could, distracting and drawing off their foes into baited traps and minefields, and doing whatever else was in their power to reduce the tidal wave of Ork machines arriving in-system. To their dismay, the Imperial Navy ships encountered dozens of crude asteroid fortresses, or 'Roks', in the normally vulnerable tail of the Ork fleets. These heavily armed weapons platforms proved difficult to attack directly, but the very presence of such unusual numbers of them seemed to indicate some more sinister design at work.

On Armageddon, the final weeks before the Ork fleet's arrival saw frenzied preparations. Titan Legions fired up their ancient plasma reactors and took up defensive positions around the hives, their scanner-eyes scouring the skies. Imperial Guard regiments were mustered and dug in, and Space Marines from over twenty Chapters dispersed into the wastelands and mountains. Imperial merchant vessels daily ran the tightening gauntlet of Ork ships to rush more reinforcements to the planet. The last transport to touch down carried a living legend: the famed Commissar Yarrick, the 'Old Man' himself, set foot on Armageddon for the first time in twenty years to rapturous cheers.

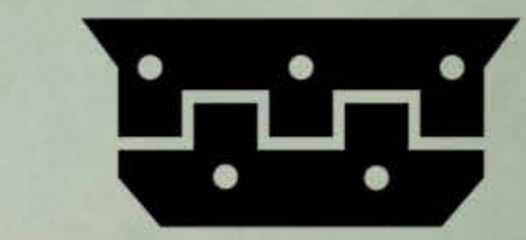
The old Commissar met with the military council that very night and advised them on Ghazghkull's most recent tactics and strategies, adding a dire warning against underestimating the warlord's capabilities. Many said Yarrick had become old and weary, yielding to the horrific prospect of the coming invasion – but those who knew him well could see the fierce determination that still burned in his single eye. General Kurov, renowned for his judgement of men in battle, was deeply impressed by Yarrick's drive and intelligence. He requested that Yarrick take over leadership of the military council for the duration of the current crisis and, to the relief of all, Yarrick agreed.

Six weeks after entering the Armageddon system, Ghazghkull's vast armada attacked the space stations and weapons platforms in high orbit over the planet. Those who had hoped that the powerful space defences of Armageddon would keep the Orks at bay were soon shown to be hopelessly deluded. The orbital battle raged for three days and two fiery nights, but by dawn of the third day, the skies were filled with the vapour trails of Ork landing pods and the incandescent meteors of attack ships carving through the skies. Hades Hive, still a virtual ruin after the last war, was the first to die. In an act of terrible vengeance, the entire hive and its inhabitants were smashed asunder by giant asteroids fired from orbiting space hulks. This act of wanton annihilation was only a prelude to the bloodshed which was to follow.

KROURK OGRYN AUXILIA

The high-gravity steppe world of Krourk is home to brutal tribes of Ogryns that have provided front-line troops for the armies of the Armageddon Sub-sector for centuries.

War Standard of Krourk (Ogryn-portable)



Ogryns often bear tattoos from their home worlds.

Death from Above

As the fires of Hades' destruction lit the eastern horizon, the first Ork hordes clashed with Imperial forces near Volcanus, Acheron and Death Mire. Ground-based anti-aircraft strongpoints took a terrible toll on the Orks as they landed, but the survivors regrouped and assailed the defences with such ferocity that, soon, more and more of the horde was reaching the planet's surface unscathed. Feral Orks swept down from the Pallidus Mountains and out of the equatorial jungles to join the growing hordes. Where the Imperial defences proved too strong to be taken by ground assaults, huge mobs of Orks and their war machines were teleported directly into the enemy's battle lines from the hulks above.

As the ground defences fell silent on the third day of the Ork landings, Yarrick ordered every remaining aircraft on Armageddon to be thrown into the battle in a desperate attempt to destroy as much of Ghazghkull's horde as possible before they reached the ground.

ORKIMEDES

Imperial scholars have only been able to speculate about the presence on Armageddon of the technical genius dubbed 'Orkimedes'. Although the individual has not been directly identified, his handiwork includes the tellyportas installed in the Orks' fortresses, the giant submersibles employed at Helsreach and Tempestora and the deadly upgunned Gargants in Ghazghkull's horde. All accounts indicate an alien mechanician of terrifying ability, and due to this he is being actively sought by the Officio Assassinorum.

THE TITAN LEGIONS

The god-machines of the Adeptus Titanicus turned the tide in dozens of major battles.

The sulphur-yellow skies over Armageddon became interwoven with twisting contrails as hundreds of Ork Karnage Squadrons duelled with Imperial Thunderbolts and Space Marine Stormtalons. The Imperial craft had the advantage of returning to their armoured airbases to refuel and rearm, whereas the Orks had to reserve enough fuel to climb back up to their Terrorships and hulks in orbit. Soon, however, the Orks secured ground bases and the battle turned against the brave Imperial pilots as the crushing Ork numbers were brought fully to bear.

As the aerial battles reached their height, five days after the landings, Acheron Hive fell to the Orks without warning, captured by foul treachery organised from within. Garbled reports spoke of sabotaged power grids and of Orks boiling out from secret, previously locked, access tunnels at the very heart of the metropolis. The instigator of these foul crimes was soon revealed as none other than the infamous war-criminal Herman von Strab. He quickly took over the hive as its new Overlord, announcing that it was his divine right to rule over Armageddon. Ork brute squads stood ready to silence any dissenters who doubted von Strab's determination.

42ND VALKYRIE SQUADRON, ARMAGEDDON TARTARUS HIVE MILITIA

Popularly known as 'The Emperor's Devils', 42nd Squadron has been a vital component in the defence of Tartarus Hive. Expertly led by Captain Red 'Devil' Kowloski, it has suffered a lower casualty rate than any other Hive Militia squadron on Armageddon.

Despicably, much of the old nobility in Acheron welcomed von Strab back as a long-lost prince, choosing to genteelly ignore the fact that he had thrown in his lot with some of the most dangerous aliens the galaxy had ever seen.

At Volcanus Hive, on the same day that Acheron fell, massed Ork infantry surged over the defences atop Volcanus Mount, just outside the hive's suburbs. Seventeen garrison regiments of hive militia were routed and the Orks took many fortifications intact. Volcanus was soon besieged, surrounded by a ring of Orkish steel and relentlessly pounded by captured macro-cannons and barrage bombs.

Outside Death Mire, the war went better. The Titans of Legios Tempestor and Victorum, with supporting Stompa Hunter Sentinel formations, virtually annihilated the Blackfire tribe in a three-day running battle across the Plain of Anthrand. But the Ork landers fell from the skies like a relentless storm across Armageddon, until every hive and factory complex was under attack. In many places, the Orks were beaten back, but again and again they regrouped and attacked within hours, exhausting the isolated defenders.

As Yarrick had predicted, Ghazghkull's strategies proved deadly. The Orks' iron grip on Armageddon's skies meant orbital bombardments and fighta-bommers pounded Imperial forces wherever they tried to form a battle line, immobilizing them while further Ork landings surrounded them. Where the Orks were outnumbered, they fought a guerrilla war, striking at their foes and withdrawing before retribution could arrive. Ghazghkull was well-versed in warfare against Mankind, and prepared his plans so that the fighting was scattered and chaotic; precisely the conditions in which Ork warbands thrive, denying the Imperial regiments the chance to coordinate and fight effectively.

The one force which was consistently able to defeat the Orks was the Adeptus Astartes, and the Space Marines tirelessly scoured the hinterlands of Armageddon on search and destroy missions aimed at eliminating specific greenskin forces before they could join the war.

At this stage, as the battles raged across the planet, Ghazghkull enacted another of his carefully prepared surprises. Incredibly, dozens of the great asteroid fortresses encountered by Admiral Parol's ships began to descend from orbit. Slowed by powerful force fields, rockets and modified traktor kannons, the Ork Roks made landings in the verdant equatorial jungles and across Armageddon Primus and Secundus. Many were lost to ground fire or accidents, but each one that survived became a bastion for the Orks, a rallying point and a ready-made fortress.

As well as their guns, the Roks contained giant tellyporta arrays like those first used by Ghazghkull in his Piscina campaign. These were employed to teleport Ork reinforcements to the planet in an endless stream, including Stompas and heavy artillery. Commissar Yarrick personally led attacks by Cadian shock troops supported by the Titans of Legio Metalica and Legio Ignatum which destroyed several of the fortresses, but bloody battles around many others consumed whole regiments in hours. For the rest of the war, the Space Marines bore the task of eliminating the grounded Ork Roks where they could, the Salamanders Chapter winning particular acclaim for their successes against the strongholds along the Hemlock River.

Mysteriously, the Orks also made landings in the Fire Wastes and Dead Lands to the north and south of the main continent of Armageddon. Even Yarrick was surprised; these grim, forbidding lands had always been believed to be uninhabitable and utterly valueless. Their value to Ghazghkull became apparent weeks later, when hundreds of tanker-sized Ork submersibles rose from the polluted waters and made landings at Tempestora and Helsreach.Surprise was total. Tempestora fell within days and the dockyards of Helsreach were soon captured by the Orks' Red Skull Kommandos. Only a bitter defence by the Helsreach Hive gang militias, with supporting companies of Storm Troopers and Space Marines, prevented the Orks from overrunning the entire hive.

Fourteen days after the initial Ork landings, the first major confrontation between Ork and Imperial war engines occurred. A ten day battle raged over the expansive Diabolus

factory complex as the Skullhamma battle fortresses and Stompa Mobs of Warlord Burzuruk and Warlord Skarfang clashed with the Titans of Legio Crucius. Numerous Titans and Stompas were destroyed in the fighting, and many others would require weeks of repairs. The Diabolus complex itself was wrecked during the battle, its foundries and machine shops crushed by giant fighting machines. In the aftermath of the battle, Ork Speed Kults swiftly encircled Infernus Hive, cutting it off from all outside help. Mechanised counter-attacks into the ash wastes met with initial success, but when an entire regiment of Savlar Chem-Dogs was surrounded and wiped out by the Speed Freeks, further attempts to break out were abandoned by those inside.

ZAGBOSS SKARGRIM RUKNAR

Zagboss Skargrim is the notorious leader of the Burning Death Speed Freeks, responsible for the immolation of the World-library of Shen. On Armageddon, the Burning

ANGELS OF VIGILANCE

No less than six companies from the Angels of Vigilance Chapter take part in the Armageddon campaign.

ORK BOYZ

Most of the Orks fighting on Armageddon are Ork Boyz. They fight as part of a mob affiliated with an Ork warband, which in turn belongs to a larger formation commonly known as a tribe. Ork Boyz display their tribal glyphs on their vehicles and waraear.

As the beleaguered defenders pondered how to lift the siege, reports came in of a vast Ork horde rounding the mountains from the north-east. Soon, the horde was visible from Hive Infernus, a great sea of warriors which seemed to fill the empty expanse of the ash wastes to overflowing. Towering Gargants strode through the tide, like great ships rolling on a green sea. The guttural war chants of the Orks could be heard from over twenty miles away, and the ground shook with their progress. Worst of all, the countless banner-poles swaying over the horde bore the personal glyph of the mighty Ghazghkull himself.

The skies darkened beneath the shadow of Ork hulks in the atmosphere high above, and as the first orbital bombardments crashed down upon their defences, the citizens of Infernus knew that their doom was upon them. Most made what preparations they could with preternatural

GENERAL KUROV

Vladimer Nikita Kurov served as a lieutenant in the first and second battles of Tartarus Hive, excelling in several actions and reaching the rank of colonel by the end of the campaign. Shortly afterwards, Kurov took part in the Bakkus Crusade, where he was appointed to

Army badge, Cerbera Base, Equatorial Jungle

Typical Ork 'Big-bomm', Death Mire

This army badge was awarded to the defenders of the Tempestor Victorum trench lines.

IMPERIAL GUARD ORDER OF BATTLE

Hundreds of Imperial Guard regiments are involved in the Battle for Armageddon. The order of battle below lists the Imperial Guard forces involved during just one day in the two year long campaign.

Arm. Ash Waste Militia	*5 Regiments*
Arm. Command Guard	*5 Companies*
Arm. Hive Militia	*120 Regiments*
Arm. Ork Hunters	*5 Regiments*
Arm. Steel Legion	*25 Regiments*
Arphista Penal Legion	*1 Legion*
Asgardian Rangers	*2 Regiments*
Cadian Shock Troops	*15 Regiments*
Catachan Jungle Fighters	*3 Regiments*
Death Korps of Krieg	*5 Regiments*
Elysian Drop Troops	*14 Squadrons*
Jopall Indentured Squadrons	*17 Battalions*
Krourk Ogryn Auxilia	*2 Regiments*
Minervan Tank Legions	*3 Legions*
Monglor Ogryn Auxilia	*1 Regiment*
Mordian Iron Guard	*6 Regiments*
Noctan Strike Forces	*6 Regiments*
Ocanon Phalanx Troops	*11 Regiments*
Pyran Dragoons	*10 Regiments*
Savlar Chem-Dogs	*6 Regiments*
Savlar Chem-riders	*2 Regiments*
Semtexian Bombardiers	*9 Batteries*
Storm Troopers	*18 Companies*
Zouvan Skirmishers	*4 Brigades*

Standard, 1st Command Guard

Army Badge, Armageddon Command Guard

War Zone Armageddon

The scale of the war on Armageddon is difficult to imagine. Millions lost their lives, mighty war machines clashed, mile high hive-cities were razed to the ground and deeds both heroic and villainous were performed. The Imperium committed troops from hundreds of light years around the Armageddon Sub-sector in response to one of the largest Ork invasions in its ten-thousand year history.

The war involved millions of Imperial troops. At least twenty-three Chapters of the Adeptus Astartes were on Armageddon at the height of the war, and most suffered serious losses during their time there. The Celestial Lions were all but obliterated, and the Blood Angels lost one of their mightiest heroes when Captain Tycho fell taking the breach at the siege of Hive Tempestora.

Imperial logisticians can only estimate how many Imperial Guard took part in the defence of Armageddon. It is known that twenty-four regiments were originally called upon to serve, but the Armageddon Command have long since lost track of the number of men involved and the casualties suffered amongst them. The Orks, too, sustained

Blitz Brigades

Ork mekaniaks labour long and hard making armoured vehicles to fight alongside the Ork Boyz. Sometimes, these ramshackle weapons are gathered together to form Blitz Brigades – hordes of Battlewagons, Trukks, Wartraks and high-powered bikes, all crewed by thrill-seeking Boyz.

Warlord Kragrak Blitzdakka's battlewagon. Note the representation of Kragrak's bionic eye on the bosspole.

although these only served to spur the invasion onwards. Towards the end of the first phase of the war, the Imperial Navy regained control of orbital space, stemming the tide of Orks landing on Armageddon. However, due to the Orks' unique reproductive cycle, the greenskins are fated to occupy the planet for the foreseeable future.

Under threat from the hordes of Ghazghkull Thraka himself, Infernus Hive had been reinforced with some of the most powerful Imperial formations on Armageddon. Most notably of all, Commissar Yarrick chose Infernus to be his own personal battleground against his sworn enemy Ghazghkull, fighting hand-to-hand in the trenches against waves of Ork Boyz and rallying Imperial troops with his righteous fervour. The citizens of Infernus were forced to endure terrible privations during the siege, including constant bombardments from orbiting space hulks and lumbering Gargants of Ghazghkull's horde.

The beginning of the end was signalled by a blaze of distant fire on the southern horizon. A solid phalanx of over twenty Imperial Titans was burning a path to Infernus, the thousands of years old collossi of steel and adamantium shattering warbands and Gargants with plasma fire and torrents of shells as they came. The attack on the Orks' rear was the chance Yarrick had been waiting for. While the Ork horde wavered in confusion, he sent his carefully husbanded reserves onto the offensive. Regiments of Cadians, Steel Legion armour and Pyran Dragoons hurled themselves against the barbaric foe, driving them back, step by bloody step.

After many months of incessant warfare, an uneasy stalemate was reached in most theatres, with neither army able to gain significant advantage over the other. As the Season of Fire approached, both sides tried to consolidate their positions in order to weather the storms ahead. When the Season of Fire comes to Armageddon, fighting is the last thing on the mind of anyone caught in the open; even an Ork must look first to finding shelter. The worst of the superheated ash-storms will kill an unprotected man in minutes and foul the engines and tracks of any vehicles.

As the first searing winds rose across the Fire Wastes and swept down through Tempestora and Death Mire, the Imperial troops stationed along the hundred-mile-long trench lines began to dig in. Vast shelters were constructed along all fronts, fortified with heavy bunkers. The Orks, being of stronger constitution than their

human foes, did not need to construct such heavy shelters, but even they were forced to dig in and seek protection against the worst of the searing ash-storms.

The troops manning the enormous trench lines bore the very worst that nature could throw at them. The monotony of long months in cramped, poorly-filtered shelters was only relieved during lulls in the storms, when they had to make patrols and sorties across a hellish war-scape. Visibility was seldom greater than three metres and death was as likely to come at the hands of the weather as from enemy infiltrators.

HERMAN VON STRAB

It appears that, having been deposed from power in the 2nd Armageddon war by Commander Dante of the Blood Angels, von Strab threw in his lot with

AQUILA MACRO-CANNON SHELL

Armageddon's Aquila macro-cannon emplacements fire shells that weigh several tons and are taller than a man.

A BLAZE OF VIOLENCE

In areas where cover was sparse, the onset of the storms intensified the ferocity of the fighting; around the cities, forces attempted to consolidate their positions within the relative protection of the hives. Across Armageddon, vicious cityfighting erupted, engulfing every square mile of each contested hive. Amidst this fighting, hundreds of provisional companies were formed, consisting of hive-gangers, house-guards and even ordinary civilians defending their homes.

STOMPA MOBS

Ghazghkull, and the other powerful warlords in his army, command formations made up entirely of Stompas. Only the might of a Titan Legion has any hope of standing against an Ork Stompa Mob.

The largest threat caused by the storms came from Orks seeking shelter amidst the jungle. The Imperial forces stationed in the jungle regions were already sorely pressed, with their headquarters at Cerbera Base under constant siege from the surrounding hordes of Feral Orks. With the influx of even more Orks to the area came an increase in the reports of unexplained phenomena around the Angron's Monolith and Ancient Pyramid sectors. The Relictors Space Marines spent the entire season fighting in the vicinity of the Monolith, while the Kill-teams of the Ordo Xenos saw almost constant action near the Pyramid. No official reports regarding the activities of either group have been logged.

At the height of the Season of Fire, both sides took advantage of the opportunity presented by the lull in the fighting to bring in fresh troops. Orbital space was the only theatre truly dominated by the Imperium, and so the task of bringing in reinforcements was far easier for them than for the Orks. The casualties sustained on Armageddon stretched many Imperial forces to breaking point, and many regiments were amalgamated with others to maintain cohesive formations, forcing the Imperium to cast its net wider than ever before in order to import fresh troops. A general call to arms went out from Armageddon, and planets as distant as Valhalla and Necromunda answered.

Finally, after months of blinding storms, the Season of Fire drew to a close and the cooler Season of Shadows began. At this crucial juncture, a powerful force arrived in answer to Armageddon's pleas for

HIGH MARSHAL HELBRECHT

Helbrecht was elected High Marshal in 989.M41, following decades of fervent service to his Chapter. He exemplifies the qualities of stubbornness and unswerving loyalty to the Emperor which are the

WAAAGH! ICON

This icon is typical of those borne by many Ork Nobs to ensure the boyz under their command can rally around them in battle.

aid; High Marshal Helbrecht brought three crusades of Black Templars to the conflict. The Black Templars fought bloody campaigns throughout the wastelands of Armageddon (notably at Hive Helsreach, where Chaplain Grimaldus was one of the few survivors of the battle for the Temple of the Emperor Ascendant) but it was in space that their greatest contribution was made. High Marshal Helbrecht took command of the many ships of the Adeptus Astartes in orbit and coordinated their deployment and attack sorties. Under his masterful leadership, numerous asteroid fortresses were boarded and destroyed, and several of the largest Ork hulks ever encountered were crippled by Space Marine battle barges, denying reinforcements and support to the hordes below.

Titan Legions

Towering god-machines from seven different Legions took part in the Armageddon campaign.

Legio Crucius	Demi-Legio	*Legio Metalica*	Demi-Legio
Legio Ignatum	Legio	*Legio Tempestor*	Legio
Legio Invigilata	Legio	*Legio Victorum*	Legio
Legio Magna	Quarto-Legio		

Legio Metalica

Legio Invigilata

Legio Crucius

Eventually, the tide began to turn against the Orks and the superiority of Helbrecht's tactics paid off as the Orks' inability to re-supply their ground troops allowed Imperial forces to consolidate their defences. At this time, the attacks made by the Orks become more sporadic, and in some areas territory was increasingly recaptured by the Imperium. When the next Season of Fire brought another uneasy stalemate to Armageddon, a sizeable portion of the Ork forces withdrew, and Imperial Strategos predicted that the worst was over. Pursuing the hulk believed to be Ghazghkull's flagship, High Marshal Helbrecht and the Hero of Armageddon, Commissar Yarrick, left the remaining Imperial forces to hold the vital hive world. Helbrecht hunts Ghazghkull even to this day, his unswerving loyalty to the Emperor and thirst for revenge driving him ever onwards.

Only time will tell if he will succeed, or if Ghazghkull will return and lead the Orks on towards their ultimate goal: the total conquest of the galaxy.

Sacred Blade, Steel Legion

Illino von Darrack

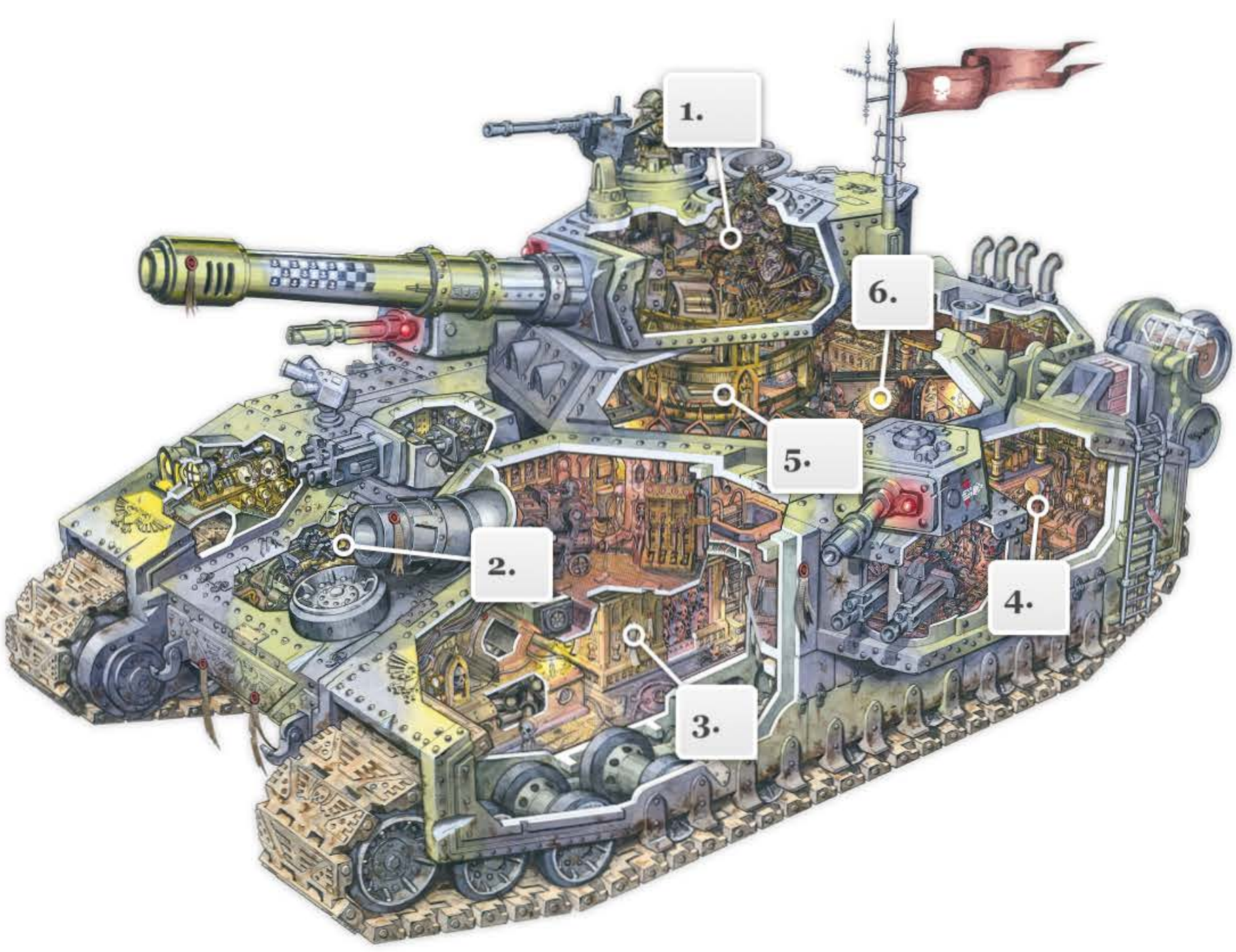
Commander of Sacred Blade

998.M41-999.M41

'A Baneblade is a living, breathing monument to the destructive power of Mankind. It is the warrior's violent psyche cast in steel, a holy weapon with the power to obliterate anything in its path. Inside it labour supplicants and devotees by whose blood and sweat the behemoth is given life. To command such a miraculous war machine in battle is a rare honour. I shall not be found wanting.'

- Commander Illino von Darrack

Inside an Imperial Baneblade



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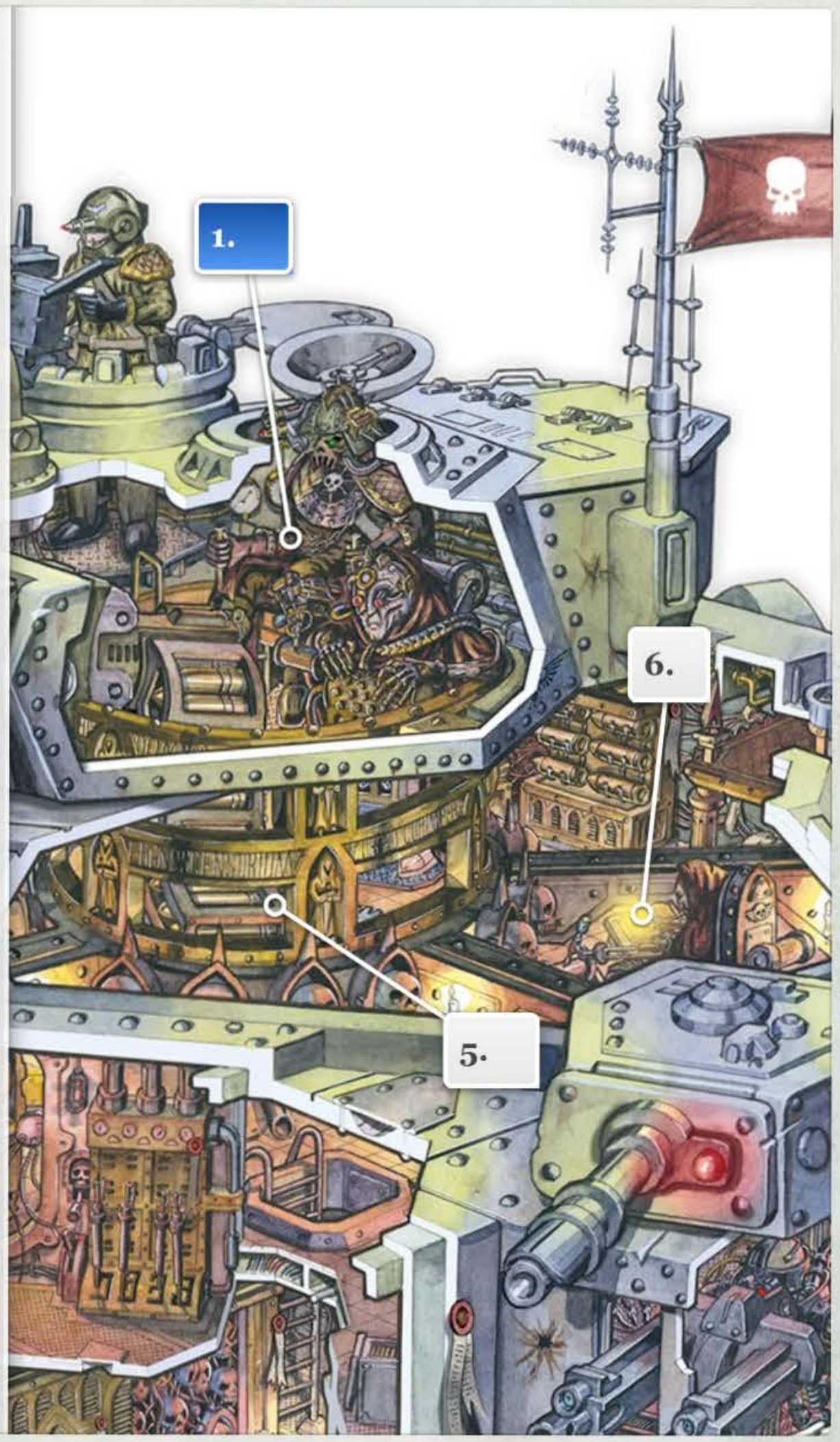
Inside an Imperial Baneblade

1.

THE MARKSMAN'S THRONE

Traditionally occupied by the Baneblade commander or a trusted second, this position of honour facilitates the direction of the Baneblade's vociferous wrath unto the unworthy foes of Mankind.



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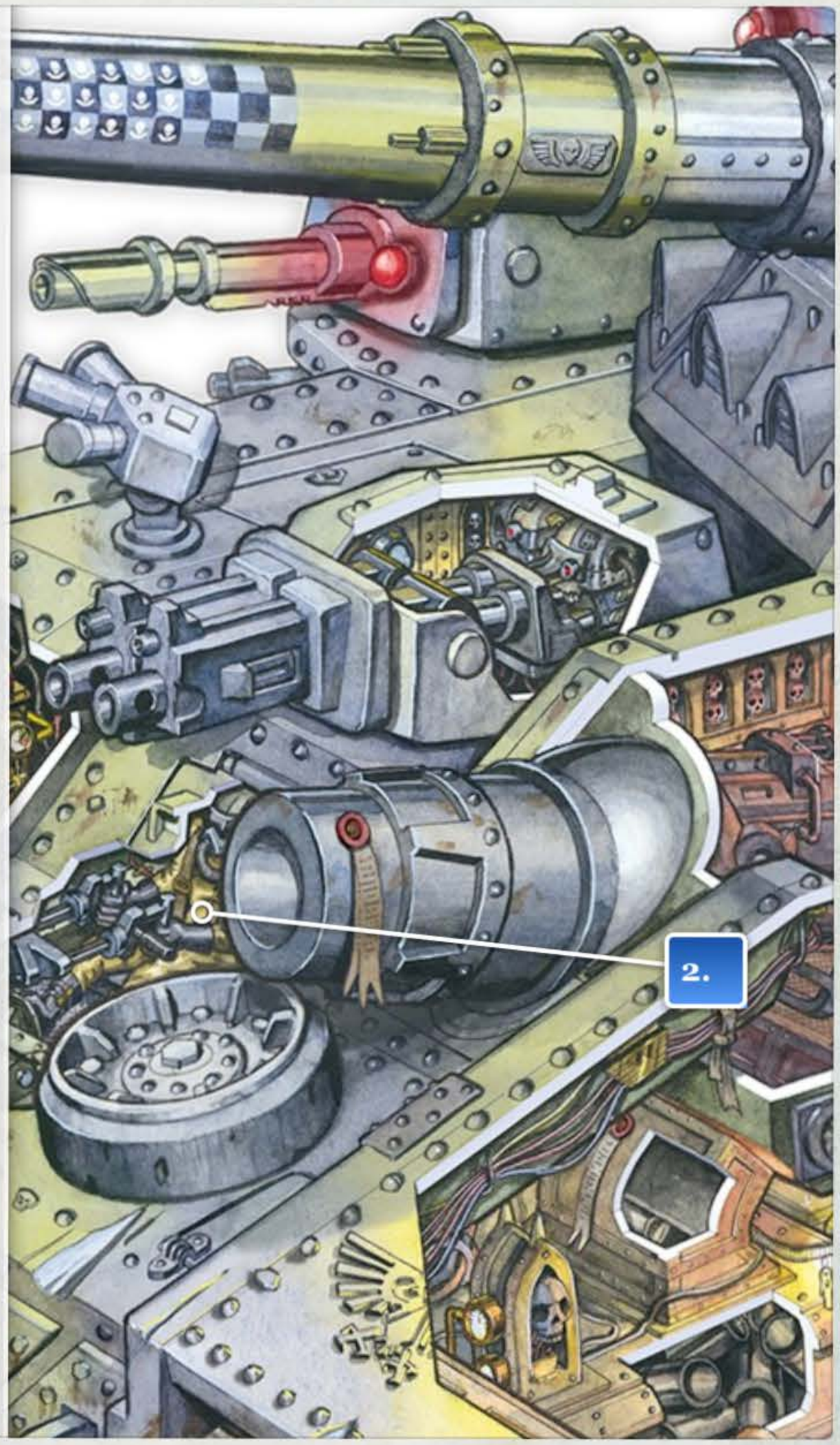
Inside an Imperial Baneblade

2.

SUPPLICANT'S SANCTORUM

The sealed chamber of he who is given the honour of directing the Baneblade's mighty machine spirit. This helmsman must be purged of sin in the Emperor's sight lest his armoured steed find him unworthy and resist his commands.

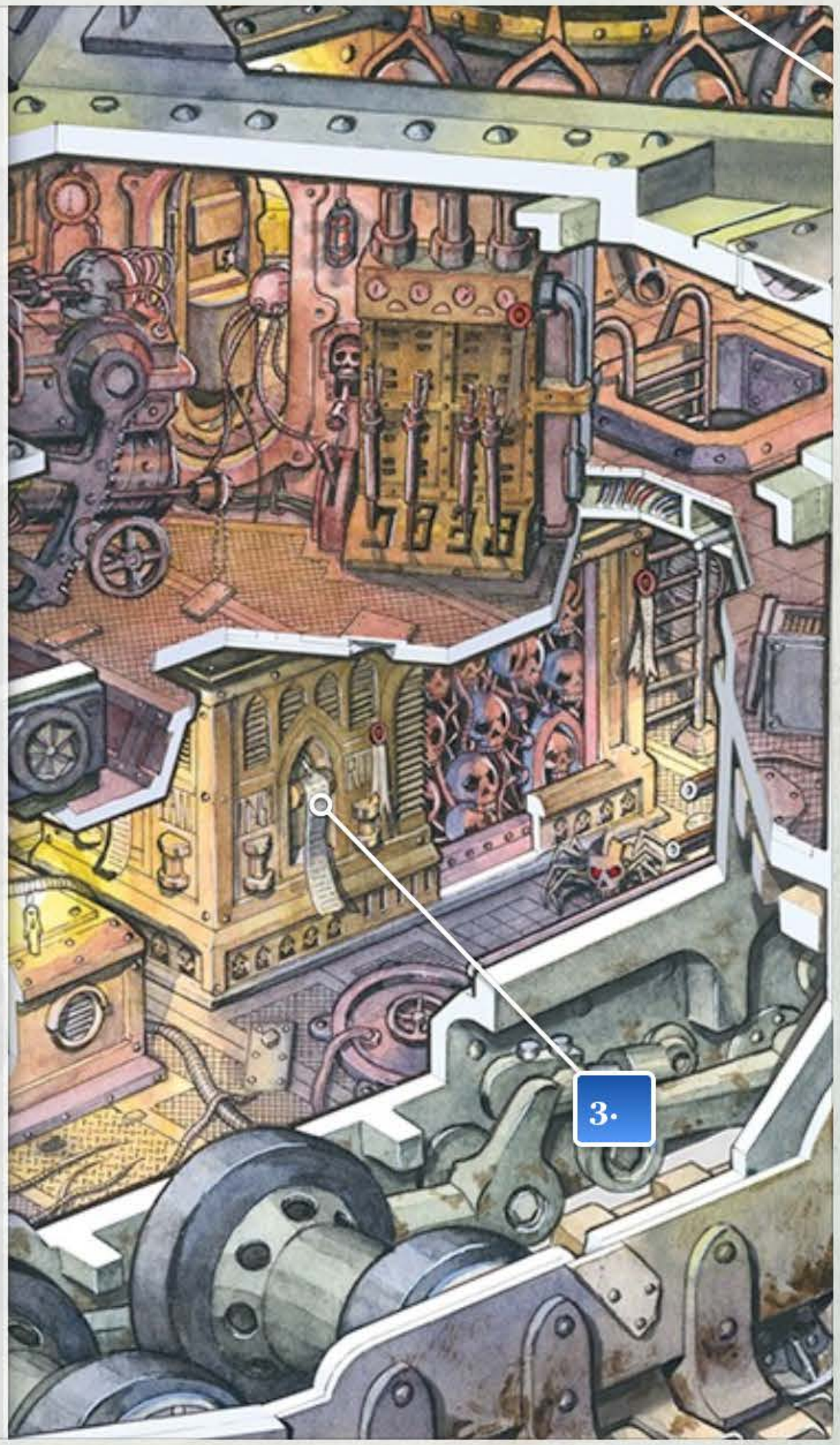


Inside an Imperial Baneblade

3.

ROLL OF THE LOST

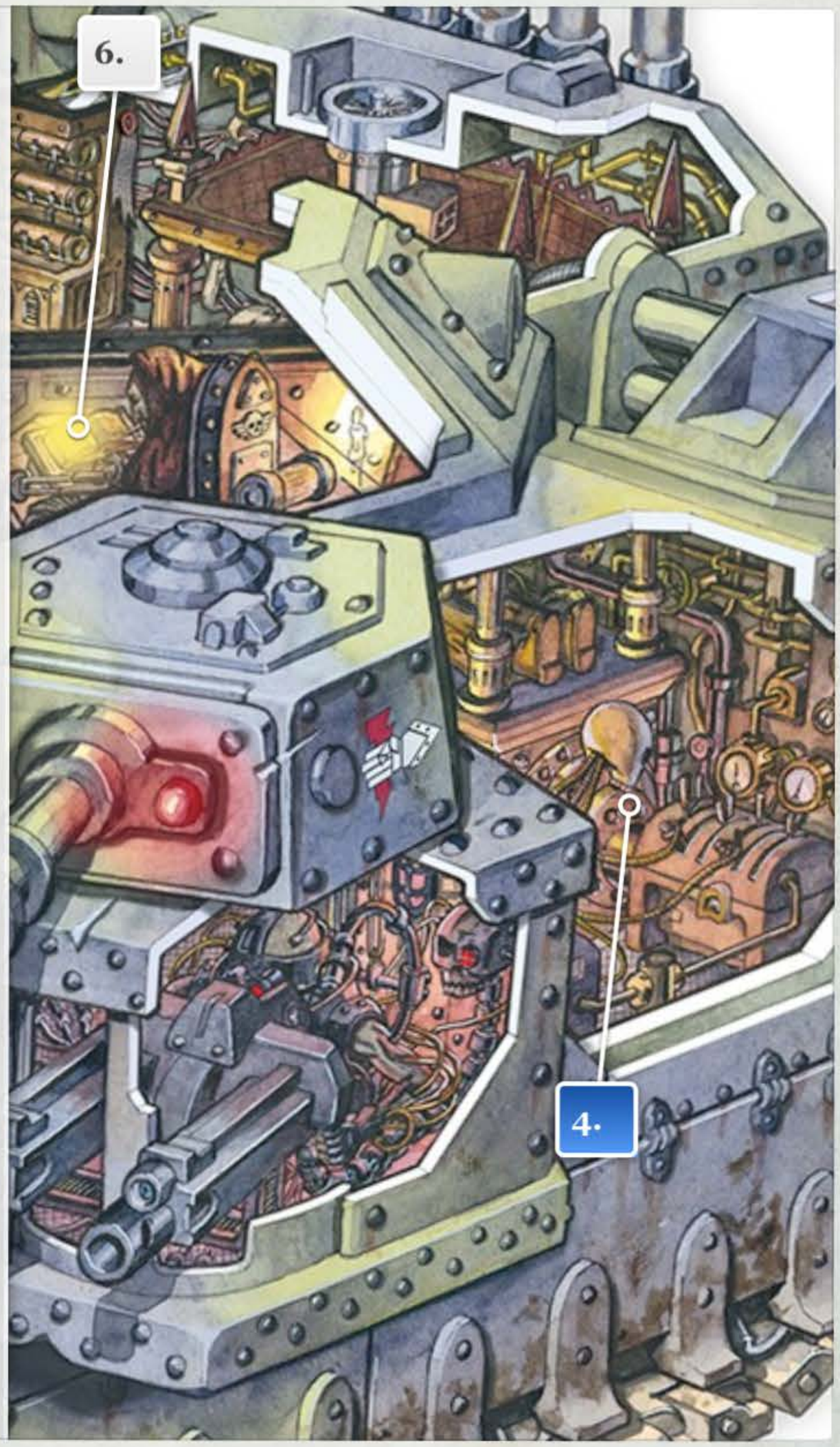
Auto-scribed memoriam-roll of all those who have fallen while serving as crew aboard the sacred machine.



Inside an Imperial Baneblade

4.

REVENANT AUXILLIA
Honoured remains of previous crewmen whose excellent record has earned the reward of service even after death. Each servo-skull is assigned that single task at which they proved best in life, and will perform it without emotion to the exclusion of all else



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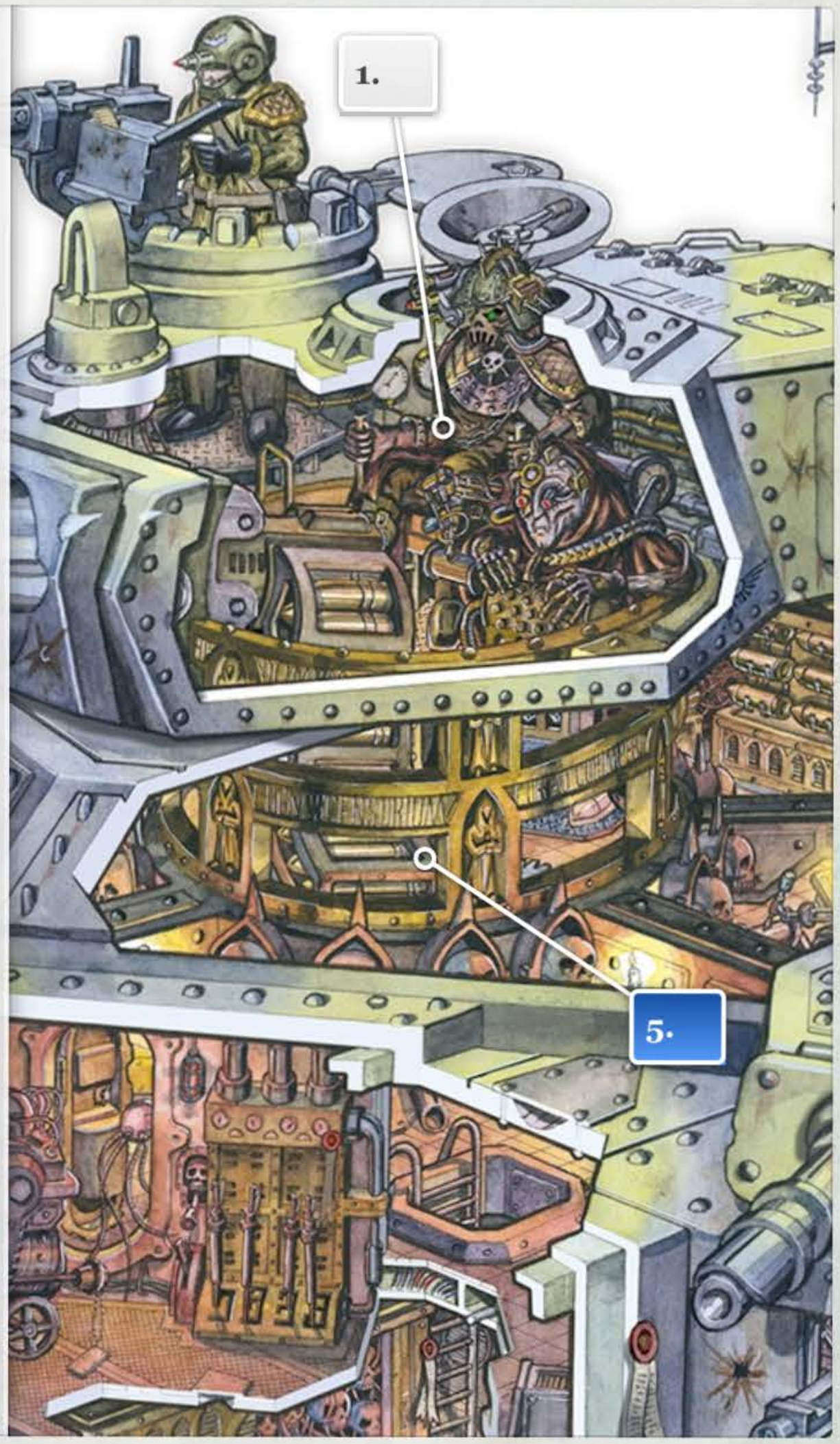
Inside an Imperial Baneblade

5.

AUTO-RELIQUARY

Drum magazine holding the finger bones of saints – after every shot from main cannon, these cycle around into a reservoir of holy water to prevent their blessings being used up

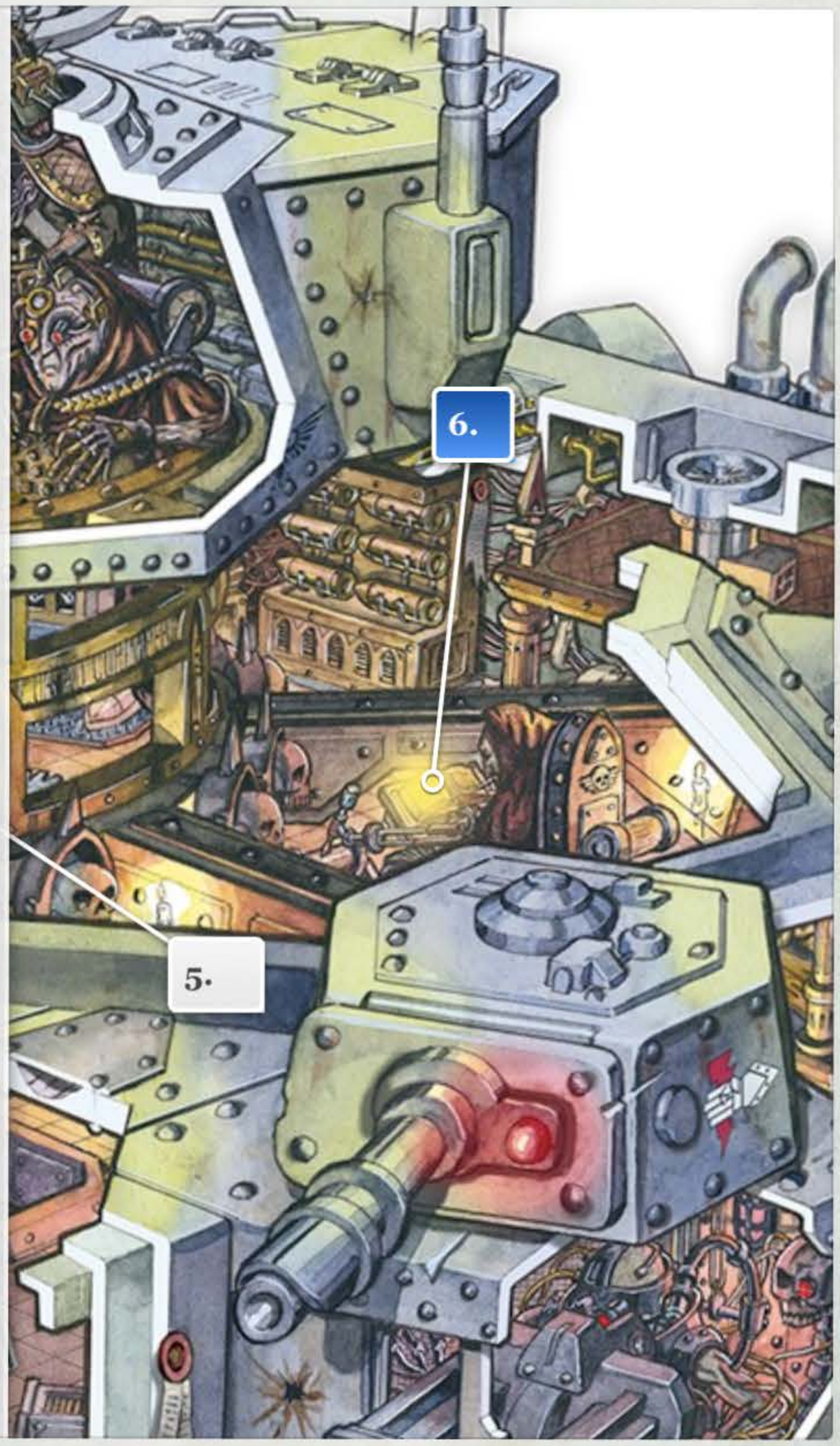


Inside an Imperial Baneblade

6.

CALCULUS-TRAJECTORIA SCRIPTORUM

Here a venerable scribe records in detail the precise angles of traverse and elevation of every shot fired by every weapon the Baneblade possesses in each of its engagements. Further noted are external atmospheric conditions, the extent of each shot's success or failure against its listed target, and those signs and portents considered to have a bearing upon all of the above. As holy writ, such volumes are not for the eyes of the crew, instead being locked tight between each engagement and shipped to the Trajectoria Vaults on holy Mars as each book is filled.



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BREAKOUT FROM VOLCANUS HIVE, 998.M41

Volcanus Hive is besieged and the population is starving. A massive armoured battle takes place when the beleaguered defenders attempt to create a land corridor that will allow vital supplies to reach the hive-city.

Volcanus Hive Medal
The Volcanus Hive medal was awarded posthumously to all of the citizens and Imperial Guardsmen that lost their lives fighting in the defence of Volcanus Hive.

In 998.M41 Volcanus Hive was enduring a heavy siege. Situated on the western shore of Armageddon Prime, Volcanus was surrounded almost as soon as Ghazghkull's invasion began. The Orks quickly took the Volcanus mountain range to the east of the hive-city, from where captured macro-cannon and Ork artillery pounded Volcanus. To the west, Imperial defence batteries situated on Nemesis Island and the hundreds of small islands that make up the Volcanus Archipelago had been able to keep the Orks at bay, but were under constant attack from crude Ork gunboats and submersibles.

Supply drops into Volcanus intended to aid the populace had been drying up, and the situation inside the Hive was desperate; every day, thousands were dying from dehydration and malnutrition, not to mention casualties from the continuous Ork bombardments. Unless this stranglehold could be broken, it would only be a matter of time before the hive-city fell.

Break out or Die!

Recently reinforced by Elysian Drop Troopers, the defenders of Volcanus Hive resolved to break through the Ork cordon and link up with elements from the North Primus Front fighting around Tempestora. If the two forces could reach each other, they would create a corridor along which vital supplies could be ferried into the city.

Deep within the hive, factories worked day and night to produce weapons and ammunition for the attack. Mechanised regiments of Steel Legion troops were pulled from the front line, where they had been suffering heavy losses, and carefully

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Deep within the hive, factories worked day and night to produce weapons and ammunition for the attack. Mechanised regiments of Steel Legion troops were pulled from the front line, where they had been suffering heavy losses, and carefully husbanded resources were used to return them to their full fighting strength. These armoured units, spearheaded by formations of Baneblades and Leman Russ battle tanks, would lead the attack from the hive; their orders were to cleave through the Ork cordon surrounding Volcanus and join up with the Blood Angels relief force striking from the north-east.

Armoured Apocalypse

Unfortunately for the Imperial forces, their breakout coincided with a full-scale Ork attack on the defensive bastions that lay just outside the walls of Volcanus Hive.

The array was led by Warlord Thogfang's Stompa Big Mob, which comprised no less than eight Ork Stompas, supported by countless Ork Boyz and vehicles of every type and hue. This vast horde was just lumbering into its attack positions when the Imperial breakout force burst forth from gateways and sally ports dotted along the eastern wall of Volcanus Hive. The stage was set for one of the largest super-heavy tank battles of the entire Armageddon campaign!

Breakout from Volcanus

We used the following mission, and the accompanying orders of battle on the following pages, when we refought the Imperial breakout from Volcanus Hive.

The Armies

The armies used are listed on the Orders of Battle on the following pages. Each side must select one of their Warlords to be their side's Warmaster.

The Battlefield

The terrain for the battle is set out as shown on the map, using a table that is 16' long and 8' wide. Strategic Objectives are placed as shown.

Deployment

The Imperial players deploy the Defence Line units first of all. They must be placed in the Grand Redoubt and Imperial Bastions in the Imperial deployment zone (see map on next page) or in Strategic Reserve.

The Imperial side then deploys their Breakout Force in open terrain in the Imperial deployment zone (see map).

Imperial Guard units may be placed in Strategic Reserve, but will have to enter play in the appropriate location (see the Imperial Strategic Reserves). The Blood Angels Relief Force must start the battle in Strategic Reserve.

Then, the Ork players deploy in their deployment zone (see map) or in Strategic Reserve.

First Turn

The Imperial side gets the first turn.

Game Length

The battle continues until the time limit is reached.

Victory Conditions

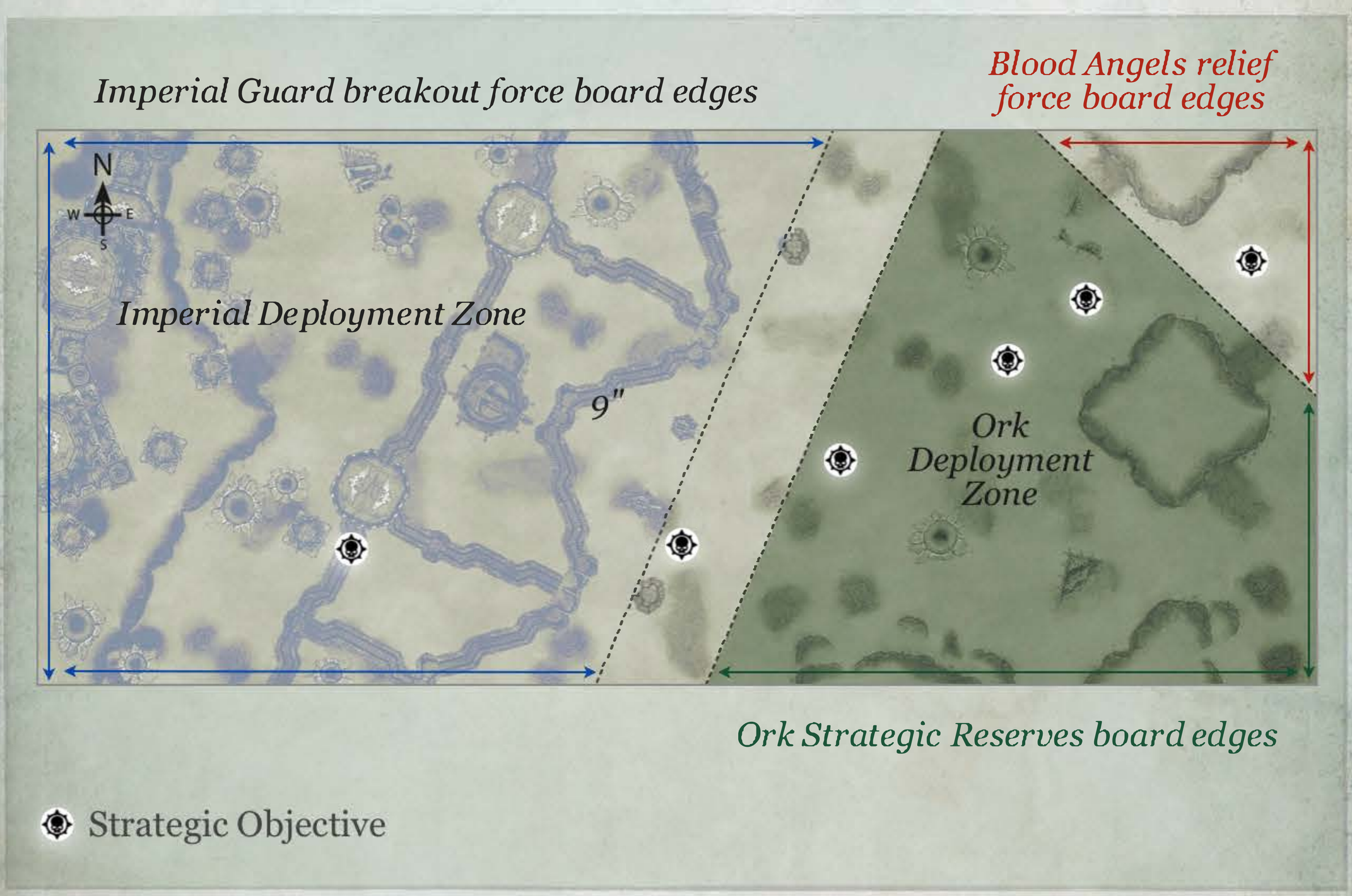
The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides have an equal number of points then the battle is a draw.

The Imperial side gains an additional 2D3 Strategic Victory Points if there are at least five units from the Breakout Force in the Ork deployment zone when the game ends.

Mission Special Rules

Armageddon War Zone, Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves (see the following pages for where these must deploy), **Strategic Victory Points.**

Specific Strategic Assets and Additional Special Rules: The Strategic Assets used by each side are listed on the following pages, along with an order of battle listing the units in each army and any army specific special rules.



The Forces of the Imperium

The defenders of Volcanus Hive have gathered to make a desperate breakout attempt. Can they link up with Commissar Yarrick and the Blood Angels before the Ork invasion reaches critical momentum?

The Imperial forces intend to smash through the cordon of Orks that surrounds Volcanus Hive and link up with the Blood Angels from the North Primus Front. To achieve this, the forces of the Imperium have gathered together all of their most powerful battle formations, carefully hoarded reserves which will launch one final offensive. Squadrons of super-heavy tanks fire up their engines, while in the air, flights of aircraft prepare to provide aerial support for the breakout attempt.

Meanwhile, far to the north-east, the Space Marines of the Blood Angels 3rd Company prepare to launch a surprise attack that will fall on the rear of the Ork line.

Imperial Strategic Reserves

Strategic Reserves: Any Imperial forces that arrive from Strategic Reserve must arrive at the following locations:

- **Deep Striking Units:** Anywhere on the table.
- **Imperial Guard Defence Line Force Reserves:** Must enter play using the 'Underground Barracks' rule from the Grand Redoubt datasheet.
- **Imperial Guard Breakout Force Reserves:** Must enter play from any table edge west of the Imperial forward defence line (see mission map).
- **Blood Angels Relief Force:** Must enter play within 48" of the north-eastern corner of the table (see map).

Imperial Strategic assets

The following Strategic Assets must be used by the Imperial army:
Blood from the Skies,
Heroic Stand,
On My Coordinates!,
Ultimate Sacrifice.

Imperial Battle Plan

The Imperial battle plan is to use their Titans and Flyers to blast a hole in the Orks' right flank, while their Super-heavy vehicles and Emperor's Fist Tank Company occupy the Orks in their left flank. As the Orks react to these two hammer blows, the Blood Angels will crash into their rearguard.

IMPERIAL ORDER OF BATTLE

The forces used in the Imperial army are listed below.

Imperial Guard Defence Line Force

- Lord Commissar
- Primaris Psyker
- 1 Grand Redoubt
- 6 Imperial Bastions
- 2 'Imperial Shield' Infantry Companies
- 1 'Imperial Sword' Heavy Weapons Company
- 3 Imperial Guard Infantry Platoons
- 1 Ogryn Squad

Blood Angels Relief Force

- *Fortress of Arrogance*
- Captain Tycho
- 1 Black Rage formation
- 1 Lucifer Armoured Task Force
- 1 Blood Angels Space Marine Company
- 4 Stormraven Gunships

Imperial Guard Breakout Force

- Company Command Squad
- 3 Baneblades
- 2 Shadowswords
- 1 Doomhammer
- 1 Hellhammer
- 1 Stormlord
- 1 Reaver Titan
- 2 Warhound Titans
- 6 Valkyries
- 1 'Emperor's Fist' Tank Company
- 4 Leman Russ Tank Squadrons
- 3 Basilisk Ordnance Batteries
- 3 Manticore Rocket Launchers
- 4 Scout Sentinel Squadrons
- 3 Mechanised Infantry Platoons

The Ork Horde

The Orks have gathered to crush the defensive bastions that lie just outside the walls of Volcanus Hive. The battle-cries of the Ork tribes shake the spires of Volcanus, while dozens of Stompas lumber into the fray.

Ork Warlord Gazgrim, the self-proclaimed Despot of Dregruk, has ordered the Ork warbands surrounding Volcanus Hive to obliterate the defensive bastions that lie outside its walls.

The Orks have gathered their forces in the gullies and ravines of the Volcanus mountain range, using the low cunning for which their race is famed to hide from the Imperial defenders. Macro-cannons captured when the Orks overran the mountains have been pounding the bastions for days on end, and the Orks are now ready to launch their attack and crush the defences once and for all.

Ork Strategic Reserves

Strategic Reserves: Ork Strategic Reserves must enter from any table edge east of the Imperial forward defence line, at least 12" away from the defence line and not within 48" of the north-east corner of the table (see map). Deep Striking units may deploy anywhere on the table as normal.

Ork Strategic Assets

The following Strategic Assets must be used by the Ork army:

Blind Barrage, 'Ere We Go Ladz, Flank March, Ghazghkull's Revenge, Replacements, Surrender or Die!, Treachery!.

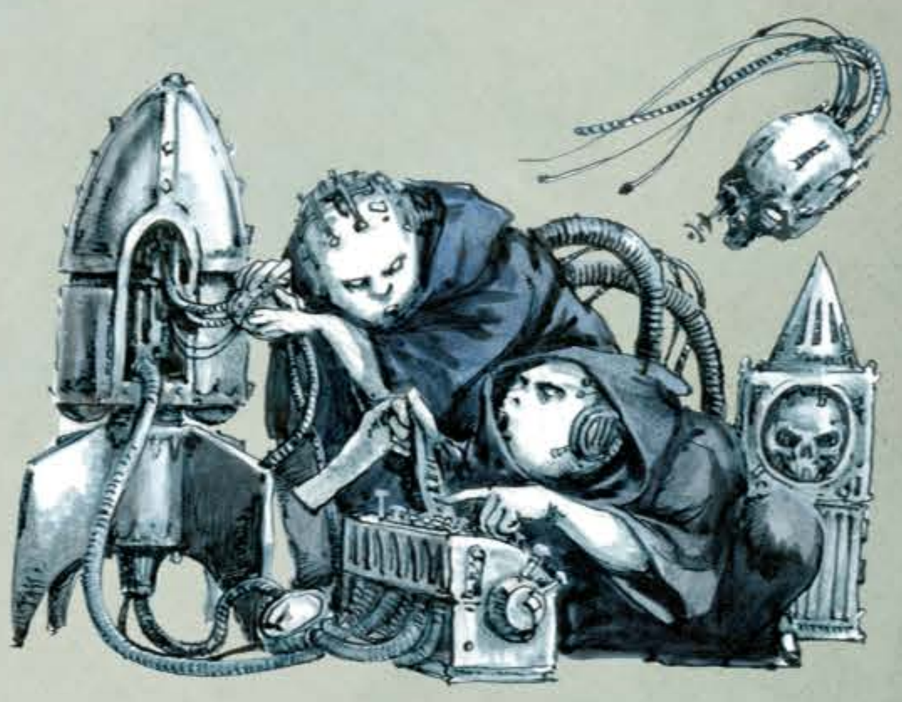
Ork Battle Plan

The Ork commanders have decided that their main objective should be to overrun the Imperial Grand Redoubt. The assault is spearheaded by the bulk of their Stompas, with their Green Tide and Battlewagons in close support. Flyers, Stormboyz and Kommandos will launch surprise attacks on the Aquila Stronghold and Skyshield Landing Pads, distracting the Imperials whilst the main assault reaches the Imperial defence line.

ORK ORDER OF BATTLE

The forces used in the Ork army are listed below.

- 3 Warbosses
- 2 Weirdboyz
- Boss Zagstruk
- 2 Stompa Mobs
- 1 Big Mek Stompa
- 3 Stompas
- 1 Gargantuan Squiggoth
- 2 Skullhamma Battle Fortresses
- 1 Battlewagon Steamrolla Squad
- 1 Bully Boyz formation
- 1 Red Skull Kommandos formation
- 3 Nobz mobs in Battlewagons
- 1 mob of Nob Bikers
- 1 Green Tide formation
- 5 Ork Boyz mobs
- 3 Gretchin mobs
- 2 Stormboyz mobs
- 7 Ork Boyz mobs in Trukks
- 1 Dread Mob
- 5 Battlewagons
- 3 Shokk Attack Guns
- 1 Kult of Speed
- 3 Deffkopta squadrons
- 2 Burna-bomma Skwadrons
- 1 Karnage Skwadron



'It is a curious fact that of all the races encountered by Mankind, the only one that can be found throughout the galaxy is that of the Orks. Why this should be is a mystery. Some maintain that the Orks are the decayed remnant of a vast galaxy spanning civilization, others that they spread from world to world by inter-stellar spores. No-one knows the answer and most likely no-one ever will.'

A Siege Undone

The Ork army is caught between the anvil of the Imperial Guard and the hammer of the Blood Angels.

Acid rain swept across the battlefield as the Ork and Imperial Guard assault forces crashed into each other. Imperial Titans and the Macro-cannon Aquila Strongpoint poured heavy fire into the Ork Stompas, quickly destroying three of the massive lumbering war machines. Fortunately for the Orks, there were plenty more Stompas in reserve, and the losses were quickly made up. The Orks' return fire tore gaping holes in the Imperial Guard formations, blunting the attack as the Imperial troops tried to break out from Volcanus Hive. Meanwhile, in the air above the battlefield, a ferocious dogfight was taking place between Imperial

Ghazghkull Mag Uruk Thraka, Great Overlord of the Waaagh! and instigator of the entire Armageddon invasion, was angered greatly by

Commissar Yarrick gave the Imperial Guard hope just as all seemed lost.

The stealthy Boss Snikrot and his Red Skull Kommandos wreaked havoc behind the Imperial Guard lines.

High Marshal Helbrecht led the Black Templars in a merciless crusade against the greenskins.

The Weirdboyz of the Ork hordes crackled with Waaagh! energy as the greenskin waves attacked.

The strategies of the Imperial Guard commanders, enforced by the Commissariat, were instrumental in breaking the siege of Volcanus Hive.

Boss Zagstruk of the Vulcha Boyz smashed into the Imperial ranks just as the Ork infantry charged forwards, causing utter mayhem.

Deff Dreads thundered forwards to the front lines, their massive metal frames dwarfed by the Stompas that preceded them.

Breakout from Volcanus Hive

Armageddon
Rules of Engagement

The scorched continents of Armageddon have been consumed by war time and time again, and the planet bears scars wrought by Mankind's many enemies. The following rules will allow you to fight battles set upon Armageddon's cursed soil.

On the following pages we have included additional environmental rules, Apocalypse Missions, Strategic Assets, Finest Hours, and Apocalypse Formations.

The missions and environmental rules in this section have been designed to represent a cross-section of the wealth of battles in the Third War for Armageddon, and the conditions in

Forging a Narrative

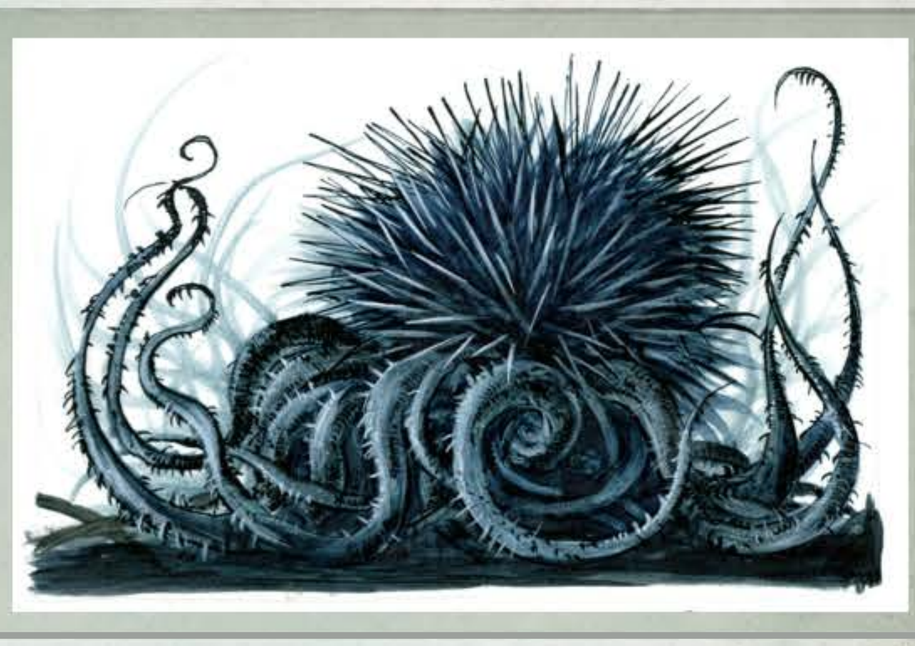
Armageddon is an inhospitable hive world; one of many such worlds all across the Imperium. Covered by deserts of ash, their climate forces the massive populations that inhabit them to live

War Zone Armageddon Unique Terrain

Armageddon is home to a range of uniquely hostile organisms and terrain. Although Imperial scientists have found it too hazardous to catalogue the full spread of Armageddon's deadly, toxic environment, some of the more commonly encountered types of unique terrain that can be encountered on the battlefields of Armageddon are described below.

Grope Weed

This carnivorous plant has dozens of thick tentacles armed with sharp thorns that wave in the breeze, seemingly guided by malign intelligence, grabbing any creature that ventures too close. The top of the plant is protected by a dense



Helsreach Monster

The Helsreach monster is a large, carnivorous plant, and is amongst the most deadly of its kind in the galaxy. Standing more than 10 feet tall, the bulb of this plant is a massive maw that is lined with sharp teeth which drip a toxic

Toxic Ash

Most of Armageddon's surface is covered in a thick layer of varicoloured ash, produced over the millennia by the factories in the planet's hive-cities. Some drifts and ash dunes are composed of dangerously toxic waste, a result of the

Armageddon
Unnatural Disasters

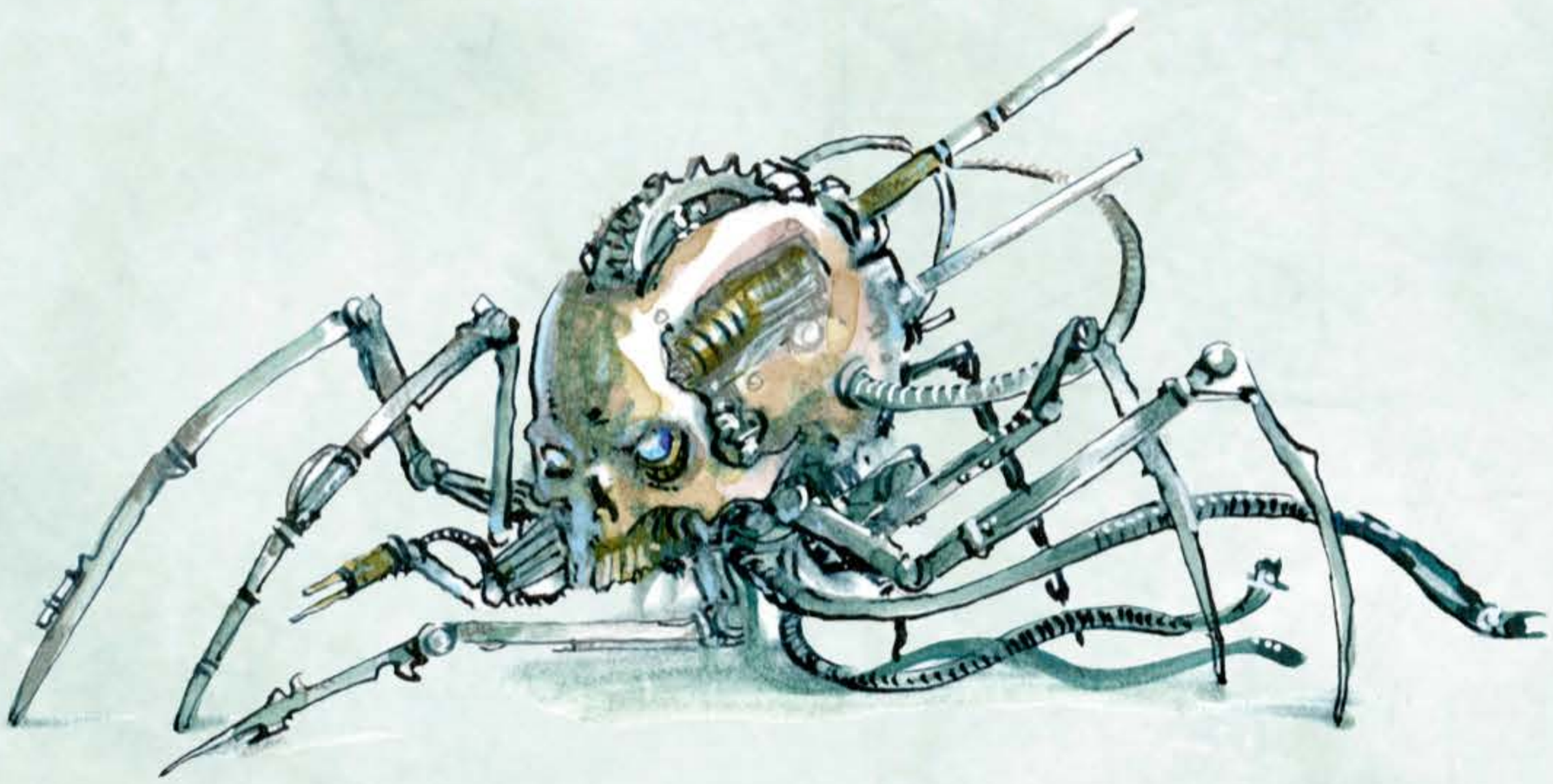
Much of Armageddon outside of the hive cities has become a polluted desert, an area of ash wastes, lashed by acid rain storms, and struck by massive asteroids that rain down from space. To make matters worse, when Armageddon's orbit reaches close to its sun, the planet is engulfed by terrible burning winds; this is known as the Season of Fire.

Ash Wastes
Unnatural Disaster Table

D3+Turn	Effect
2-3	**Shifting Ash:** *In parts of the ash wastes, the ash is miles deep and can suddenly shift, swallowing entire convoys.*
4-5	**Acid Rain:** *Acid rain is laden with toxins and corrosive elements that can strip a man to the bone in a matter of minutes.*
6+	**Asteroid Storm:** *Ork spacecraft used massive tellyporta devices to pull asteroids out of their normal orbit and crash them into the surface of Armageddon.*

Season of Fire
Unnatural Disaster Table

D3+Turn	Effect
2-3	**Scalding Dust Devils:** *The first sign of the onset of the Season of Fire is the appearance of small, burning-hot whirlwinds known as scalding dust devils.*
4-5	**Searing Winds:** *Even thick-skinned Orks are forced to seek cover in the face of the first searing winds that whirl down from the Fire Wastes.*
6+	**Superheated Ash Storm:** *Superheated ash storms are so deadly that they will kill an unprotected man in moments, while the superfine hot ash will render vehicles inoperable almost as quickly.*



The Boiling Seas

Several weeks into the Armageddon campaign, Ork submersibles rose from the waters around Tempestora and Helsreach Hives. These massive transport craft disgorged hundreds of Ork Boyz and vehicles, and Tempestora was overrun. The Orks continued to use their fleet of submersible transports throughout the course of the Armageddon campaign, always to deadly effect.

The Armies

Select two armies using the rules in the Fighting an Apocalypse Battle section. One army must be composed of Imperial units, and the other composed of Ork units.

The Battlefield

Set up the terrain for the battle in any mutually agreeable manner. One of Armageddon's oceans is assumed to lie just off one of the longest edges of the table. The table edge in question is called the 'shoreline'. If several table edges are equally long, randomly select the one that is the shoreline. Finally, all Strategic Objectives are placed within the Imperial Deployment Zone.

Deployment

The Imperial side deploys first. They may deploy anywhere on the table that is more than 12" away from the shoreline, or may be kept in Strategic Reserve. The Ork side does not deploy. Their army must be split into two waves:

- The first wave consists of all Flyers and units with the Deep Strike special rule, all Infantry units that are not embarked in Transports, and all vehicle units that have less than 3 Hull Points (and any units embarked in them). They must either enter from the shoreline table edge on the first Ork turn, Deep Strike on the first Ork turn (if they have the Deep Strike special rule), or may be kept in Strategic Reserve.
- The second wave consists of all remaining units. They must be kept in Strategic Reserve. The shoreline is considered to be the Ork table edge.

Infiltrators and Scouts may not use their special deployment rules in this mission.

First Turn

The Ork side has the first turn.

Game Length

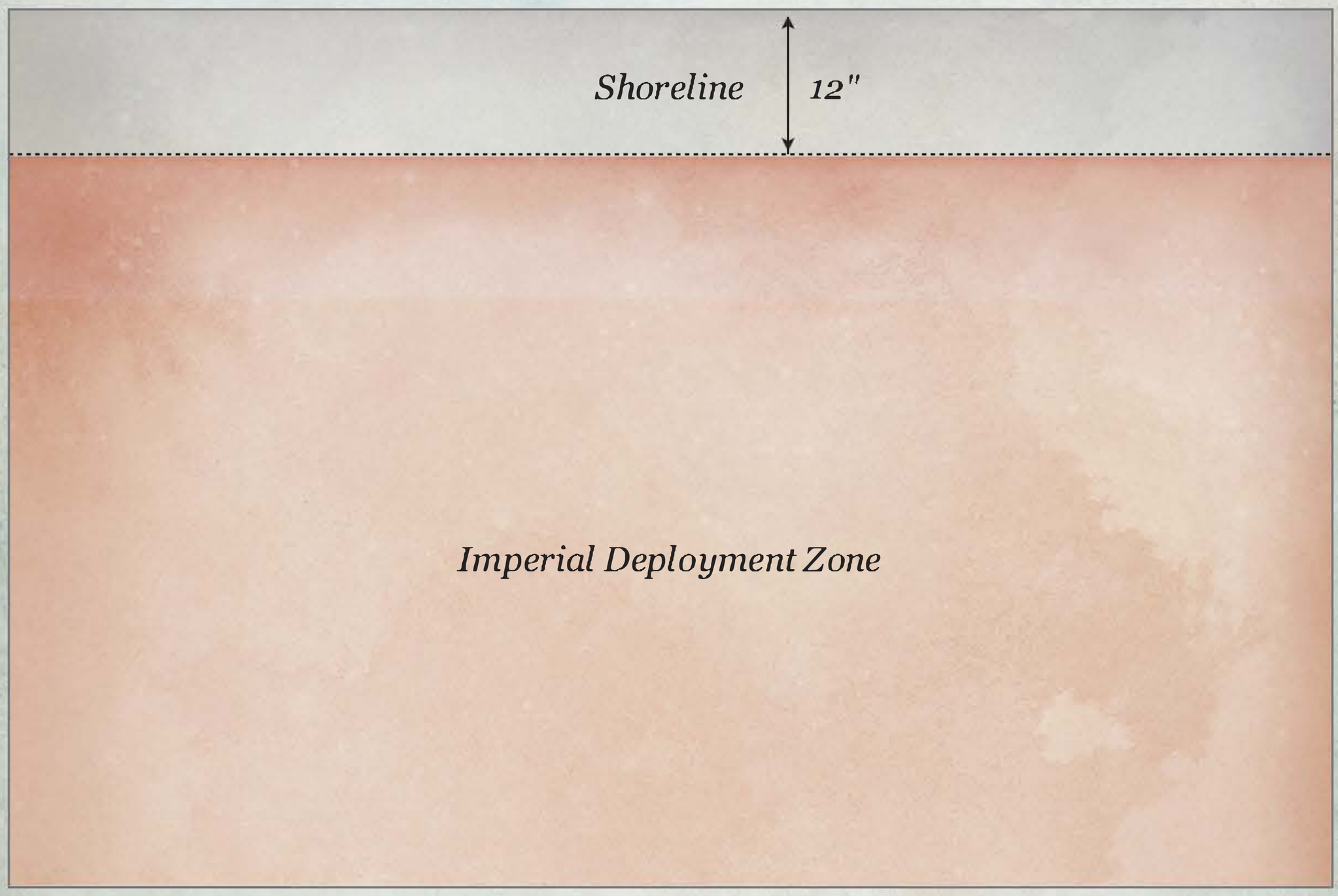
The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides score an equal number of points then the battle is a draw.

Mission Special Rules

Armageddon War Zone, The Boiling Seas, Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points, Surprise.



The Season of Fire

At the end of every year, super-heated ash storms wrack Armageddon, swirling down from the Fire Wastes to the north until they finally encompass all of the planet. In the early days, when the firestorms are first approaching, it is possible for truly desperate combatants to carry on fighting. However, doing so is fraught with peril, as many have found to their cost.

The Armies

Select two armies using the rules found in the Fighting an Apocalypse Battle section. One army must be composed of Imperial units, and the other composed of Ork units.

The Battlefield

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves. The border between the two halves does not have to be a straight line. The opposing side decides which half of the table each side will deploy in. Finally, Strategic Objectives are placed.

Deployment

Both sides secretly bid the amount of time they want to take setting up. Bids must be in whole minutes. The secret bids are then revealed and the side that bid lowest deploys first (in the case of a tie, roll-off to see who deploys first). They must finish deploying within the amount of time that they bid.

Units may deploy anywhere in their deployment zone that is more than 9" away from the opponent's half of the table, or may be kept in reserve. Any units not deployed when the time limit runs out are placed in Strategic Reserve.

Once the first side has deployed, the opposing side deploys in the same way, and has an amount of time to deploy equal to the amount of time that they bid.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

First Turn

The side that deployed first has the first turn, unless the opposing side can Seize the Initiative.

Game Length

The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle . If both sides score an equal number of points then the battle is a draw.

Mission Special Rules

Armageddon War Zone, Divine Intervention, Finest Hour, Mysterious Objectives, Strategic Assets, Strategic Objectives, Strategic Reserves, Strategic Victory Points.

The Rok

The Orks travelled to Armageddon on board spacecraft forged from massive asteroids, commonly known as 'Roks'. The Roks were protected by immense power field projectors, which made them invulnerable to long-range attacks. Imperial forces had to battle their way past hordes of Ork defenders in order to get close enough to damage the Rok directly.

The Armies

Select two armies using the rules found in the Fighting an Apocalypse Battle section. One army must be composed of Imperial units, and the other composed of Ork units.

The Battlefield

Set up the terrain for the battle in any mutually agreeable manner and then roll-off. The winning side divides the playing area into two roughly equal halves by drawing a line from the centre of the longest table edge to the centre of the opposite table edge*. The border between the two halves does not have to be a straight line. The Ork side decides which half of the table they will deploy in. Finally, Strategic Objectives are placed).

* *Designer's note: The object is to play along the length of the table, rather than across its width.*

Deployment

The Ork side deploys first. They may deploy anywhere in their table half, or may be kept in Strategic Reserve.

Once the Ork side has deployed, the Imperial side does likewise. Imperial units may deploy anywhere in their table half that is more than 12" away from any enemy models.

After both sides have deployed, Infiltrators may deploy and Scouts redeploy using their special rules.

First Turn

The Imperial side has the first turn, unless the Ork side can Seize the Initiative.

Game Length

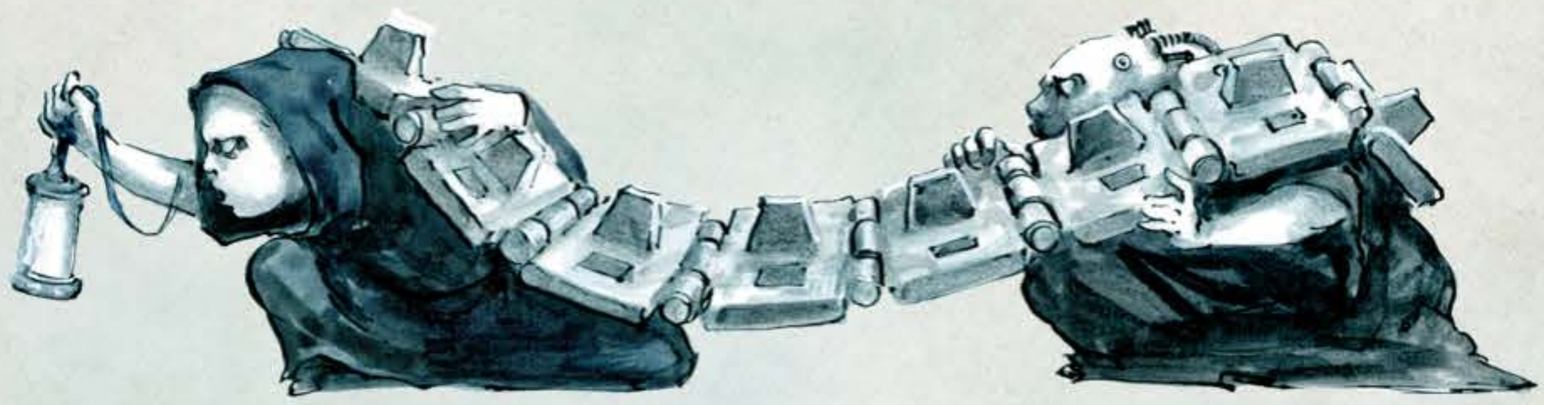
The battle continues until the time limit is reached.

Victory Conditions

The side that has the most Strategic Victory Points at the end of the game wins the battle. If both sides score an equal number of points then the battle is a draw. Note that the Imperial side can score additional Strategic Victory Points by attacking the Rok (see below).

Mission Special Rules

Armageddon War Zone,
Destroy The Rok,
Divine Intervention, Finest Hour,
Mysterious Objectives,
Strategic Assets,
Strategic Objectives,
Strategic Reserves,
Strategic Victory Points.



The Rok

Ork Deployment Zone

Imperial Deployment Zone

Strategic Asset Cards

Tap each link below to go direct to the relevant asset card.

Booby-traps

Ultimate Sacrifice

Blood from the Skies

Helbrecht's Pledge

Earth-shattering Salvo

Ghazghkull's Revenge

Surrender or Die!

Tellyporta Arrays

Treachery!

BOOBY-TRAPS

IMPERIUM

Imperial Guard troops were taught how to make and set deadly traps.

Play this card at the start of the battle. All of the buildings and fortifications in your deployment area are dangerous terrain for enemy units this game.

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ULTIMATE SACRIFICE

IMPERIUM

Princeps Prime Kurtiz Mannheim sacrificed his Titan to stop an Ork assault in the Second War for Armageddon.

Discard this card at the end of any enemy Movement phase to cause one friendly Super-heavy vehicle to suffer a Titanic Explosion! No bonus Strategic Victory Points are scored for the vehicle's destruction.

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BLOOD FROM THE SKIES

BLOOD ANGELS

Blood Angels are renowned for the ferocity of their aerial assaults.

Discard this card at the start of any Imperial turn. Friendly Blood Angels units that Deep Strike this turn (or disembark from Deep Striking Transports) may charge this turn.

STRATEGIC RESOURCE

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HELBRECHT'S PLEDGE

Black Templars

The Black Templars have sworn to hunt down Ghazghkull wherever he might flee.

Play this card after deployment if the opposing army includes Ghazghkull Thraka. All friendly Black Templar units have the Zealot special rule for the duration of the game. In addition, the Black Templars' side receives D3 additional Strategic Victory Points if Ghazghkull is removed from play as a casualty during the game.

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EARTH-SHATTERING SALVO

Imperial Guard

On Armageddon, Manticore Rocket Launchers were modified to fire their missiles in a single devastating salvo.

Play this card at the start of the Imperial Guard's first Shooting phase. All friendly Manticore Rocket Launcher models that shoot in that phase must fire all four of their rockets. Change their type from Ordnance Barrage D3, to Ordnance Barrage 4D3.

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GHAZGHKULL'S REVENGE

Orks

Hades Hive was smashed by asteroids launched from orbiting space hulks.

Discard this card in the Shooting phase to make a single Asteroid Storm attack – see the Ash Wastes Unnatural Disasters table. You are the Master of Disaster for the purposes of this attack.

Strategic Resource

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SURRENDER OR DIE!

Orks

The Orks told the defenders of Infernus Hive: surrender or die!

Play this card at the start of any enemy turn. Roll a D3. Until the start of their next turn, enemy units must subtract the result of the D3 from their Leadership value and the charge range of any charges they make.

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TELLYPORTA ARRAYS

Orks

Ghazghkull used massive teleportation devices to land troops on Armageddon.

Play this card at the start of any Ork turn. It allows all units in a single friendly Ork Apocalypse Formation to Deep Strike from Strategic Reserves. In addition, units from the formation that Deep Strike this turn do not scatter.

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TREACHERY!

Orks

Acheron Hive was captured by treachery from within.

Play this card at the start of any enemy turn and roll a dice: 1 = No effect; 2-5 = no enemy emplaced weapons may shoot this turn; 6 = no emplaced enemy weapons may shoot this turn or in their next turn.

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Armageddon Finest Hours

If the following special characters are included in an army, and are one of the army's Warlords or its Warmaster, then they use the following special rules when they take their Finest Hour. These special rules are in addition to the normal benefits of a Finest Hour.

Hero of Hades Hive
Commissar Yarrick

The presence of his oldest and most hated foe, the Ork Warlord Ghazghkull Thraka, drives Commissar Yarrick to extraordinary feats of valour, and the troops under Yarrick's command at Armageddon are inspired by his heroic example.

Death to Anyfing Dat Walks or Crawls
Ghazghkull Thraka

Only one man has ever defied Ghazghkull and survived, and his presence on the battlefield drives the Ork Warlord into a furious berserker rage, perhaps tinged with a hint of grudging respect.

The Strength of Legend
Captain Tycho

When consumed by the Black Rage, Captain Tycho transforms into an almost unstoppable force of destruction, capable of ignoring blows that should lay him low.

WAR ZONE ARMAGEDDON DATASHEETS

IMPERIUM

Reaver Battle Titan

The Reaver is a vast machine, protected by thick adamantine armour plates and carrying devastating firepower. The Mars pattern Reaver is said to be older than any other Titan pattern still in Imperial service, its origins predating even the Great Crusade. Each Reaver carries three weapon mounts: the single armament on its carapace is slightly smaller than the weapons that form its arms, but all three are perfectly capable of slaughtering entire regiments in a storm of fire. The appearance of even a single Reaver has been known to sway the tide of a conflict, the enemy fleeing in terror before a striding colossus whose very footsteps cause the earth to shake.

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Reaver Battle Titan

1,450 Points

	WS	BS	S	F	S	R	I	A	HP
Armour	2	4	10	14	14	13	1	2	18

Unit Type: Super heavy Walker

Unit Composition: 1 Reaver Titan

Special Rules:

Reactor Meltdown, **Void Shields**.

Options:

- **Must** choose two of the following arm weapons, at no additional points cost:
  - Gatling blaster
  - Laser blaster
  - Melta cannon
  - Titan power fist
  - Volcano cannon
- **Must** choose one of the following carapace weapons, at no additional points cost:
  - Apocalypse missile launcher
  - Double-barrelled turbo-laser destructor
  - Inferno gun
  - Plasma blastgun
  - Vortex missile
  - Vulcan mega-bolter

IMPERIUM

Warhound Scout Titan

Warhounds are the smallest class of Titan, sometimes referred to as a 'Scout' Titans. They are the eyes and ears of the Titan Legions and, when on campaign, range far ahead of the main battle groups. They are faster and more agile than a Reaver or Warlord Titan, but cannot match these mighty machines for armour or firepower. Like all Princeps, Warhound commanders feel, see and react through their Titan's sensors and mind-impulse controls. They have a particular reputation for daring among their peers.

Warhound Scout Titan — 720 Points

			Armour					
WS	BS	S	F	S	R	I	A	HP
2	4	10	14	13	12	1	1	9

Unit Type: Super heavy Walker

Unit Composition: 1 Warhound Titan

Special Rules:

Agile, **Void Shields**.

Options:

- **Must** choose two of the following arm weapons, at no additional points cost:
  - Inferno gun
  - Plasma blastgun
  - Double-barrelled turbo-laser destructor
  - Vulcan mega-bolter

The beast of metal endures longer than the flesh of men. Those that tend the beasts of metal must labour long to learn its ways, for a single beast must suffer the mastership of many men until ready to shed its vorpal coils. Those that seek apprenticeship must attend closely to the rites of mobilisation, the rites of maintenance, and the words-of-power that describe the parts of a beast. Nor must they neglect the tutelage of the Adeptus Prefects, nor the casting of the proper roboscopes.

Heroes of Armageddon

The siege of Tempestora Hive saw a gathering of three of the greatest heroes of the Armageddon War. Tempestora had fallen swiftly to an Ork surprise attack spearheaded by the massive submersible transport craft created by Orkimedes. The Orks had overrun the city and, unless they could be stopped, they would overrun Armageddon Prime completely. A war council was swiftly gathered, consisting of

- Commissar Yarrick
- 1 Company Command Squad
- High Marshal Helbrecht
- 1 Command Squad (Black Templars)
- Captain Tycho
- 1 Honour Guard

Special Rules:
Everywhere At Once, **Inspiring Aura**, **Their Finest Hours**.

Formation Restrictions

None.

IMPERIAL GUARD

Armageddon Stompa Hunters

Traditionally, a Sentinel is considered ill-suited to duelling with super-heavy, Titan-class war engines, being outgunned and out-classed in almost every regard. However, when organised into dedicated search-and-destroy teams, Armoured Sentinels hunt their quarry in large packs. Together, they are capable of producing a torrent of firepower that can topple giants. Amongst the most illustrious of Armoured Sentinel formations are those that patrol the ash wastes of Armageddon.

3-5 Armoured Sentinels

Special Rules:
Divert Power, **Super-heavy Hunters**.

Formation Restrictions
None.

IMPERIAL GUARD

Fortress of Arrogance

When Commissar Yarrick hunted down Ghazghkull Thraka after the Ork's first invasion of Armageddon, he caught up with the warlord on Golgotha. It was here that Yarrick commandeered the Baneblade Fortress of Arrogance *to confront the marauding greenskin. When Ghazghkull was threatening to invade Armageddon a second time, Yarrick requested that the* Fortress of Arrogance *be recovered from the plains of Golgotha. An Adeptus Mechanicus Reclamator expedition found the remnants of the venerable Baneblade and, during its voyage to Armageddon upon one of the great Mechanicus Arks, it was repaired and re-fitted. Now, Yarrick once more leads armoured assaults against the greenskin hordes from the cupola of the* Fortress of Arrogance.

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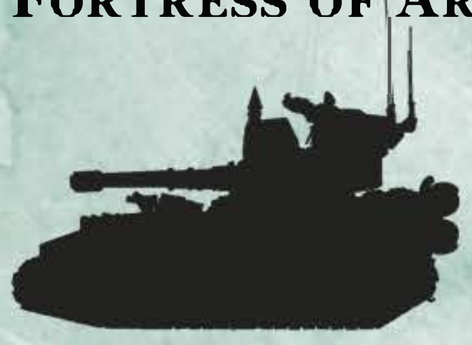
998.M41

Fortress of Arrogance

Fortress of Arrogance

940 Points



Armour

BS	F	S	R	HP
4	14	13	12	9

Unit Type: Super-heavy vehicle

Unit Composition: 1 Baneblade and Commissar Yarrick (embarked)

Wargear:

- Autocannon
- Baneblade cannon
- Demolisher cannon
- Hunter-killer missile
- Two lascannons (sponson)
- Storm bolter
- Three twin-linked heavy bolters (two sponson, one hull)
- Searchlight
- Smoke launchers

Special Rules:

Hammer of the Greenskins, **Icon of Victory**.

Transport:

Transport Capacity: Commissar Yarrick

Fire Points: 1.

Access Points: The *Fortress of Arrogance* is treated as Open-topped for embarking and disembarking purposes. The +1 damage modifier for Open-topped vehicles does not apply to the *Fortress of Arrogance*.

There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.

IMPERIAL GUARD

'Imperial Vengeance' Mechanised Company

Imperial Guard mechanised companies are used in offensive operations, especially in seize and control missions against heavily defended targets. Chimera transports speed towards a vital objective, overrunning enemy positions before disgorging platoons of infantry. These brave men must then hold out for reinforcements to arrive, defending their prize as the enemy counter-attack.

1 Company Command Squad

3 Infantry Platoons

Special Rules:
Hold At All Costs, **Objective Sighted**.

Formation Restrictions

Each Infantry Platoon must have one Platoon Command Squad and 2 Infantry Squads. All Squads, including the Company Command Squad, must have Chimera Dedicated Transport vehicles.

BLACK TEMPLARS

Crusader Hailstorm Squadron

Hailstorm Squadrons thrust fearlessly into an enemy battle line, and then lay down a withering hail of fire. Additional ammunition for each vehicle's hurricane bolters is carried in the transport compartment of the Crusader. This reduces the number of assault troops that the vehicles in the squadron can carry, but allows them to conduct a coordinated 'hailstorm' fire attack that is capable of sweeping away dozens of enemies at a stroke, and tearing the heart out of even a heavily fortified defensive position.

3-5 Land Raider Crusaders

Formation Restrictions

None.

Special Rules:
Ammunition Stowage,
Hailstorm Attack.

'All your works turn to ash and dust if they do not serve the Emperor.'

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998.M41

BLACK TEMPLARS

Sons of Grimaldus

Chaplain Grimaldus entered legend during the battle for Helsreach Hive. For more than sixty days, he commanded the defenders of the Temple of the Emperor Ascendant against a massive horde of Orks. Eventually, with the defenders cut-off and outnumbered hundreds to one, the temple fell. Miraculously, Grimaldus and a handful of Black Templars survived. These few swore to avenge the brave warriors that had

Chaplain Grimaldus

1 Command Squad

1 Sword Brethren Terminator Squad

1 Sword Brethren Terminator Assault Squad

5 Crusader Squads

2 Sword Brethren Squads

Special Rules:
Feel No Pain, **Avengers of Helsreach**, **None Shall Escape**.

'No man died in the Emperor's service that died in vain.'

Formation Restrictions
None.

The Legion Ascendant

Of all the legends of the Imperium, one of the strangest is that of the Legion of the Damned. The Inquisition has amassed dozens of reports describing the manifestation of these other-worldly warriors on battlefields where the defenders of Mankind faced impossible odds. Their aspect is terrifying in the extreme, ghostly apparitions from some bygone era or perhaps a time yet to come. Appearing amidst the enemy in a scouring blast of spectral flame, the Damned Legionnaires' very presence evokes

2+ Legion of
the Damned units

Special Rules:
Deep Strike, **Fires of Judgement**, **Fear**, **Spectral Horrors**.

Formation Restrictions

All Legion of the Damned units must consist of 10 models.

'Beyond the needs of mortal flesh lies the sustenance of the soul that only true conviction in the Will of the Emperor can supply.'

ANY

Firestorm Nexus

The Firestorm Nexus is the last word in Imperial anti-aircraft capability. Individually, Firestorm redoubts are often enough to counter any aerial threat; when deployed as a Firestorm Nexus, enemy aircraft are all but doomed to annihilation, such is their withering firepower when fired in unison. These 'las-storms' have earned a terrifying reputation amongst the Imperium's enemies, and few commanders will risk employing their aircraft squadrons in a Firestorm Nexus' vicinity for fear of their complete destruction.

3 Firestorm Redoubts

Special Rules:
Firestorm.

'Across the vastness of space alien races plot the dethroning of the Emperor and the downfall of Humanity. This is the Imperium's call to arms and nothing shall stand in the way of its righteous crusade.'

Imperial Stronghold

The galaxy is a dangerous place, inhabited by a vast array of hostile lifeforms. Because of this, settlements in isolated locations will usually be built under or near a specially constructed Imperial Stronghold. In times of danger, Imperial citizens will quickly evacuate to the stronghold, taking shelter behind its thick armoured walls, and in the large bunkers that lie underneath it. Military formations garrisoning the upper levels

- 1 Macro-cannon Aquila Strongpoint
- or
- 1 Vortex Missile Aquila Strongpoint
- 1 Firestorm Redoubt
- 1+ Imperial Defence Lines
- 1+ Imperial Defence Emplacements
- 1+ Imperial Bunkers
- 1+ Vengeance Weapon Batteries

Special Rules:
Coordinated Attacks, **Refuge**, **Sally Forth**.

Formation Restrictions
None.

ORKS

Bikeboyz Kult of Speed

Ork Bikeboyz feel a desperate need for speed! Such is the siren call of putting the pedal to the metal that massive hordes of Ork Bikeboyz join together to form rampaging Kults of Speed. These Orks left their tribe to join other Speed Freeks in a large nomadic cavalcade that roams across a war zone. In battle, a Kult of Speed hurtles towards the enemy at breakneck speed, their gunz blazing, voices howling into the rushing wind.

Warboss on Warbike

2+ squadrons of Warbuggies

6+ mobs of Warbikes

0+ units of Nob Bikers

Special Rules: **Kult of Speed**, **Quick Ladz!**.

Formation Restrictions

None.

Big Mek Stompa

Some Big Meks get so influential that they start lording it over their biggers and betters. In normal Ork society, the offending upstart will quickly get beaten back down to size by a Nob or Warboss. However, talented Big Meks like Orkimedes find that building a towering monstrosity bristling with awesome gunz and crackling power fields more than levels the playing field. The Weirdboyz believe that a normal Stompa epitomises the brutal Ork god Gork, whereas a Big Mek's Stompa is an effigy of Mork, the Ork god of kunnin'.

Big Mek Stompa

830 points

	WS	BS	S	F	S	R	I	A	HP
				Armour					
	4	2	10	13	13	12	1	4	12

Unit Type: Super heavy Walker

Unit Composition: 1 Big Mek Stompa

Wargear:

- Three big shootas
- Gaze of Mork
- Lifta-droppa
- Mega-klaw

Special Rules:

Effigy, **Power Fields**.

Big Mek Stompa

Transport:

Transport Capacity: 20 models.

Fire Points: A total of 10 models may fire from the Big Mek Stompa's firing hatches.

Access Points: A Big Mek Stompa has one Access Point at the rear.

Options:

- May take up to 3 supa-rokkits — *20 pts each*
- May replace mega-klaw with deff kannon — *50 pts*
- May take one belly mounted deff kannon — *100 pts*

Let the Orks come by the thousand, or by the tens of thousands; we shall be ready for them. This world is the Emperor's, not theirs, and we shall wash it clean with their blood.

ORKS

Karnage Skwadron

Ork Dakkajet pilots are notorious for their suicidal unpredictability, their wild flight paths making them extremely hard to target. It is the Orks' staggering inability to back down from a challenge, however, that makes their Karnage Skwadrons especially dangerous. Every flyboy worth his goggles knows the drill – when faced with something that dakka just won't krump, get on a collision course and go full throttle. Many a Princeps' last sight has been a spinning Dakkajet diving gracelessly toward their Titan's bridge in a manoeuvre the flyboyz call 'da flyin' eddbutt'.

3+ Dakkajets

Special Rules:
Erratic Flight,
Flyin' Eddbutt.

Formation Restrictions

None.

Ork Stormer Elite

Some Stormboyz outlive their adolescent fascination with order and discipline and grow up to become proper, right-thinking maniacs. Though these 'Stormers' exchange the boot-polishing ways of their younger brethren for acts of fungus beer-guzzling mayhem, these ramshackle hardcases never lose their taste for aerial misadventure. Stormers often forget to take off their rokkit packs when back at camp, which is just asking for a Burna Boy to sneak up and 'test da fuel for 'em'. Because of this, Ork Warlords have a grudging respect for the Stormers' resilience – if they can survive personal immolation year after year, they must be made of strong stuff. Stormers are drawn to the largest of battles, diving into the foe on corkscrew contrails to hack apart those who survive their death-defying charges.

3+ units of Stormboyz

Special Rules:
Fearless, **Feel No Pain**, **Corkscrew Dive**.

Formation Restrictions

None.

ORKS

Overlord von Strab

Herman von Strab was the vainglorious ruler of Armageddon at the start of Ghazgkhull's first invasion. Thanks to his incompetence, the planet was nearly overrun and countless millions of Imperial citizens lost their lives. Von Strab was eventually deposed and arrested, only to escape and return with the Orks decades later when Ghazgkhull launched his second invasion of the planet. With squads of Ork brutes at his side to stifle any dissent, he proclaimed himself Overlord of Acheron Hive. In the

Herman von Strab (1 Imperial Guard Company Commander from *Codex: Imperial Guard*)

1 Nobz mob

Special Rules:
Hated Tyrant, **Incompetent**, **Von Strab Must Die!**.

Formation Restrictions

Von Strab is taken on his own and does not come with any other members of the Company Command Squad. He must join the Ork Nobz mob and may not leave the unit. The mob must have 10 models (including von Strab).

ORKS

Red Skull Kommandos

Cut off in the jungles that separate Armageddon Prime from Armageddon Secundus at the end of Ghazghkull's first invasion, Boss Snikrot has fought a guerilla war against the Imperium for more than fifty years. He has led his Red Skull Kommandos in numerous raids and ambushes, fuelling a legend that has spread over the entire planet. It is said that Snikrot and his followers are protected by the Ork god Mork himself, who so admires their cunning and guile that he ensures they can never be caught. Whatever the truth of this, the fact is that the Red Skull Kommandos seem to have a preternatural ability to sneak up on an enemy, launch a brutally swift attack, and then vanish back into the gloom of the jungle.

Boss Snikrot

1 mob of Kommandos

Special Rules:
Favoured of Mork, **Vanish in the Gloom**.

Formation Restrictions

None.

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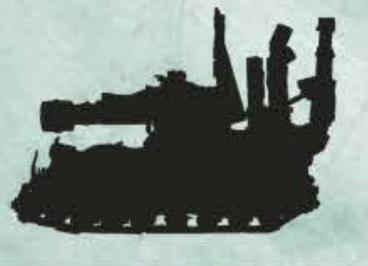
998.M41

Skullhamma Battle Fortress

For the serious Mek, a popular construction project is the Battle Fortress – a clanking, smoke-belching behemoth festooned with guns and boyz, alive with Grot riggers and whirring tracks. Typically twice as big as a Battlewagon, and often even larger, a Skullhamma Battle Fortress is a mobile stronghold and artillery battery rolled into one.

Skullhamma Battle Fortress — 430 points



Armour

BS	F	S	R	HP
2	13	13	11	9

Unit Type: Super-heavy vehicle

Unit Composition: 1 Skullhamma

Skullhamma Battle Fortress

Wargear:

- Kannon
- Skullhamma kannon
- Two twin-linked big shootas

Transport:

Transport Capacity: 30 models.

Fire Points: A total of 10 models may fire from the Skullhamma's Fire Points.

Access Points: A Skullhamma has one Access Point at the rear.

Options:

- May replace kannon with a lobba — *free*
- May take up to three supa-rokkits — *20 pts each*
- May take up to two additional twin-linked big shootas — *10 pts each*
- May replace any twin-linked big shoota with a twin-linked rokkit launcha — *free*

Shall we lie down meekly as a lamb before the ravening wolf or shall we oppose such horrors as the galaxy will throw at us with proud contempt? Suffer not the beasts and abominations of other worlds to live in our Imperium!

Stompa Mob

It is not uncommon for Warlords and Big Meks to combine their forces prior to a battle into Stompa Mobs. Petty rivalries are set aside for the greater opportunity of a good fight against a common foe. Such was the case on Armageddon, where Ghazghkull persuaded an unthinkable number of Warlords that the Armageddon system was ripe for conquest and rule under a united Ork Waaagh! With Stompas easily produced by the numerous Ork Meks, they became almost as common a sight in Ghazghkull's

2-4 Stompas

0-1 Big Mek Stompa

Formation Restrictions

None.

Special Rules:

Combined Power Fields,

Stomp, Stomp, STOMP!

'The wretched alien mind cannot be measured by any human standard.'

APPENDICES

APPENDIX 1

THE ADEPTUS TITANICUS

In the grim darkness of the far future, the Imperium's armies march to war in the shadow of giant war machines, the ground trembling beneath their mighty tread and their fearsome guns sweeping entire legions of their foes from the battlefield. What follows is an investigation into the storied history of the Titan Legions – the greatest legacy of the Dark Age of Technology.

THE ADEPTUS MECHANICUS

'How like a god He is, that ancient machine, primal of all His kind, the Imperator! His mighty fists, massive like two towers of destruction, laden with the doom of Mankind's bitter foes. He watches over us now as battle joins, and in His shadow we shall advance upon our enemies and defeat them.'

When the Tech-Priests built their first temples and restored order to Mars they also laid the basis for the military arm of the Cult Mechanicus, the Titan Legions. They created weapons capable of functioning in the hostile environment of their planet. The vast fighting machines they constructed were called Titans. Since that time the Titan Legions have formed the backbone of the armies of the Cult Mechanicus. Now, as part of the Imperium, they serve the Emperor.

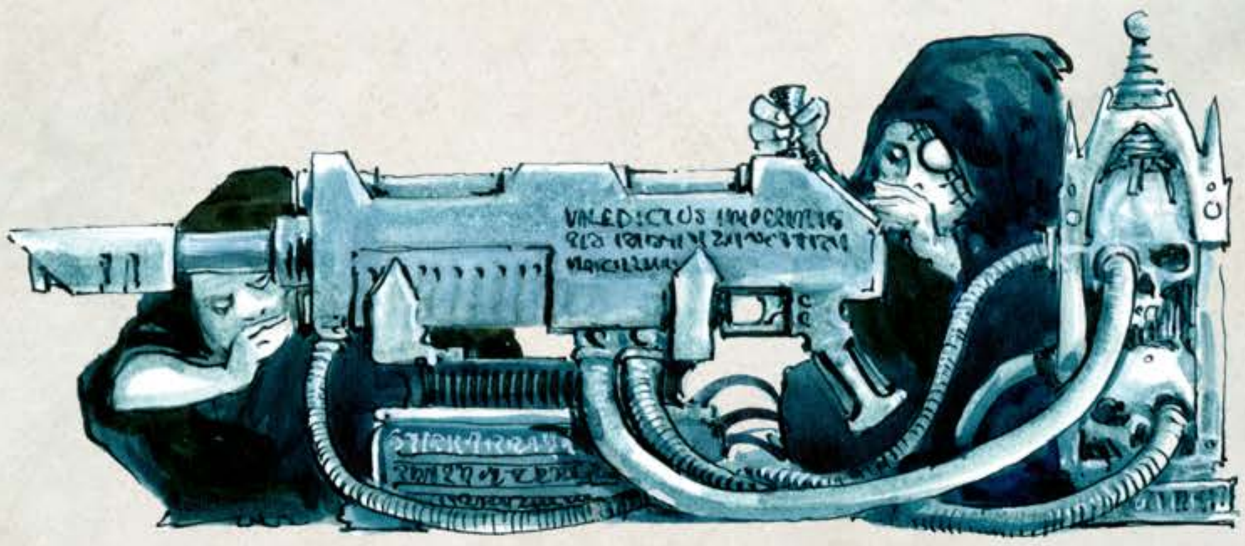
Throughout the Imperium there are countless forge worlds devoted to the pursuit of knowledge. Many of the developments that stem from these endeavours are given form amongst the Titan Legions and the tech-guard armies of the Adeptus Mechanicus, who protect and expand the territories of the Machine God. In conjunction with the Space Marines and Imperial Guard, they form the fighting armies of the Imperium, the most potent force in the galaxy.

The forge worlds remain fiercely loyal to their Martian masters; their tithes – the fruits of their industry – are paid to the Adeptus Mechanicus and the Techno-Magi of the Cult Mechanicus. Where other worlds in the Imperium are controlled by the Administratum of the Adeptus Terra, the Adeptus Mechanicus retains direct ownership of its own territories. Thus, the forge worlds raise no regiments for the Imperial Guard

and they pay no tithes to the treasury. They are not answerable to the Adeptus Terra but to the Adeptus Mechanicus. Only the Inquisition has jurisdiction in their realms, and there is no world in the Imperium where their Titan Legions may not walk freely.

Of all the galaxy's fighting machines, none can match the sheer size and power of a Titan. The largest Titans bristle with weaponed turrets and carry potent guns capable of destroying entire formations of enemy troops. Inside the Titan's armoured shell countless crew busy themselves with their duties. Some operate the throbbing engines that propel the machine, enabling it to walk over the battlefield. Others direct its potent weapons of destruction, guiding its turrets and aiming its lethal missiles. A Titan is a ponderous battleship of the land – a machine of such a size and complexity that it is accompanied by infantry and tanks so that it can deliver its substantial firepower in the most effective way. Some Titans even carry troops into battle, their towering leg sections forming mighty bastions from which squads of troops attack the enemy.

The construction of a Titan takes many years, and centuries of maintenance and care may lie behind a single machine. The largest and oldest Titans are held to contain a spark of the Machine God's divinity, but all have a holiness invested in them by virtue of their antiquity and technical complexity. Tech-Priests deck each Titan with banners proclaiming their divine nature and on the eve of battle they anoint the machines with holy oil and perform the Mass of the Cult Mechanicus before the entire legion. The sacred names of the Titans are chanted amidst readings from the Manual Technicanum. To the Tech-Priests, a Titan is more than a fighting machine; it is an aspect of the Machine God, a holy and worshipful creation of Technology. To serve aboard a Titan is to serve the Machine God in person. This is the greatest service that a mere mortal can perform.



Battle Titans

Battle Titans are enormous machines that tower over even the heaviest tanks. Their limbs are moved by electrically motivated fibre bundles that bunch and flex like muscles around 'bones' of adamantium and armaplas. They are protected by a series of massive void shield generators and have thick armour of ceramite and adamantium comparable to that of super-heavy tanks. The void shields are a Battle Titan's first line of defence, but their generators have a ferocious power requirement beyond the capacity of most portable power sources; all Titans overcome this problem by using dangerously volatile plasma reactors with all the attendant risks of meltdown or runaway reaction.

Titans are controlled via the use of a mind impulse unit – or MIU as they are sometimes known. Mind impulse units read commands directly from the brain-waves of the Titan's bridge crew, giving the machine an agility and reaction time otherwise impossible to achieve. To an extent, the Titan and its crew – and in particular its commander or Princeps – become meshed together by the use of the MIU.

Battle Titans have multi-configuration weapon mounts which allow their attendant Tech-Priests to interchange weaponry easily. In theory, this enables them to arm a Titan with the ideal weapon combination for every terrain type and opponent. Of course, when in a war zone this is seldom the case, as Titans will often be away from the necessary facilities for weeks at a time. It is also noticeable that individual Princeps and their crews quickly develop a taste for specific weapon combinations.

Emperor Titans

The Emperor class is the largest of all types of Titan, being almost twice the size of a Battle Titan. They mount veritable arsenals of weaponry and are protected by a plethora of void shields over armour so thick it would not be out of place on a planetary defence installation. The Imperator is one of the larger examples of an Emperor class Titan. Only the most battle-hardened Princeps are given command of an Imperator Titan and they are permitted their choice of crew members from other Titans within the legion. Imperators spend much of their time employed as vast mobile fortresses used to strengthen vulnerable sectors of the battlefront or to act as a reserve force behind the front-line. When a major offensive begins, Imperator Titans spearhead massive assaults of men and machines, their terrifying firepower blasting a path through the enemy lines.

Reaver Battle Titan

The Reaver Battle Titan is a flexible, multi-role fighting machine, commonly used at the forefront of the fighting. Reavers are medium-weight Battle Titans which mount up to three weapon systems. They bear a number of void shield generators and are protected by thick, well-sloped armour on all sides.

Reavers are most commonly deployed in a shock assault role, giving close support to infantry and tank attacks. In this capacity, they usually wield short-ranged, rapid fire weapons and a massive melee weapon such as a chainfist. When operating in battle groups, one or two of the Reavers will be equipped with longer-ranged anti-armour weapons such as laser blasters or plasma blastguns.

Research suggests the Reaver was designed at approximately the same time as the Warhound. It differs considerably from older designs, such as the Warlord Battle Titan, in placing the vulnerable plasma reactor at the rear of the carapace housing. While this makes the Reaver difficult to knock out from the front, the more exposed cooling bars of the reactor make it a comparatively easy target from the side or rear. The greater speed of the Reaver in comparison to Warlord Battle Titans minimises this problem but it does make Reavers unsuitable for extremely heavy fighting in cities or other close terrain.

Warhound Scout Titan

Warhound Scout Titans are not, strictly speaking, Battle Titans at all. However, there are very few practical differences between Scout Titans and Battle Titans (save in size and nomenclature). Warhound Scout Titans are the eyes and ears of the Titan Legions. Fast and agile, they perform dangerous reconnaissance missions and terror raids behind enemy lines.

Warhounds almost invariably operate in pairs, so that they can outmanoeuvre or outgun almost any opponent they are liable to meet on such missions. In a major battle, Warhounds favour working their way around a flank to pursue 'soft' targets such as infantry and artillery.

With weapons like Vulcan mega-bolters and Inferno guns, a pair of Warhounds can cause immense damage using this method.

Warhounds are shielded by a pair of void shield generators and are relatively lightly armoured, emphasising speed over strength. They mount two weapons and are limited in the selection of these to the 'lighter' Titan weapons, as they produce less recoil.

The small crews of Warhound Titans are made up of tough and resourceful individuals; experts in unorthodox tactics all, they possess a fierce fighting spirit that is the envy of other Titan crews. The recurring nightmare of any Warhound's crew is that an incompetent commander will deploy them in the centre of an open battlefront, where they will draw heavy enemy fire and quickly be destroyed.

Titan Battle Groups

'The arming of Titans must, by necessity, always be a compromise. To gain long range you must sacrifice firepower, and vice versa. You must approach this decision at two levels.

Firstly, the level of the individual Titan. Consider carefully what it must achieve and how its armament will affect its ability to fulfil its objective.

Secondly, the level of the force itself: this may be the legion as a whole, or a battle group on a particular mission. Never forget that a Titan force is a team – a single body – and may have specialised members designed for specific tasks.

Meditate on the subject if you feel the need, or consult the Imperial Tarot. The decision is important, so do not take it lightly.'

De Bellis Titanicus
Attributed to Haran Jaxx

The Titan Legions are extremely flexible organisations. The number of operational Titans in a single legion can vary between barely a dozen, in the case of the elite Legio Ordo Sinister, to over a hundred in the Legio Destructor. When at war, some of the legion's Battle Titans are sent to different sectors of the battle front to support specified companies, nominally coming under the control of the sector commander. Likewise, most Emperor class Titans are deployed to strengthen the front at key points, although these remain under the direct command of the legion's Grand Master.

The bulk of the legion's remaining Battle Titans are formed into battle groups of three Titans, which will usually remain together for the course of the campaign. Each battle group is independent, frequently including its own supporting troops and maintenance facilities. The Titans within a group are nearly always of the same type; this ensures that they remain a cohesive formation with similar capabilities.

Scout Titans, such as Warhounds, have not been organised into battle groups since the excesses committed by Senior Princeps Esau Turnet's Death's Head Scouts, part of the Traitor Legio Mortis, during the Horus Heresy. Instead, Scout

Titans usually operate in pairs; the resulting 'hunting packs' are attached to battle groups as required.

The armament of a battle group's Titans varies greatly according to the terrain it is fighting in and the strengths of its opponents. The Grand Masters of the Titan Legions have pondered the optimum weapon mixes for battle groups for thousands of years. Is it better to arm all three Titans with weapons of the same range to achieve mass firepower? Or should each Titan be tailored to complement its fellows and cover their shortcomings? Innumerable codexes and papers have been written on the subject of Titan armament but individual Princeps and Grand Masters all harbour their own perceptions of the ideal weapon fit.

Renegade Titan Legions

In the dark days of the Horus Heresy, great numbers of the Mechanicum were lured into the service of Chaos with promises of forgotten knowledge. The Tech-Priests of Mars were pitched into bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions split into loyalist and traitor factions, with over half of the Titan Legions joining Horus.

Throughout the Heresy, innumerable battles were fought between the divided Titan Legions and whole cities shook beneath the heavy tread of these awesome war machines.

With the failure of the Heresy, the renegade Titan Legions were driven into the Eye of Terror, where they still dwell, ten thousand years on, waiting to attack the worlds of the Imperium again. During their long sojourn among the Daemon worlds, the renegade Titans have become warped and twisted, for the mutating power of Chaos is not limited to living flesh. Nearly all Chaos Titans have been altered in some way. Some have had their heads reshaped into daemonic visages, or mounted close combat weapons or extra guns in place of their mouth-grills; others sport long sinuous tails wielding weapons or gigantic blades. Many still contain their original crews, their lives unnaturally prolonged by the warping power of Chaos; others are steered by Daemonic sentience.

Flags, kill banners and pennants fly from the weapons and arms of these Chaos Titans, often with the eye-aching symbols of the Dark Gods prominently displayed. The pitiful followers of Chaos seem to gravitate towards the renegade Titans, seeing them as monstrous,

brooding effigies of ancient gods of war. These gigantic engines of terror are universally feared as they wander the Daemon worlds from battle to battle, eternally wreaking the carnage they were built for.

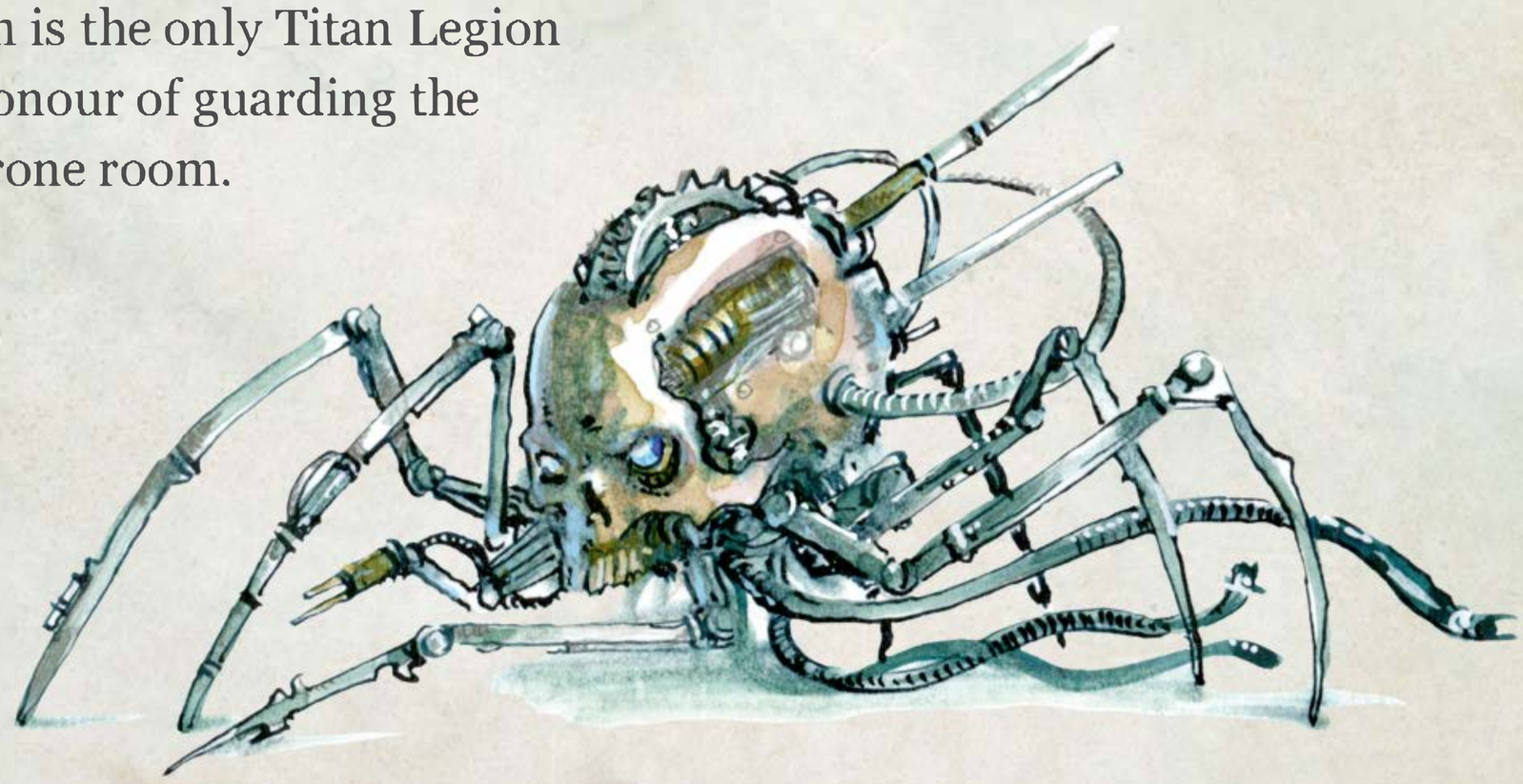
Legio Ignatum
(Fire Wasps)

The Legio Ignatum is one of the oldest legions, its forge world being Mars itself. The legion saw battle throughout the Great Crusade and still retains a number of Titans blessed by the Emperor himself at this time. In later years, the legion fought through the darkest days of the Horus Heresy, defending the Emperor's palace against the impossible odds that Warmaster Horus brought to bear.

Innumerable individual tales of personal heroism and individual sacrifice survive from that time and the Fire Wasps have more than their share. To this day, the Legio Ignatum is the only Titan Legion granted the honour of guarding the Emperor's throne room.

After the siege of the Emperor's palace was broken, the Legio Ignatum went on to fight in most of the major campaigns to cleanse those worlds tainted by the heretics. The legion fought in the mighty conflicts on Paramar V and in the Tallarn system as it strove to drive the Traitor Titan Legions back.

In these long and bloody campaigns, the Princeps of the Fire Wasps came to know and hate with an abiding passion the Legio Mortis; old rivals which had now turned to dark heresy and foul worship of the gods of Chaos. It was the Legio Mortis who breached the walls of the Emperor's palace; it was Death's Heads Scouts who terrorised and systematically destroyed the populations of a dozen hives on Paramar and Tallarn. The flames of hatred still burn hot and bright in the hearts of the Legio Ignatum – one day, a reckoning will be made.



Legio Mortis
(Death's Heads – Traitor Legion)

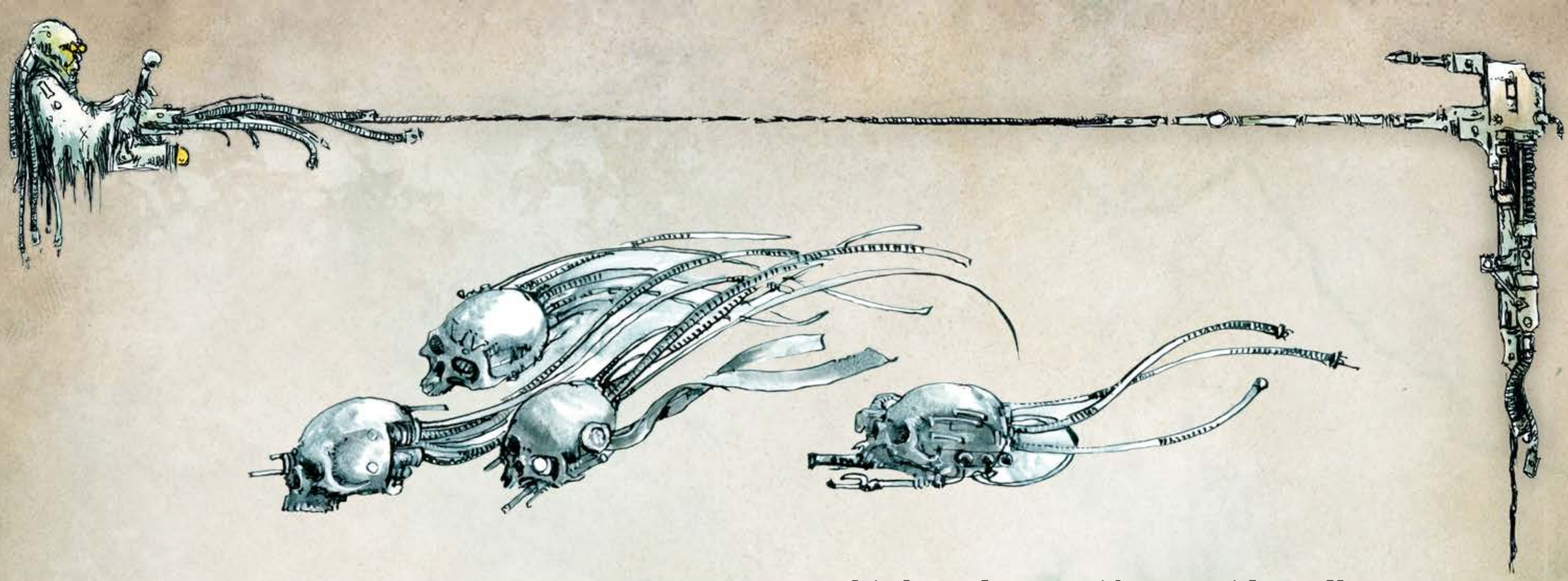
The very name of Legio Mortis has long since become a foul taint to the defenders of humanity, uttered only with fear and loathing. Their infamy stretches back 10,000 years to the time of the Horus Heresy, when the Daemon-possessed Warmaster Horus sent the new-born Imperium tumbling into bloody civil war.

Legio Mortis had fought for the Warmaster in a hundred campaigns during the great crusade; their loyalty had long since been pledged to him rather than the distant Emperor. When Horus began the heresy by virus-bombing the defenceless world of Isstvan III, the Death's Heads made the landings to scour the corpse-packed hives for the pitifully few survivors. Some say that mutated strains of the virus brought their final corruption, others that the madness inspired by the billions of putrefying corpses ensured they turned their faces to Chaos.

Who can say where the truth lies? Certainly, when the Legio Mortis landed on Earth to besiege the Emperor's palace they were warped and mutated almost beyond recognition. The adamantium skins of their Titans were pocked and bubbled with foul effluvia; great tentacles of twisted flesh and metal lashed; spiked tails whipped back and forth. Their Titans' heads had been transformed into drooling daemonic visages filled with malice and their engines roared like angry beasts.

Horus granted the Death's Heads the honour of breaking through the outer walls of the palace and through their own fanaticism they did so, despite suffering the loss of over thirty Titans in one night.

However, in spite of their efforts the siege failed and Horus was defeated. The remnants of the Legio Mortis fled from Earth and were hunted and pursued, system by system, to the Eye of Terror. There, where the Warp and realspace overlap, time has flowed strangely for the Death's Heads. They remain trapped in servitude to the gods of Chaos, fighting a war that ended 10,000 years ago, building their strength and testing the Imperium's defences for the time when they shall return and wreak terrible vengeance on all living things for the defeat of their beloved Warmaster.



Legio Metalica
(Iron Skulls)

The Legio Metalica is rightly famous for its tragic part in the Second War for Armageddon, a hive world which produced weapons and munitions vital to the security of several systems in the sector. Armageddon suffered beneath a foolish and erratic Overlord, Herman von Strab, who refused to believe warnings of invasion by the fiercest Ork Waaagh! in centuries, Waaagh! Ghazghkull. The Legio Metalica was stationed on Armageddon to protect its vital industry and when Ghazghkull smashed through von Strab's inadequate defences, the Overlord commanded the legion to perform the impossible task of stemming the Orkish tide.

Princeps Prime Kurtiz Mannheim held temporary command of the legion after the death (suspected to be assassination) of its Grand Master. By Imperial law, it was his duty to obey the Overlord and von Strab refused to hear Mannheim's advice. Unable to betray his oath of loyalty to the Emperor, Mannheim put on his best dress uniform, said goodbye to his wife and children and climbed into his Titan *Steel Hammer* to lead his battle groups to certain destruction.

The legion fought hard and it fought well; *Steel Hammer* alone accounted for three Ork Stompas before it was crippled and even then Mannheim took his machine right into the centre of the Ork forces before its reactor melted down. But the Ork Gargants outnumbered the Legio Metalica more than three to one and the outcome was inevitable. The legion was almost completely wiped out and took no further part in the Armageddon campaign.

At the end of the campaign Mannheim was posthumously awarded the Emperor's Star for his bravery and loyalty to the Imperium. Legio Metalica has been rebuilt since its devastation at Armageddon and won acclaim in every campaign it has fought in for its dedication and determination. Mannheim remains a shining example of the dutiful warrior to all.

Legio Vulcanum I/Legio Vulcanum II

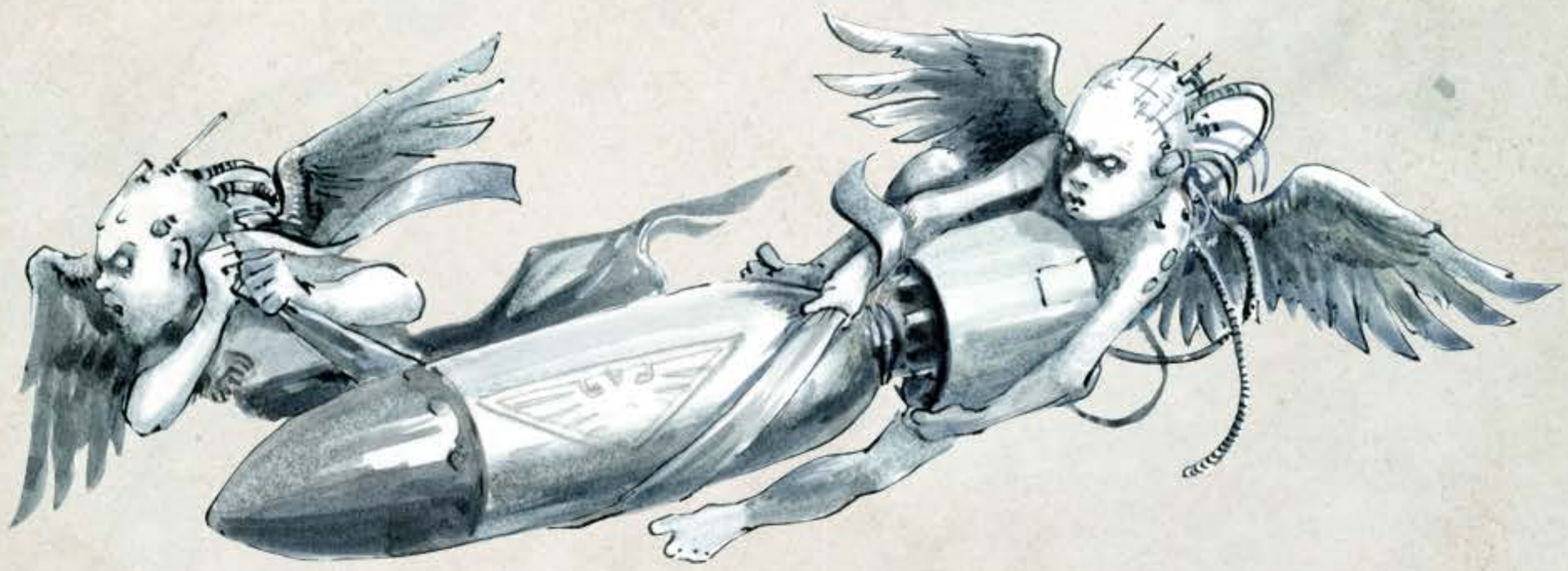
The Vulcanis system is remarkable for its eclipsing binary of red giants. These swollen, dying stars circle and drain crimson streamers of gas from each other in perfect synchronicity. The forge world of Vulcanis is Stygies VIII, a large moon in orbit around a massive ringed gas giant on the outer fringes of the system. Because of its close proximity to the Eye of Terror and the attendant risks of Chaos attack, Stygies VIII was home to two Titan Legions, the first and second Legio Vulcanum.

While it is unusual for a single system to support two legions, it is far from unknown – Mars itself supports three. The curse of Vulcanis was that both legions betrayed the Emperor and joined the heresy on the side of Horus.

Most of the brother-legions' machines were on crusade with Horus when the heresy began. However, a horde of Chaos cultists back on Stygies VIII made a series of bloody surprise attacks to seize control of the forge world's manufacturing facilities.

Soon the loyalists were reduced to a small group defending the Temple of Knowledge against the robed cultists and the hastily-improvised berserker machines they had produced.

Trapped and alone, the loyalists expected only to die – but rescue came from an unexpected quarter. On the 31st day of the siege, a group of tall, graceful Titans supported by speeding jetbikes in their hundreds appeared and smashed the scions of Chaos. The Eldar Craftworld of Saim-Hann had sent the forces – not to help the loyalists, but to deny Chaos a staging post so close to the Eye of Terror. When the Heresy ended, both the brother-legions fled into exile in the Eye of Terror and Stygies now houses a third legion, Legio Honorum.



Appendix 2

Ork Stompas

The Orks are a crude and savage species who revel in violence, destruction and death. When a Waaagh! calls them to war, they build vast, mechanical effigies in the guise of their equally crude and savage deities. These aptly named Stompas truly epitomise the Orkish way of fighting. Read on, if you dare, to gain insight into these fiendish creations.

Ork Stompas

At the heart of the Ork expansion throughout the universe is a phenomenon known as the Waaagh! The Waaagh! is a spontaneous happening which starts suddenly, in obscurity, and then gradually gathers momentum. Greenskins from across whole sectors become agitated, disturbed and dynamic, and violence always ensues as brutal leaders rise to prominence amongst the Ork warbands. As they look to expand their domains, more and more Ork tribes become part of the gathering strength of the Waaagh! This is a time when Ork hordes spill across the universe, a time of great migrations, wars and conquest.

At the very core of the Waaagh! lies the construction of the gigantic war machines known as Stompas or occasionally, when they are very large, Gargants. Each Stompa is a towering war machine with awesome destructive power. It is also a titanic, mechanical, fire-belching idol made in the image of the Ork gods. The building of Stompas is akin to worship for the Orks; their gods, Gork and Mork, are big, boisterous beings that leave a trail of destruction in their wake, and in battle, Stompas carve a similar path. It is no surprise that fighting alongside a roaring Stompa inspires a fanatical devotion in the throng of raucous Orks.

Stompas are miracles of mechanical ingenuity, packed with whirring cogs and gears, wheezing pipes and pistons, dials, levers, stopcocks, gauges and no end of other mechanical devices that seem to work purely through the faith of their Mekboy inventors. Stompas carry awesome firepower: heavy cannon and giant flamethrowers are mounted in turrets on the Stompa's shoulders and often more guns are carried on the head as well. Almost all Stompas also bear an enormous close combat weapon of some kind, be it a metres-long chainblade, a steam-powered hammer or an immense

crushing claw. No two Stompas are identical, as each Ork Mekboy strives to create a bigger, more fearsome effigy than his peers. Each of their weapons is also unique, 'kustomised' by their creator to cause as much destruction as possible.

Stompas are protected by layers of thick plate; their armoured hulls are made from all kinds of different metal and bits of armour plate scavenged from wrecked vehicles and welded or hammered into place.

A vast krew of Orks, Gretchin and Snotlings ride into battle aboard a Stompa, each performing a specific role. The Orks fire the guns and stoke the boilers, under the stern eye of the Stompa Kaptin and his Nobz. Teams of Snotlings and Gretchin 'riggers' armed with spanners and oily rags are sent frantically crawling into the cramped workings to fix things and fight fires as the Stompa suffers battle damage.

The immensely proud Warboss of a clan that has any Stompas will almost always be one of the Stompa's Kaptins, and some of his Nobz will take up the posts of First Mate (who shouts at the krew), Gunboss (who shouts at the gunners), and Flagboss (who's in charge of the signal flags Stompas use in battle – as well as shouting of course!).

The talented Mekboy who built the Stompa is rewarded with the post of Boss-Mek and gets to order around all the other Mekboyz onboard and shout at the riggers. These individuals all work together – for a time, at least – to keep the Stompa stomping around and blasting away at the enemy.

Stompa Mobs

In the build-up to the Waaagh!, when the Ork tribes are driven to build the idol-like Stompas in praise of their savage gods, most Warbosses manage to get one or two Stompas built by industrious Mekboyz.

Some of the more powerful Ork Warlords can command enough resources to build many, and on occasion, several Ork Warbosses will join their tribes together to form an even more potent Waaagh! In such cases, an Ork horde may be lucky enough to be led to war by a Stompa Mob, usually comprising three Stompas. One Stompa is a frighteningly destructive creation; a formation of them is enough to send all but the bravest troops fleeing for cover. The massed firepower of a Stompa Mob has spelled the doom of many a battleforce under a thundering barrage of smoke and flame.

The biggest Stompa in the mob is commanded by the Warlord and is known as the Boss Stompa. The other Stompas are always commanded by the Warlord's most trusted Nobz. In battle, all the Stompas in a Mob have to stick close together so the Nobz can see the signal flags being frantically waved about on top of the Boss Stompa; these tell them what their orders are and where they're supposed to be going.

Big Mek Stompas

Just as the Big Meks finally sit back and congratulate themselves on the excellent job they've done getting the Warboss' Stompa ready in time, they all too often realise that they haven't got a vehicle or Stompa of their own to join in the Waaagh! Somehow, in the midst of all the buggies and weapons to be built, they haven't finished off their kustom Battlewagon, or built a Skullhamma or anything!

So it is, with the Boyz already brawling amongst themselves in anticipation of the coming fight, that the Mekboyz can be seen hammering and welding through the night, collecting whatever scrap is left over from the Warboss' Stompa and building another such monstrosity at breakneck speed.

Just as the horde begins to pour forward, the Big Mek's triumphant team start up their latest creation – a new Stompa. All Stompas are individual creations, but Big Mek Stompas are especially varied. Each is protected by a kustom force field and carries an eclectic range of exotic experimental weaponry. Lifta-droppas or other force field weapons offer long-range destruction, usually backed up by a bewildering array of kustom kannons and shootas, and close combat weapons built from the mighty cranes, grabbers and huge circular saws used in the Mekboyz' construction work. The Big Mek Stompa is run by a devoted krew of enthusiastic Snots and Grots, commanded by the Big Mek from the head (or 'bridge'); he bellows his orders down speaking tubes into the bowels of the great metal beast.

Appendix 3

Reference

How to use this Section

This section includes quick reference versions of many of the rules presented in the Rules of Engagement section, a summary of the rules for each of the Apocalypse Formation types, and a reminder of the Apocalyptic Weapons rules for use in-game.

If you need to check or clarify any of the rules during your games, the title of each rules summary is also linked to the full version of the rules.

Apocalypse Turn Sequence

1. Determine Unnatural Disasters.

2. 1st Side Player Turn:

a. Determine Divine Intervention.

b. Declare Finest Hours.

c. Take Player Turn (as described in the *Warhammer 40,000* rulebook).

3. 2nd Side Player Turn:

a. Determine Divine Intervention.

b. Declare Finest Hours.

c. Take Player Turn (as described in the *Warhammer 40,000* rulebook).

4. **Return to Step 1.**

Divine Intervention

A Warlord can invoke Divine Intervention once per game at the start of any turn after the first provided the conditions in the Codex & Criteria column are met. The Warlord must be from the codex listed, and each entity can only be invoked once per game (not once per Warlord). The effects listed last until that side's next turn, and only apply to friendly units from the codexes listed in the Codex & Criteria column.

Divine Intervention Chart

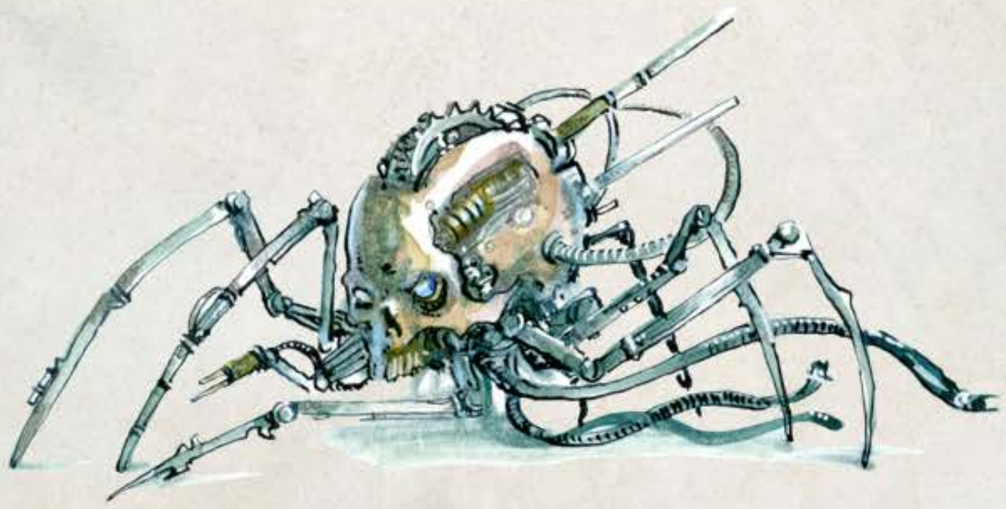
Entity	Codex & Criteria	Miraculous Effect
The God-Emperor of Mankind	**Imperial Guard, Sisters of Battle, Space Marines, Dark Angels, Blood Angels, Space Wolves, Black Templars, Grey Knights** At least half the units in your army have been removed as casualties.	**For the Emperor:** Furious Charge, Fearless.
Ruinous Powers (Khorne, Tzeentch, Nurgle, Slaanesh)	**Chaos Daemons, Chaos Space Marines** The number of units in the opposing side that have been removed as casualties equals or exceeds the number the opposing side currently has in play.	**Rewards of Chaos:** You can choose to treat any '1s' To Hit or To Wound as '6s'.
Gork & Mork	**Orks** At least half of the total number of non-vehicle units from *Codex: Orks* on the battlefield (friend or foe) are engaged in close combat.	**Foot of Gork (or is it Mork?):** Make a Stomp attack anywhere on the table, using the massive blast marker. Note that the first marker does not have to be placed in base contact with a friendly model.
Kaela Mensha Khaine	**Eldar, Dark Eldar** More than 50 Eldar and/or Dark Eldar models have been removed as casualties (friend or foe).	**Children of the Bloody-Handed God:** All Eldar and Dark Eldar have Hatred and Rage.
The Greater Good	**Tau Empire** Your side has at least 5 fewer Strategic Victory Points than the opposing side.	**Desperate Strength:** All Tau units have Stubborn, Feel No Pain (4+) and Counter-attack.
The Hive Mind	**Tyranids** 3 or more models from the HQ section of *Codex: Tyranids* are within 6" of a Strategic Objective marker in the opposing side's deployment zone.	**The Jaws Snap Shut:** All Tyranids have Preferred Enemy, and can both Run and then shoot in the same Shooting phase, then charge in that turn's Assault phase.
The Star Gods of the C'tan	**Necrons** A C'tan Shard, Tesseract Vault or Transcendent C'tan has been removed from play as a casualty.	**Anti-C'tan Protocols:** All Necrons units have the Adamantium Will and Fearless special rules, and pass Reanimation Protocols on a roll of 4+.

Finest Hours

Each Warlord may take one Finest Hour per game: declare it at the start of any of your turns. Until the start of your next turn, the Warlord has a 3+ invulnerable save, the Eternal Warrior special rule, can order an All-out Attack, and rolls on one of the Exemplar tables below.

Command Exemplar Table

D6	Effect
1	**Implacable Advance:** Your Warlord, and all friendly units within 24", gain the Relentless special rule.
2	**True Grit:** Your Warlord, and all friendly units within 24", have the Feel No Pain special rule.
3	**Never Give Up, Never Surrender:** Your Warlord, and all friendly units within 24", have the Stubborn special rule.
4	**The Great Push:** Your Warlord, and all friendly units within 24", can both Run and then shoot in the same Shooting phase. If a unit does so, it cannot charge unless it also has the Fleet ability.
5	**Inspiring Oratory:** Your Warlord, and all friendly units within 24", gain the Crusader special rule.
6	**Kill 'Em All:** Your Warlord, and all friendly units within 24", gain the Preferred Enemy special rule.



Personal Exemplar Table

D6	Effect
1	**Exceptional Display of Skill:** Your Warlord re-rolls all failed To Hit rolls.
2	**Bloody Rampage:** Your Warlord triples his Attacks characteristic (before any bonuses are applied).
3	**Violent Display of Power:** Your Warlord re-rolls all failed To Wound rolls.
4	**Hero's Might:** Your Warlord doubles his Strength and Toughness characteristics.
5	**Temporarily Unkillable:** Your Warlord has Toughness 10 and a 2+ invulnerable save.
6	**None Can Stand Before Me:** Your Warlord has +2 Attacks. Furthermore, his attacks in close combat have the Instant Death special rule and are AP1.

Strategic Exemplar Table

D6	Effect
1	**Additional Asset:** Your Warlord immediately gets an additional Strategic Asset for his side.
2	**The Whites of their Eyes:** All friendly units within 24" of the Warlord use their normal BS when firing Overwatch.
3	**Coordinated Firing Solution:** Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Hit rolls against the nominated unit.
4	**Set Piece Kill:** Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Wound rolls against the nominated unit, or failed armour penetration rolls against it.
5	**Zone of Death:** Nominate a Strategic Objective within your Warlord's line of sight. All friendly units within 12" of the nominated Strategic Objective have the Zealot special rule.
6	**Perfect Timing:** The Warlord can return one unit that has been completely destroyed to his Ongoing Reserves.

Sons of the Primarch

Instead of using an Exemplar table, Space Marine (and Chaos Space Marine) Warlords may receive the bonus below during their Finest Hour.

Sons of the Primarch Chart

Chapter	Primarch	Effect
Dark Angels	Lion El'Jonson	**Son of the Lion**
Emperor's Children	Fulgrim	**Lord of Excess**
Iron Warriors	Perturabo	**Lord of Destruction**
White Scars	Jaghatai Khan	**Son of the Khan**
Space Wolves	Leman Russ	**Son of the Wolf**
Imperial Fists	Rogal Dorn	**Son of Dorn**
Night Lords	Konrad Curze	**Lord of Terror**
Blood Angels	Sanguinius	**Son of the Angel**
Iron Hands	Ferrus Manus	**Son of Iron**
World Eaters	Angron	**Lord of Wrath**
Ultramarines	Roboute Guilliman	**Son of Honour**
Death Guard	Mortarion	**Lord of Corruption**
Thousand Sons	Magnus the Red	**Lord of Flux**
Black Legion	Horus	**Lord of the Black Crusade**
Word Bearers	Lorgar	**Lord of Heresy**
Salamanders	Vulkan	**Son of the Forge**
Raven Guard	Corax	**Son of the Raven**
Alpha Legion	Alpharius	**Lord of the Hydra**

Strategic Reserves

If a mission uses Strategic Reserves, these units enter play based on the table below (you don't have to roll for Reserves as normal) – note they don't have to arrive on the turn they are available. Units that enter 'after any break' can enter in the turn immediately after any scheduled break.

Strategic Reserves Table

Type	Available From
Flyers, Super-heavy Flyers, Flying Monstrous Creatures, and Flying Gargantuan Creatures	Any turn, including the first
Units using the Deep Strike special rule	Any turn, including the first
Fast vehicles*	Any turn, starting with the second
All remaining units	After any break (except during the first turn)

** Unless they are Flyers or arrive by Deep Strike.*

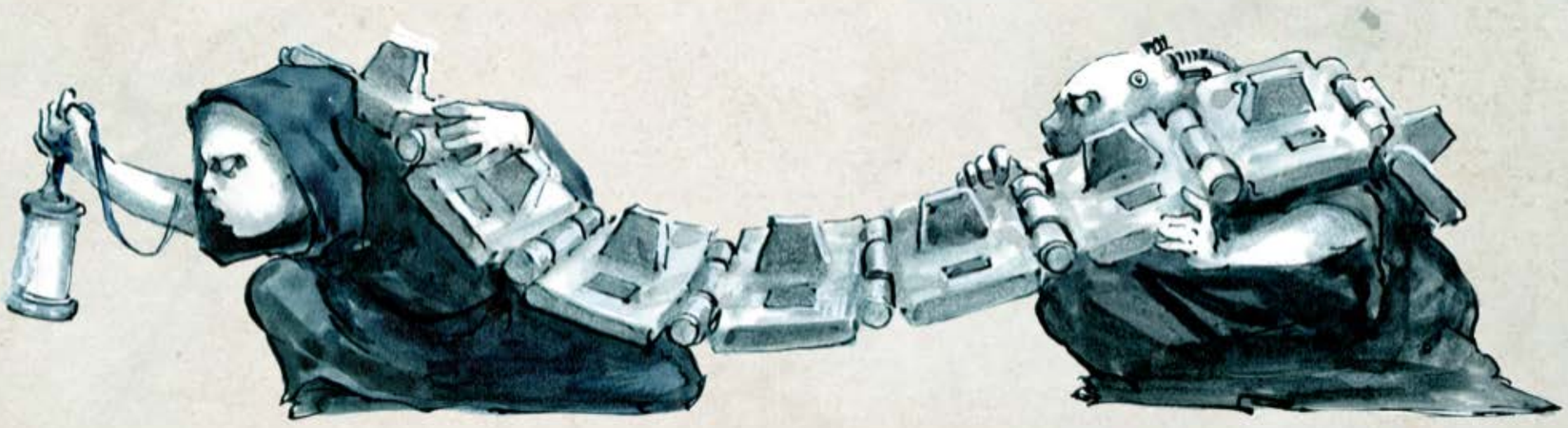
Unnatural Disasters

If you are using the Unnatural Disaster rules, choose or randomly determine one table. Each game turn, a randomly selected player (the Master of Disaster) rolls a D3, adds the game turn number, and applies the result from the relevant table.

Warp Storm Breach Table

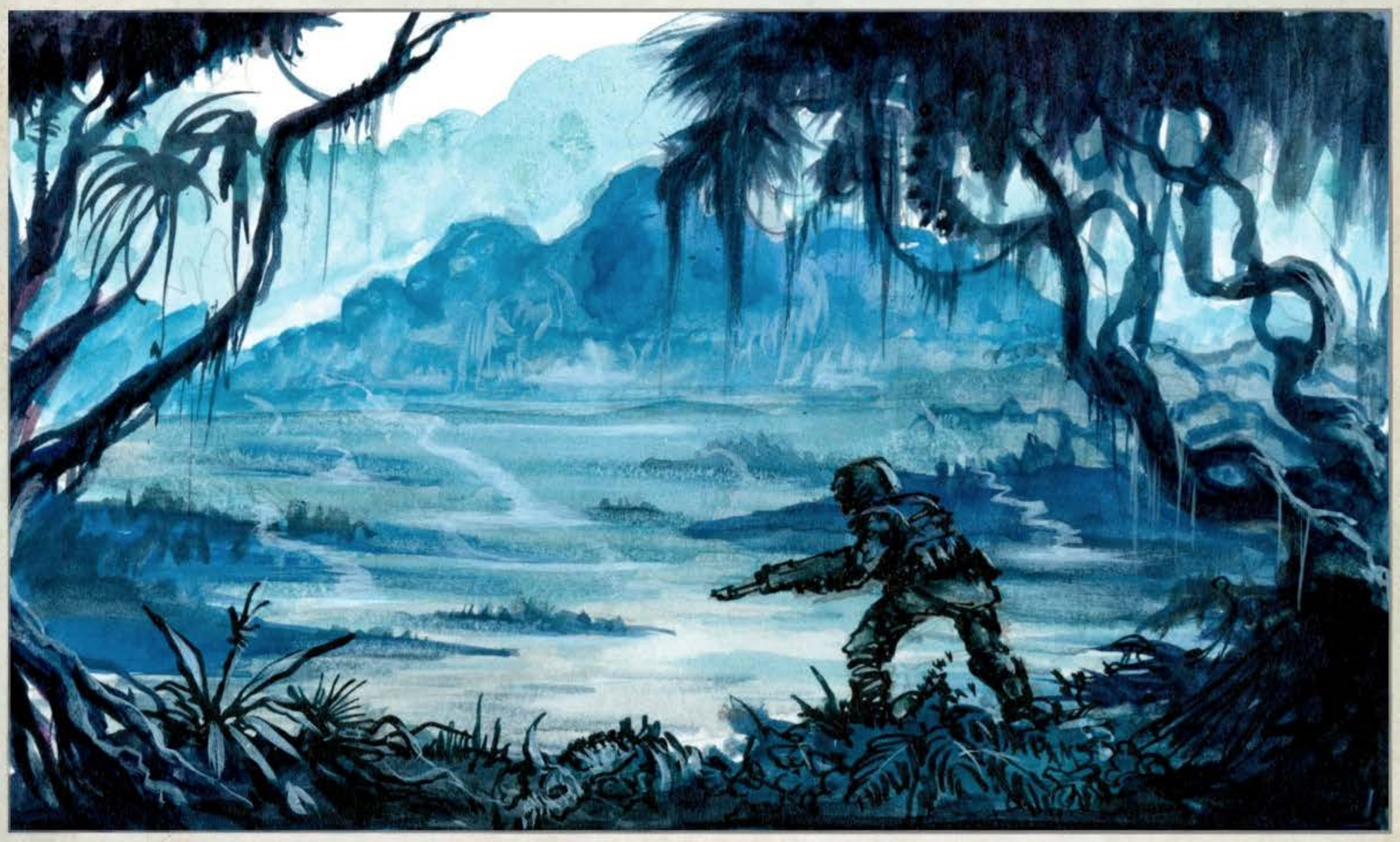
D3+Turn	Effect
2-3	**Daemon Gale:** For Morale and Pinning checks, units must use their lowest Leadership. Psykers within 24" of the Breach generate two extra Warp Charge points per turn.
4-5	**Warp Invasion:** The Master can place up to D3 units of 2D6 models within 6" of the Breach and 1" from other units. These are *Codex: Chaos Daemons* units, from the troops, elites or fast attack sections. They may charge this turn, and are under the control of the player that placed them for the rest of the game.
6+	**Lords of Doom:** As for Warp Invasion, above, but the units are single models from the HQ or heavy support sections instead, and cannot have optional upgrades.

Once More Unto the Breach: Roll-off before deployment. The winner places a marker, and scatters it 2D6". Their opponent then places a second marker 24" from the first, and scatters it 2D6". The line between the two markers forms the Breach; it is impassable terrain and blocks line of sight.



Magma Storm Table

D3+Turn	Effect
2-3	**Rain of Lava:** D3 units are hit by the Rain of Lava. Starting with the Master of Disaster's side, the sides select a different enemy unit to be hit. These suffer D6 Strength 7 AP3 hits.
4-5	**Flaming Boulders:** Starting with the Master, the sides take it in turns to resolve a total of D6 Flaming Boulder attacks. Each Boulder scatters 2D6" and has the following profile: **Range** **S** **AP** **Type** N/A 10 2 Large Blast
6+	**Airborne Inferno:** All Armour Saves are worsened by 1 and all weapons have the Gets Hot special rule this game turn. Weapons that have this rule already get hot on 1s and 2s.

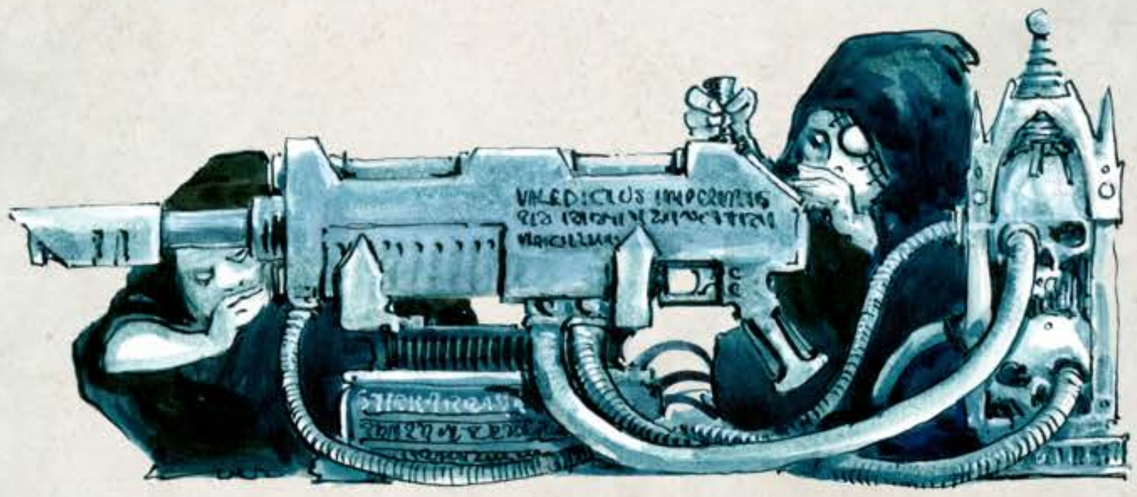


Psychic Conjunction Table

D3+Turn	Effect
2-3	**The Mind Ascendant:** All non-vehicle, non-Psyker units have Brotherhood of Psykers and *Smite*.
4-5	**Causality Breach:** Re-roll all 1s this game turn
6+	**Psychic Tornadoes:** The Master places a large blast marker on the table; it scatters 2D6". The marker remains in play, scattering 2D6" at the start of each turn. Any non-vehicle model it moves over is removed as a casualty with no saves allowed. If the marker ends up over a vehicle, move it as little as possible beyond the vehicle along the same trajectory. The marker is lethal terrain. Models within 6" of it have Fearless, Hatred and Rage.

Seismic Explosion Table

D3+Turn	Effect
2-3	**Grinding Fissures:** The Master chooses two edges of a single board section that are not part of a table edge. These section edges are dangerous terrain until the start of the next game turn.
4-5	**Ruination:** The Master nominates D3+1 buildings. Roll on the Building Damage table for each, adding 2 to the roll.
6+	**Total Collapse:** The Master randomly selects a board section. It is removed from play, along with everything on it. The resultant gap is impassable terrain.



Zombie Apocalypse Table

D3+Turn	Effect
2-3	**Plague Zombies:** Infantry models removed as casualties due to failed saving throws become Plague Zombies. These must join a unit of Plague Zombies within 6" if possible. If they can't, they form a new unit. They have 1 Wound, WS 1, Armour Save '-' and may not shoot or Run. They may charge on the turn they enter play. They have Fearless, Feel No Pain and Slow and Purposeful. Plague Zombies are controlled by each turn's Master, and are enemies to both sides. Dead Plague Zombies do not return to play as new Plague Zombies.
4-5	**The Restless Dead:** The Master places one unit of 5D6 Plague Zombies more than 6" from any models, using any earlier Infantry casualties during the battle.
6+	**Ghosts of the Past:** The Master returns a previously removed friendly Infantry unit to play, by Deep Strike, at full strength. It has Slow and Purposeful, Fearless, and Feel No Pain.

Exterminatus Table

D3+Turn	Effect
2-3	**Orbital Bombardment:** Starting with the Master of Disaster's side, take it in turns to resolve a total of D3 Orbital Strike attacks (see the Orbital Strike Strategic Asset card). These are not Strategic Resources.
4-5	**Virus Bomb:** Every non-vehicle unit takes a number of Strength 3 AP5 hits equal to the number of models in their unit.
6+	**Incendiary Atmosphere:** Every unit takes a number of Strength 10 AP2 hits equal to the number of models in their unit.

Imperius
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Apocalypse Weapons

Primary Weapon

Roll two dice for armour penetration and pick the higher result.

Destroyer Weapons

These have Strength D. If you hit, roll on the table below. No saving throws of any kind are allowed against hits from Destroyer weapons.

Destroyer Weapon Attack Table

D6	Vehicle or Building	Non-vehicle
1	**Clipped:** Targets suffer a penetrating hit.	**Lucky Escape:** None.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.	**Seriously Wounded:** Lose D3+1. Wounds
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6 Hull Points instead.	**Deathblow:** Lose D6+6 Wounds.

Hellstorm

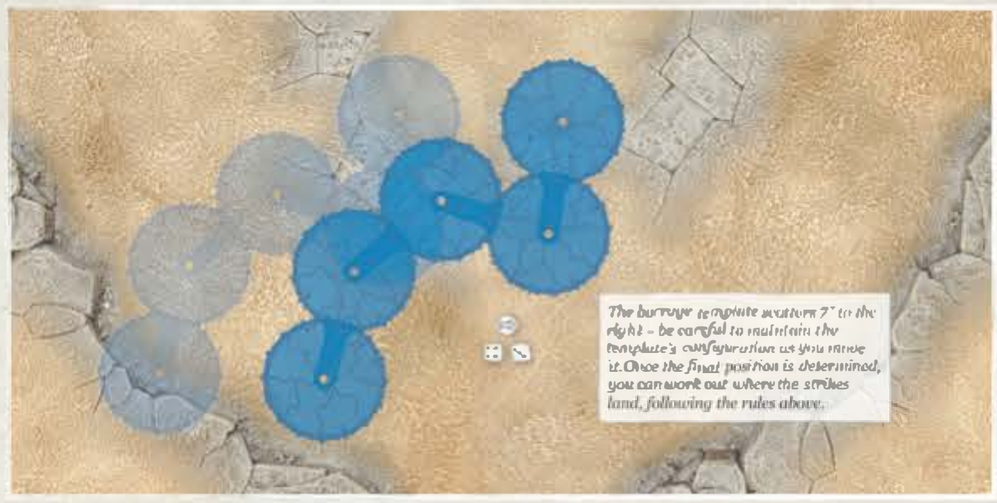
Use all the rules for Template weapons, but with the hellstorm template.

Vortex

These are Destroyer weapons. Place the appropriate blast marker, roll for scatter and apply damage. For Wound allocation, assume the shot comes from the centre of the marker. The marker is not removed from play: it is impassable terrain. At the beginning of every player turn, it scatters 2D6". If a double is rolled, remove it from play instead.

Apocalyptic Barrage

These **Barrage** weapons use the apocalyptic barrage marker – twist the shape however you like, and maintain its orientation after scatter (do not scatter each marker separately). Then roll a D6 for each attack on the weapon's profile – the number rolled shows which part of the marker is hit; resolve hits under each part separately. Depending on the overlap of the template and the numbers rolled, units may be hit several times by the same barrage.



Massive Blast

These Blast weapons use the massive blast marker (7").

Apocalyptic Blast

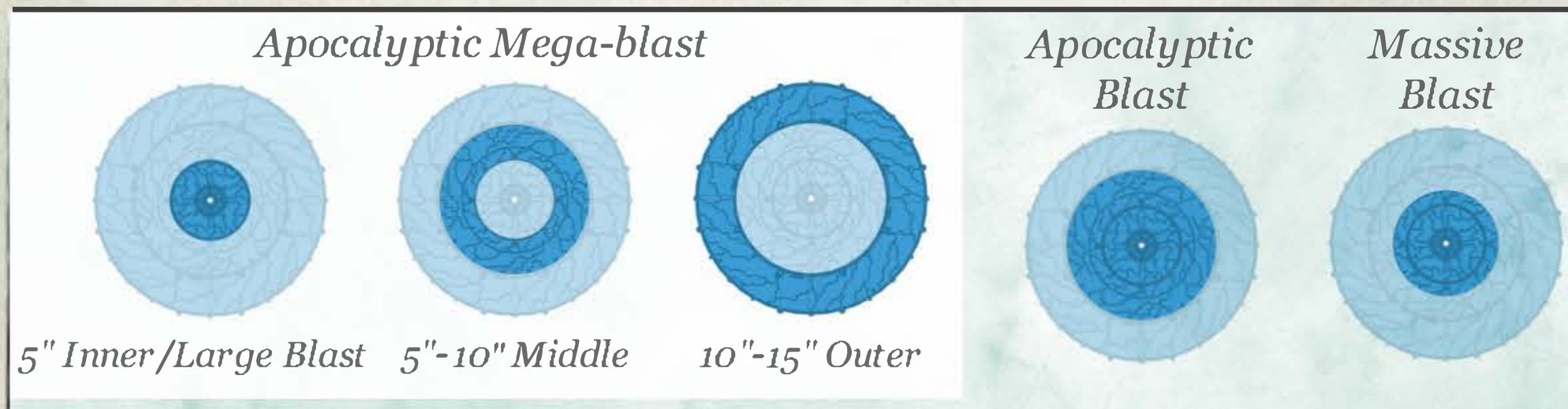
These Blast weapons use the apocalyptic blast marker (10").

Apocalyptic Mega-blast

These Blast weapons have three Strength values and three AP values reflecting the three zones on the apocalyptic mega-blast marker. The first Strength and AP value are used for the inner zone, the second for the middle zone, and the third for the outer zone.

Always use the best Strength and AP if a model straddles two or more zones. If a unit has models in several zones, work out each zone separately.

For cover saves and Wound allocation, assume the shot comes from the centre of the marker. Vehicles are hit on their side armour.



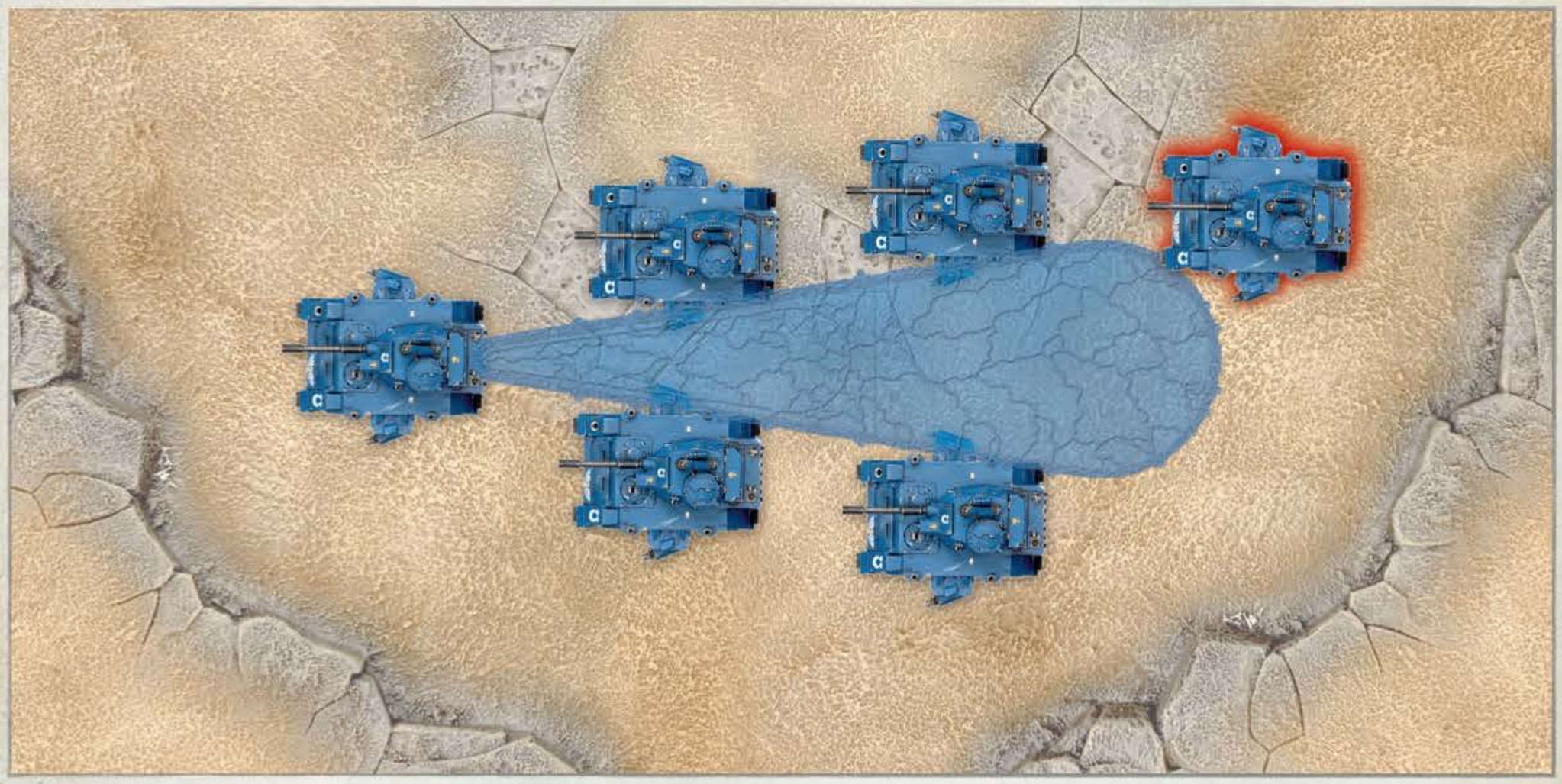
The largest Apocalypse blast marker has three bold rings marked on it (at 5", 10" and 15"), and one faint ring at 7". The bold rings are used when resolving attacks with a large blast, apocalyptic blast or apocalyptic mega-blast marker (see above). The 7" ring is used for massive blast attacks.

Formation Types

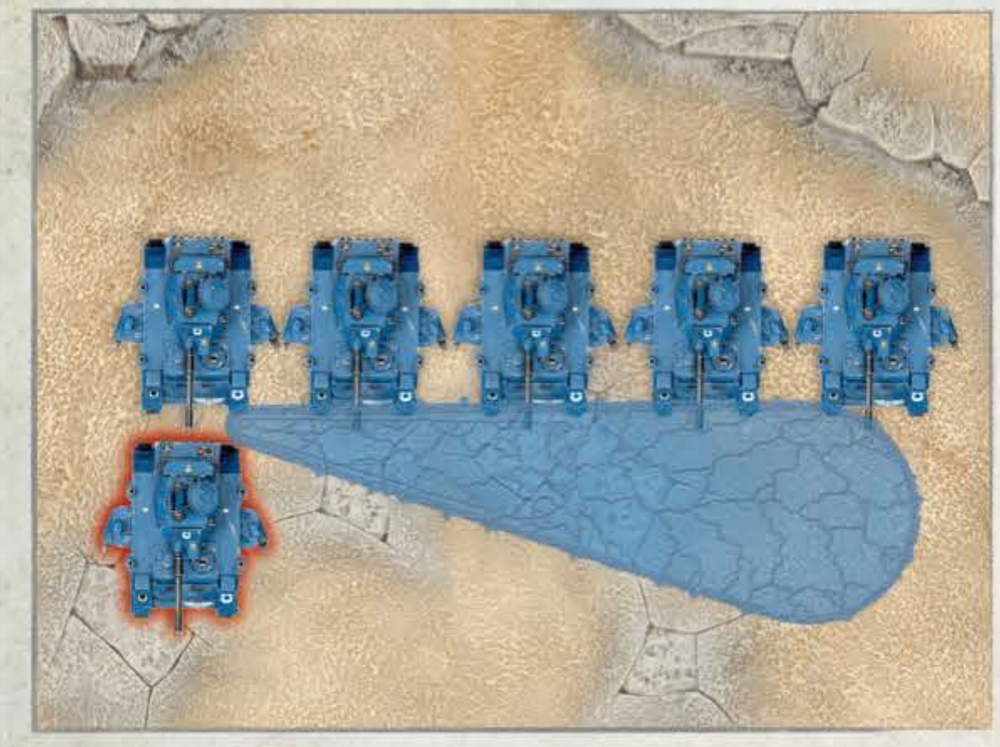
The different types of formation are listed below. Each formation has unique rules presented on its datasheet. A model may only be part of one formation.

Armoured Spearheads

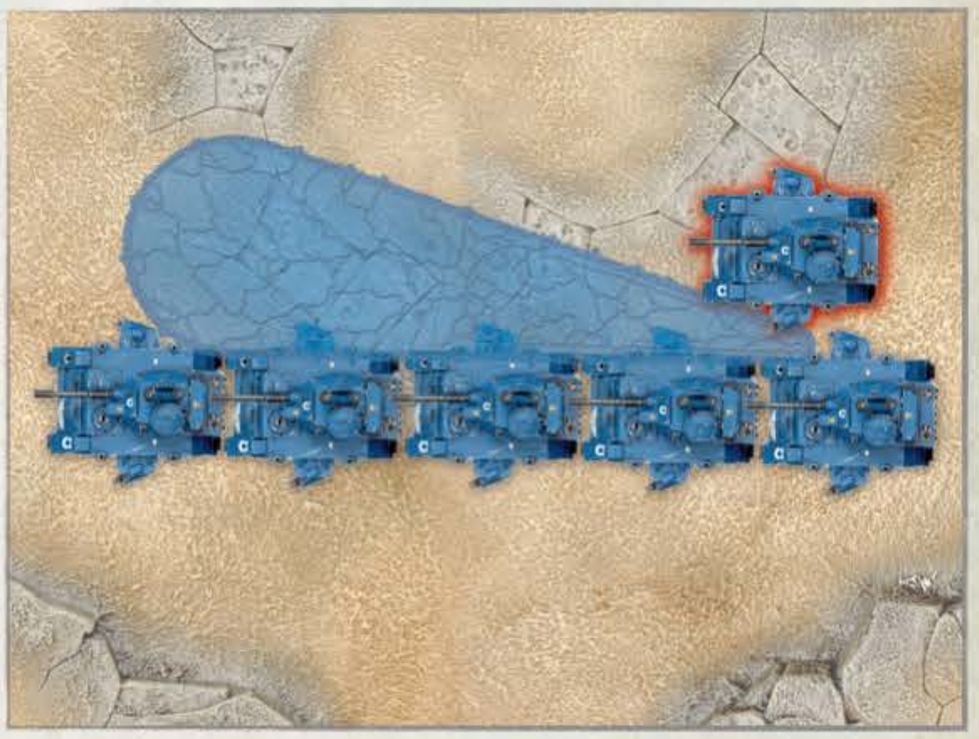
These are treated as a Vehicle Squadron. One vehicle is the Command Vehicle, and may shoot at a different target to the squad. Squadrons may deploy or end their Movement phase in a single Attack Pattern, which grants them a special rule until the end of their next Movement phase.



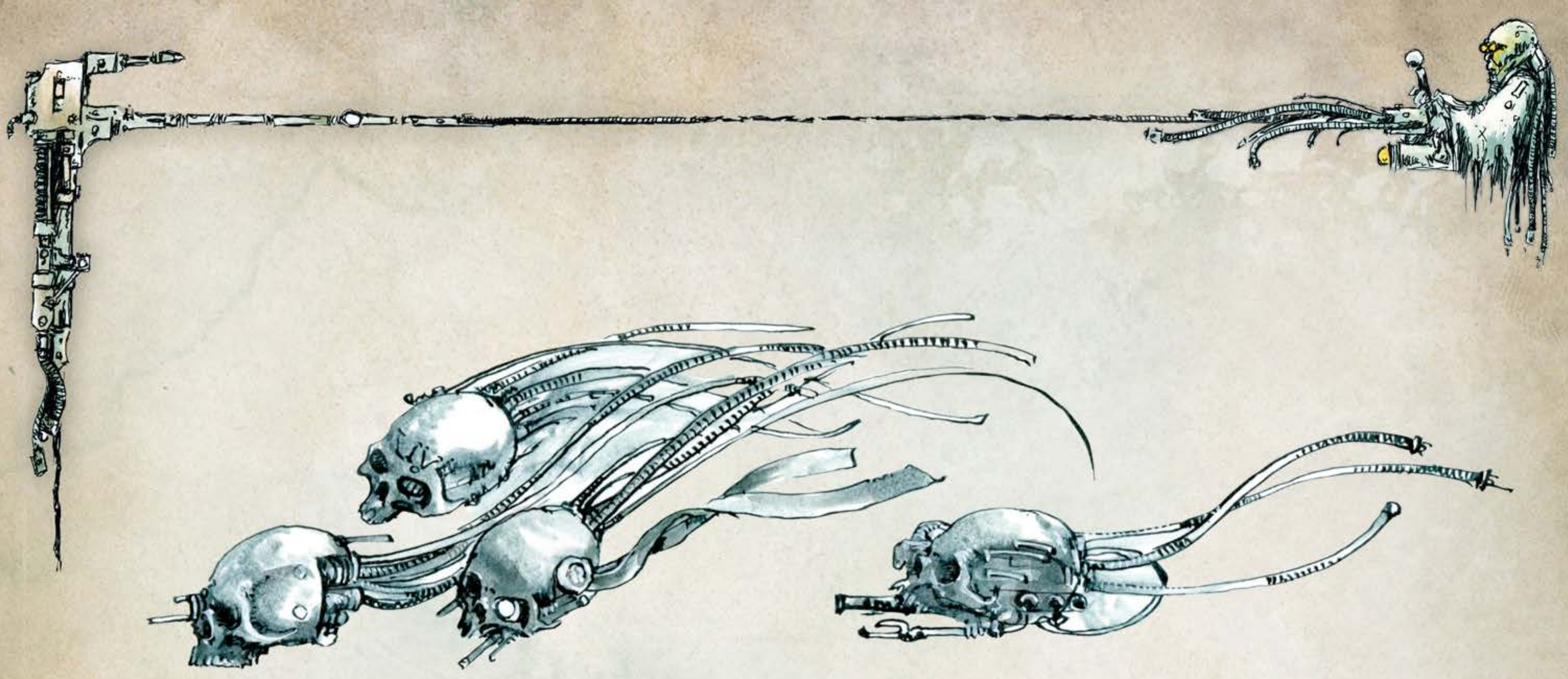
Arrowhead: Tank Hunters.



Broadsword: Preferred Enemy.



Rapier: +12" to Flat Out move.



Flyer Wings

Use the same rules and Attack Patterns as Armoured Spearheads (see previous page), but a Flyer Wing in Rapier Attack Pattern also has **Strafing Run**.

Battle Formations

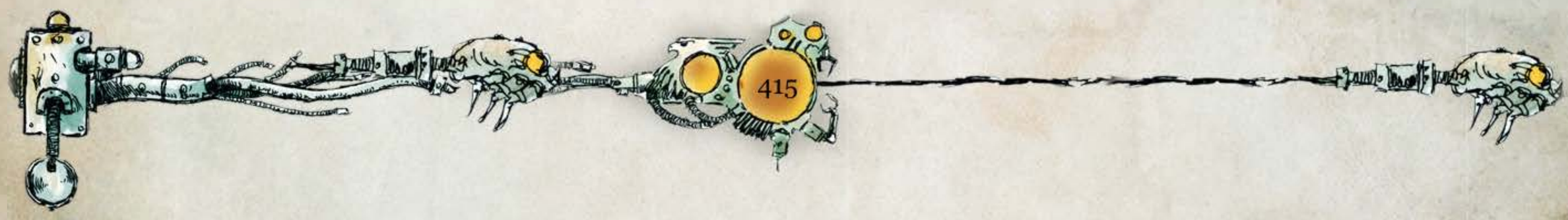
Units in a Battle Formation deploy at the same time, within 36" of the same point (before any scatter). Special rules listed on a formation's datasheet apply to every model in it.

High Commands

Non-vehicle models in a High Command form a single unit. Once per game, in a scheduled break, the owning side can take an extra Strategic Asset if at least one of these models is in play. In each of their Movement phases, while at least one of these models is in play, a single friendly unit can make an All-out Attack – this Movement phase, that unit triples their move, may not shoot or Run, but may charge. Difficult terrain does not slow them, but is treated as dangerous terrain. Vehicles may not move Flat Out in an All-out Attack, but can Ram or Tank Shock.

Massive Fortifications

These are buildings, but may have higher Armour Values. They also have -1 to all rolls on the Building Damage table.



Psychic Choirs

Models in a Psychic Choir form a single unit. They combine their Warp Charge Points into one pool which all can use, and each Choir has a unique Psychic Choir Power on their datasheet which any one model from the unit can use, provided at least 3 models remain. If a Psyker suffers Perils of the Warp, they also suffer Terrors of the Warp.

Terrors of the Warp Table

D6	Result
1	**The Rift Closes:** No additional effect.
2	**Psychic Feedback:** Each model in the Psychic Choir suffers a Strength 6 AP- hit with no saves allowed.
3	**Dimensional Cascade:** Centre the large blast marker over the Pysker manifesting the power. Units under it suffer a number of Strength 10 AP1 hits equal to the number of models from that unit under the marker.
4	**Tentacles of Chaos:** Each Psyker in the Choir takes a Strength test. Any that fail are removed as casualties with no saves allowed.
5	**Chaos Spasm:** Replace the Psyker manifesting the power with a Chaos Spawn controlled by the opposing side. Move the Spawn into combat with another model in the Psychic Choir. If you don't have a Spawn, the Psyker is removed as a casualty with no saves allowed.
6	**Hellspawned Damnation:** Place a Greater Daemon (chosen and controlled by the opposing side) in base contact with a model in the Psychic Choir; both units are locked in combat. It has no upgrades. If there isn't one available, the Psychic Choir are removed as casualties with no saves allowed.

Super-heavy vehicles

Have **Fear**, **Invincible Behemoth** and **Move Through Cover** but may not **Jink**. When shooting, are always treated as having remained stationary, and may fire at multiple targets. They may fire Ordnance weapons and still fire other weapons freely. If they are Transports, they can transport more than one unit at once. They ignore all results on the vehicle damage table apart from Explodes!, which instead removes D3 Hull Points. When they run out of Hull Points, roll on the Catastrophic Damage table (below). Any passengers on board at the time suffer a S10 AP2 hit. When a Super-heavy vehicle Tank Shocks or Rams, use the Thunderblitz table (below).

Catastrophic Damage Table

D6	Type of Explosion	S	AP
1	**Explosion**	D/4/2	2/4/6
2-3	**Devastating Explosion**	D/8/4	2/3/5
4-6	**Titanic Explosion!**	D/10/5	2/3/4

Thunderblitz Table

D6	Tank Shock Result	Ram Result
1	**No Effect:** This is a standard Tank Shock.	**No Effect:** this is a standard Ram.
2-5	**Kerr-runch:** D6 Strength 6 AP4 hits, then is Tank Shocked as normal.	**Kerr-smash:** +D6 to Ram's armour penetration roll.
6	**Overrun:** 2D6 Strength 10 AP2 hits, then is Tank Shocked as normal.	**Flipped:** Target Scatters D6" then suffers an Explodes! result.

Super-heavy Walkers

Are Walkers, but can move 12". Have **Fear**, **Hammer of Wrath**, **Invincible Behemoth**, **Move Through Cover**, **Relentless**, **Smash**, **Strikedown**. Use the Super-heavy vehicle Shooting, Vehicle Damage, Catastrophic Damage and Transport rules, but cannot fire Overwatch. In close combat, they can make D3 **Stomps** at the Initiative 1 step: place a small blast marker touching the Walker, any others must be within 3" of the previous one. Each unit touched by a marker must roll on the Stomp table (below).

Stomp Table

D6	Non-vehicle Target	Vehicle Target
1	**No Effect.**	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Overrun:** Each model in target unit under the blast marker is destroyed.	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

Super-heavy Flyers

Have **Fear** and **Invincible Behemoth**. Are **Flyers**, but cannot **Evade**. Use the Super-heavy vehicle Shooting, Vehicle Damage, **Catastrophic Damage** (they do not **Crash and Burn**), and Transport rules.

Gargantuan Creatures and Flying Gargantuan Creatures

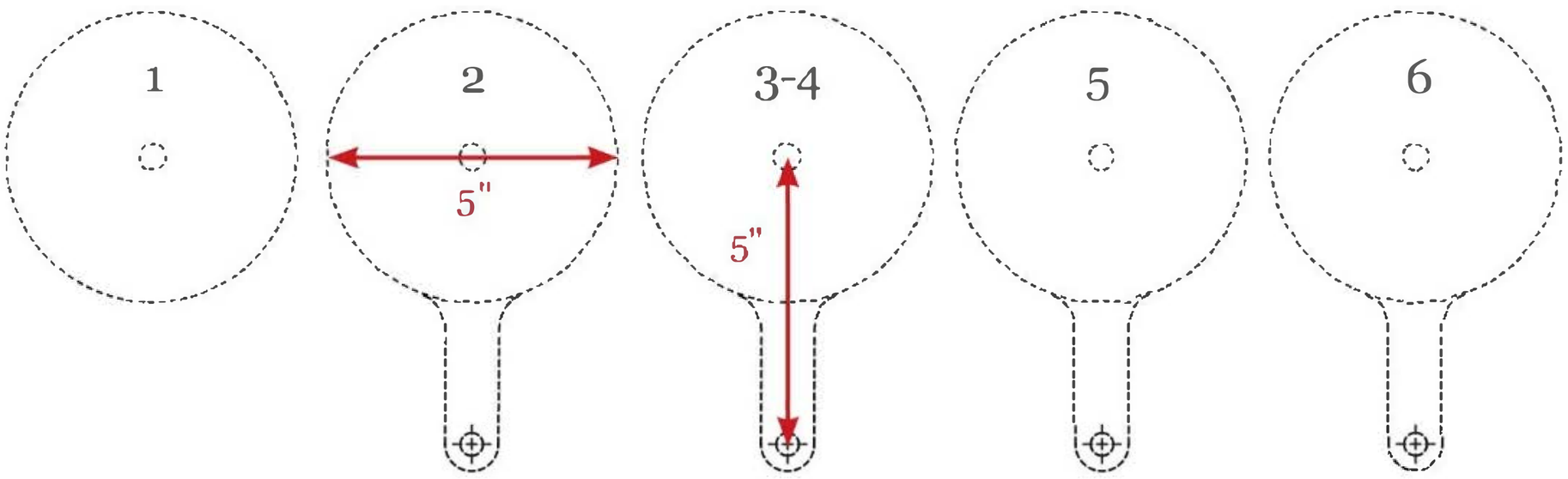
Both have **Fear**, **Fearless**, **Hammer of Wrath**, **Move Through Cover**, **Relentless**, **Slow and Purposeful**, **Smash**, **Strikedown**. Gargantuan Creatures are **Monstrous Creatures**, but may move 12" in the Movement phase. Flying Gargantuan Creatures are **Flying Monstrous Creatures**, and also have **Vector Strike**. When shooting, they may fire at multiple targets and can fire Ordnance weapons and others freely, but cannot fire Overwatch. Both may Stomp like Super-heavy Walkers. Attacks that cause Instant Death inflict D3 Wounds on (Flying) Gargantuan Creatures instead. **Poisoned** or **Sniper Weapons** only wound them on a 6.

'For a thousand days the great barge of the Adeptus Astronomica sailed towards Earth. In the thirteen holds, each as cavernous as a temple nave, our human cargo sent up a great wailing and moaning. There were over two thousand souls bound for service, men, women and children; young and old; the sick and the sound. Only the children did not know. But I am a psyker like them and I know their pain. I felt the chains as if they were upon my own limbs. I knew their fate, they had been tested and found wanting, they were too vulnerable, too dangerous to live. I am a guardian of the Adeptus Astronomica. Souls such as these I carry to the Emperor's table.'

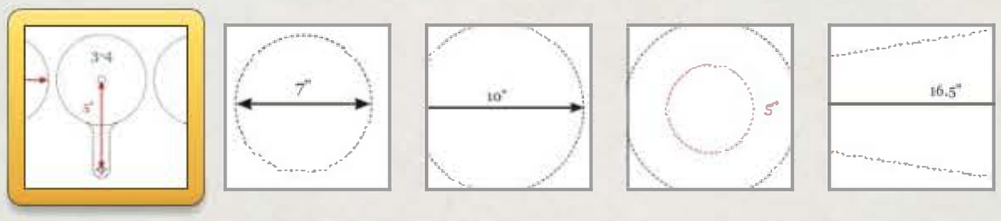
Blast Markers in Apocalypse

Given the world-shattering weapons of destruction at play in Apocalypse battles, the markers required during these games are (unsurprisingly) a lot bigger than usual! You can buy a set of special Apocalypse markers from your local Hobby Centre or from Games Workshop online. However, if you need a set urgently or would just like to have some spares, we've included a handy guide to making your own here. Simply use the shapes and measurements shown below for each marker or template, and carefully draw them out onto a big piece of paper or card before cutting them out.

Apocalypse Markers Gallery



Apocalyptic Barrage (5"x5)



Tap here to view online...

THE APOCALYPSE CONTINUES

The Apocalypse Continues

This rulebook is but a taster of fighting vast battles in the grim darkness of the far future. If you haven't done so already, why not try arranging your first game of Apocalypse and pitting your collection against those of your friends in an epic confrontation? Glory unbound is the prize for those who triumph on such legendary battlefields.

Participation Games

For those of you who may be struggling to find the space required to do justice to a game of Apocalypse (we know, dining tables and floor spaces are only so big!), panic not, for there are plenty of opportunities elsewhere to engage in suitably sized battles. Games Workshop's Hobby Centres regularly host enormous participation games, so contact your nearest store for further details about when these exciting battles are taking place. Our annual Games Day events, which take place across the globe, feature many cataclysmic battles that are larger still, so be sure not to miss out.

Games Workshop Online

For full information on all of our events, Hobby Centres and products, look no further than the Games Workshop website at **www.games-workshop.com**. Our online store presents the full range of Warhammer 40,000 miniatures, including a large selection of products that are only available to order online.

Check out the full range of Games Workshop Digital Editions:

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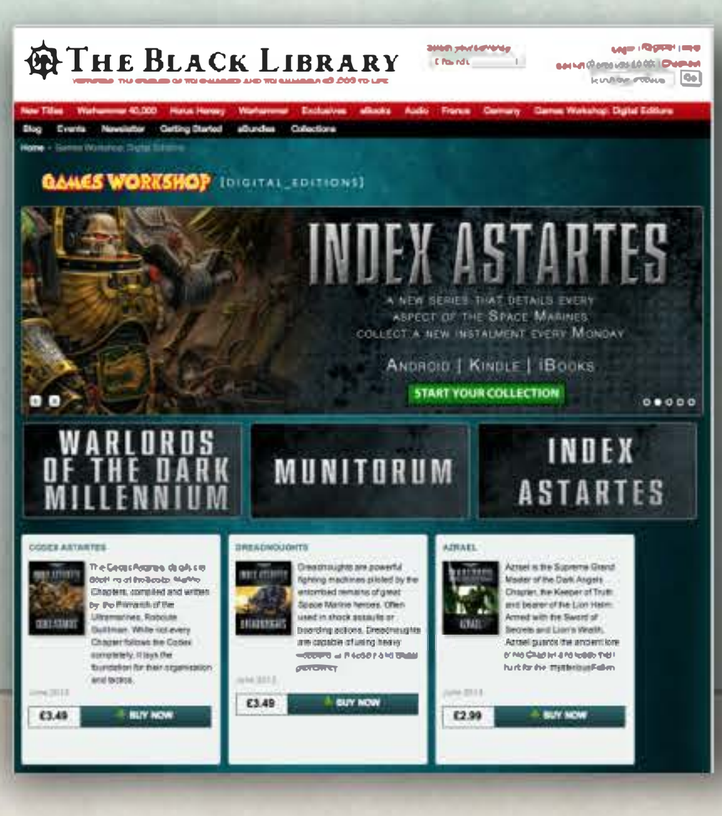
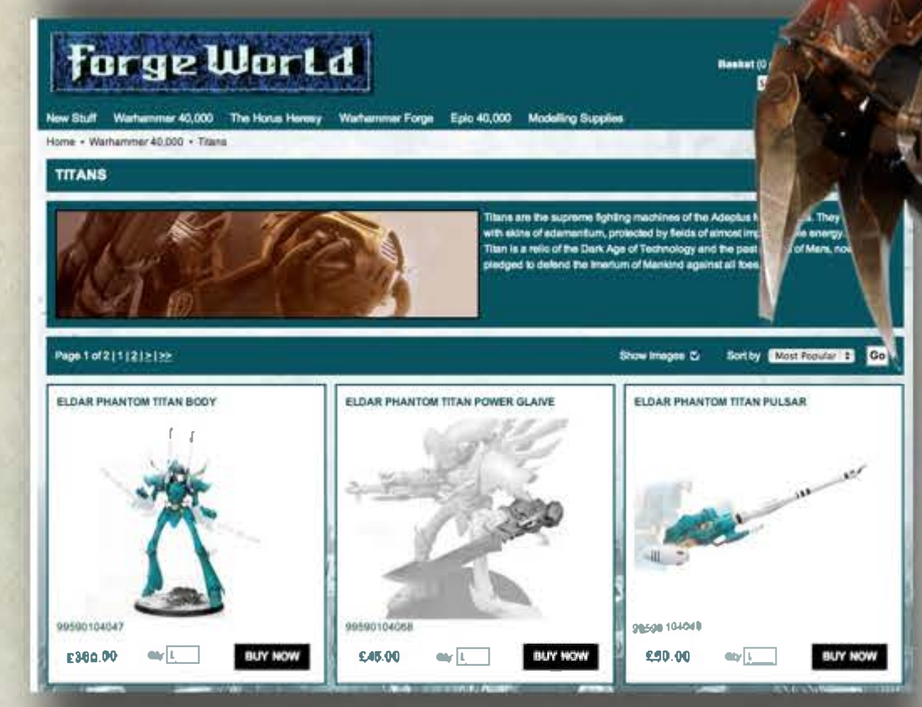
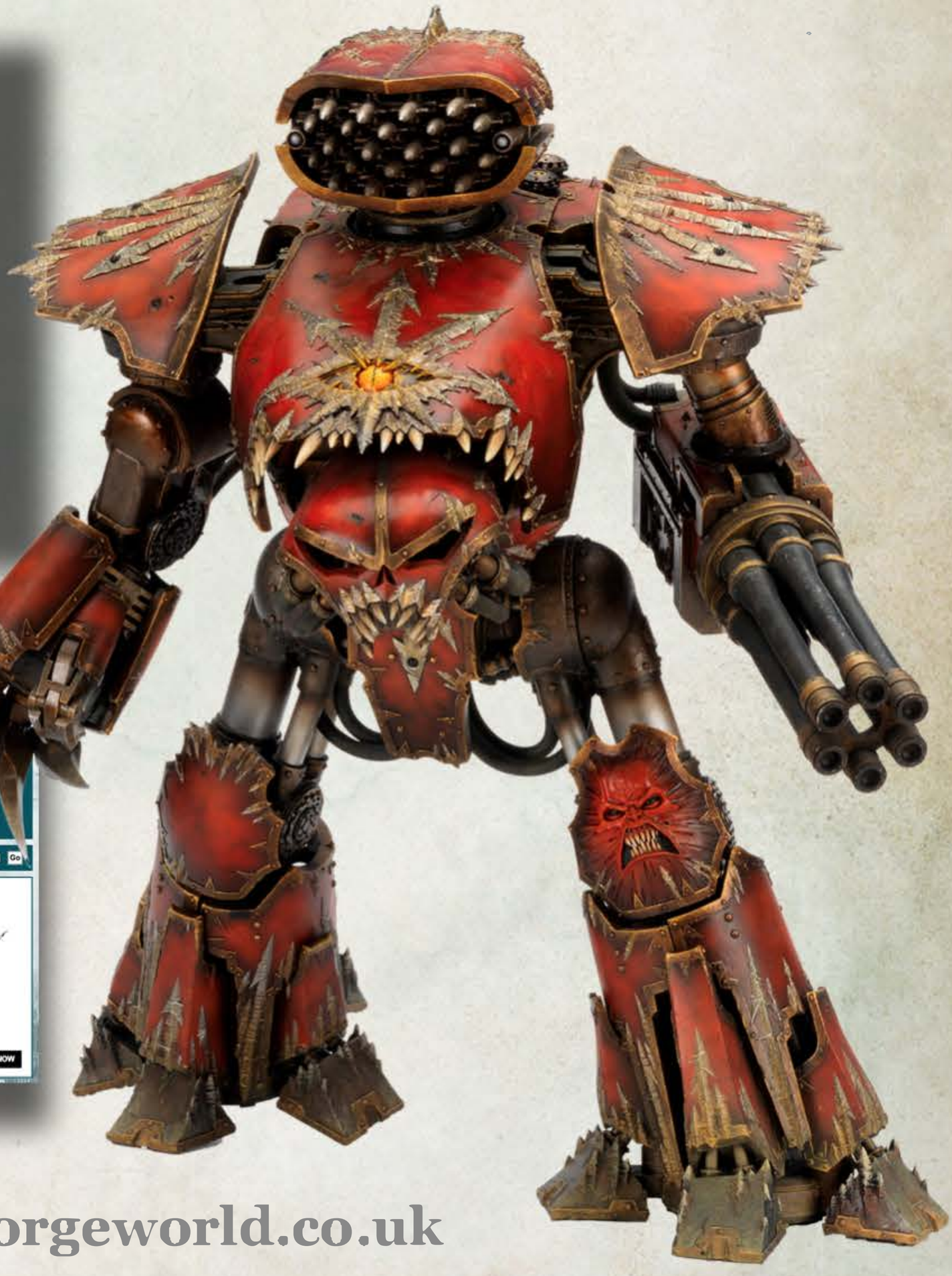


Forge World

Over the years, Forge World have continued to design ever larger and more impressive creations to dominate the battlefields of the 41st Millennium. Specialising in highly detailed resin kits, Forge World has produced dozens of powerful super-heavy vehicles, gargantuan creatures and mighty Titans – something for every army in Warhammer 40,000 – fine centrepieces for any collection and deadly additions to any Apocalypse game. They are also responsible for a number of other fantastic products, from modelling masterclasses, exciting campaign books and even weathering powders for adding a suitably battle-worn look to your vehicles.





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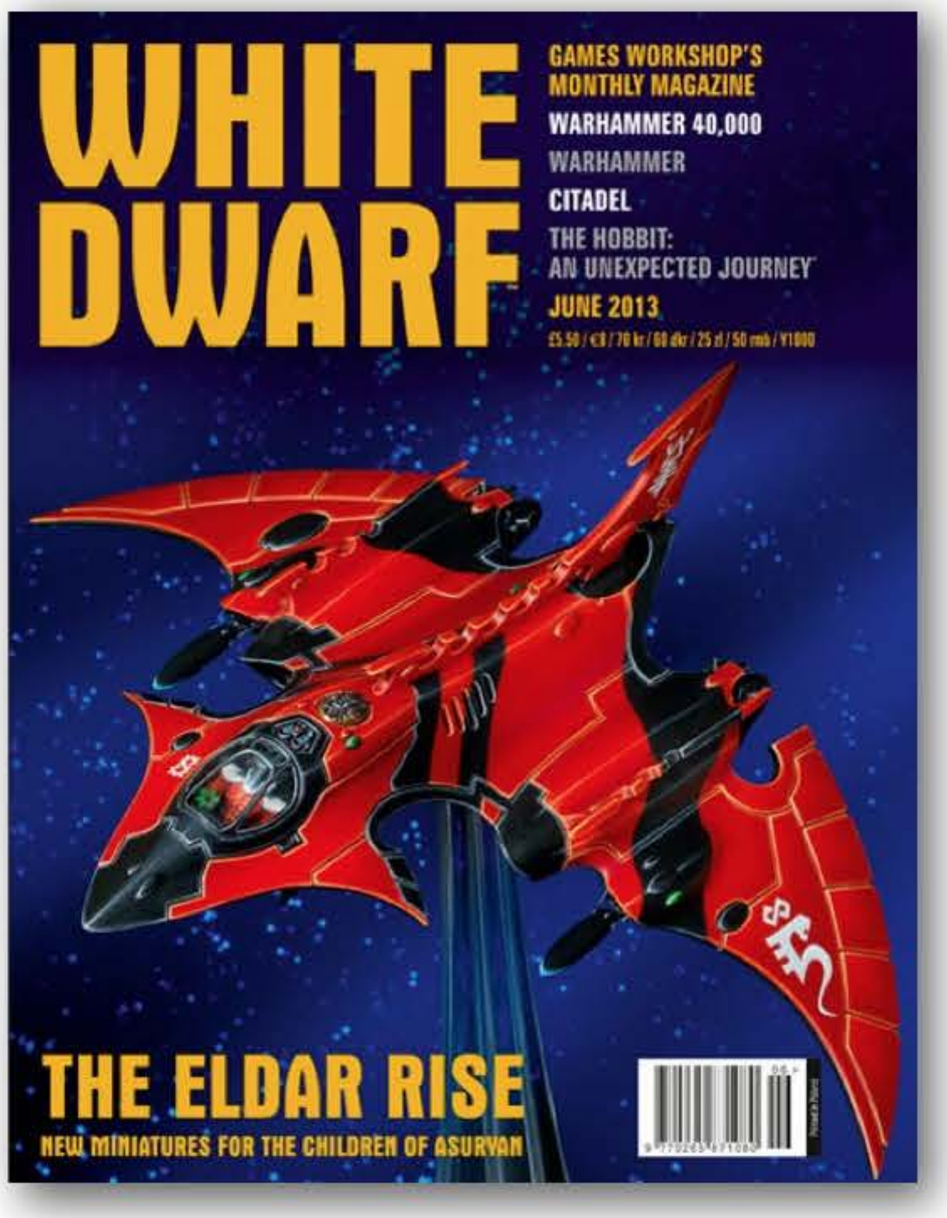
White Dwarf

White Dwarf is Games Workshop's monthly magazine that features page after page of new releases, interviews, hobby tips and local activities. Every issue presents the most exciting news in the hobby each month, revealing the latest miniatures to come from the forges of the Citadel Design Studio and putting them through their paces in a battle report to test their mettle on the tabletop. Other articles range from the Army of the Month and Parade Ground, displaying various collections of miniatures painted to the highest standard, to regular columns such as Jervis Johnson's monthly musings and useful kit-bashing showcases.



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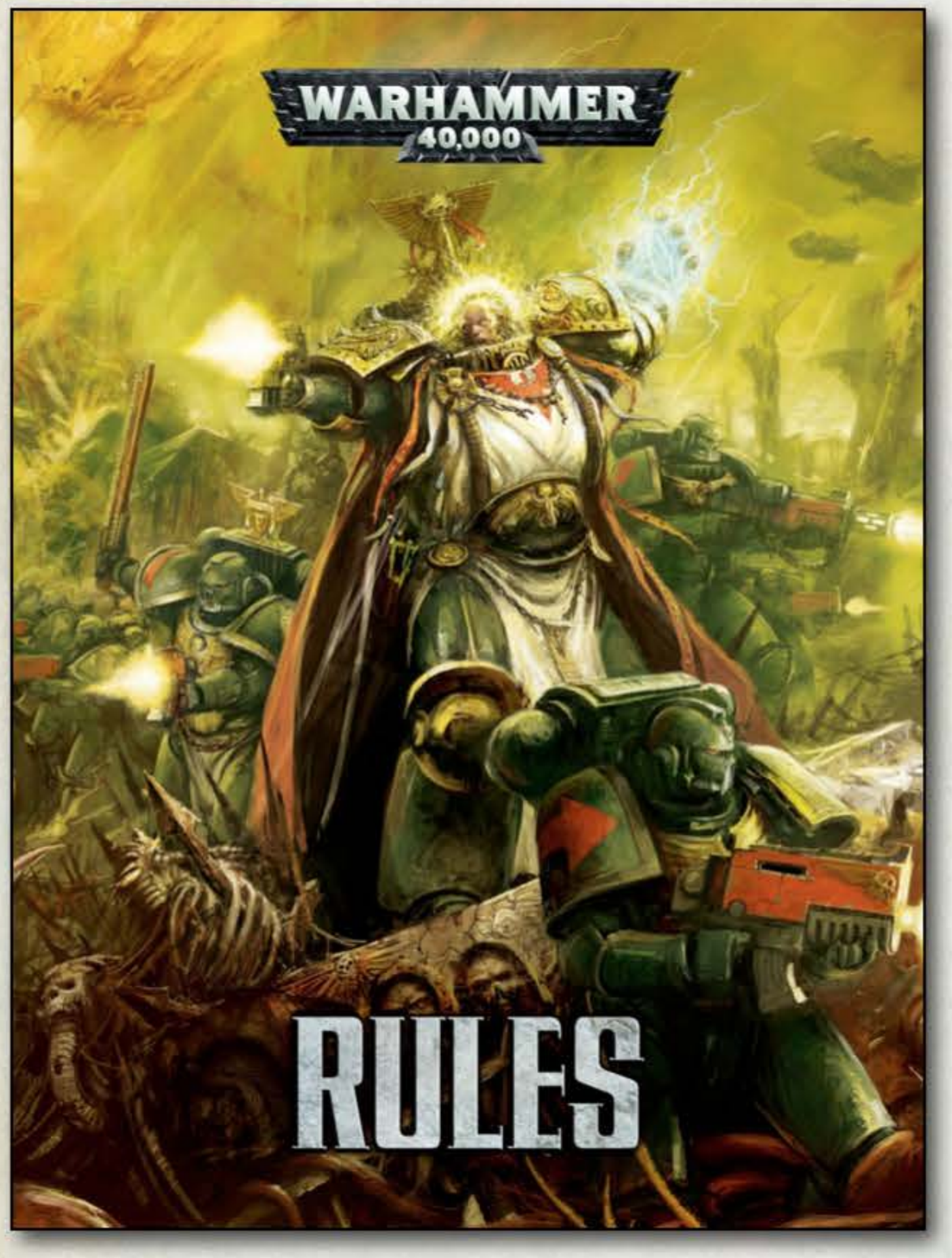

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More Than One Weapon

Unless otherwise stated, if a model has more than one Shooting weapon, he must choose which one to shoot – he cannot fire both in the same Shooting phase. If a model has more than one Melee weapon, he must choose which one to attack with when he comes to strike blows – he cannot mix and match the abilities of several different Melee weapons. However, it's worth remembering that if a model has two or more Melee weapons he gains +1 Attack in close combat.

Assault Weapons

Assault weapons are fired by warriors as they move forwards into combat. They either fire so rapidly or indiscriminately that they don't have to do much more than point and shoot. For example, a flamer is a weapon that fires a gout of burning fuel, so it's just as accurate whether the firer is moving or not. This means they are very good for advancing on the foe!

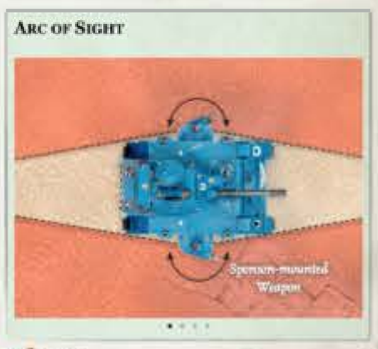
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model with an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

	Range	S	AP	Type
Storm bolter	24"	4	5	Assault 2

Vehicle Weapons & Line of Sight

Vehicles need to be able to draw a line of sight to their targets in order to shoot at them. When firing a vehicle's weapons, **point them at the target and then trace line of sight from each weapons' mounting and along its barrel to see** if the shot is blocked by terrain or models. If the target unit is in cover from only some of the vehicle's weapons, then work out the target's cover saves exactly as if each firing weapon on the vehicle was a separate firing unit.

On some models, it will actually be impossible to literally move the gun and point it towards the target because of the way the model is assembled or because the gun has been glued in place. In this case, players should assume that the guns on a vehicle are free to rotate or swivel on their mountings. In the rare cases when it matters, assume that guns can swivel vertically up to 45°, even if the barrel on the model itself cannot physically do that! Additionally, assume all hull-mounted weapons can swivel horizontally up to 45°.



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CHAPTER 1

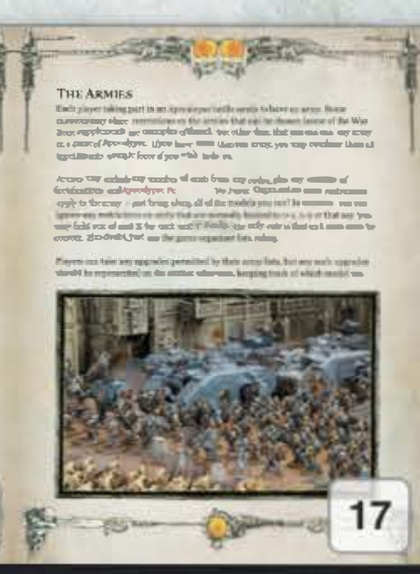
WHAT IS APOCALYPSE?

1.1	Introduction	2
1.2	What is Apocalypse?	5
1.3	What You Will Need	7
1.4	An Apocalyptic Battle	9
1.5	Let Battle Commence!	11

CHAPTER 2

RULES OF ENGAGEMENT

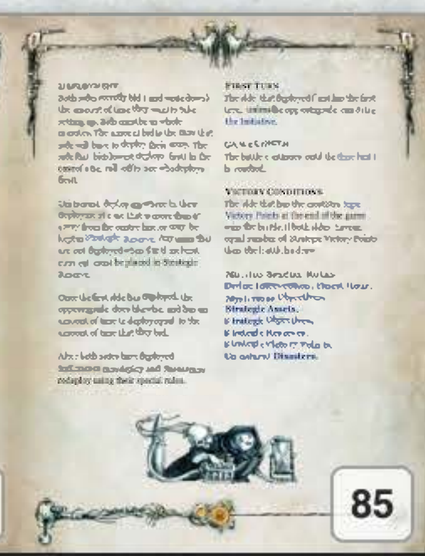
2.6	Fighting An Apocalypse Battle	14
2.7	Divine Intervention	30
2.8	Finest Hour	33
2.9	Strategic Assets	42
2.10	Strategic Reserves	73
2.11	Unnatural Disasters	75

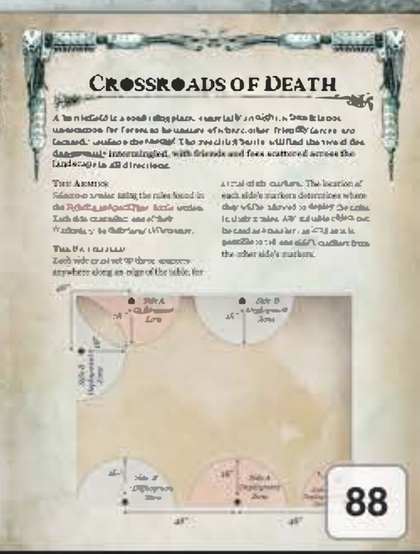


CHAPTER 3

APOCALYPSE MISSIONS

3.12	Race to Destruction	84
3.13	The Meatgrinder	86
3.14	Crossroads of Death	88
3.15	Pincer Attack	90
3.16	Final Assault	92
3.17	Exterminatus!	94

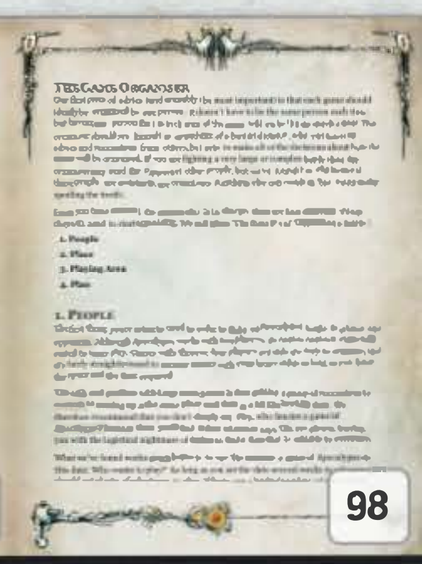


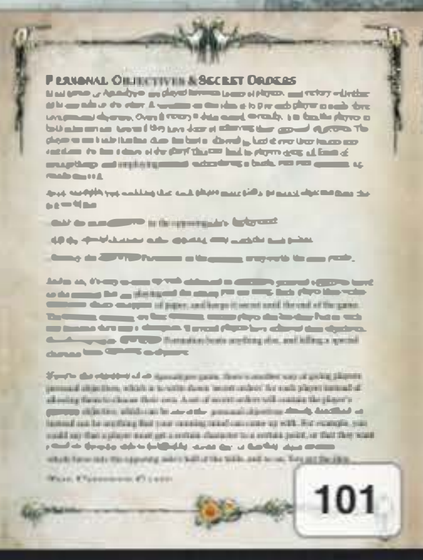


CHAPTER 4

ORGANISING THE APOCALYPSE

4.18 Organising the Apocalypse 97

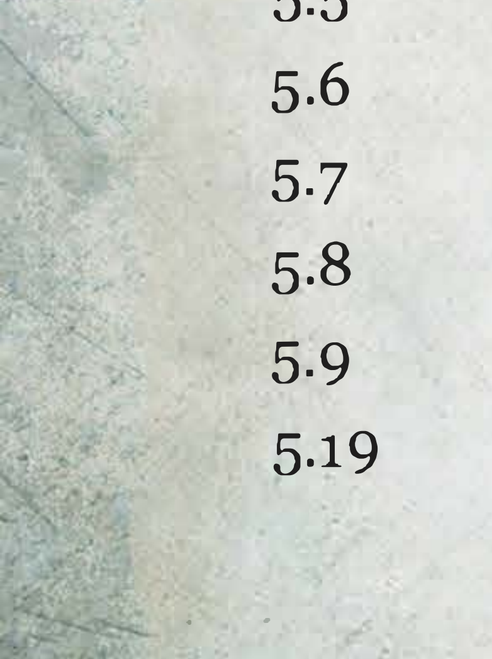




CHAPTER 5

APOCALYPSE FORMATIONS

5.1	Armoured Spearheads	106
5.2	Battle Formations	111
5.3	High Commands	113
5.4	Massive Fortifications	115
5.5	Psychic Choirs	116
5.6	Super-heavy Vehicles	118
5.7	Super-heavy Walkers	121
5.8	Super-heavy Flyers	124
5.9	Gargantuan Creatures & Flying Gargantuan Creatures	125
5.19	Apocalyptic Weapons	127


APOCALYPSE FORMATIONS

Apocalypse battlefields are dominated by huge formations of troops, including spearheads of armoured vehicles, massive super-heavy vehicles and gargantuan creatures, and weapons so vast that they will blow apart anything they hit.

Apocalypse introduces many new models, units and battleforces to the war-torn universe of the 41st Millennium. On the following pages you will find the rules for the different varieties of these new models, units and fortifications, each of which builds upon the rules in the Warhammer 40,000 rulebook.

DATASHEETS

Apocalypse gives you the chance to field Apocalyptic Formations. Every Apocalyptic Formation in these pages has its own datasheet, which describes all the units required to use the formation in a battle. In addition, each datasheet tells you which order of battle the formation is considered a part of for allied detachments. All of the datasheets can be found here and there are references to the Armageddon War Zone to this book. You could also feel free to design your own formations, but be sure that your opponents agree to their use before the game starts.

Each type of Apocalypse Formation – Armoured Spearheads to Gargantuan Creatures, Battle Formations to Massive Fortifications – has its own special rules that are described on their datasheets. This means that most Apocalypse models will have two sets of special rules that affect them, those that apply because of their type, and any found on their own datasheet. Note that no models in your army may be taken as more than one datasheet at a time.

DATASHEET POINT VALUES

Apocalypse includes datasheets for several new units that can't be found in any of our codexes, such as the Ork Stompa and Khorne Lord of Skulls. We've included points values on these datasheets for your reference. Although points values are not strictly necessary for a game of Apocalypse, it is nice to know how many points a model is worth, if only to be able to show off about how many points there are in

FORMATION TYPES

ARMOURED SPEARHEADS
A special unit of three to five armoured vehicles that have a unique ability, such as a Space Marine Predator Assassin Squadron.

FLYER WINGS
Similar to an Armoured Spearhead, but made up of flyers rather than Tanks, such as the Ork Burna-Bommer Squadron.

WARP TEMPLE ICONS
A select formation is a large collection of units, such as a Space Marine Battle Company or an Imperial Armour Forge Warriors.

HIGH COMMANDS
An IG force being consisting of one or more commanders and their support units, such as the Brothers of the Great Wolf.

MASSIVE FORTIFICATIONS
Incredibly imposed fortified buildings that are almost impossible to damage, such as an Aquila Strongpoint.

PSYCHIC CHOIRS
A group of Psykers that can unleash hugely powerful psychic powers, such as an Eldar Psychic Conclave.

SUPER-HEAVY VEHICLES
Massively armed and heavily armoured vehicles such as the Imperial Guard Baneblade or Necron Tesseract Vault.

SUPER-HEAVY WALKERS
Super-heavy walkers that stride across the battlefield, such as Imperial Warlord Titans and Ork Stompas.

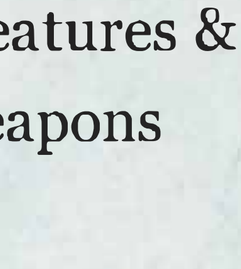
SUPER-HEAVY FLYERS
Super-heavy vehicles that combine the size and firepower of a battleship with the manoeuvrability of a fighter, such as Space Marine Strike Cruisers and Imperial Navy Lunar-class Cruisers.

GARGANTUAN CREATURES
Creatures of such immense size that they can take on entire armies on their own, such as Tyranid Hierodules.

FLYING GARGANTUAN CREATURES
Gargantuan creatures that can fly, such as Tyranid Harridans.

DATASHEETS

Each Apocalyptic Formation has its own unique datasheet. The datasheet describes the formation and has a picture of what it looks like, as well as providing you with all of the following rules you will need to include it in your games of Apocalypse. You'll find some of the datasheets below, and there are many more in the Apocalypse Datasheets book, including rules for each formation in the Armageddon War Zone.



1. **Army Set-up Text:** This tells you how the formation should be set up on the battlefield.
2. **Army Name:** The name of the army to which the formation belongs. This tells you which codex the formation's models are part of. In all other respects the formation is treated as a normal army.
3. **Formation Icon:** This tells you what type of Apocalyptic Formation the datasheet is for, such as Armoured Spearhead, Massive Fortification or Super-heavy Walker.
4. **Formation Composition:** This lists the various options and restrictions that apply to the formation, such as how many models it can include.

ARMOURED SPEARHEADS

Armoured spearheads formations are all about concentrating a number of armoured and powerful vehicles in one area, ready to use them to their best advantage. The crews of these vehicles are specially trained to operate together and have a number of complex rules to let them do just that. Their training is so good that they can even operate effectively if some of the vehicles in the formation are destroyed, making sure that the rest of the army can advance safely, covering its every move and shielding the rest of the army from harm, while at the same time delivering crushing blows to the enemy.

FIELDING THE FORMATION

In order to field an Armoured Spearhead, a player must have all of the units listed on the relevant datasheet, which could be from a single codex and army list, or may be a mixture of two or more codexes and army lists. Then the player may take none of the upgrades allowed by the codex or the formation. Models counted in the force may only be upgraded with the specific wargear listed on their datasheet, and do not contribute points to field the formation.

SQUADRONS

In order to form the cohesive fighting units that they are, **the vehicles in an Armoured Spearhead must belong to a Vehicle Squadron** in the Movement phase, as described in the Warhammer 40,000 rulebook. Each vehicle must belong to a squadron, though squadrons may be made up of as few as one vehicle.

COMMAND VEHICLES

One or more Armoured Spearhead's deployed, one of its vehicles must be nominated as the Command Vehicle. The nominated vehicle may choose to shoot at a different target from the rest of the Armoured Spearhead if it wishes.

ATTACK PATTERNS

If the vehicles in an Armoured Spearhead deploy or end their Movement phase in one of the Attack Patterns listed opposite, then they benefit from a special rule. All of the vehicles in the Armoured Spearhead that have not been destroyed must be part of the Attack Pattern, and the Attack Pattern must contain at least two models.

The special rule that applies to each Attack Pattern is described opposite. Once a special rule has been activated, it applies until the end of the Assault phase, even if the vehicles in it should subsequently break up. Note that the special rule only applies to the vehicles in the Attack Pattern, and not to the Command Vehicle, unless it is also part of the Attack Pattern.

Should the vehicles in the Armoured Spearhead be positioned in such a way as to be unable to form one of the Attack Patterns, the most obvious solution is that you will not be able to use the Attack Pattern's special rule. However, it is also possible that the Armoured Spearhead could choose to be in both the Arrowhead and Wedge Attack Patterns. Should this be the case, the vehicles will use the special rules for both Attack Patterns.

ARROWHEAD

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a Battlefield template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Arrowhead Attack Pattern may be more than 6" from the vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Arrowhead Attack Pattern may be more than 6" from the vehicle touching both sides of the template, and no vehicle may be within 6" of more than two vehicles.

Vehicles in an Arrowhead Attack Pattern have the Fleet special rule.

The five highlighted vehicles are in an Arrowhead Attack Pattern. They have the Fleet special rule to represent their close-knit, coordinated approach to the enemy's weak points. The highlighted vehicle is touching the narrow end of the template, and the two vehicles touching both sides of the template are within 6" of the highlighted vehicle. The vehicle touching the left side of the template is not within 6" of the vehicle touching the right side of the template, and so is not part of the Arrowhead Attack Pattern.

WEDGE

To qualify as a Wedge Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a Battlefield template, with the outside vehicles touching the narrow ends, and the other vehicles touching the left and right sides of the template. None of the vehicles in the Wedge Attack Pattern may be more than 6" from the vehicle touching both sides of the template, and no vehicle may be within 6" of more than two vehicles.

Vehicles in a Wedge Attack Pattern have the Preferred Enemy special rule.

The five highlighted vehicles are in a Wedge Attack Pattern. They have the Preferred Enemy special rule to represent their intelligent targeting. The highlighted vehicle is not touching the narrow end of the template, but is within 6" of the vehicle touching the left side of the template, and so is part of the Armoured Spearhead. It would not be in the Arrowhead Attack Pattern, as it is not within 6" of the vehicle touching the right side of the template.

CHAPTER 6

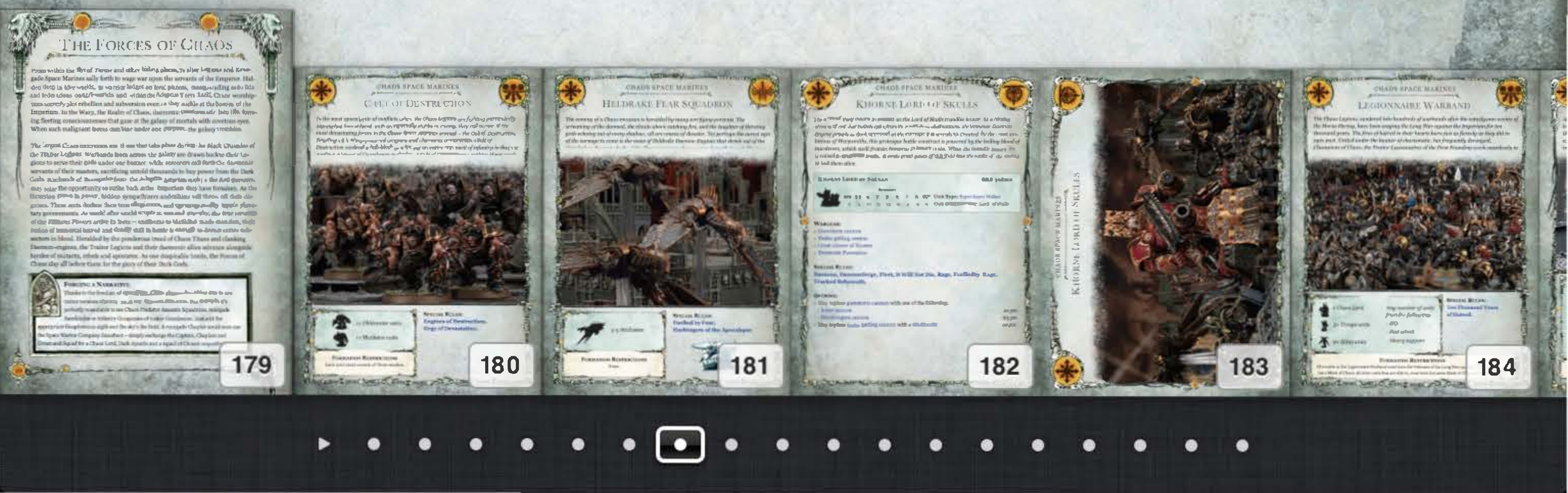
THE IMPERIUM

6.1	Baneblade	135
6.2	Banehammer	136
6.3	Banesword	138
6.4	Catachan Ambush Patrol	139
6.5	Doomhammer	140
6.6	'Emperor's Fist' Tank Company	142
6.7	'Emperor's Talons' Recon Company	143
6.8	'Emperor's Wrath' Artillery Company	144
6.9	Hellhammer	145
6.10	'Imperial Shield' Infantry Company	146
6.11	'Imperial Sword' Heavy Weapons Company	147
6.12	Lord Castellan's Supreme Command	148
6.13	Sanctioned Psyker Battle Elite	149
6.14	Shadowsword	150
6.15	'Steel Fury' Baneblade Company	152
6.16	Stormlord	153
6.17	Stormsword	155

CHAPTER 7

THE FORCES OF CHAOS

7.1	Cult of Destruction	180
7.2	Heldrake Fear Squadron	181
7.3	Khorne Lord of Skulls	182
7.4	Legionnaire Warband	184
7.5	Lords of the Black Crusade	185
7.6	The Lost and the Damned	186
7.7	Thousand Sons War Coven	187
7.8	Tide of Spawn	188
7.9	Cohort of Blood	189
7.10	The Flaming Host of Tzeentch	190
7.11	The Great Promenade of Exquisite Excess	191
7.12	The Tallymen of Nurgle	192
7.13	Tetragon of Darkness	193



CHAPTER 8

ORKS

8.1	Battlewagon Steamrolla Squad	195
8.2	Burna-bommer Skwadron	196
8.3	Da Bully Boyz	197
8.4	Dread Mob	198
8.5	Gargantuan Squiggoth	199
8.6	Stompa	201
8.7	Green Tide	203

CHAPTER 9

THE ELDAR & DARK ELDAR

9.1	Cloudstrike Squadron	206
9.2	Farseer Council	207
9.3	The Phoenix Court of Khaine	208
9.4	Phantom Titan	209
9.5	Revenant Titan	211
9.6	Sunstorm Squadron	212
9.7	Windrider Host	213
9.8	Wraithknight Dreamwalker Squad	214
9.9	Carnival of Pain	215
9.10	Dark Olympiad	216
9.11	Kabalite Web Strike	217
9.12	Ravager Titan Hunters	218
9.13	Sickle Squadron	219

CHAPTER 10

TYRANIDS

10.1	Barbed Hierodule	221
10.2	Carnifex Crusher Brood	222
10.3	Endless Swarm	223
10.4	Harridan	224
10.5	Hierophant Bio-titan	225
10.6	Living Fortress	226
10.7	Subterranean Swarm	227
10.8	Vanguard Infestation	228

CHAPTER 11

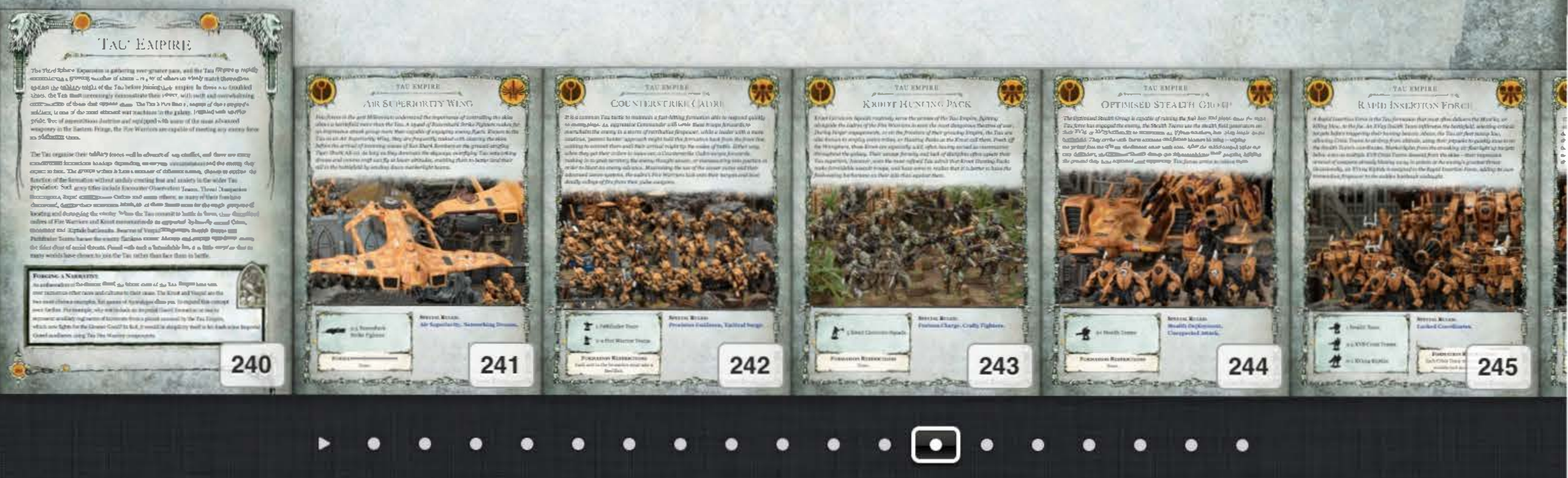
NECRONS

11.1	Acquisition Phalanx	231
11.2	Baleful Necropolis	232
11.3	Infinite Phalanx	233
11.4	Obelisk	234
11.5	Tesseract Vault	235
11.6	Transcendent C'tan	237
11.7	The War Council of Mandragora	239

CHAPTER 12

TAU EMPIRE

12.1	Air Superiority Wing	241
12.2	Counterstrike Cadre	242
12.3	Kroot Hunting Pack	243
12.4	Optimised Stealth Group	244
12.5	Rapid Insertion Force	245
12.6	Riptide Wing	246
12.7	Skysweep Missile Defence	247



CHAPTER 13

FORTIFICATIONS

13.1 Grand Redoubt 249

13.2 Macro-cannon Aquila Strongpoint 251

13.3 Vortex Missile Aquila Strongpoint 252

CHAPTER 14

APOCALYPSE MINIATURES AND HOBBY SHOWCASE

14.20	War Machines	254
14.21	Lords of the Black Crusade	260
14.22	Masters of the Chapter	263
14.23	Tanks	269
14.24	Titans	276
14.25	Stompas	283
14.26	Staging the Apocalypse	286
14.27	Apocalyptic Battlefields	293
14.28	One Man's Apocalypse	297

CHAPTER 15

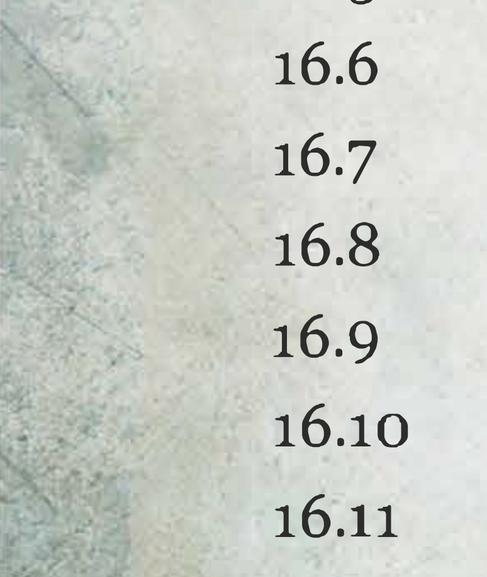
WAR ZONE ARMAGEDDON

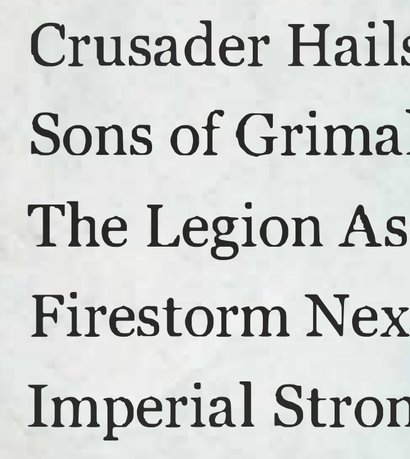
15.29	A Planet Torn Asunder	303
15.30	War Zone Armageddon	322
15.31	Breakout From Volcanus Hive	331
15.32	Armageddon Rules of Engagement	343
15.33	Strategic Asset Cards	353
15.34	Armageddon Finest Hours	358

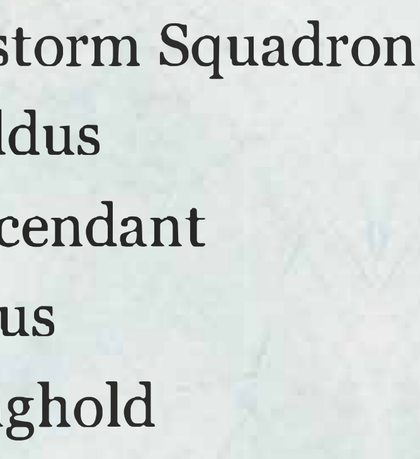
CHAPTER 16

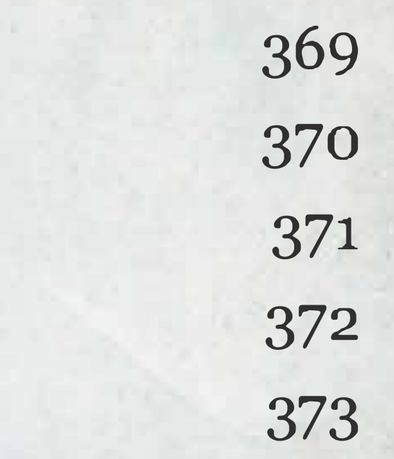
WAR ZONE ARMAGEDDON DATASHEETS

16.1	Reaver Battle Titan	360
16.2	Warhound Scout Titan	362
16.3	Heroes of Armageddon	364
16.4	Armageddon Stompa Hunters	365
16.5	Fortress of Arrogance	366
16.6	'Imperial Vengeance' Mechanised Company	368
16.7	Crusader Hailstorm Squadron	369
16.8	Sons of Grimaldus	370
16.9	The Legion Ascendant	371
16.10	Firestorm Nexus	372
16.11	Imperial Stronghold	373
16.12	Bikeboyz Kult of Speed	374
16.13	Big Mek Stompa	375
16.14	Karnage Skwadron	378
16.15	Ork Stormer Elite	379
16.16	Overlord von Strab	380
16.17	Red Skull Kommandos	381









CHAPTER 17

APPENDICES

17.35 The Adeptus Titanicus 386

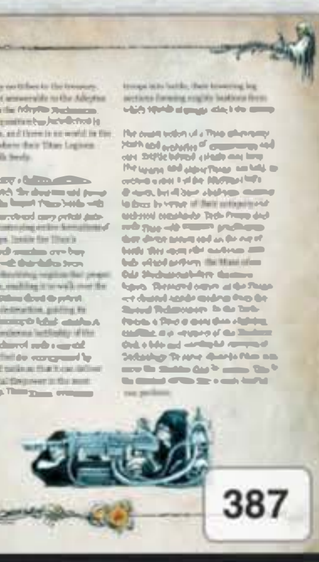
17.36 Ork Stompas 396

17.37 Reference 400

THE ADEPTUS TITANICUS

In the grim darkness of the far future, the Imperium's armies march to war in the shadow of giant war machines, the ground trembling beneath their mighty tread and their fearsome guns sweeping entire legions of their foes from the battlefield. What follows is an investigation into the storied history of the Titan Legions – the greatest legacy of the Dark Age of Technology.

THE ADEPTUS MECHANICUS



BATTLE TITANS

REAVER BATTLE TITAN

WARHOUND SCOUT TITAN

TITAN BATTLE GROUPS

CHAPTER 18

THE APOCALYPSE CONTINUES

18.38	The Apocalypse Continues	422
18.39	Credits	426

'Ere We Go, Ladz

Orks. Strategic Resource.
Use this Strategic Asset at the start of any of your Charge sub-phases. Any charge moves made by friendly Ork units this sub-phase are doubled.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 15 - Breakout From Volcanus Hive

A New Acquisition

Whenever an enemy Apocalypse Formation is destroyed, Trazyn's controlling player places an acquisition counter on the battlefield within 1" of the position of the last model removed (if several models were removed at once, you can choose which was the last model for the purposes of this rule). If Trazyn moves into contact with an acquisition counter, remove the counter and roll a D6. On a roll of 1, there was nothing of value there; on a roll of 2+, you gain 1 Strategic Victory Point.

Related Glossary Terms

Index

Chapter 11 - Acquisition Phalanx

A Thousand Deaths

Keep track of the number of unsaved Wounds inflicted upon, and Hull Points removed from, enemy models by Daemons of Nurgle and models with the Mark of Nurgle. You receive one Strategic Victory Point for every 70 Wounds and/or Hull Points inflicted.

Related Glossary Terms

Index

Chapter 7 - The Tallymen of Nurgle

Acid Rain

The Master of Disaster resolves an Acid Rain Squall attack by placing the apocalyptic blast marker anywhere on the table and scattering it 2D6". All models under the marker's final position take a Strength 2 AP5 hit with the Poisoned (4+) special rule.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Acquisition Phalanx

All of the models in this formation form a single unit known as an Acquisition Phalanx.

Related Glossary Terms

Index

Chapter 11 - Acquisition Phalanx

Acute Senses

If a unit contains at least one model with this special rule, and that unit arrives on a random table edge (due to Outflank, or other special rules), then you can re-roll to see which table edge they arrive from.

Related Glossary Terms

Index

Chapter 6 - Wolfpack Flanking Force

Adamantium Will

A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (pg 68 in *Warhammer 40,000* rulebook).

Deny the Witch

If a psychic power is targeted on an enemy unit, and the Psychic test is passed, the target can attempt to Deny the Witch before othe psychic power is resolved.

To Deny the Witch, the target's controlling player rolls a D6. If the roll is a 6, then the psychic power's effect on that unit is nullified – on any other result, the power is resolved on that unit as normal.

Of course, it's far easier to resist the effects of a psychic power if you have a Psyker of your own in close proximity. To represent this, apply the following modifiers to the dice roll (these modifiers are not cumulative; simply take the best that applies):

- If the target unit contains one or more Psykers of lesser or equal Mastery Level to the model manifesting the psychic power: +1

- If the target unit contains one or more Psykers of higher Mastery Level than the model manifesting the psychic power: +2

If a psychic power targets two or more units, each affected unit can attempt to Deny the Witch – only those that fail will suffer the effects of the psychic power.

Related Glossary Terms

Index

Chapter 17 - Reference

AGILE

In the Shooting phase, this model can choose to either:

- Fire all available weapons.

- Fire a single weapon and then Run.

- Fire no weapons at all and Run twice.

RUN

At times, warriors may have to quickly redeploy, literally running from cover to cover or simply concentrating on movement and giving up their chance to shoot. In their Shooting phase, units may choose to Run instead of firing. Roll a D6 to determine the maximum Run distance for the entire unit. Models in the unit may then immediately move up to that distance in inches. They may choose to not move after the roll is made, but still count as having Run.

Running movement is not slowed by difficult terrain but models running through dangerous terrain must test as normal. Units that Run in the Shooting phase cannot charge in the following Assault phase.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan
Chapter 9 - Revenant Titan
Chapter 10 - Barbed Hierodule
Chapter 10 - Hierophant Bio-titan
Chapter 16 - Warhound Scout Titan

Air Superiority

Models from this formation have +1 To Hit when shooting at enemy Flyers, Super-heavy Flyers, Jetbikes, Skimmers, Flying Monstrous Creatures, or Flying Gargantuan Creatures.

Related Glossary Terms

Index

Chapter 12 - Air Superiority Wing

Airborne Assault

All units in the formation have the Deep Strike and Descent of Angels special rules. If the formation is held in Strategic Reserve, they can Deep Strike at the start of any turn, even the enemy's.

Descent of Angels
A Blood Angels unit with this special rule can re-roll failed reserve rolls if arriving by Deep Strike. Also, due to the precision of their descent, it scatter D6" less (normally D6" rather than 2D6").

Deep Strike
In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike
Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.
- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain.

In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are

In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain.

In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill.

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

Deep Strike Mishap Table

D6	Effect
1	**Terrible accident!** Teleporting units are lost in the Warp, deep striking Jump units are shot down, or some other suitably dramatic event occurs. The entire unit is destroyed!
2-3	**Misplaced.** Were the coordinates slightly inaccurate, or has the enemy jammed your instruments? Your opponent may deploy the unit anywhere on the table (excluding impassable and lethal terrain, but including difficult terrain, which of course counts as dangerous for deep striking units), in a valid Deep Strike formation, but without rolling for scatter.
4-6	**Delayed.** Because of mechanical failure or enemy action, the reinforcements are delayed. The unit is placed in Ongoing Reserves. If the unit is unlucky enough to roll this result in turn 5 or later and then the game ends while it is still in reserve, it sadly counts as destroyed.

Related Glossary Terms

Airborne Inferno

All Armour Saves are worsened by 1 (so an Armour Save of 4+ becomes 5+) for the rest of the game turn. Models with a 6+ Armour Save lose their save. Furthermore, all weapons have the Gets Hot special rule for the rest of the game turn. Weapons that already have the Gets Hot special rule get hot on rolls of 1 and 2. This can mean that a model with a high BS hits his target but still suffers the effects of Gets Hot.

Gets Hot

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

All Power to Weapons!

If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (at the same target or at different ones).

Related Glossary Terms

Index

Chapter 6 - Stormlord

All-out Attack

If, at the start of any turn after the first, at least one HQ model in a High Command formation is on the table, the side it belongs to may order a single unit to make an All-out Attack in their Movement phase.

Declare which unit will All-out Attack before moving it. **The unit triples the distance it can move in that Movement phase, but may not Shoot or Run in the Shooting phase.** It can charge in the Charge sub-phase. A unit making an All-out Attack is not slowed by difficult terrain, but treats all difficult terrain as dangerous terrain instead. Vehicles may not move Flat Out when making an All-out Attack, but can Ram or Tank Shock.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference
Chapter 17 - Reference

Ammunition Stowage

A Land Raider Crusader in a Crusader Hailstorm Squadron has a Transport Capacity of 10 models.

Related Glossary Terms

Index

Chapter 16 - Crusader Hailstorm Squadron

Annihilator Beam

The Tesseract Vault can fire an annihilator beam in addition to its other weaponry, using the profile below. Any Monolith in the formation can forgo firing its weapons to contribute to the annihilator beam. You must declare which Monoliths will do so before firing the annihilator beam – only those within 3" of the Tesseract Vault can contribute. Only one shot is fired, regardless of the number of contributing Monoliths, but the range of the shot increases by 12" for each Monolith that contributes.

Range	S	AP	Type
24"+	D	1	Primary Weapon 1

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Destroyer Weapon

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Anti-C'tan Protocols

All Necrons units have the Adamantium Will and Fearless special rules, and pass Reanimation Protocols on a roll of 4+.

Adamantium Will
A unit that contains at least one model with this special rule receives a +1 bonus to Deny the Witch rolls (pg 68 in the *Warhammer 40,000* rulebook).

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 2 - Divine Intervention

Antimatter Meteor

Range	S	AP	Type
48"	10/8/6	1/3/5	Primary Weapon 1, Apocalyptic Mega-blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Apocalyptic Mega-blast

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

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To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Related Glossary Terms

Index

Chapter 11 - Tesseract Vault
Chapter 11 - Transcendent C'tan

Apocalypse missile launcher

Range	S	AP	Type
24"-360"	7	3	Primary Weapon 5, Apocalyptic Barrage

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Apocalyptic Barrage

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Designer's Note: *Veteran players may still have the original version of the apocalyptic barrage marker – essentially a set of four circles set in a four-leaf clover shape. This version can't be twisted into different shapes, but nonetheless follows the exact same rules as the adjustable version of the marker.*

Barrage

All Barrage weapons use blast markers and consequently use the rules for Blast & Large Blast weapons, as indicated by their profile, with the following exceptions:

BARRAGE

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- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

- All Barrage weapons have the Pinning special rule.

Multiple barrages

If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan

Apocalyptic Barrage

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

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- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are

not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

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- All Barrage weapons have the Pinning special rule.

Multiple barrages

If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 5 - Apocalyptic Weapons
Chapter 17 - Reference

Apocalyptic Blast (10")

Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Designer's Note: *Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.*

Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

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Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 5 - Apocalyptic Weapons
Chapter 17 - Reference

Apocalyptic Mega-blast (5"/10"/15")

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Designer's Note: *Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.*

Blast

Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 5 - Super-heavy Vehicles
Chapter 5 - Apocalyptic Weapons
Chapter 17 - Reference

Aquila macro-cannon

Macro Shell

Range	S	AP	Type
72"	D	1	Primary Weapon 2, Large Blast

Quake Shell

Range	S	AP	Type
180"	10/7/5	1/4/6	Primary Weapon 1, Apocalyptic Mega-blast, Sonic Boom

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Sonic Boom
After firing a quake shell, draw a straight line between the Aquila Strongpoint and the central hole of the apocalyptic mega-blast marker. Roll a dice for each Flyer, Flying Monstrous Creature, or Flying Gargantuan Creature model crossed by this line. On a roll of 1, a Flyer will Crash and Burn, while a Flying Monstrous Creature or Flying Gargantuan Creature will take D3 Wounds with no saving throws allowed.

Crash and Burn
If a Zooming Flyer is Wrecked or Explodes, its flaming debris rains down on the battlefield. Centre the large blast marker over the Flyer – it then scatters 2D6". Any model under the blast marker's final position suffers a Strength 6, AP – hit. The Flyer is then taken off the board. If the Flyer is also a Transport, any models within suffer a Strength 10 hit with no armour saves allowed. Survivors are placed anywhere within 3" of the blast marker's final position and in unit coherency. Any models that cannot be placed are removed as casualties.

Apocalyptic Mega-blast
Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 13 - Macro-cannon Aquila Strongpoint

Armageddon War Zone (Ash Wastes)

All of the rules of engagement for the Armageddon War Zone apply to this battle: use the Ash Wastes Unnatural Disaster table.

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement

Armageddon War Zone (Season of Fire)

All of the rules of engagement for the Armageddon War Zone apply to this battle: use the Season of Fire Unnatural Disaster table.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Armoured Spearheads

The full rules for Armoured Spearheads can be found in the Apocalypse Formations section. They are summarised below.

These are treated as a Vehicle Squadron. One vehicle is the Command Vehicle, and may shoot at a different target to the squad. Squadrons may deploy or end their Movement phase in a single Attack Pattern, which grants them a special rule until the end of their next Movement phase.

Arrowhead Attack Pattern

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

Tank Hunters
A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Broadsword Attack Pattern

To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.

Preferred Enemy
This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Broadsword Attack Pattern

To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

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Rapier Attack Pattern

To qualify as a Rapier Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of one of their side armour vehicle facings, but not fall underneath it. All vehicles in the Armoured Spearhead must have the same side armour vehicle facing touching the hellstorm template (ie either their left sides or their right sides, not a mixture of the two).

Vehicles in a Rapier Attack Pattern add up to 12" to the distance they move when they move Flat Out.

Flat Out

A vehicle can elect to move Flat Out instead of firing in the Shooting phase, immediately moving up to 6"; this move triggers Dangerous Terrain tests as normal. A Tank cannot move Flat Out in the same turn that it performs a Tank Shock.

Related Glossary Terms

Index

Armoured Spearheads (Emperor's Fist)

Each Leman Russ squadron is a separate Armoured Spearhead, and as such, will have its own Command Vehicle.

Armoured Spearheads
The full rules for Armoured Spearheads can be found in the Apocalypse Formations section. They are summarised below.

These are treated as a Vehicle Squadron. One vehicle is the Command Vehicle, and may shoot at a different target to the squad. Squadrons may deploy or end their Movement phase in a single Attack Pattern, which grants them a special rule until the end of their next Movement phase.

Arrowhead Attack Pattern
To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

Tank Hunters
A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Broadsword Attack Pattern
To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.

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This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

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To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

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This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Rapier Attack Pattern

To qualify as a Rapier Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of one of their side armour vehicle facings, but not fall underneath it. All vehicles in the Armoured Spearhead must have the same side armour vehicle facing touching the hellstorm template (ie either their left sides or their right sides, not a mixture of the two).

Vehicles in a Rapier Attack Pattern add up to 12" to the distance they move when they move Flat Out.

Flat Out

A vehicle can elect to move Flat Out instead of firing in the Shooting phase, immediately moving up to 6"; this move triggers Dangerous Terrain tests as normal. A Tank cannot move Flat Out in the same turn that it performs a Tank Shock.

Related Glossary Terms

Index

Chapter 6 - ‘Emperor’s Fist’ Tank Company

Arrowhead

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

Tank Hunters
A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Related Glossary Terms

Index

Arterial Strike

All units in the formation must be held in Strategic Reserve. They may enter play in any of the owning player's turns. To represent the element of surprise, in the Shooting phase of the turn they enter play, all units in this formation may re-roll failed To Hit rolls.

Strategic Reserve

The full rules for Strategic Reserves can be found in the Strategic Reserves section. They are also summarised below.

If a mission uses Strategic Reserves, these units enter play based on the table below (you don't have to roll for Reserves as normal) – note they don't have to arrive on the turn they are available. Units that enter 'after any break' can enter in the turn immediately after any scheduled break.

Strategic Reserves Table

Type	Available From
Flyers, Super-heavy Flyers, Flying Monstrous Creatures, Flying Gargantuan Creatures	Any turn, including the first
Units using the Deep Strike special rule	Any turn, including the first
Fast vehicles*	Any turn, starting with the 2nd
All remaining units	After any break (except during the first turn)

* *Unless they are Flyers or arrive by Deep Strike.*

Related Glossary Terms

Index

Chapter 9 - Kabalite Web Strike

Arterial Webway Portal

When deploying fortifications at the start of the battle, you must set up an Arterial Webway Portal. The Arterial Webway Portal functions in exactly the same way as an activated Webway Portal (see below), except that it uses the large blast marker and can be used by vehicles. It may be placed anywhere on the table outside of the opposing side's deployment zone.

Webway Portal

This is a portable form of the portals used to link together places via the webway. Once per game, in your Shooting phase, a model with a webway portal may choose to activate it instead of firing. Place a small blast marker or similarly sized counter in base contact with the bearer, and not within 2" of an enemy model or another webway portal, when he activates the portal. He may not activate the portal whilst inside a vehicle. From then on, any of your units arriving from reserve amy move onto the board from the portal marker's edge instead of entering as normal (it does not matter whether these units were intending to Deep Strike, Outflank, simply move on from their own table edge, and so on). The portal counts as impassable terrain and cannot be destroyed. After activation, the model that had the portal may freely move away, leaving the portal in place. If you have a webway portal in your army, you may keep units in reserve, regardless of the mission being played. Vehicles may not enter play via a webway portal.

Related Glossary Terms

Index

Chapter 9 - Kabalite Web Strike

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets

Assault Vehicle

Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so, even on a turn that the vehicle was destroyed, but not on a turn when the vehicle arrives from Reserves.

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship

Asteroid Storm

The Master of Disaster rolls a D3. Starting with the Master of Disaster's side, take it in turns to resolve a number of Asteroid Storm attacks equal to the D3 result. For example, on the result of a 3, the Master of Disaster's side would make a total of 2 attacks, while the opposing side would make one. Resolve each attack by placing the apocalyptic mega-blast marker anywhere on the table and scattering it 2D6". All models under the marker's final position take a hit with the following profile:

Range	S	AP	Type
N/A	10/8/6	1/3/5	-

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Autocannon

Range	S	AP	Type
48"	7	4	Heavy 2

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Hellhammer
Chapter 16 - Fortress of Arrogance

Avengers of Helsreach

All Sword Brethren units in the formation have the Fearless and Hatred (Orks) special rules.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Hatred

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 16 - Sons of Grimaldus

Baneblade cannon

Range	S	AP	Type
72"	9	2	Primary Weapon 1, Apocalyptic Blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Apocalyptic Blast

Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 16 - Fortress of Arrogance

Banner of the Great Wolf

All friendly units chosen from *Codex: Space Wolves* within 24" of the Banner of the Great Wolf have the Furious Charge special rule.

Furious Charge
In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

Related Glossary Terms

Index

Chapter 6 - Brethren of the Great Wolf

Barrage

All Barrage weapons use blast markers and consequently use the rules for Blast & Large Blast weapons, as indicated by their profile, with the following exceptions:

- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

- All Barrage weapons have the Pinning special rule.

Multiple barrages

If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

Pinning

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a

follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

PINNING

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Battle Formations

The full rules for Battle Formations are found in the Apocalypse Formations section. They are summarised here.

Units in a Battle Formation deploy at the same time, within 36" of the same point (before any scatter). Special rules listed on a formation's datasheet apply to every model in it.

Related Glossary Terms

Index

BIG SHOOTA

Range	S	AP	Type
36"	5	5	Assault 3

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 8 - Gargantuan Squiggoth
Chapter 8 - Gargantuan Squiggoth
Chapter 8 - Stompa
Chapter 8 - Stompa
Chapter 16 - Big Mek Stompa
Chapter 16 - Skullhamma Battle Fortress

Chapter 16 - Skullhamma Battle Fortress

Chapter 16 - Skullhamma Battle Fortress

Bio-cannons

Range	S	AP	Type
48"	10	3	Assault 6

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 10 - Barbed Hierodule
Chapter 10 - Harridan
Chapter 10 - Hierophant Bio-titan

Bio-titan Warp Field

The Hierophant has a 6+ invulnerable save.

Related Glossary Terms

Index

Chapter 10 - Hierophant Bio-titan

Blast and Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Blazing Inferno

If two or more Burna-bommers make a Bombing Run whilst in the Arrowhead Attack Pattern, the Ork player can leave one of the large blast markers used for the Bombing Run in play at its final location after the attack is resolved. This may require temporarily relocating some surviving models and putting them back in their previous locations once the marker(s) is in place. This marker is lethal terrain for the rest of the game.

Designer's note: *Players should feel free to mark the area affected by the blazing inferno in some other manner if they wish – cotton wool works well.*

Arrowhead Attack Pattern

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

Tank Hunters

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Related Glossary Terms

Index

Chapter 8 - Burna-bommer Skwadron

Blind Barrage

Any Army.
Use this Strategic Asset at the start of any enemy turn. Place two markers 36" apart, and scatter each 2D6". Any line of sight that crosses the invisible line between the markers is blocked. Remove the markers at the start of the next enemy turn.

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive

Blood from the Skies

Blood Angels. Strategic Resource.

Discard this card at the start of any Imperial turn. Friendly Blood Angels units that Deep Strike this turn (or disembark from Deep Striking Transports) may charge this turn.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive

Blood Thirst

Chaos Daemons.
Use this Strategic Asset at the start of an enemy Shooting phase; nominate one friendly Herald of Khorne. All non-vehicle enemy units within 12" of that Herald of Khorne may not shoot that phase, and must attempt to charge the closest eligible target in the following Assault phase, if capable of doing so.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Bodies over Bullets

If an enemy unit targets a unit in this formation with a shooting attack, roll a D3. If the result is less than the turn number, the enemy unit can only fire Snap Shots.

Snap Shots

Under certain circumstances, models can only fire Snap Shots – opportunistic bursts of fire 'snapped' off in the general direction of the target. The most common occurrence of a Snap Shot is when a model with a Heavy weapon, such as a heavy bolter, moves and shoots in the same turn. **If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots.** Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots. It's important to note that any shooting attack that does not use a Ballistic Skill – such as the Necron Monolith's portal of exile – cannot be 'fired' as a Snap Shot. Similarly, weapons that hit automatically, still hit automatically when fired as Snap Shots.

Psychic shooting attacks can be fired as Snap Shots in the Psyker's own Shooting phase, providing the Psyker has enough Warp Charge to do so. This means that psychic shooting attacks cannot be made when firing Overwatch.

Related Glossary Terms

Index

Chapter 10 - Endless Swarm

BOMBARDMENT

Imperial Guard.
Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Imperial Guard player's Warlord:

Range	S	AP	Type
Infinite	8	3	Ordnance D6, Apocalyptic Barrage

APOCALYPTIC BARRAGE
An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Designer's Note: *Veteran players may still have the original version of the apocalyptic barrage marker – essentially a set of four circles set in a four-leaf clover shape. This version can't be twisted into different shapes, but nonetheless follows the exact same rules as the adjustable version of the marker.*

BARRAGE
All Barrage weapons use blast markers and consequently use the rules for Blast & Large Blast weapons, as indicated by their profile, with the following exceptions:

Large Blast weapons, as indicated by their profile, with the following exceptions:

- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

- All Barrage weapons have the Pinning special rule.

Multiple barrages
If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

ORDNANCE
When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's

Multiple barrages
If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

ORDNANCE
When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Booby-Traps

Imperium.

Play this card at the start of the battle. All of the buildings and fortifications in your deployment area are dangerous terrain for enemy units this game.

Dangerous Terrain

Some terrain features do more than hinder troops – they're potentially lethal. Carnivorous jungles, toxic vents, erupting geysers and the like are examples of dangerous terrain.

Dangerous terrain follows all the rules for difficult terrain – you've got to watch your step! In addition, **each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.**

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, these must be tested for as normal.

Related Glossary Terms

Index

Broadsword

To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Related Glossary Terms

Index

Brotherhood of Psykers

A unit with this special rule counts as a Mastery Level 1 Psyker. The unit follows all the normal rules for Psykers, with the following clarifications:

- The unit uses the Leadership of its character, if there is one (and he is alive), or the unit, if there isn't a character (or he is dead), for Psychic tests. The unit can never use the Leadership of an Independent Character for Psychic tests.
- If the unit suffers the Perils of the Warp, or any other attack that specifically targets Psykers, it is resolved against the character, if there is one (and he is alive), or against a random, non-character model in the unit, if there is no character (or he is dead).

Related Glossary Terms

Index

Chapter 17 - Reference

Building Damage table

D6	Effect
1	**Breach!** *Massive cracks appear in the building's walls.* The building's Armour Values are reduced by 1 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Values.
2	**Tremor.** *The building shakes violently, throwing its occupants to their knees.* The occupying unit can only make Snap Shots in the following turn. If the occupying unit abandons the building in their following turn, they can only disembark 3", rather than the full 6".
3	**Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of roof to fall in.* The occupying unit suffers D6 Strength 6, AP – hits with the Ignores Cover special rule.
4	**Structural Collapse.** *Internal supports are destroyed, causing several levels to collapse under their own weight.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.
5	**Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.* Reduce all of its Armour Values by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Values. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.
6	**Total Collapse.** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. Survivors must then immediately disembark from the building, performing an emergency disembarkation if necessary. If the unit cannot disembark, the models are removed as casualties. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed.
7+	**Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The occupying unit suffers 4D6 Strength 6, AP – hits with the Ignores Cover special rule.

6 **Total Collapse!** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. Survivors must then immediately disembark from the building, performing an emergency disembarkation if necessary.

If the unit cannot disembark, the models are removed as casualties. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed.

7+ **Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The occupying unit suffers 4D6 Strength 6, AP – hits with the Ignores Cover special rule. Survivors must then immediately disembark from the building, as per result 6. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed. In addition, nearby units suffer a Strength 4, AP – for each model in their unit within D6" (roll for the distance once, regardless of how many times the result is inflicted).

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

High AP Weapons

Some weapons are so destructively powerful that they can inflict masses of damage in a single strike.

If an AP 2 weapon scores a penetrating hit add a +1 modifier to the roll on the Building Damage table.

If an AP 1 weapon scores a penetrating hit, add a +2 modifier to the roll on the Building Damage table.

Related Glossary Terms

Index

Chapter 17 - Reference

Camouflage

Any Army.
Use this Strategic Asset after deployment is complete and nominate a model from a friendly HQ unit. All friendly units within 24" of that model have the Shrouded special rule for the first game turn.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Camouflage (Ambush Patrol)

All units in the formation have the Shrouded special rule until they move through open ground, shoot or take part in an assault. Note that it is likely that some units will lose the Shrouded special rule while others still have it.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 6 - Catachan Ambush Patrol

CANNIBALISE

Necrons. Strategic Resource.
Use this Strategic Asset when an enemy Super-heavy vehicle suffers Catastrophic Damage, after the damage has been resolved. All friendly Necron vehicle units within 12" of the vehicle are immediately returned to their starting number of Hull Points.

STRATEGIC RESOURCE
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Catastrophic Damage

Immediately after a Super-heavy vehicle loses its last Hull Point, it suffers Catastrophic Damage and explodes. Instead of the usual procedure for exploding vehicles, remove the model and centre the apocalyptic mega-blast marker over the location the destroyed model occupied; then roll for scatter (this represents the vehicle tipping over or skidding out of control before exploding).

Resolve the hits as described for apocalyptic mega-blast markers. Roll once on the Catastrophic Damage table to see what Strength and AP values apply to all hits caused by the explosion:

D6	Result	S	AP
1	**Explosion**	D/4/2	2/4/6
2-3	**Devastating Explosion**	D/8/4	2/3/5
4-6	**Titanic Explosion!**	D/10/5	2/3/4

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles
Chapter 5 - Super-heavy Vehicles
Chapter 17 - Reference

Caught Unawares

All units from the formation have the Shrouded special rule on the turn they Deep Strike.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 6 - Wings of Sanguinius

Causality Breach

For the duration of the game turn, all D6 rolls of 1 must be re-rolled. This even includes the individual dice rolled as part of a 2D6, 3D6 and so on.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Ceaseless Loyalty

All models in an Acquisition Phalanx have the Fearless special rule whilst Trazyn is alive.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 11 - Acquisition Phalanx

Ceramite plating

Melta weapons do not gain the extra D6 armour penetration when shooting at a Thunderhawk Gunship.

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship

Chaos Altar

Chaos Space Marines.
Use this Strategic Asset before deployment. Place a marker or suitable terrain piece in your deployment zone. Any friendly Chaos Space Marine model within 12" of the marker has a 6+ invulnerable save, or adds +1 to their invulnerable save if they already have one.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Chaos Spasm

If there is an unused Chaos Spawn model and a copy of *Codex: Chaos Space Marines* available, replace the Psyker that manifested the power with a Chaos Spawn. This is a new unit controlled by the opposing side – the Psyker is removed from play as a casualty. Immediately move the Chaos Spawn into base contact with another model in the Psychic Choir. The Psychic Choir and the Chaos Spawn are now locked in combat. If there are no available Chaos Spawn models or *Codex: Chaos Space Marines*, then the Psyker is removed as a casualty with no saving throw of any kind allowed.

Related Glossary Terms

Index

Chapter 5 - Psychic Choirs
Chapter 17 - Reference

Chapter Assets

A Masters of the Chapter formation may select three additional Strategic Assets in the first scheduled break rather than only one.

Related Glossary Terms

Index

Chapter 6 - Masters of the Chapter

Children of the Bloody-Handed God

All Eldar and Dark Eldar units have the Hatred and Rage special rules.

Hatred

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Rage

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 2 - Divine Intervention

Cloudstrike

If all models in the formation move Flat Out, they gain the Shrouded special rule until the start of their next turn.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 9 - Cloudstrike Squadron

Combat Drugs

Roll a dice before deployment and consult the following table. All units in your army that have combat drugs will benefit from the effect listed for the entire game. Note that the effects are not cumulative.

D6	Effect
1	**Hypex:** All affected units roll three dice when making Run moves, picking the highest result.
2	**Serpentin:** All affected units gain +1 Weapon Skill.
3	**Grave Lotus:** All affected units gain +1 Strength.
4	**Painbringer:** All affected units re-roll failed To Wound rolls in close combat.
5	**Adrenalight:** All affected units gain +1 Attack.
6	**Splintermind:** All affected units start the game with a bonus pain token.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Combat Stimms

Dark Eldar.
Use this Strategic Asset after deployment. Nominate a friendly Dark Eldar Warlord model. All friendly Kabalite Warriors units deployed wholly within 24" of that Warlord have Combat Drugs.

Combat Drugs
Roll a dice before deployment and consult the following table. All units in your army that have combat drugs will benefit from the effect listed for the entire game. Note that the effects are not cumulative.

D6	Effect
1	**Hypex:** All affected units roll three dice when making Run moves, picking the highest result.
2	**Serpentin:** All affected units gain +1 Weapon Skill.
3	**Grave Lotus:** All affected units gain +1 Strength.
4	**Painbringer:** All affected units re-roll failed To Wound rolls in close combat.
5	**Adrenalight:** All affected units gain +1 Attack.
6	**Splintermind:** All affected units start the game with a bonus pain token.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Combined Fire

If this formation is in Arrowhead Attack Pattern, add a special Combined Fire bonus to each roll on the Vehicle Damage Table caused by a model in the spearhead. The Combined Fire bonus is equal to the number of Baneblades in the spearhead that have fired their Baneblade cannons at that target that turn.

Arrowhead Attack Pattern

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

Tank Hunters

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Related Glossary Terms

Index

Chapter 6 - ‘Steel Fury’ Baneblade Company

Combined Power Fields

If a Stompa Mob is in an Arrowhead attack pattern and has a Big Mek Stompa, its power fields protect all of the Stompas in the formation.

Power Fields

Big Mek Stompas are protected by a number of power fields. Roll a D6 when the Big Mek Stompa is deployed to see how many power fields it starts with. Each hit scored against a Big Mek Stompa will instead hit a power field (whilst they remain). Close combat attacks come from inside the field and therefore are not stopped. Power fields have an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a power field causes it to collapse. After all the power fields have collapsed, further hits strike the Stompa instead. Power fields that have collapsed cannot be repaired.

Arrowhead Attack Pattern

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

Tank Hunters

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Related Glossary Terms

Index

Chapter 16 - Stompa Mob

Command Node

Any friendly unit chosen from *Codex: Tyranids* within synapse range of a Hive Tyrant in this formation has the Preferred Enemy and Counter-attack special rules.

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Counter-attack

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Related Glossary Terms

Index

Chapter 10 - Living Fortress

Command Override

Sky Ray Gunships within 12" of the formation's Command Vehicle can fire any number of missiles in each Shooting phase.

Related Glossary Terms

Index

Chapter 12 - Skysweep Missile Defence

Command Tank

The vehicle is a High Command formation as well as a Super-heavy vehicle, and counts as an HQ choice.

High Commands

The full rules for High Commands can be found in the Apocalypse Formations section. They are summarised below.

Non-vehicle models in a High Command form a single unit. Once per game, in a scheduled break, the owning side can take an extra Strategic Asset if at least one of these models is in play. In each of their Movement phases, while at least one of these models is in play, a single friendly unit can make an All-out Attack – this Movement phase, that unit triples their move, may not shoot or Run, but may charge. Difficult terrain does not slow them, but is treated as dangerous terrain. Vehicles may not move Flat Out in an All-out Attack, but can Ram or Tank Shock.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banesword
Chapter 6 - Shadowsword
Chapter 6 - Stormsword

Commissariat Crew

All friendly units chosen from *Codex: Imperial Guard* within 12" of the vehicle have a Leadership value of 10.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banesword
Chapter 6 - Shadowsword

Comrades-in-Arms

If an enemy unit declares a charge against a unit from the formation, then any unengaged non-vehicle units from this formation within 12" of the charging unit's target can choose to fire Overwatch, as if they were also targets of the charge (though they can still only fire Overwatch once per phase).

Overwatch

As soon as a charge has been declared against one of your units, that unit can immediately fi re Overwatch at the would-be attacker – it doesn't have to, but it's often a good idea. An Overwatch attack is resolved like a normal shooting attack (albeit one resolved in the enemy's Assault phase) and uses all the normal rules for range, line of sight, cover saves and so on. Unlike a normal shooting attack, Overwatch cannot cause Morale checks or Pinning tests. Any shots fired as Overwatch can only be fired as Snap Shots. Therefore, weapons and models that cannot fi re Snap Shots cannot fire Overwatch.

Overwatch Restrictions

It's worth pointing out that units that are locked in close combat cannot fire Overwatch – we can assume that other events have their full attention. Also note that a unit being charged may only fire Overwatch once per turn.

Related Glossary Terms

Index

Chapter 6 - Space Marine Company
Chapter 6 - 1st Company Veterans

Containment Failure

If the emplacement suffers a Total Collapse or Detonation! result, roll one dice for each remaining vortex missile. On a roll of 1-2, the missile explodes. Place the vortex missile's blast marker on the centre of the main strongpoint, and scatter it 2D6".

Related Glossary Terms

Index

Chapter 13 - Vortex Missile Aquila Strongpoint

Coordinated Attack

All units in this formation must be placed in Strategic Reserve and enter play by Deep Strike. The Trygon Prime must deploy first. Once this is done, the rest of the units from the Subterranean Swarm may be placed anywhere within 12" of the Trygon Prime – do not roll for scatter.

Strategic Reserves

The full rules for Strategic Reserves can be found in the Strategic Reserves section. They are also summarised below.

If a mission uses Strategic Reserves, these units enter play based on the table below (you don't have to roll for Reserves as normal) – note they don't have to arrive on the turn they are available. Units that enter 'after any break' can enter in the turn immediately after any scheduled break.

Strategic Reserves Table

Type	Available From
Flyers, Super-heavy Flyers, Flying Monstrous Creatures, Flying Gargantuan Creatures	Any turn, including the first
Units using the Deep Strike special rule	Any turn, including the first
Fast vehicles*	Any turn, starting with the 2nd
All remaining units	After any break (except during the first turn)

* *Unless they are Flyers or arrive by Deep Strike.*

Related Glossary Terms

Coordinated Attacks (Imperial Stronghold)

If two or more emplaced weapons from the Imperial Stronghold, and/or units occupying parts of the Imperial Stronghold, fire at the same enemy target unit in a single Shooting phase, then those units shooting after the first have the Shred special rule.

Shred

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

Related Glossary Terms

Index

Chapter 16 - Imperial Stronghold

Coordinated Attacks (Riptide Wing)

Any Riptide that shoots at a unit that has already been shot at this phase by one or more Riptides from the formation has +1 Ballistic Skill when resolving that attack.

Related Glossary Terms

Index

Chapter 12 - Riptide Wing

Corkscrew Dive

Any unit of Stormboyz in the Stormer Elite may charge on the turn it enters play. If a unit opts to do so, remove D3 Stormer Elites from that unit at the beginning of the Fight sub-phase as crash-landing casualties.

Related Glossary Terms

Index

Chapter 16 - Ork Stormer Elite

Corrupt & Despoil

Chaos Space Marines.
Use this Strategic Asset during any break. Any Strategic Objectives controlled by friendly Chaos Space Marine models are destroyed after you have received the Strategic Victory Points for them.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Cosmic Fire

Range	S	AP	Type
Hellstorm	6	2	Heavy 1

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 11 - Tesseract Vault
Chapter 11 - Transcendent C'tan

COUNTER-ATTACK

If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 6 - Space Marine Company
Chapter 6 - 1st Company Veterans
Chapter 17 - Reference

Crafty Fighters

The Hunting Pack has the Outflank special rule. There is no need to roll for the table edge on which they arrive – the owning player decides.

Outflank

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Related Glossary Terms

Index

Chapter 12 - Kroot Hunting Pack

Crash and Burn

If a Zooming Flyer is Wrecked or Explodes, its flaming debris rains down on the battlefield. **Centre the large blast marker over the Flyer – it then scatters 2D6".** Any model under the blast marker's final position suffers a Strength 6 AP- hit. The Flyer is then taken off the board. If the Flyer is also a Transport, any models within suffer a Strength 10 hit with no armour saves allowed. Survivors are placed anywhere within 3" of the blast marker's final position and in unit coherency. Any models that cannot be placed are removed as casualties.

Related Glossary Terms

Index

Chapter 17 - Reference

Crusade Banner

Space Marines. Use this Strategic Asset after deployment is complete and nominate one friendly Space Marine Standard Bearer. All friendly Space Marines units with models within 24" of the Standard Bearer have the Feel No Pain special rule.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Related Glossary Terms

Index

Crusader

A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advances total (roll each time).

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Da Latest Gubbins

Roll a D6 before deployment and apply the result to every model in the formation.

Da Latest Gubbins Table

D6	Result
1	**Extra Stompy:** Gain the Hammer of Wrath special rule.
2-3	**Dead Shooty:** Ranged weapons have +1 Strength.
4-5	**Kustom Fields:** Gain a 5+ invulnerable save.
6	**Mek's Been Busy:** All of the above!

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Related Glossary Terms

Index

Chapter 8 - Dread Mob

Daemon

Models with the Daemon special rule have a 5+ invulnerable save, and also have the Fear special rule.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Daemon Gale

For the purposes of Morale or Pinning checks, units must use their lowest Leadership value, not the highest. In addition, all Psykers within 24" of the Warp Storm Breach generate two extra Warp Charge points per turn.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Daemon Shell

Chaos Space Marines.
Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Chaos Space Marine Warlord model armed with a bolter or bolt pistol:

Range	S	AP	Type
24"	D	2	Assault 1, Massive Blast, Gets Hot

Massive Blast
Massive Blast weapons use the massive blast marker (7 " diameter), but otherwise obey the rules for Blast weapons.

Gets Hot
When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit
Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls
If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Assault
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Blast
A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts

the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Daemonforge

Once per game, at the start of any Shooting or Assault phase, the Daemonforge may be activated. For the rest of the phase, the model may re-roll all failed To Wound rolls and all failed armour penetration rolls. At the end of the phase in which the Daemonforge is used, roll a D6. If the result is a 1, the model loses a Hull Point with no saves of any kind allowed.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Daemongore cannon

Range	S	AP	Type
Hellstorm	9	3	Primary Weapon 1, Gets Hot, Instant Death

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Gets Hot
When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit
Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls
If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Instant Death
Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness (pg 16 of the *Warhammer 40,000* rulebook).

Hellstorm
Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template, but otherwise obey the rules for other Template weapons.

Daemonic Allies

Chaos Space Marines.
Use this Strategic Asset during a scheduled break. D3 destroyed friendly Chaos Daemons units may be returned to play after the break without spending any Strategic Victory Points.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Daemonic Possession

The vehicle's Ballistic Skill is reduced to 3. It ignores the effects of Crew Shaken and Crew Stunned results on a roll of a 2+. Embarked units are still affected by these results. Roll a D6 each time a unit embarks on a vehicle with the daemonic possession upgrade (including rolling at the start of your first turn if a unit begins the game embarked upon such a vehicle). On a roll of a 1, the Daemon devours a randomly chosen model in the unit – remove that model as a casualty with no saves of any kind allowed. The vehicle then recovers one Hull Point lost earlier in the battle.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Dangerous terrain

Some terrain features do more than hinder troops – they're potentially lethal. Carnivorous jungles, toxic vents, erupting geysers and the like are examples of dangerous terrain.

Dangerous terrain follows all the rules for difficult terrain – you've got to watch your step! In addition, **each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.**

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, these must be tested for as normal.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 15 - Strategic Asset Cards
Chapter 17 - Reference

Dark Tetragon

As long as the Bloodthirster, Lord of Change, Great Unclean One and Keeper of Secrets are all on the battlefield, trace four straight lines between the bases of all four of these models such that the lines create an enclosed four-sided shape with the Greater Daemons at its corners. The area inside this perimeter is the Tetragon of Darkness, which has the following effects on every model at least partially inside it (including the Bloodthirster, Lord of Change, Great Unclean One and Keeper of Secrets):

- Friendly models chosen from *Codex: Chaos Daemons* inside the Tetragon re-roll failed invulnerable saves.

- All models (friend or foe) inside the Tetragon have the Shrouded special rule.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 7 - Tetragon of Darkness

Darkstar Warhead

Tau Empire. Strategic Resource.
Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Tau Warlord:

Range	S	AP	Type
Infinite	1	1	Ordnance 1, Apocalyptic Blast, Fleshbane, Ignores Cover

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Apocalyptic Blast
Apocalyptic Blast weapons use the apocalyptic blast marker, but otherwise obey the rules for normal-sized Blast weapons.

Fleshbane
If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Ordnance
When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Death from Above

The attackers are supported in this final attack by an orbiting spacecraft.

Strategic Resource.
One Warlord on the attacking side (the attacking players choose which) may make a shooting attack in each Shooting phase with the following profile:

Range	S	AP	Type
Infinite	10/8/6	1/4/-	Ordnance 1, Apocalyptic Mega-blast

Strategic Resource

Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Apocalyptic Mega-blast

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 3 - Final Assault

Death to Anyfing Dat Walks or Crawls

If Ghazghkull Thraka calls his Finest Hour at the beginning of any turn in which Commissar Yarrick is alive and located anywhere on the same battlefield, the following applies.

In addition to the usual effects, Ghazghkull receives the Armourbane, Furious Charge, and Hammer of Wrath special rules.

Armourbane
If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls 2D6 for armour penetration in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

Furious Charge
In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of the Warhammer 40,000 rulebook).

Hammer of Wrath
If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Related Glossary Terms

Index

Chapter 15 - Armageddon Finest Hours

Decapitating Strike

Whenever a model in this formation rolls a 6 To Wound against a non-vehicle model, that hit has the Instant Death special rule.

Instant Death
Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to 0 Wounds and removed as a casualty.

Related Glossary Terms

Index

Chapter 7 - Cohort of Blood

Dedicated Hunters

When an ‘Emperor’s Talons’ Recon Company is deployed or enters play, pick one enemy unit. All models in this formation have the Preferred Enemy special rule against that unit.

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Related Glossary Terms

Index

Chapter 6 - ‘Emperor’s Talons’ Recon Company

Deep Strike

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike
Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.
- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.
- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain.

In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain.

In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill.

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps
Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

DEEP STRIKE MISHAP TABLE

D6	Effect
1	**Terrible accident!** Teleporting units are lost in the Warp, deep striking Jump units are shot down, or some other suitably dramatic event occurs. The entire unit is destroyed!
2-3	**Misplaced.** Were the coordinates slightly inaccurate, or has the enemy jammed your instruments? Your opponent may deploy the unit anywhere on the table (excluding impassable and lethal terrain, but including difficult terrain, which of course counts as dangerous for deep striking units), in a valid Deep Strike formation, but without rolling for scatter.
4-6	**Delayed.** Because of mechanical failure or enemy action, the reinforcements are delayed. The unit is placed in Ongoing Reserves. If the unit is unlucky enough to roll this result in turn 5 or later and then the game ends while it is still in reserve, it sadly counts as destroyed.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Reserves
Chapter 2 - Strategic Reserves
Chapter 6 - 1st Company Veterans
Chapter 9 - Cloudstrike Squadron
Chapter 11 - Obelisk
Chapter 15 - Strategic Asset Cards

Defend to the Last Man

Any unit with a model occupying any part of the Grand Redoubt has the Stubborn special rule.

Stubborn
When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Related Glossary Terms

Index

Chapter 13 - Grand Redoubt

Deff kannon

Range	S	AP	Type
72"	10	1	Primary Weapon 1, Massive Blast

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Massive Blast
Massive Blast weapons use the massive blast marker (7" diameter), but otherwise obey the rules for Blast weapons.

Related Glossary Terms

Index

Chapter 8 - Stompa
Chapter 16 - Big Mek Stompa
Chapter 16 - Big Mek Stompa

Demolisher cannon

Range	S	AP	Type
24"	10	2	Ordnance 1, Large Blast

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Hellhammer
Chapter 16 - Fortress of Arrogance

Desperate Strength

All Tau units have the Stubborn, Feel No Pain (4+) and Counter-attack special rules.

Stubborn
When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Feel No Pain
When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Counter-attack
If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Related Glossary Terms

Index

Chapter 2 - Divine Intervention

Destroy the Rok

The narrow table edge of the Ork deployment area represents the side of an Ork Rok (you may want to represent it with a suitable terrain feature, though this is not strictly necessary). Destroyer weapons may be fired at the Rok if they are less than 18" from the Orks' table edge. In addition, Destroyer weapons which use markers which scatter off the appropriate table edge will hit the Rok. No To Hit rolls are required to hit the Rok. Instead, roll immediately on the Destroyer Weapon Attack table, as if shooting at a building. Each Detonation! result earns the Imperial side 1 Strategic Victory Point.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Destroyer Weapon Attack Table

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Destroyer Weapons

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Chapter 5 - Apocalyptic Weapons
Chapter 17 - Reference
Chapter 17 - Reference

Destroying a Super-heavy Vehicle

Score 1 bonus Strategic Victory Point each time the opposing side is forced to roll on the Catastrophic Damage table (including those rolls for Super-heavy Flyers and Super-heavy Walkers).

Related Glossary Terms

Index

Chapter 2 - Fighting An Apocalypse Battle

Dimensional Cascade

Centre the large blast marker over the Pysker that manifested the power. Units hit by the marker take a number of Strength 10 AP1 hits equal to the number of models from the unit at least partially under the marker.

Related Glossary Terms

Index

Chapter 5 - Psychic Choirs
Chapter 17 - Reference

Dispersion Barrier

If at least 20 models in the Acquisition Phalanx have dispersion shields, all models in the unit have a 3+ invulnerable save that deflects hits in exactly the same manner as a dispersion shield.

Dispersion Shield

A Lychguard with a dispersion shield has a 4+ invulnerable save. If this save is made against a shooting attack, choose an unengaged enemy unit within 6" – that unit suffers a single hit with a Strength and AP equal to that of the initial shot. If there is no unengaged enemy unit within 6" , then the Wound is still saved, but the shot is not redirected. This does not cause templates or blast markers to be repositioned.

For the purposes of determining cover saves of deflected hits, treat the hit as having come from the model that made the save. Note that you must always use the best save available, and so cannot choose to use the dispersion shield's invulnerable save in place of your Armour Save if the model's Armour Save is better and available.

Related Glossary Terms

Index

Chapter 11 - Acquisition Phalanx

Disruption Attacks

Units from this formation may charge on the same turn that they enter play from Strategic Reserve.

Related Glossary Terms

Index

Chapter 6 - Scout Company

Divert Power

A Stompa Hunter spearhead that is in an Arrowhead Attack Pattern can elect to divert power to its weapons in the Shooting phase instead of firing normally. If the formation does this, select a single Super-heavy vehicle, Super-heavy Flyer or Super-heavy Walker (or a squadron of any of these) within line of sight of the Command Vehicle. All models in the formation must immediately fire twice at the target. A formation that diverts power cannot shoot in their next turn.

Arrowhead Attack Pattern

To qualify as an Arrowhead Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the edges of a hellstorm template, with one vehicle touching the narrow end, and the others touching the left and right sides of the template. None of the vehicles in the Armoured Spearhead may be under the template; they must just touch it. If there are more than two vehicles in the Armoured Spearhead, then there must be vehicles touching both sides of the template as well as one touching the narrow end.

Vehicles in an Arrowhead Attack Pattern have the Tank Hunters special rule.

Tank Hunters

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Related Glossary Terms

Index

Chapter 16 - Armageddon Stompa Hunters

Divine Intervention

The Divine Intervention rules have their own section in the Rules of Engagement.

A Warlord can invoke Divine Intervention once per game at the start of any turn after the first provided the conditions in the Codex & Criteria column on the Divine Intervention chart are met. The Warlord must be from the codex listed, and each entity can only be invoked once per game (not once per Warlord). The effects listed last until that side's next turn, and only apply to friendly units from the codexes listed in the Codex & Criteria column.

Related Glossary Terms

Index

Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder
Chapter 3 - Crossroads of Death
Chapter 3 - Pincer Attack
Chapter 3 - Final Assault
Chapter 3 - Exterminatus!
Chapter 15 - Breakout From Volcanus Hive
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement

DOUBLE-BARRELLED TURBO-LASER DESTRUCTOR

Range	S	AP	Type
96"	D	2	Primary Weapon 2, Large Blast

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

DESTROYER WEAPON

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Dreamwalk

Add the current number of models in the formation to the distance the models are allowed to move in the Movement phase, to their charge range, and to their Weapon Skill and Ballistic Skill. For example, a Wraithknight Dreamwalker Squad with five models would add 5" to their moves and charge range, and +5 to each model's Weapon Skill and Ballistic Skill.

Related Glossary Terms

Index

Chapter 9 - Wraithknight Dreamwalker Squad

Drone Network

Tau Empire. Strategic Resource.
Use this Strategic Asset in your Shooting phase. All enemy units with models within 24" of a friendly Tau drone count as having 1 extra Markerlight counter on them this Shooting phase. Enemy units with no Markerlight counters are treated as having 1 counter.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Markerlight Counters
Markerlight counters remain next to their unit until the end of the current phase or until they are used (whichever comes first).

Immediately before a unit from *Codex: Tau Empire* shoots at a target that has one or more markerlight counters, it can declare it is using one or more of the markerlight abilities listed below. Each ability costs a number of markerlight counters – remove this number of markerlight counters from the target immediately when the ability is declared. A unit can combine any number of markerlight abilities – providing that there are enough counters.

Note that as markerlight counters are removed from the target before the shooting attack is made, it is impossible for a unit to benefit from its own markerlights.

Pinpoint: **Markerlight cost: 1+**
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

Scour: **Markerlight cost: 2**
All weapons fired at the target as part of this Shooting attack gain the Ignores Cover special rule.

Seeker: **Markerlight cost: 1+**
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

abilities listed below. Each ability costs a number of markerlight counters – remove this number of markerlight counters from the target immediately when the ability is declared. A unit can combine any number of markerlight abilities – providing that there are enough counters.

Note that as markerlight counters are removed from the target before the shooting attack is made, it is impossible for a unit to benefit from its own markerlights.

Pinpoint: **Markerlight cost: 1+**
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

Scour: **Markerlight cost: 2**
All weapons fired at the target as part of this Shooting attack gain the Ignores Cover special rule.

Seeker: **Markerlight cost: 1+**
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- Does not need line of sight.
- Must be fired at the same target as the vehicle's other weapons.
- Is resolved at Ballistic Skill 5.
- Has the Ignores Cover special rule.
- Does not reduce the number of weapons a vehicle can fire at its full Ballistic Skill.
- Does count towards the limit of 2 missiles that a Flyer can fire each turn.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Droning Cacophony

All enemy units within 18" of this formation must re-roll successful Leadership tests.

Related Glossary Terms

Index

Chapter 7 - The Tallymen of Nurgle

Early Warning

As long as the Command Vehicle is not destroyed, all friendly Tau units within 60" of it have the Shrouded special rule against shots from enemy Flyers, Super-heavy Flyers, Flying Monstrous Creatures and Flying Gargantuan Creatures.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 12 - Skysweep Missile Defence

Earth-shattering Salvo

Imperial Guard.

Play this card at the start of the Imperial Guard's first Shooting phase. All friendly Manticore Rocket Launcher models that shoot in that phase must fire all four of their rockets. Change their type from Ordnance Barrage D3, to Ordnance Barrage 4D3.

Related Glossary Terms

Index

Effigy

All friendly units chosen from *Codex: Orks* within 6" of a Stompa have the Fearless special rule.

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 8 - Stompa
Chapter 16 - Big Mek Stompa

Eldar Titan Holo-fields

Before making an armour penetration roll or rolling on the Destroyer Weapon Attack table for attacks against this model, the attacker must roll a D6 to see if the attack hit the target or a holo-field image. If this model moved in its last turn, it is hit on a roll of 4+. If not, then it is hit on a roll of 3+. Only make armour penetration rolls or rolls on the Destroyer Weapon Attack table for attacks that hit the target.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan
Chapter 9 - Revenant Titan

ELDRITCH TEMPEST

Eldar.
Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Eldar Warlord model:

Range	S	AP	Type
Infinite	4	2	Ordnance 4, Apocalyptic Barrage

APOCALYPTIC BARRAGE
An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Designer's Note: *Veteran players may still have the original version of the apocalyptic barrage marker – essentially a set of four circles set in a four-leaf clover shape. This version can't be twisted into different shapes, but nonetheless follows the exact same rules as the adjustable version of the marker.*

BARRAGE
All Barrage weapons use blast markers and consequently use the rules for Blast & Large Blast weapons, as indicated by their profile, with the following exceptions:

- Barrage weapons can fire indirectly. This means they can fire at a target that they do not have line of sight to and/or a target that is within the weapon's minimum range (if it has one). When firing indirectly, the Ballistic Skill of the firer is not subtracted from the scatter distance; unless a Hit! is rolled on the scatter dice, the blast marker always scatters a full 2D6".

- To determine whether a unit wounded by a Barrage weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

- All Barrage weapons have the Pinning special rule.

Multiple barrages
If a unit fires more than one shot with the Barrage special rule, they fire together, as follows:

- The Barrage weapon closest to the target unit fires first. Place the blast marker over the target, then roll for scatter as described earlier.

- Once the first marker is placed, roll a scatter dice for each other Barrage weapon shot fired by the unit. If an arrow is rolled, place the marker in the direction indicated so that it is next to and touching the edge of the first marker placed.

- If a Hit! is rolled, the firing player places the marker so that it touches any part of any marker in the group that has already been placed. Note that it is perfectly fine if some markers are placed overlapping one another (including being directly over the top of a previous marker).

- Once all of the markers are in place, resolve hits and Wounds separately for each, remembering to allocate any Wounds caused to the model closest to the centre of the appropriate blast marker.

ORDNANCE
When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Endless Ranks

During each scheduled break, all units from an ‘Imperial Shield’ Infantry Company that have at least 1 model remaining have D3 of the casualties they have suffered replaced (roll once for all affected units; no unit may not be increased beyond its starting strength in this manner). Deploy the replacement models within unit coherency of a surviving model from the unit, and more than 1" away from any other models. Any models that cannot be placed because of these restrictions remain casualties, though they may be replaced in a future break.

Related Glossary Terms

Index

Chapter 6 - ‘Imperial Shield’ Infantry Company

Engines of Destruction

Six or more Obliterators in the formation can combine their shooting attacks into a single attack using one of the profiles below. All of the Obliterators that participate must be in range and have line of sight to the target.

Las-destructor

Range	S	AP	Type
48"	D	1	Heavy 1,

Hellflame

Range	S	AP	Type
Hellstorm	5	3	Assault 1

Shellstorm

Range	S	AP	Type
48"	5	4	Assault 1, Apocalyptic Blast

Apocalyptic Blast

Apocalyptic Blast weapons use the apocalyptic blast marker, but otherwise obey the rules for normal-sized Blast weapons.

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Entropic Plague

Necrons.
Use this Strategic Asset in your Shooting phase. Nominate a friendly Necron Warlord model. Every enemy non-vehicle model within 3D6" of that Warlord immediately loses its armour save for the remainder of the battle (effectively altering it to '-').

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Erratic Flight

Providing neither the base nor the model itself is within 2" of another model, a Dakkajet in this formation that Evades receives +1 to its Jink save. Note that this is cumulative with the bonus for moving Flat Out.

Related Glossary Terms

Index

Chapter 16 - Karnage Skwadron

Eternal Warrior

A model with this special rule is immune to the effects of Instant Death.

Related Glossary Terms

Index

Chapter 17 - Reference

Evade

If a Zooming Flyer comes under fire, the pilot can throw his craft into a series of evasive manoeuvres in an attempt to avoid taking damage. After the enemy has rolled To Hit against one of your Flyers, but before armour penetration rolls are made, you can choose to Evade until the end of your next turn. An evading Flyer has the Jink special rule, but only fires Snap Shots.

Jink

A model with this special rule that has moved in its Movement phase gains a 5+ cover save until the start of its next Movement phase.

If a model with this special rule moves Flat Out or Turbo-boosts, it instead gains a 4+ cover save until the start of its next Movement phase.

Snap Shots

Under certain circumstances, models can only fire Snap Shots – opportunistic bursts of fire 'snapped' off in the general direction of the target. The most common occurrence of a Snap Shot is when a model with a Heavy weapon, such as a heavy bolter, moves and shoots in the same turn. If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots. Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots. It's important to note that any shooting attack that does not use a Ballistic Skill – such as the Necron Monolith's portal of exile – cannot be 'fired' as a Snap Shot. Similarly, weapons that hit automatically, still hit automatically when fired as Snap Shots.

Psychic shooting attacks can be fired as Snap Shots in the Psyker's own Shooting phase, providing the Psyker has enough Warp Charge to do so. This means that psychic shooting attacks cannot be made when firing Overwatch.

Related Glossary Terms

Index

Chapter 17 - Reference

Every Man for Himself

On the turn this formation enters play, all enemy units within 36" of a unit in this formation must use the lowest Leadership value in their unit instead of the highest for the purposes of Leadership tests.

Related Glossary Terms

Index

Chapter 10 - Vanguard Infestation

Everywhere at Once

At the start of each of their turns, the formation may Deep Strike to any point on the battlefield.

Deep Strike

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/ move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising

always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike
Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of Warhammer 40,000 rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Related Glossary Terms

Index

Chapter 16 - Heroes of Armageddon

Fall Upon The Foe

All units in the formation are allowed to charge on the turn they arrive from Strategic Reserve.

Related Glossary Terms

Index

Chapter 6 - Wolfpack Flanking Force

Fast

Moving Fast Vehicles

Fast vehicles are swifter than the norm so, to represent this, can move up to 12" when moving Flat Out.

Shooting with Fast Vehicles

Fast vehicles that moved at Combat Speed in the preceding Movement phase can fire all of their weapons, just like other types of vehicles that have remained Stationary. Fast vehicles that moved at Cruising Speed can fire up to two weapons using their full Ballistic Skill – other weapons can only make Snap Shots.

Related Glossary Terms

Index

Chapter 2 - Strategic Reserves
Chapter 17 - Reference

Favoured of Mork

On the turn the Red Skull Kommandos deploy, Boss Snikrot and all friendly Infantry models chosen from *Codex: Orks* within 12" of him have the Shrouded special rule until the beginning of their next turn (even if they deploy at the start of the game).

Shrouded

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 16 - Red Skull Kommandos

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 5 - Super-heavy Vehicles
Chapter 5 - Super-heavy Walkers
Chapter 5 - Super-heavy Flyers
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 6 - 1st Company Veterans
Chapter 16 - The Legion Ascendant
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 8 - Da Bully Boyz
Chapter 11 - Infinite Phalanx
Chapter 16 - Ork Stormer Elite
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved.

Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 2 - Strategic Assets
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 8 - Da Bully Boyz
Chapter 10 - Living Fortress
Chapter 16 - Sons of Grimaldus
Chapter 16 - Ork Stormer Elite
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Finest Hour

The full rules for Finest Hours are in their own section in the Rules of Engagement. They are summarised below.

Each Warlord may take one Finest Hour per game: declare it at the start of any of your turns. Until the start of your next turn, the Warlord has a 3+ invulnerable save, the Eternal Warrior special rule, can order an All-out Attack , and rolls on one of the Exemplar tables below.

Space Marine Warlords may instead use the Sons of the Primarch rules.

Command Exemplar Table

D6	Effect
1	**Implacable Advance:** Your Warlord, and all friendly units within 24", gain the Relentless special rule.
2	**True Grit:** Your Warlord, and all friendly units within 24", have the Feel No Pain special rule.
3	**Never Give Up, Never Surrender:** Your Warlord, and all friendly units within 24", have the Stubborn special rule.
4	**The Great Push:** Your Warlord, and all friendly units within 24", can both Run and then shoot in the same Shooting phase. If a unit does so, it cannot charge unless it also has the Fleet ability.
5	**Inspiring Oratory:** Your Warlord, and all friendly units within 24", gain the Crusader special rule.
6	**Kill 'Em All:** Your Warlord, and all friendly units within 24", gain the Preferred Enemy special rule.

Personal Exemplar Table

D6	Effect
1	**Exceptional Display of Skill:** Your Warlord re-rolls all failed To Hit rolls.
2	**Bloody Rampage:** Your Warlord triples his Attacks characteristic (before any bonuses are applied).
3	**Violent Display of Power:** Your Warlord re-rolls all failed To Wound rolls.
4	**Hero's Might:** Your Warlord doubles his Strength and Toughness characteristics.
5	**Temporarily Unkillable:** Your Warlord has Toughness 10 and a 2+ invulnerable save.

5	**Temporarily Unkillable:** Your Warlord has Toughness 10 and a 2+ invulnerable save.
6	**None Can Stand Before Me:** Your Warlord has +2 Attacks. Furthermore, his attacks in close combat have the Instant Death special rule and are AP1.

Strategic Exemplar Table

D6	Effect
1	**Additional Asset:** Your Warlord immediately gets an additional Strategic Asset for his side.
2	**The Whites of their Eyes:** All friendly units within 24" of the Warlord use their normal BS when firing Overwatch.
3	**Coordinated Firing Solution:** Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Hit rolls against the nominated unit.
4	**Set Piece Kill:** Nominate an enemy unit within your Warlord's line of sight. Re-roll all failed To Wound rolls against the nominated unit, or failed armour penetration rolls against it.
5	**Zone of Death:** Nominate a Strategic Objective within your Warlord's line of sight. All friendly units within 12" of the nominated Strategic Objective have the Zealot special rule.
6	**Perfect Timing:** The Warlord can return one unit that has been completely destroyed to his Ongoing Reserves.

Related Glossary Terms

Index

Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder
Chapter 3 - Crossroads of Death
Chapter 3 - Pincer Attack
Chapter 3 - Final Assault
Chapter 3 - Exterminatus!
Chapter 15 - Breakout From Volcanus Hive
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Finest Hours

Fires of Judgement

Immediately after the Legion Ascendant arrives by Deep Strike, all enemy units within 6" suffer 2D6 Strength 4 AP5 hits with the Soul Blaze special rule. In addition, on the turn that they deploy, all of the Legion Ascendant's shooting attacks have the Fleshbane and Ignores Cover special rules.

Soul Blaze

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

Fleshbane

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 16 - The Legion Ascendant

Firestorm

Two or more redoubts in the formation can combine all of their shooting attacks into a single attack each turn with the profile below. All participating models must be in range and have line of sight to the target.

Range	S	AP	Type
96"	9	2	Heavy X, Las-storm, Interceptor, Skyfire Twin-linked

Las-storm
X is equal to 3 per redoubt participating in the attack. Enemy Flyers cannot choose to Evade against Las-storm attacks.

Interceptor
At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one.

If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

Skyfire
A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

Twin-linked
A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons
If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Las-storm
X is equal to 3 per redoubt participating in the attack. Enemy Flyers cannot choose to Evade against Las-storm attacks.

Interceptor
At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one.

If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

Skyfire
A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

Twin-linked
A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons
If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons
Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

Related Glossary Terms

Index

Chapter 16 - Firestorm Nexus

First Into Battle

All Land Raiders in this formation are Fast in addition to any other rules they may have, but have one less Hull Point than normal.

Fast Vehicles

Moving Fast Vehicles

Fast vehicles are swifter than the norm so, to represent this, can move up to 12" when moving Flat Out.

Shooting with Fast Vehicles

Fast vehicles that moved at Combat Speed in the preceding Movement phase can fire all of their weapons, just like other types of vehicles that have remained Stationary. Fast vehicles that moved at Cruising Speed can fire up to two weapons using their full Ballistic Skill – other weapons can only make Snap Shots.

Related Glossary Terms

Index

Chapter 6 - Lucifer Armoured Task Force

Flaming Boulders

Starting with the Master of Disaster himself, the sides take it in turns to resolve a Flaming Boulder attack, until a total of D6 Flaming Boulders have been resolved. The player using each Flaming Boulder attack centres it in a location of his choice and scatters it 2D6". The Flaming Boulder has the following profile:

S	AP	Type
10	2	Large Blast

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated

Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Flank March

Any Army.
Use this Strategic Asset when an Apocalypse Formation enters play from Strategic Reserve. That formation may enter play from any table edge.

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive

Fleet

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 7 - Khorne Lord of Skulls
Chapter 17 - Reference

FLESHBANE

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets

Flipped (Stomp)

The vehicle being stomped scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.

Explodes! (vehicle damage table)

The vehicle is ripped apart in a spectacular explosion, as its fuel and ammo detonate. The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size as the vehicle (if you have one).

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers

Flipped (Thunderblitz)

The vehicle being rammed scatters D6" and then suffers an Explodes! result from the Vehicle Damage table.

Explodes! (vehicle damage table)

The vehicle is ripped apart in a spectacular explosion, as its fuel and ammo detonate. The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size as the vehicle (if you have one).

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles

FLYERS

Flyers are described on page 80 of the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 2 - Strategic Reserves
Chapter 2 - Strategic Reserves
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Flyin' Eddbutt

If a Karnage Skwadron moves over an enemy Super-heavy Walker or Gargantuan Creature in its Movement phase, then one or more of the Dakkajets that moved over it may perform a Flyin' Eddbutt. Remove the Dakkajets that are making Flyin' Eddbutts from play. Then, for each Dakkajet removed, place a large blast marker over the target and scatter it 2D6". Units touched by this blast marker take D3+1 Strength 10 AP2 hits using Random Allocation. Hits against vehicles are resolved against their side armour. These hits ignore void shields, power fields and Eldar holo-fields.

Related Glossary Terms

Index

Chapter 16 - Karnage Skwadron

Flying Gargantuan Creatures

The full rules for Flying Gargantuan Creatures are in the Apocalypse Formations section. They are summarised below.

Flying Gargantuan Creatures are Flying Monstrous Creatures, and have Fear, Fearless, Hammer of Wrath, Move Through Cover, Relentless, Slow and Purposeful, Smash, Strikedown and Vector Strike. When shooting, they may fire at multiple targets and can fire Ordnance weapons and others freely, but cannot fire Overwatch. Both may Stomp like Super-heavy Walkers. Attacks that cause Instant Death inflict D3 Wounds on (Flying) Gargantuan Creatures instead. Poisoned or Sniper Weapons only wound them on a 6.

Stomp

In close combat, this model can make D3 Stomps at the Initiative 1 step: place a small blast marker touching the model, any others must be within 3" of the previous one. Each unit touched by a marker must roll on the Stomp table (below).

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack.

Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

Strikedown

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

Vector Strike

When Swooping, this model may savage its prey. At the end of the Movement phase, nominate any one unengaged enemy unit the model has moved over that turn. This unit may even be an enemy Flyer. That unit takes D3+1 hits, resolved at the model's unmodified Strength and AP 3. Against vehicles, these hits are resolved against the target's side armour.

A model that made a Vector Strike in its Movement phase counts as having already fired one weapon in its following Shooting phase. However, any additional weapons it fires that turn can choose a different target to that of the Vector Strike.

Related Glossary Terms

Index

Chapter 2 - Strategic Reserves
Chapter 10 - Harridan
Chapter 17 - Reference

Flying Monstrous Creatures

The Flying Monstrous Creature unit type is described on page 49 of the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 2 - Strategic Reserves
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 17 - Reference
Chapter 17 - Reference

Follow Me Ladz!

Any friendly Ork Boyz mob that is not embarked in a Transport vehicle, and which ends its Movement phase with models within 2" of a model from a Green Tide, immediately joins the Green Tide formation and remains with it for the remainder of the battle. If the Ork Boyz mob was falling back when it joins the Green Tide, it immediately regroups. Note that Independent Characters other than the Warboss may leave a Green Tide if they choose or are forced to join it.

Related Glossary Terms

Index

Chapter 8 - Green Tide

Foot of Gork (or is it Mork?)

Make a Stomp attack anywhere on the table, using the massive blast marker (7 "). Note that the first marker does not have to be placed in bast contact with a friendly model.

Stomp Attacks

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. Stomp attacks are resolved during the Fight sub-phase at the Initiative 1 step. This does not grant the model an additional Pile In move at this step.

A Stomp attack consists of D3 Stomps.

To make the first Stomp, place a blast marker so that it is touching, but not over, the Super-heavy Walker. Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table to determine what happens to it.

Each subsequent Stomp is made in the same manner as the first, except that the blast marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect**

marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

Explodes! Result

The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size as the vehicle (if you have one).

Related Glossary Terms

Index

Chapter 2 - Divine Intervention

For The Emperor!

All units from the following codexes have the Furious Charge and Fearless special rules:

- Imperial Guard
- Sisters of Battle
- Space Marines
- Dark Angels
- Blood Angels
- Space Wolves
- Black Templars
- Grey Knights

Furious Charge
In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of the *Warhammer 40,000* rulebook).

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 2 - Divine Intervention

For The Greater Good

Tau Empire.
Use this Strategic Asset at the beginning of an enemy Shooting phase. For the duration of the Shooting phase, each time an enemy unit wishes to shoot at a friendly Tau unit, it can only target the closest Tau unit (or not shoot at all).

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

FORCE VORTEX

Warp Charge 4

Force Vortex is a **witchfire** power with the following profile:

Range	S	AP	Type
24"	D	1	Heavy 1, Large Blast, Vortex

The manifesting unit may remove the Force Vortex before it moves in subsequent turns, as long as the manifesting unit still includes at least one model. If the Force Vortex is not removed, then it will scatter, as described in the Vortex rules. If a double is rolled when scattering the Force Vortex, then the marker is removed, but is assumed to have burrowed into the planet's surface. The Seismic Explosion rules are used for the rest of the game (see the Unnatural Disasters section for details).

WITCHFIRE

Witchfire powers are manifested during the Psyker's Shooting phase instead of firing a weapon. Witchfire powers are often referred to as psychic shooting attacks. Manifesting witchfire counts as firing an Assault weapon (unless otherwise noted). A witchfire power must roll To Hit, unless it is a Blast or Large Blast, in which case it scatters as normal, or is a Template weapon, which hits automatically. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack.

The Psyker must be able to see the target unit (or target point), cannot be locked in combat, must not have Run in the Shooting phase and must shoot at the same target as his unit, if he wishes to manifest witchfire. In the same way, if a Psyker targets a unit with witchfire, then he and his unit can only charge that target in the ensuing Assault phase. Note that, as witchfire is a Shooting attack, a Psyker embarked on a vehicle can target an enemy outside that vehicle by using a Fire Point. Witchfire powers cannot be used when firing Overwatch.

Even if a Psyker has a special rule allowing him to manifest more than one psychic power per turn, he can manifest only one witchfire power – regardless of its subtype. However, if he can shoot more than one ranged weapon per turn, he can use a different witchfire power in place of each (assuming he has enough Warp Charge).

There are several different sub-types of witchfire, each applying slightly different targeting restrictions. If the witchfire does not list a subtype, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has a subtype

as a psychic shooting attack, use the rules given above to resolve it. If it has a subtype (Beam, Focussed Witchfire, Maelstrom, Nova), use the rules for that subtype.

Vortex

A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc). Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons, opposite). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

Destroyer Weapons

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 6 - Librarius

Foresee Peril

As long as a Farseer Council includes at least three members, they do not incur Perils of the Warp on a roll of double 6; on a roll of double 1, the affected model can choose to either suffer 1 Wound and pass the Psychic test, or not suffer a Wound and instead fail the Psychic test.

Related Glossary Terms

Index

Chapter 9 - Farseer Council

Formation Leader

The Formation Leader has Ballistic Skill 4. Any vehicle from the formation within 12" of the Formation Leader also has Ballistic Skill 4.

Related Glossary Terms

Index

Chapter 6 - ‘Emperor’s Fist’ Tank Company

Fortified Positions

All buildings in the deployment zone of the Scout Company's side have been fortified, increasing the cover save they provide by 1.

Related Glossary Terms

Index

Chapter 6 - Scout Company

Fortress of Chitin

If the Living Fortress is targeted by a shooting attack, you can opt to form a Fortress of Chitin. If you do so, the unit has the Shrouded special rule and adds +1 to their armour save rolls until the end of the turn (remember that a dice roll of 1 is always a failure). The formation moves as if in difficult terrain next turn.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Difficult Terrain
Difficult terrain slows down models wishing to move through it, and can sometimes be dangerous to models passing through it. It includes areas of rubble, woods, ruins, brush and scrub, rocky outcrops, boggy ground, low walls, razor wire, barricades, steep hills, streams and other shallow water, as well as terrain features that combine several of these types.

Moving Into Difficult Terrain
If a unit starts its move outside difficult terrain, the player must declare if he wants his unit to try to enter difficult terrain as part of their move. If he chooses not to, the unit moves as normal but may not enter difficult terrain. If he chooses for a unit to do so, the unit must take a Difficult Terrain test.

To make a Difficult Terrain test, roll two D6 and select the highest result – this is the maximum distance in inches that any of the models in the unit may move.

Even if the distance rolled is too short for any of the models to reach the difficult terrain, the unit is still slowed down as described above. We assume that their approach is cautious as they attempt to ascertain whether any enemies are within.

Moving Within Difficult Terrain
If any models in a unit start their move in difficult terrain, they are affected by the terrain and must take a Difficult Terrain test. No models in the unit can move more than the distance indicated by the test, even if they are not in difficult terrain. Make sure you clarify which (if any) models are not attempting to move before you make the Difficult Terrain test.

this is the maximum distance in inches that any of the models in the unit may move.

Even if the distance rolled is too short for any of the models to reach the difficult terrain, the unit is still slowed down as described above. We assume that their approach is cautious as they attempt to ascertain whether any enemies are within.

Moving Within Difficult Terrain
If any models in a unit start their move in difficult terrain, they are affected by the terrain and must take a Difficult Terrain test. No models in the unit can move more than the distance indicated by the test, even if they are not in difficult terrain. Make sure you clarify which (if any) models are not attempting to move before you make the Difficult Terrain test.

Note that, as part of their move through difficult terrain, models can move through walls, closed doors and windows, and all similarly solid obstacles, unless the players have agreed that a certain wall or obstacle is impassable.

You should also note that, if you take the Difficult Terrain test, you aren't compelled to move the models, as you might not have rolled high enough to make it worth moving at all. However, if you roll the dice, the models that were attempting to move are still considered to have moved for the purposes of fi ring, as detailed in the Shooting rules.

Charging Through Difficult Terrain
If, when charging, one or more models have to move through difficult terrain, the unit must make a Difficult Terrain test. However, to represent the uneven pace of a charge, the unit rolls 3D6, rather than 2D6, and uses the two lowest results as its charge range.

Warriors who charge through difficult terrain are subject to deadly salvoes of close range fi re and must advance more cautiously. To represent this, if at least one model in the charging unit moved through difficult terrain as part of its charge move, all of the unit's models must attack at Initiative step 1, regardless of other Initiative modifiers. Remember that charging models must engage as many enemies in the target unit as possible.

Related Glossary Terms

Index

Chapter 10 - Living Fortress

Frenzied Beasts

Beastmasters, Donorian Clawed Fiends, Khymerae and Razorwing Flocks in a Dark Olympiad all have combat drugs in addition to their other wargear.

Combat Drugs

Roll a dice before deployment and consult the following table. All units in your army that have combat drugs will benefit from the effect listed for the entire game. Note that the effects are not cumulative.

D6	Effect
1	**Hypex:** All affected units roll three dice when making Run moves, picking the highest result.
2	**Serpentin:** All affected units gain +1 Weapon Skill.
3	**Grave Lotus:** All affected units gain +1 Strength.
4	**Painbringer:** All affected units re-roll failed To Wound rolls in close combat.
5	**Adrenalight:** All affected units gain +1 Attack.
6	**Splintermind:** All affected units start the game with a bonus pain token.

Related Glossary Terms

Index

Chapter 9 - Dark Olympiad

Fuelled by Fear

All of the Heldrakes in the Fear Squadron ignore the 'once per game' restriction for their Daemonforge special rule – they may use their Daemonforge special rule every turn. When using its Daemonforge special rule, a Heldrake must still roll a D6 to see if it suffers a Hull Point of damage at the end of the phase.

Related Glossary Terms

Index

Chapter 7 - Heldrake Fear Squadron

Fuelled by Rage

For every Hull Point the Khorne Lord of Skulls has lost, it gains an additional Attack, even if that Hull Point is later regained (keep a note on your roster). Note that its Attacks characteristic cannot exceed 10.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Furious Charge

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

Related Glossary Terms

Index

Chapter 12 - Kroot Hunting Pack
Chapter 17 - Reference

Fury of the Just

Space Marines.
Use this Strategic Asset at the start of any of your turns. All friendly Space Marine models have the Hatred special rule until the start of your next turn.

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Gargantuan Creatures

The full rules for Gargantuan Creatures are in the Apocalypse Formations section. They are summarised below.

Are Monstrous Creatures, but may move 12" in the Movement phase. Have Fear, Fearless, Hammer of Wrath, Move Through Cover, Relentless, Slow and Purposeful, Smash, Strikedown. When shooting, they may fire at multiple targets and can fire Ordnance weapons and others freely, but cannot fire Overwatch. Both may Stomp like Super-heavy Walkers. Attacks that cause Instant Death inflict D3 Wounds on (Flying) Gargantuan Creatures instead. Poisoned or Sniper Weapons only wound them on a 6.

Stomp

In close combat, this model can make D3 Stomps at the Initiative 1 step: place a small blast marker touching the model, any others must be within 3" of the previous one. Each unit touched by a marker must roll on the Stomp table (below).

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack.

Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

Strikedown

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

Related Glossary Terms

Index

Chapter 8 - Gargantuan Squiggoth
Chapter 10 - Barbed Hierodule
Chapter 10 - Hierophant Bio-titan
Chapter 11 - Transcendent C'tan

Gargoyle Brood

The Harridan may act as an Open-topped Transport for a single brood of up to 20 Gargoyles. If the Harridan is slain while Gargoyles are being transported, each Gargoyle takes an Initiative test. Those that fail the Initiative test are removed as casualties. Then, remove the Harridan model and place the surviving Gargoyles in the space it used to occupy, more than 1" from any enemy models. The brood acts normally from then on.

Open-topped

Open-topped Transports
Open-topped vehicles do not have specific Access Points. Instead, all of the vehicle is considered to be an Access Point (regardless of any base they may have).

Passengers Shooting from Open-topped Transports
Open-topped Transports do not have specific Fire Points. Instead, all passengers in an Open-topped Transport can fire, measuring range and line of sight from any point on the hull of the vehicle.

Passengers Charging from Open-topped Transports
Acting as an ideal attack platform, all Open-topped Transports are Assault Vehicles.

Assault Vehicle
Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so, even on a turn that the vehicle was destroyed, but not on a turn when the vehicle arrives from Reserves.

Related Glossary Terms

Index

Chapter 10 - Harridan

Gatling blaster

Range	S	AP	Type
72"	8	3	Primary Weapon 6, Large Blast

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Large Blast
A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan

Gauss

Any armour penetration roll made by weapon with the Gauss type will score a glancing hit on a D6 roll of 6, unless the dice roll is already sufficient to cause a penetrating hit.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Gaze of Mork

Range	S	AP	Type
60"	D	2	Heavy 1

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 16 - Big Mek Stompa

GET 'EM BOYZ

Orks.
Use this Strategic Asset after deployment is complete. For the entire battle, the Orks' side receives triple the Strategic Victory Points for all Strategic Objectives it controls in the opponent's deployment zone, but only receive half the Strategic Victory Points (rounding down) for objectives it controls in its own deployment zone.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Gets Hot

When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Weapons That Do Not Roll To Hit
Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; the firing model suffers a Wound (armour saves or invulnerable saves can be taken) and that shot is not fired. A vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3 each time the weapon Gets Hot.

Gets Hot and Re-rolls
If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 17 - Reference

Ghazghkull's Revenge

Orks. Strategic Resource.

Discard this card in the Shooting phase to make a single Asteroid Storm attack – see below.

Resolve this attack by placing the apocalyptic mega-blast marker anywhere on the table and scattering it 2D6". All models under the marker's final position take a hit with the following profile:

Range	S	AP	Type
N/A	10/8/6	1/3/5	-

Strategic Resource

Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive

Ghosts of the Past

The Master of Disaster chooses one friendly Infantry unit that has been removed as casualties earlier in the battle. That unit immediately Deep Strikes into play anywhere on the board, restored to full strength. It is treated exactly as if had just entered play from Strategic Reserve, though it has the Slow and Purposeful, Fearless, and Feel No Pain special rules.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Related Glossary Terms

Glorious Pain

Dark Eldar.
Use this Strategic Asset at the start of any of your turns. All friendly Dark Eldar units immediately gain a pain token. At the start of your next turn, all friendly Dark Eldar units lose a pain token.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Gorestorm cannon

Range	S	AP	Type
Hellstorm	8	3	Primary Weapon 1

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Hellstorm
Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template, but otherwise obey the rules for other Template weapons.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls
Chapter 7 - Khorne Lord of Skulls

Grand Entrance

The formation must be placed in Strategic Reserve and arrive by Deep Strike. Units in the formation may charge in the Assault phase of the turn they arrive from Strategic Reserve.

Related Glossary Terms

Index

Chapter 7 - The Great Promenade of Exquisite Excess

Grand Pavane

Chaos Daemons.
Use this Strategic Asset at the start of an enemy Movement phase; nominate a friendly Herald of Slaanesh. All non-vehicle enemy units within 18" of that Herald of Slaanesh, that are capable of movement, move D6" in a random direction instead of moving normally that phase. Determine the direction once and move all affected models in the same direction.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Gravity Pulse

At the start of every Shooting phase (friendly and enemy) any enemy Flyers or Skimmers within 24" of a powered up Obelisk suffer a Strength 8 AP4 hit, resolved against their side armour.

Related Glossary Terms

Index

Chapter 11 - Obelisk

Great cleaver of Khorne

Range	S	AP	Type
-	D	1	Melee

Destroyer Weapon

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Greatest Heroes of the Age

All units in the formation have the Fear special rule. In addition, they and all friendly Space Wolves units have the Stubborn special rule.

Fear
At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Stubborn
When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Related Glossary Terms

Index

Chapter 6 - Brethren of the Great Wolf

Green Tide

All of the mobs and the Warboss form a single unit known as a Green Tide. The Warboss may not leave this unit.

Related Glossary Terms

Index

Chapter 8 - Green Tide

Grinding Fissures

The Master of Disaster chooses two edges of a single board section that are not part of a table edge. These section edges are dangerous terrain until the start of the next game turn.

Dangerous Terrain

Some terrain features do more than hinder troops – they're potentially lethal. Carnivorous jungles, toxic vents, erupting geysers and the like are examples of dangerous terrain.

Dangerous terrain follows all the rules for difficult terrain – you've got to watch your step! In addition, **each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.**

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, these must be tested for as normal.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Grope Weed

A grope weed plant is impassible terrain. Any non-vehicle model ending its move within 3" of a grope weed plant must pass a Strength test or suffer a Strength 2 AP- hit with the Poisoned (4+) special rule. As soon as one model is killed by a grope weed plant, place the model or a suitable marker by the plant; that piece of grope weed will not attack any more models for the rest of the game.

Poisoned

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

HADES GATLING CANNON

Range	S	AP	Type
48"	8	3	Heavy 12, Pinning

PINNING

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of Warhammer 40,000 rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls
Chapter 7 - Khorne Lord of Skulls

Hail of Fire

Space Marines.
Use this Strategic Asset at the start of any of your turns. All friendly Space Marine models armed with bolt pistols, bolters or heavy bolters count their weapons as Twin-linked until the start of your next turn.

Twin-linked
A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons
If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons
Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Hailstorm Attack

Two or more models in the formation can combine all of their shooting attacks in a turn into a single attack with the profile below. All of the participating models must be in range and have line of sight to the target.

Range	S	AP	Type
24"	4	5	Heavy X, Apocalyptic Barrage, Hailstorm

Hailstorm
X is equal to twice the number of models participating in the attack.

Apocalyptic Barrage
An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Hammer of the Greenskins

All units chosen from *Codex: Orks* that declare a charge against the *Fortress of Arrogance* halve their charge range.

Related Glossary Terms

Index

Chapter 16 - Fortress of Arrogance

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 17 - Reference
Chapter 17 - Reference

HARBINGERS OF THE APOCALYPSE

A Heldrake Fear Squadron does not enter play as a normal unit of Flyers, and is instead deployed with the rest of the army. Before the first turn begins, but after deployment is complete, the Fear Squadron may make a pre-game move of up to 60", during which the Heldrakes may each make a special out-of-sequence Vector Strike. Casualties caused by this Vector Strike do not cause Morale tests.

If this special Vector Strike is used, the Fear Squadron may not make a Vector Strike on the first turn of the game, though it may fire its weapons as normal.

Related Glossary Terms

Index

Chapter 7 - Heldrake Fear Squadron

Hated Tyrant

All Imperial Guard units have the Hatred (Von Strab and his Ork Nobz mob) special rule. In addition, any Imperial Guard unit within 12” of Von Strab in the Assault phase must declare a charge if it is possible for them to do so.

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 16 - Overlord von Strab

Hatred

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 17 - Reference
Chapter 17 - Reference

Haywire

When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling Armour Penetration normally:

D6	Result
1	No effect
2-5	Glancing hit
6	Penetrating hit

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

He Has a Plan

Before deployment begins, roll three D6, one at a time, and consult the table below to learn what Imotekh has decided (re-rolling duplicate results). Make a note of the results, and the order in which they were rolled.

D6	Result
1	**Eradicate Them All:** Destroy all remaining models in a single enemy Apocalypse Formation.
2	**Slay the Upstart:** Kill an enemy model with the Independent Character special rule.
3	**Cripple the Goliath:** Cause a penetrating hit on an enemy Super-heavy vehicle.
4	**Crush Their Spirit:** Cause an enemy unit to fail a Morale test.
5	**Unmake Their Works:** Destroy three or more enemy vehicles in a single turn.
6	**Endure:** The War Council must last a single game turn without losing any models.

Each result ties to a particular condition that must be met by the owning Necron player. As soon as any condition is met, you gain one Necron Strategic Asset of your choice. However, the second condition can only be met if the first has already been completed, and the third can only be met if the first two conditions have already been completed. It is possible to meet two or more conditions in the same turn. You score D3 Strategic Victory Points when the third condition is met.

Related Glossary Terms

Index

Chapter 11 - The War Council of Mandragora

Heavy (weapons)

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Heavy bolter

Range	S	AP	Type
36"	5	4	Heavy 3

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banehammer
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Banesword
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Doomhammer
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Hellhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Shadowsword
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormlord
Chapter 6 - Stormlord
Chapter 6 - Stormlord
Chapter 6 - Stormsword
Chapter 6 - Stormsword
Chapter 6 - Thunderhawk Gunship
Chapter 13 - Macro-cannon Aquila Strongpoint
Chapter 13 - Vortex Missile Aquila Strongpoint
Chapter 16 - Fortress of Arrogance

Heavy flamer

Range	S	AP	Type
Template	5	4	Assault 1

Assault
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Template
Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates
If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death
Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

IGNORES COVER

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Heavy stubber

Range	S	AP	Type
36"	4	6	Heavy 3

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormlord
Chapter 6 - Stormsword

Helbrecht's Pledge

Black Templars.

Play this card after deployment if the opposing army includes Ghazghkull Thraka. All friendly Black Templar units have the Zealot special rule for the duration of the game. In addition, the Black Templars' side receives D3 additional Strategic Victory Points if Ghazghkull is removed from play as a casualty during the game.

Zealot
A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the Warhammer 40,000 rulebook).

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from Codex: Orks, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Hellhammer cannon

Range	S	AP	Type
36"	10	1	Primary Weapon 1, Ignores Cover, Massive Blast

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Massive Blast
Massive Blast weapons use the massive blast marker (7 " diameter), but otherwise obey the rules for Blast weapons.

Related Glossary Terms

Index

Chapter 6 - Hellhammer

Hellspawned Damnation

If there is an unused Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets model and a copy of *Codex: Chaos Daemons* available, place one of these available models (chosen and controlled by the opposing side) in base contact with a model in the Psychic Choir; both units are now locked in combat. Daemons brought into play in this way have no upgrades. If there are no available Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets models or no *Codex: Chaos Daemons* available, then all the models in the Psychic Choir are removed as a casualties with no saving throws of any kind allowed.

Related Glossary Terms

Index

Chapter 5 - Psychic Choirs
Chapter 17 - Reference

HELLSTORM

Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template, but otherwise obey the rules for other Template weapons.

Designer's Note: *Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.*

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore

under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

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Template Weapons & Focus Fire
If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 5 - Apocalyptic Weapons
Chapter 17 - Reference

HELLSTRIKE MISSILE

Range	S	AP	Type
70"	8	3	Ordnance 1, One use only

ORDNANCE

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

ONE USE ONLY

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship
Chapter 6 - Thunderhawk Gunship

Helsreach Monster

A Helsreach monster is impassable terrain. The first unit to end its move within 6” of a Helsreach monster each turn immediately suffers D3 Strength 6 AP4 hits. Each Heslreach monster will attack a maximum of one unit each turn.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Hero of Hades Hive

If Commissar Yarrick calls his Finest Hour at the beginning of any turn in which Ghazghkull Thraka is alive and located anywhere on the same battlefield, the following applies.

In addition to the usual effects, Yarrick and all friendly Imperial Guard units within 24" have the Zealot special rule.

Zealot
A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the Warhammer 40,000 rulebook).

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from Codex: Orks, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 15 - Armageddon Finest Hours

Heroic Stand

Space Marines.
Use this Strategic Asset after deployment is complete and nominate a Strategic Objective in your deployment zone. All friendly Space Marines units with models within 6" of the objective have the Fearless and Counter-attack special rules.

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Counter-attack
If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 15 - Breakout From Volcanus Hive

Hidden Agenda

The side with the Deathwing Redemption Force receives 1 Strategic Victory Point for each enemy Warlord killed by a Redemption Force model.

Related Glossary Terms

Index

Chapter 6 - Deathwing Redemption Force

High Commands

The full rules for High Commands can be found in the Apocalypse Formations section. They are summarised below.

Non-vehicle models in a High Command form a single unit. Once per game, in a scheduled break, the owning side can take an extra Strategic Asset if at least one of these models is in play. In each of their Movement phases, while at least one of these models is in play, a single friendly unit can make an All-out Attack – this Movement phase, that unit triples their move, may not shoot or Run, but may charge. Difficult terrain does not slow them, but is treated as dangerous terrain. Vehicles may not move Flat Out in an All-out Attack, but can Ram or Tank Shock.

Related Glossary Terms

Index

Hit & Run

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

Related Glossary Terms

Index

Chapter 6 - Wolfpack Flanking Force

Hold At All Costs

Any Infantry unit from the formation that is within 12" of a Strategic Objective has the Counter-attack and Stubborn special rules.

Counter-attack
If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Stubborn
When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Related Glossary Terms

Index

Chapter 16 - ‘Imperial Vengeance’ Mechanised Company

Hover

A Flyer that has the Hover type can choose to Hover instead of Zooming. A Flyer with the Hover type must declare whether it is going to Zoom or Hover before it moves, and before any embarked models disembark, each Movement phase. This means that, if the Flyer arrives from reserve, you must declare which type of movement it is using before placing it on the board. If a Flyer is in a squadron, all vehicles in the squadron must choose the same type of movement.

If a Flyer is hovering, it is treated exactly as a Fast Skimmer, so it does not have the Skyfire special rule.

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship

HUNTER-KILLER MISSILE

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

Range	S	AP	Type
Unlimited	8	3	Heavy 1, One use only

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

ONE USE ONLY

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormsword
Chapter 16 - Fortress of Arrogance

Ice-cold Efficiency

All models in the formation may re-roll their charge ranges, and may re-roll failed To Hit rolls when firing Overwatch.

Related Glossary Terms

Index

Chapter 6 - Great Company

Icefire Warhead

Tau Empire.
Use this Strategic Asset in your Shooting phase to make the following attack with a friendly Tau Warlord model:

Range	S	AP	Type
Infinite	1	-	Ordnance 1, Apocalyptic Blast, Haywire

Apocalyptic Blast
Apocalyptic Blast weapons use the apocalyptic blast marker, but otherwise obey the rules for normal-sized Blast weapons.

Haywire
When a weapon with this special rule hits a vehicle, roll a D6 to determine the effect rather than rolling Armour Penetration normally:

D6	Result
1	No effect
2-5	Glancing hit
6	Penetrating hit

Ordnance
When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Ichor cannon

Range	S	AP	Type
48"	7	2	Primary Weapon 1, Large Blast

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Large Blast
A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Icon of Victory

Friendly units chosen from *Codex: Imperial Guard* within 48" of the *Fortress of Arrogance* have Leadership 10.

Related Glossary Terms

Index

Chapter 16 - Fortress of Arrogance

Idol of Gork

Orks.
Use this Strategic Asset before deployment. Place a marker or suitable model in the Ork deployment zone. Any Ork Infantry unit (friend or foe!) within 24" of the marker has the Rage special rule.

Rage
In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets

Ill-met by Moonlight

The Night Fighting rule applies automatically during the first game turn of the battle. At the start of the second game turn, both sides roll a dice; if both rolls are the same, then the Night Fighting rules apply for another game turn. The Night Fighting rules automatically end at the start of the third game turn.

Night Fighting

In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting

While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" inches away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

Stealth

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Shrouded

A unit that contains at least one model with this special rule counts its cover saves as

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

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A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

SHROUDED

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 3 - Crossroads of Death

IMPASSABLE TERRAIN

The rules for impassable terrain cover those areas of the board that warriors physically cannot enter. Sheer rock faces, force barriers, pulsing cubes of gelatinous psychic energy, sealed buildings and other unbreachable environs follow the rules for impassable terrain. **Models cannot enter, cross or move into or through impassable terrain – they must go around**. The exceptions tend to be things like Jump units. Note that this category is used for terrain that is actually, physically impassable. If you want terrain that is more or less lethal, look to dangerous terrain and lethal terrain, covered later.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference
Chapter 17 - Reference

Incendiary Atmosphere

Every unit on the board takes a number of Strength 10 AP2 hits equal to the number of models in the unit.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

INCOMPETENT

Von Strab's formation never confers the additional Strategic Asset for being a High Command formation.

Related Glossary Terms

Index

Chapter 16 - Overlord von Strab

Inferno gun

Range	S	AP	Type
Hellstorm	7	3	Primary Weapon 1

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Hellstorm
Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template, but otherwise obey the rules for other Template weapons.

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan
Chapter 16 - Warhound Scout Titan

INFILTRATE

Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it.

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 6 - Catachan Ambush Patrol
Chapter 7 - The Lost and the Damned

Infinite Phalanx

All of the Necron Warrior units form a single combined unit known as an Infinite Phalanx.

Related Glossary Terms

Index

Chapter 11 - Infinite Phalanx

Inspiring Aura

Any friendly models in units from *Codex: Black Templars*, *Codex: Blood Angels* or *Codex: Imperial Guard* that are within 24" of Commissar Yarrick, High Marshal Helbrecht and/or Captain Tycho must use that model's Leadership for any Leadership tests they must take.

Related Glossary Terms

Index

Chapter 16 - Heroes of Armageddon

Instant Death

Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness.

If a model suffers an unsaved Wound from an attack which causes Instant Death, it is reduced to 0 Wounds and removed as a casualty.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 2 - Strategic Assets
Chapter 17 - Reference

INTERCEPTOR

At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one.

If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

Related Glossary Terms

Index

Invincible Behemoth

Any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead. In addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles
Chapter 5 - Super-heavy Walkers
Chapter 5 - Super-heavy Flyers
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

It Will Not Die

At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls
Chapter 8 - Dread Mob
Chapter 10 - Carnifex Crusher Brood

It's the End of the World!

This mission takes place as a series of disasters ravage the world. The Exterminatus Unnatural Disaster table must be used for this mission.

Exterminatus Unnatural Disaster table

D3+Turn	Effect
2-3	**Orbital Bombardment:** Starting with the Master of Disaster's side, the sides take it in turns to resolve Orbital Strike attacks (see below) until a total of D3 attacks have been made. The Strategic Resource rule for Orbital Strikes is ignored.
4-5	**Virus Bomb:** Every non-vehicle unit on the board takes a number of Strength 3 AP5 hits equal to the number of models in the unit.
6+	**Incendiary Atmosphere:** Every unit on the board takes a number of Strength 10 AP2 hits equal to the number of models in the unit.

Orbital Strike

Make the following shooting attack with a friendly Warlord model:

Range	S	AP	Type
Infinite	D/7/4	1/3/-	Ordnance 1, Apocalyptic Mega-blast

Related Glossary Terms

Index

Chapter 3 - Exterminatus!

Jink

A model with this special rule that has moved in its Movement phase gains a 5+ cover save until the start of its next Movement phase.

If a model with this special rule moves Flat Out or Turbo-boosts, it instead gains a 4+ cover save until the start of its next Movement phase.

Related Glossary Terms

Index

Chapter 17 - Reference

JUMP JETS

The Revenant may move up to 36" in the Movement phase. When moving, charging or falling back, it can move over all other models and all terrain freely. However, it cannot end its move on top of other models and can only end its move on top of impassable terrain if it is actually possible to place the model on top of it.

Related Glossary Terms

Index

Chapter 9 - Revenant Titan

KANNON

	Range	S	AP	Type
- Frag	36"	4	5	Heavy 1, Blast
- Krak	36"	8	3	Heavy 1

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 16 - Skullhamma Battle Fortress

Chapter 16 - Skullhamma Battle Fortress

Kerr-runch (Thunderblitz)

The unit being Tank Shocked suffers D6 Strength 6 AP4 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles

Kerr-smash (Stomp)

The vehicle being stomped suffers a penetrating hit.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers

Kerr-smash (Thunderblitz)

The Super-heavy vehicle adds D6 to the armour penetration roll for the Ram. Then, carry on with the remainder of the Ram using the rules from the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles

KERR–RUNCH (STOMP)

Each model from the unit being stomped that is even partially under the blast marker suffers a Strength 6 AP4 hit.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers

Killing a Gargantuan Creature

Score 1 bonus Strategic Victory Point each time the opposing side is forced to remove a Gargantuan Creature as a casualty (including Flying Gargantuan Creatures).

Related Glossary Terms

Index

Chapter 2 - Fighting An Apocalypse Battle

KILLING A WARMASTER

Score 1 bonus Strategic Victory Point if the opposing side is forced to remove their Warmaster as a casualty.

Related Glossary Terms

Index

Chapter 2 - Fighting An Apocalypse Battle
Chapter 2 - Strategic Assets

KILLSHOT

If a Predator from this formation is equipped with two lascannons and a twin-linked lascannon, and all three of its lascannons hit the Assassin Squadron's nominated target (see the squadron's Target Acquired special rule) in the same Shooting phase, you may either choose to resolve those hits as normal, or resolve those hits as a single 'killshot' that has Strength D and AP2.

DESTROYER WEAPONS

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Chapter 6 - Predator Assassin Squadron

Kult of Speed

All models in the formation that move Flat Out or Turbo-boost may still fire their weapons.

Related Glossary Terms

Index

Chapter 16 - Bikeboyz Kult of Speed

Lance

Weapons with the Lance special rule count vehicle Armour Values higher than 12 as 12.

Related Glossary Terms

Index

Large Building

These are buildings (see the *Warhammer 40,000* rulebook). Large buildings have a Transport Capacity of 30 models.

Related Glossary Terms

Index

Chapter 13 - Macro-cannon Aquila Strongpoint
Chapter 13 - Vortex Missile Aquila Strongpoint

Lascannon

Range	S	AP	Type
48"	9	2	Heavy 1

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormsword
Chapter 6 - Thunderhawk Gunship
Chapter 16 - Fortress of Arrogance

LASER BLASTER

Range	S	AP	Type
96"	D	2	Primary Weapon 3, Large Blast

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

DESTROYER WEAPON

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

LARGE BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Lash whip

Any enemy model that is in base contact with a Tyranid with one or more Lash Whips counts their Initiative value as one until the end of the Assault phase, regardless of their actual Initiative value.

Related Glossary Terms

Index

Chapter 10 - Hierophant Bio-titan

Lead by Example

The Captain of a Scout Company has the Infiltrate, Move Through Cover and Scout special rules.

Infiltrate
Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it. An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Move Through Cover
A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Scout
After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the

After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule.

If a model has both the Infiltrate and Scout special rules, it may make a Scout Redeployment after deploying using the Infiltrate special rule.

OUTFLANK
During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Related Glossary Terms

Index

Chapter 6 - Scout Company

Lethal terrain

Lethal terrain uses all the normal rules for impassable terrain save that models can never voluntarily end their move on lethal terrain – if a model ends its move on lethal terrain, it is immediately removed as a casualty!

Impassable Terrain

The rules for impassable terrain cover those areas of the board that warriors physically cannot enter. Sheer rock faces, force barriers, pulsing cubes of gelatinous psychic energy, sealed buildings and other unbreachable environs follow the rules for impassable terrain. Models cannot enter, cross or move into or through impassable terrain – they must go around. The exceptions tend to be things like Jump units.

Related Glossary Terms

Index

Chapter 17 - Reference

Lies of Tzeentch

Chaos Daemons. Strategic Resource.
Use this Strategic Asset at the start of an enemy Shooting phase; nominate a friendly Herald of Tzeentch. Select one enemy unit that is within 24" of that Herald of Tzeentch and is capable of shooting. You choose the target the unit fires at, and which guns it uses, this turn, instead of your opponent. You may cause this enemy unit to fire at a target on their side.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

LIFTA-DROPPA

Range	S	AP	Type
48"	-	-	Lifta-droppa

LIFTA-DROPPA

Choose an enemy vehicle which began the game with up to 4 Hull Points. If the target is hit, is it seized by the weapon's traktor beam, lifted up and smashed into the ground. The Stompa's controlling player moves the target to anywhere within 2D6" of its starting location that is not within 1" of another model, where it immediately suffers an Explodes! result from the Vehicle Damage table.

Related Glossary Terms

Index

Chapter 16 - Big Mek Stompa

Lifta-droppa special rule

Choose an enemy vehicle which began the game with up to 4 Hull Points. If the target is hit, is it seized by the weapon's traktor beam, lifted up and smashed into the ground. The Stompa's controlling player moves the target to anywhere within 2D6" of its starting location that is not within 1" of another model, where it immediately suffers an Explodes! result from the Vehicle Damage table.

Related Glossary Terms

Index

Limitless in Number - Boundless in Spite

A single Chaos Cultist unit from the formation may be returned to play after each scheduled break without spending a Strategic Victory Point. This does not count towards the number of units you may return to play after each break.

Related Glossary Terms

Index

Chapter 7 - The Lost and the Damned

Living Metal

If a model with this special rule suffers a Crew Shaken result, roll a D6. On the roll of a 1, the result is applied normally; on the roll of 2+, the result is ignored. If a model with this special rule suffers a Crew Stunned result, roll a D6. On a roll of 1-3, the result if applied normally; on the roll of a 4+, the result is ignored.

Related Glossary Terms

Index

Chapter 11 - Obelisk
Chapter 11 - Tesseract Vault

LOBBA

Range	S	AP	Type
48"	5	5	Heavy 1, Blast

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 16 - Skullhamma Battle Fortress

Locked Coordinates

The Stealth Team must begin the game deployed on the battlefield. The rest of the forces must be held in Strategic Reserve and arrive by Deep Strike. Any Crisis Team or Riptide from the formation that chooses to Deep Strike within 18" of the Stealth Team does not scatter, and counts all its weapons as Twin-linked in the ensuing Shooting phase.

Twin-linked

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

Related Glossary Terms

Index

Chapter 12 - Rapid Insertion Force

Lord of Corruption

During his Finest Hour, the Warlord, and all friendly non-vehicle Death Guard units within 12" of him, have the Fearless and Feel No Pain special rules.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of Destruction

During his Finest Hour, the Warlord, and all friendly Iron Warriors units within 12" of him, have the Tank Hunters and Armourbane special rules.

Tank Hunters
A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Armourbane
A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of Excess

During his Finest Hour, the Warlord, and any friendly unit containing models with the Mark of Slaanesh within 12" of him, gain the Feel No Pain (4+) special rule.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of Flux

During his Finest Hour, the Warlord gains the Psyker special rule and two extra Mastery Levels. Generate his powers immediately from the **Biomancy**, **Pyromancy**, **Telepathy** or **Tzeentch** disciplines; he retains these powers (but not the extra Mastery Levels) after the Finest Hour ends.

Psyker

A model with this special rule is a Psyker. Rules for Psykers are covered in full detail in their own section starting on page 66 of the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of Heresy

During his Finest Hour, choose an unengaged enemy unit within 24" of the Warlord: you become its controlling player. If the unit is locked in combat when the Finest Hour ends, move it by the shortest distance to be 1" from any other models – neither side Consolidates.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of Terror

During his Finest Hour, the Warlord has the Fear special rule. All Leadership tests passed by enemy units within 24" of the Warlord must be re-rolled.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of the Black Crusade

During his Finest Hour, the Warlord and all friendly Black Legion units within 12" of him have one of the following rules (choose which): Monster Hunters, Furious Charge, Fearless, Crusader.

Monster Hunter
A unit that contains at least one model with this special rule re-rolls all failed To Wound rolls against Monstrous Creatures and Flying Monstrous Creatures.

Furious Charge
In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of *Warhammer 40,000* rulebook).

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Crusader
A unit that contains at least one model with this special rule rolls an extra dice when making Run moves, and uses the highest result rolled. In addition, a unit that contains at least one model with this special rule adds D3 to its Sweeping Advances total (roll each time).

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of the Hydra

During his Finest Hour, the Warlord, and all friendly non-vehicle Alpha Legion units within 12" of him, gain the Counter-attack, Hatred and It Will Not Die special rules.

Counter-attack
If a unit contains at least one model with this special rule, and that unit is charged, it must immediately take a Leadership test. If the test is successful, every model with the Counter-attack special rule in the unit gets +1 Attack until the end of the phase. If, when charged, the unit was already locked in combat, the Counter-attack rule has no effect.

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

It Will Not Die
At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lord of Wrath

During his Finest Hour, the Warlord, and all friendly non-vehicle World Eaters units within 12" of him, have a +1 bonus to their Attacks characteristic.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Lords of Doom

As for Warp Invasion, though the D3 units must be single models, with no optional upgrades, chosen from the HQ or heavy support sections of *Codex: Chaos Daemons*.

Warp Invasion

The Master of Disaster can place up to D3 units each comprising 2D6 models (roll separately for each unit) anywhere within 6" of the Warp Storm Breach that is not within 1" of another unit. These units must be from the troops, elites or fast attack sections of *Codex: Chaos Daemons*. The Daemon units may charge this turn and are under the control of the player that placed them for the rest of the game. If your gaming group cannot muster enough models to place all of these units, or there is no room to place them all, just place the maximum number you have available – the rest are ignored.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Lords of Twilight

Dark Eldar.
Use this Strategic Asset at the start of any enemy Shooting phase. The Night Fighting rules apply for the duration of that Shooting phase.

Night Fighting
In pitch darkness, warriors must be sure of their targets before opening fire, and tend to be more cautious than normal.

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting
While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" inches away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Magma cannon

Range	S	AP	Type
60"	10	1	Primary Weapon 1, Large Blast

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Large Blast
A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 6 - Doomhammer

Marked for Extermination

Each turn, the Nemesis Dreadknight can fire a special tracker round with the profile given below, instead of firing its weapons normally.

Range	S	AP	Type
48"	7	4	Heavy 1, Psychic Spoor

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Psychic Spoor
A unit hit by this shot is marked for the remainder of the battle. A marked unit is hit automatically by shots from the formation's Stormraven Gunships (Blast weapons do not scatter). Additionally, marked units with the Daemon special rule halve their Toughness and/or Armour Values against hits from both mindstrike missiles and psybolt ammunition.

Related Glossary Terms

Index

Chapter 6 - Extermination Force

MARKERLIGHT

Markerlights are ranged weapons with the following profile:

Range	S	AP	Type
36"	-	-	Heavy 1, Target Acquired

Target Acquired: Markerlights cannot directly cause damage or Wounds. Instead, each time a unit suffers a hit with this special rule, place a markerlight counter next to it (no saves can be taken against these hits). Markerlight counters remain next to their unit until the end of the current phase or until they are used (whichever comes first).

Immediately before a unit from *Codex: Tau Empire* shoots at a target that has one or more markerlight counters, it can declare it is using one or more of the markerlight abilities listed below. Each ability costs a number of markerlight counters – remove this number of markerlight counters from the target immediately when the ability is declared.

A unit can combine any number of markerlight abilities – providing that there are enough counters.

Note that as markerlight counters are removed from the target before the shooting attack is made, it is impossible for a unit to benefit from its own markerlights.

Pinpoint: Markerlight cost: 1+
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

Scour: Markerlight cost: 2
All weapons fired at the target as part of this Shooting attack gain the Ignores Cover special rule.

Seeker Markerlight cost: 1+
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- Does not need line of sight.

Note that as markerlight counters are removed from the target before the shooting attack is made, it is impossible for a unit to benefit from its own markerlights.

Pinpoint: **Markerlight cost: 1+**
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

Scour: **Markerlight cost: 2**
All weapons fired at the target as part of this Shooting attack gain the Ignores Cover special rule.

Seeker **Markerlight cost: 1+**
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- Does not need line of sight.

- Must be fired at the same target as the vehicle's other weapons.

- Is resolved at Ballistic Skill 5.

- Has the Ignores Cover special rule.

- Does not reduce the number of weapons a vehicle can fire at its full Ballistic Skill.

- Does count towards the limit of 2 missiles that a flyer can fire each turn.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets

Mass Slaughter

Chaos Space Marines. Strategic Resource.
Use this Strategic Asset in any of your Shooting phases. One of your Warlords must immediately make two Orbital Strikes, and one of your opponents' Warlords can then make one Orbital Strike. Note that these Orbital Strikes do not count as Strategic Resources.

Orbital Strike
Make the following shooting attack with a friendly Warlord model:

Range	S	AP	Type
Infinite	D/7/4	1/3/-	Ordnance 1, Apocalyptic Mega-blast

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Apocalyptic Mega-Blast
Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Massive Blast (7")

Massive Blast weapons use the massive blast marker (7 " diameter), but otherwise obey the rules for Blast weapons.

Designer's Note: *Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.*

Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 5 - Apocalyptic Weapons
Chapter 17 - Reference
Chapter 17 - Reference

Massive Fortification

Massive Fortifications follow all the rules for buildings as defined in the *Warhammer 40,000* rulebook, with the additional rules and exceptions given below.

Mighty Bulwark

A Massive Fortification can have an Armour Value of up to 15 (rather than having a limit of 14 as is normally the case). The Apocalypse Formation entry for the fortification will list the actual Armour Values it has.

In addition, **when a Massive Fortification suffers a Penetrating Hit, there is a -1 modifier to the roll on the Building Damage table.** This makes Massive Fortifications considerably harder to destroy than normal buildings.

Related Glossary Terms

Index

Chapter 13 - Macro-cannon Aquila Strongpoint
Chapter 13 - Vortex Missile Aquila Strongpoint

Medium Building

These are buildings (see the *Warhammer 40,000* rulebook). Medium buildings have a Transport Capacity of 20 models.

Related Glossary Terms

Index

Chapter 13 - Macro-cannon Aquila Strongpoint
Chapter 13 - Vortex Missile Aquila Strongpoint

MEGA-CHOPPA

Range	S	AP	Type
-	D	1	Melee

MELEE
Weapons with the Melee type can only be used in close combat.

DESTROYER WEAPONS
If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Mega-klaw

Range	S	AP	Type
-	D	1	Melee

Destroyer Weapons

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Melee

Weapons with the Melee type can only be used in close combat.

Related Glossary Terms

Mek Workshop

Orks.
Use this Strategic Asset at the start of any Ork turn. All friendly Ork vehicles in the Orks' deployment zone that have at least one Hull Point remaining are immediately returned to their starting number of Hull Points.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Melee

Weapons with the Melee type can only be used in close combat.

Related Glossary Terms

Index

Melta

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of *Warhammer 40,000* rulebook) for more details on armour penetration.

Related Glossary Terms

Index

MELTA CANNON

Range	S	AP	Type
72"	10	1	Primary Weapon 1, Apocalyptic Blast, Melta

PRIMARY WEAPON
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

APOCALYPTIC BLAST
Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

MELTA
Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of *Warhammer 40,000* rulebook) for more details on armour penetration.

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan

Minefield

Any Army.
Use this Strategic Asset during deployment. Mark a minefield 6" by 36". It must be located in open ground, in your deployment zone. The minefield is dangerous terrain.

Dangerous terrain
Some terrain features do more than hinder troops – they're potentially lethal. Carnivorous jungles, toxic vents, erupting geysers and the like are examples of dangerous terrain.

Dangerous terrain follows all the rules for difficult terrain – you've got to watch your step! In addition, **each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.**

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, these must be tested for as normal.

Related Glossary Terms

Index

Missile Battery

The battery may fire a maximum of seven vortex missiles over the course of the battle. No more than one missile may be fired per Shooting phase.

Related Glossary Terms

Index

Chapter 13 - Vortex Missile Aquila Strongpoint

Monster Hunter

A unit that contains at least one model with this special rule re-rolls all failed To Wound rolls against Monstrous Creatures and Flying Monstrous Creatures.

Related Glossary Terms

Index

Monstrous Creatures

Shooting
Monstrous Creatures can fire up to two of their weapons each Shooting phase – they must, of course, fire both of them at the same target.

Special Rules
Monstrous Creatures have the Fear, Hammer of Wrath, Move Through Cover, Relentless and Smash special rules.

Fear
At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Hammer of Wrath
If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Move Through Cover
A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Relentless
Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).
Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack.Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

Related Glossary Terms

Index

Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 17 - Reference

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles
Chapter 5 - Super-heavy Walkers
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 6 - Catachan Ambush Patrol
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Mutagenic Flame

At the beginning of each of your turns, roll on the table below. The result is applied to every unit in the Flaming Host until the start of your next turn.

Mutagenic Flame Table

D6	Result
1	**Hot Hot Hot!**: Each unit in the formation immediately takes D6 Strength 4 AP5 hits.
2	**Soulburners:** Shooting attacks made by units in the formation have the Soul Blaze special rule.
3-4	**Bodies of Chaotic Flame:** Every unit in the formation has its invulnerable save improved by 2.
5-6	**Inferno Unbound:** All of the models in the formation can combine their shooting attacks and witchfire powers into a single attack made by one model (your choice). No Psychic test is required. All of the models that participate must be in range and have line of sight to the target.

Range	S	AP	Type
24"	D6+4	D3	Assault X, Soul Blaze, Inferno Unbound

Inferno Unbound
X is equal to the number of models in the formation making the attack.

Soul Blaze
If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

Assault

3-4 **Bodies of Chaotic Flame:** Every unit in the formation has its invulnerable save improved by 2.

5-6 **Inferno Unbound:** All of the models in the formation can combine their shooting attacks and witchfire powers into a single attack made by one model (your choice). No Psychic test is required. All of the models that participate must be in range and have line of sight to the target.

Range	S	AP	Type
24"	D6+4	D3	Assault X, Soul Blaze, Inferno Unbound

Inferno Unbound
X is equal to the number of models in the formation making the attack.

Soul Blaze
If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

Assault
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 7 - The Flaming Host of Tzeentch

Mysterious Objectives

If the Apocalypse scenario has the Mysterious Objectives special rule, it applies to all Strategic Objectives.

Mysterious Objectives

Though the fortunes of war may ebb and flow, a strategic position is always hugely valued. A campaigning army often finds that its vital ground has been the site of old battles, with abandoned technology, shattered debris or sinister traps waiting to be discovered. In missions with the Mysterious Objectives mission special rule, the objectives that the armies are attempting to control confer special abilities or particular effects or onto the unit that controls them.

Identifying Objectives

When using Mysterious Objectives, any unit that moves within 3" of an objective, or it is within 3" at the start of the first turn, must identify the nature of it. To do so, the identifying unit's controlling player must roll a D6 and consult the table on the right. Alternatively, if you've a set of Battlefield Objective dice, you can simply roll one of these and place it next to the objective, referring to the symbol to tell you the type.

Note that, while any unit can identify the nature of an objective, it is only scoring units that can make use of it. If there is more than one scoring unit within range of an objective, the unit with the closest model is considered to be 'in control' for the purposes of the rules discussed below. If two or more units are an equal distance from the objective, randomise to see which is in control.

D6	Result
1.	**Sabotaged!** At the end of the turn in which the objective was identified, and at the end of every turn thereafter, roll a D6. On a roll of 1, the objective explodes. Centre the large blast template over the objective. Units suffer a number of Strength 4, AP – hits equal to the number of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.
2.	**Nothing of Note.** This has no additional affect.
3.	**Skyfire Nexus.** A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.
4.	**Targeting Relay.** A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.

Strength 4, AP – hits equal to the number of models from their unit that are at least partially under the template. This explosion does not destroy the objective, nor does it prevent further explosions occurring in later turns.

2. **Nothing of Note.** This has no additional affect.

3. **Skyfire Nexus.** A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule each time they shoot.

4. **Targeting Relay.** A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.

5. **Scatterfield.** A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules.

6. **Grav Wave Generator.** Any unit attempting to charge a unit in control of this objective halves its charge range.

Skyfire

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

Related Glossary Terms

Index

Chapter 2 - Fighting An Apocalypse Battle
Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder
Chapter 3 - Crossroads of Death
Chapter 3 - Pincer Attack
Chapter 3 - Final Assault
Chapter 3 - Exterminatus!
Chapter 15 - Breakout From Volcanus Hive
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement

Networked Reactors

Each Riptide within 6" of another Riptide from its own formation can re-roll failed Nova Reactor tests.

Nova Reactor

You must declare if the pilot is going to attempt to use the reactor at the start of each of his Movement phases. If he chooses to do so, roll a D6. On the roll of a 1 or a 2, something has gone wrong – the Riptide Shas'vre suffers a single Wound with no saves of any kind allowed and the attempt fails. On any other roll, the attempt is successful, and you can choose one of the abilities listed below for the Riptide Shas'vre to have (until the start of its next Movement phase).

Action	Effect
Nova Shield	This grants the Riptide Shas'vre a 3+ invulnerable save.
Boost	The Riptide Shas'vre rolls 4D6 for its Thrust Move in the Assault phase.
Ripple Fire	The Riptide Shas'vre can fire its twin-linked fusion blaster, its twin-linked plasma rifle, or its twin-linked smart missile system twice this turn. Even though these weapons are fired twice, each still only counts as firing one weapon.
Nova-charge	The Riptide Shas'vre's ion accelerator or heavy burst cannon can fire using its nova-charge profile.

Related Glossary Terms

Index

Chapter 12 - Riptide Wing

Networking Drones

As long as at least one model from the formation is on the battlefield, then at the start of the Tau Shooting phase, the Tau player gains D3 markerlight counters that can be placed on any enemy units.

Markerlight Counters

Immediately before a unit from *Codex: Tau Empire* shoots at a target that has one or more markerlight counters, it can declare it is using one or more of the markerlight abilities listed below. Each ability costs a number of markerlight counters – remove this number of markerlight counters from the target immediately when the ability is declared.

A unit can combine any number of markerlight abilities – providing that there are enough counters.

Note that as markerlight counters are removed from the target before the shooting attack is made, it is impossible for a unit to benefit from its own markerlights.

Pinpoint: **Markerlight cost: 1+**
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

Scour: **Markerlight cost: 2**
All weapons fired at the target as part of this Shooting attack gain the Ignores Cover special rule.

Seeker **Markerlight cost: 1+**
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- Does not need line of sight.

- Must be fired at the same target as the vehicle's other weapons.

- Is resolved at Ballistic Skill 5.

- Has the Ignores Cover special rule.

- Does not reduce the number of weapons a vehicle can fire at its full Ballistic Skill.

enough counters.

Note that as markerlight counters are removed from the target before the shooting attack is made, it is impossible for a unit to benefit from its own markerlights.

Pinpoint: **Markerlight cost: 1+**
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

Scour: **Markerlight cost: 2**
All weapons fired at the target as part of this Shooting attack gain the Ignores Cover special rule.

Seeker **Markerlight cost: 1+**
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- Does not need line of sight.

- Must be fired at the same target as the vehicle's other weapons.

- Is resolved at Ballistic Skill 5.

- Has the Ignores Cover special rule.

- Does not reduce the number of weapons a vehicle can fire at its full Ballistic Skill.

- Does count towards the limit of 2 missiles that a flyer can fire each turn.

IGNORES COVER
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 12 - Air Superiority Wing

Night Fighting

If a mission has the Night Fighting special rule, roll a D6 before deployment: on a roll of 4+, the Night Fighting special rule is in effect during game turn 1.

If the Night Fighting rules did not take effect during game turn 1, roll a D6 at the start of Game Turn 5, On a roll of 4+, the Night Fighting rules are used for the rest of the game. On a roll of 3 or less, you must roll again at the start of every subsequent game turn – as soon as a roll of 4+ is rolled, the Night Fighting rules come into play for the rest of the game.

Picking a Target and Night Fighting

While the Night Fighting rules are in effect, the distance to a target unit becomes very important – the darkness makes it very difficult to acquire distant targets. The shooting unit cannot pick a target more than 36" away – such units are completely hidden in the darkness. Units between 24" and 36" inches away are treated as having the Shrouded special rule. Units between 12" and up to 24" away are instead treated as having the Stealth special rule. Units less than 12" away can be shot at normally. If a shooting attack scatters, the distance from the firing unit to the original target is used to determine what effect Night Fighting has. This means that a unit that is over 36" away can still potentially be hit.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

No Effect (Stomp – Non-vehicle)

The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers

No Effect (Stomp – Vehicle)

The unit being stomped gets out of the way of its lumbering attacker. The attack has no effect.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers

No Effect (Thunderblitz – Ram)

Carry on with the remainder of the Ram using the rules from the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles

No Effect (Thunderblitz – Tank Shock)

Carry on with the remainder of the Tank Shock using the rules from the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles

None Shall Escape

When charging a unit from *Codex: Orks*, all models in this formation have the Furious Charge special rule.

Furious Charge
In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 16 - Sons of Grimaldus

Numberless Legion

An Infinite Phalanx that contains more than 100 models has the Fear special rule.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Related Glossary Terms

Index

Chapter 11 - Infinite Phalanx

Objective Sighted

Any vehicle in the formation that is within 12" of the Company Command Squad's Chimera may move 12" when it moves Flat Out, as long as the entire move is made over open ground.

Related Glossary Terms

Index

Chapter 16 - 'Imperial Vengeance' Mechanised Company

On My Coordinates

Imperial Guard.
Use this Strategic Asset to make the following shooting attack with a model instead of that model resolving Overwatch:

Range	S	AP	Type
12"	8	3	Ordnance D6, Apocalyptic Barrage

Apocalyptic Barrage
An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Designer's Note: *Veteran players may still have the original version of the apocalyptic barrage marker – essentially a set of four circles set in a four-leaf clover shape. This version can't be twisted into different shapes, but nonetheless follows the exact same rules as the adjustable version of the marker.*

Ordnance
When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot

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Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 15 - Breakout From Volcanus Hive

Once More Unto the Breach

Roll-off before deployment. The winner of the roll-off must place a marker anywhere on the board, and scatter it 2D6". A player from the other side then places a second marker exactly 24" away from the first, and scatters it 2D6". The straight line between these two markers forms a Warp Storm Breach. It is impassable terrain and blocks line of sight.

Impassable Terrain

The rules for impassable terrain cover those areas of the board that warriors physically cannot enter. Sheer rock faces, force barriers, pulsing cubes of gelatinous psychic energy, sealed buildings and other unbreachable environs follow the rules for impassable terrain. **Models cannot enter, cross or move into or through impassable terrain – they must go around**. The exceptions tend to be things like Jump units. Note that this category is used for terrain that is actually, physically impassable. If you want terrain that is more or less lethal, look to dangerous terrain and lethal terrain, covered later.

Related Glossary Terms

Index

Chapter 17 - Reference

One use only

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

Reserves

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

Preparing Reserves

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

Arriving from Reserve

At the start of your Turn Two, you must roll a D6 for each unit being held in reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, roll a single dice for both the Independent Character and its unit.

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, it must move fully onto the table from the controlling player's own table edge (maps and diagrams illustrat table edges for the different deployment methods). Models that are arriving by Deep Strike or Outflank deploy using their special rules.

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 2 - Strategic Assets

Open-topped

The Vehicle Damage Table

A lack of armour leaves vital parts of these vehicles vulnerable. If a vehicle is Open-topped, add a +1 modifier to any rolls on the Vehicle Damage table (this is cumulative with other modifiers).

Open-topped Transports

Open-topped vehicles do not have specific Access Points. Instead, all of the vehicle is considered to be an Access Point (regardless of any base they may have).

Passengers Shooting from Open-topped Transports

Open-topped Transports do not have specific Fire Points. Instead, all passengers in an Open-topped Transport can fire, measuring range and line of sight from any point on the hull of the vehicle.

Passengers Charging from Open-topped Transports

Acting as an ideal attack platform, all Open-topped Transports are Assault Vehicles.

Assault Vehicle

Passengers disembarking from Access Points on a vehicle with this special rule can charge on the turn they do so, even on a turn that the vehicle was destroyed, but not on a turn when the vehicle arrives from Reserves.

Related Glossary Terms

Index

Chapter 6 - Stormlord
Chapter 8 - Gargantuan Squiggoth
Chapter 16 - Fortress of Arrogance

Orbital Bombardment

Starting with the Master of Disaster's side, the sides take it in turns to resolve Orbital Strike attacks until a total of D3 attacks have been made. The Strategic Resource rule for Orbital Strikes is ignored.

Orbital Strike

Make the following shooting attack with a friendly Warlord model:

Range	S	AP	Type
Infinite	D/7/4	1/3/-	Ordnance 1, Apocalyptic Mega-blast

Strategic Resource

Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Apocalyptic Mega-Blast

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an

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Zone	S	AP
Inner (5")	10	1
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Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Orbital Strike

Any Army. Strategic Resource.
Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Warlord model:

Range	S	AP	Type
Infinite	D/7/4	1/3/-	Ordnance 1, Apocalyptic Mega-blast

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

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Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets

Orgy of Devastation

Mutilators in the formation have the Furious Charge special rule. Furthermore, for every unsaved Wound caused by a Mutilator in the formation, the Mutilator immediately makes an additional Attack. These extra Attacks cannot generate further additional Attacks.

Furious Charge

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

Related Glossary Terms

Index

Chapter 7 - Cult of Destruction

Orgy of Scarlet

Once the game has begun, whenever a unit from the Dark Olympiad gains a pain token for destroying an enemy unit, choose a Dark Eldar unit within 24" and within line of sight; that unit also gains a pain token.

Related Glossary Terms

Index

Chapter 9 - Dark Olympiad

Outflank

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Related Glossary Terms

Index

Chapter 6 - Catachan Ambush Patrol
Chapter 6 - 'Emperor's Talons' Recon Company
Chapter 6 - Wolfpack Flanking Force

Overrun (Stomp)

Each model from the target unit that is even partially under the blast marker is removed from play.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers

Overrun (Thunderblitz)

The unit being Tank Shocked suffers 2D6 Strength 10 AP2 hits. Then, carry on with the remainder of the Tank Shock using the rules found in the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles

Overwatch

As soon as a charge has been declared against one of your units, that unit can immediately fire Overwatch at the would-be attacker – it doesn't have to, but it's often a good idea.

An Overwatch attack is resolved like a normal shooting attack (albeit one resolved in the enemy's Assault phase) and uses all the normal rules for range, line of sight, cover saves and so on. Unlike a normal shooting attack, **Overwatch cannot cause Morale checks or Pinning tests. Any shots fired as Overwatch can only be fired as Snap Shots**. Therefore, weapons and models that cannot fire Snap Shots cannot fire Overwatch.

Overwatch Restrictions

It's worth pointing out that units that are locked in close combat cannot fire Overwatch – we can assume that other events have their full attention. Also note that **a unit being charged may only fire Overwatch once per turn.**

Snap Shots

Under certain circumstances, models can only fire Snap Shots – opportunistic bursts of fire 'snapped' off in the general direction of the target. The most common occurrence of a Snap Shot is when a model with a Heavy weapon, such as a heavy bolter, moves and shoots in the same turn. **If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots.** Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots. It's important to note that any shooting attack that does not use a Ballistic Skill – such as the Necron Monolith's portal of exile – cannot be 'fired' as a Snap Shot. Similarly, weapons that hit automatically, still hit automatically when fired as Snap Shots.

Psychic shooting attacks can be fired as Snap Shots in the Psyker's own Shooting phase, providing the Psyker has enough Warp Charge to do so. This means that psychic shooting attacks cannot be made when firing Overwatch.

Related Glossary Terms

Pain Amplifiers

All non-vehicle enemy units within 12" of a Talos Pain Engine or a Cronos Parasite Engine from the Carnival of Pain have their Toughness characteristic reduced by one.

In addition, friendly units chosen from *Codex: Dark Eldar* that are within 12" of at least one model in this formation and have one or more pain tokens have their Feel No Pain special rule improved by one – usually to Feel No Pain (4+). A Dark Eldar unit with four or more pain tokens instead has its Feel No Pain special rule improved by two – usually to Feel No Pain (3+).

Related Glossary Terms

Index

Chapter 9 - Carnival of Pain

Perils of the Warp

If the roll for a Psychic test is either a double 1 or double 6 (whether the test was passed or not) this indicates that something horrible has happened to the Psyker. The forces of the Daemon-haunted Warp claw at the Psyker's mind and threaten to engulf and destroy him. The Psyker immediately suffers 1 Wound with no saves of any kind allowed. Note that a Psyker who incurs Perils of the Warp on a roll of double 1 still uses his power, even if he is wounded or killed as a result.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Phantasm

Eldar.
Use this Strategic Asset after deployment is complete. All friendly Eldar units have the Shrouded special rule for the first game turn.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.
Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

PHANTOM CLOSE COMBAT WEAPON

Range	S	AP	Type
-	D	1	Melee

MELEE
Weapons with the Melee type can only be used in close combat.

DESTROYER WEAPON
If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

PHANTOM CLOUDBURST MISSILE LAUNCHER

Range	S	AP	Type
48"	7	3	Heavy 4, Interceptor, Skyfire

INTERCEPTOR

At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one.

If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

SKYFIRE

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan

Phantom D-cannon

Range	S	AP	Type
72"	D	2	Primary Weapon 1, Apocalyptic Blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Apocalyptic Blast

Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan

PHANTOM MISSILE LAUNCHER

Range	S	AP	Type
48"	8	3	Heavy 4

HEAVY
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan

PHANTOM PULSAR

Range	S	AP	Type
120"	D	1	Primary Weapon 4, Large Blast

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

LARGE BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan

Phantom starcannon

Range	S	AP	Type
48"	6	2	Heavy 4

Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan
Chapter 9 - Phantom Titan
Chapter 9 - Phantom Titan

Pinning

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Related Glossary Terms

Index

Plague Zombies

For this turn, whenever a non-Daemon Infantry model is removed as a casualty due to a failed saving throw, the Master of Disaster replaces the model within 6" of where it died. It is now a Plague Zombie; replace it with a suitable model or mark the model in some way. Models that are not allowed to take a saving throw cannot return as Plague Zombies. If possible, this Plague Zombie must join an existing unit of Plague Zombies by being placed in unit coherency. If there is no unit in range, then the Plague Zombie forms a new unit of its own. Plague Zombies return to play with 1 Wound, WS 1, and Armour Save '-': their other characteristics remain the same. Plague Zombies may not shoot or run and have the Fearless, Feel No Pain and Slow and Purposeful special rules. Plague Zombie units are controlled by that turn's Master of Disaster, though they are treated as enemy units by all other units that are not Plague Zombies. They may charge the turn they enter play. Plague Zombies that become casualties are removed from play – they do not return to play as new Plague Zombies.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they

shoot or run and have the Fearless, Feel No Pain and Slow and Purposeful special rules. Plague Zombie units are controlled by that turn's Master of Disaster, though they are treated as enemy units by all other units that are not Plague Zombies. They may charge the turn they enter play. Plague Zombies that become casualties are removed from play – they do not return to play as new Plague Zombies.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

PLAGUESTORM

Chaos Daemons.
Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Herald of Nurgle:

Range	S	AP	Type
Hellstorm	-	5	Assault 1, Fleshbane, Ignores Cover, Instant Death

FLESHBANE
If a model has this special rule, or is attacking with a Melee weapon that has this special rule, they always wound on a 2+ in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, they always wound on a 2+. In either case, this special rule has no effect against vehicles.

IGNORES COVER
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

INSTANT DEATH
Unsaved Wounds inflicted by an Attack with this special rule automatically inflict Instant Death, regardless of the victim's Toughness (pg 16 of *Warhammer 40,000* rulebook).

ASSAULT
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Plasma blastgun

Rapid

Range	S	AP	Type
72"	8	2	Primary Weapon 2, Massive Blast

Overload

Range	S	AP	Type
96"	10	2	Primary Weapon 1, Apocalyptic Blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Massive Blast

Massive Blast weapons use the massive blast marker (7" diameter), but otherwise obey the rules for Blast weapons.

Apocalyptic Blast

Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan
Chapter 16 - Warhound Scout Titan

POISONED

If a model has the Poisoned special rule, or is attacking with a Melee weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required, when attacking in close combat. In addition, if the Strength of the wielder (or the poisoned weapon) is the same or higher than the Toughness of the victim, the wielder must re-roll failed rolls To Wound in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Poisoned special rule, it always wounds on a fixed number (generally shown in brackets), unless a lower result would be required. If no number is shown in brackets, the rule is Poisoned (4+). Unless otherwise stated, Poisoned weapons are treated as having a Strength of 1. The Poisoned special rule has no effect against vehicles.

Related Glossary Terms

Index

Chapter 17 - Reference

Pounding Barrage

If all of the squadrons in an 'Emperor's Wrath' artillery company are within 6" of the formation's Chimera Armoured Transport in the Shooting phase, then the entire company may coordinate its fire into a Pounding Barrage. If this option is used, the vehicles in the formation may not make any other shooting attacks that turn. The Pounding Barrage is a shooting attack with the following profile. The attack is assumed to have been made by the Chimera Armoured Transport for the purposes of line of sight, range, and so on.

Range	S	AP	Type
24"-240"	9	3	Ordnance X, Apocalyptic Barrage, Ignores Cover, Pinning, Pummel

Pummel
X is equal to the number of Basilisks and/or Colossus firing.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Pinning
If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Ordnance

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Apocalyptic Barrage

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Related Glossary Terms

Index

Chapter 6 - 'Emperor's Wrath' Artillery Company

Power Fields

Big Mek Stompas are protected by a number of power fields. Roll a D6 when the Big Mek Stompa is deployed to see how many power fields it starts with. Each hit scored against a Big Mek Stompa will instead hit a power field (whilst they remain). Close combat attacks come from inside the field and therefore are not stopped. Power fields have an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a power field causes it to collapse. After all the power fields have collapsed, further hits strike the Stompa instead. Power fields that have collapsed cannot be repaired.

Related Glossary Terms

Index

Chapter 16 - Big Mek Stompa

Power of the C'tan

When a Tesseract Vault makes shooting attacks, measure line of sight and distance from the C'tan itself.

Related Glossary Terms

Index

Chapter 11 - Tesseract Vault

Power of the Machine Spirit

In a turn in which the vehicle neither moves Flat Out nor uses smoke launchers, the vehicle can fire one more weapon at its full Ballistic Skill than normally permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting.

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship

Precise Coordinates

Any Army.
Use this Strategic Asset at the start of any of your turns. All friendly units that Deep Strike that turn will not scatter (no roll is required).

Deep Strike

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike
Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/ move Flat Out) as normal, and obviously count as having moved in the previous

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Precision Guidance

All units in the formation that are shooting at enemies that are within 12" of a Strategic Objective can re-roll failed To Hit rolls.

Related Glossary Terms

Index

Chapter 12 - Counterstrike Cadre

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 5 - Armoured Spearheads
Chapter 6 - 1st Company Veterans
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Related Glossary Terms

Index

Chapter 5 - Apocalyptic Weapons
Chapter 17 - Reference

Psychic Choirs

The full rules for Psychic Choirs are in the Apocalypse Formations section. They are summarised below.

Models in a Psychic Choir form a single unit. They combine their Warp Charge Points into one pool which all can use, and each Choir has a unique Psychic Choir Power on their datasheet which any one model from the unit can use, provided at least 3 models remain. If a Psyker suffers Perils of the Warp, they also suffer Terrors of the Warp.

Terrors of the Warp Table

D6	Result
1	**The Rift Closes:** No additional effect.
2	**Psychic Feedback:** Each model in the Psychic Choir suffers a Strength 6 AP- hit with no saves allowed.
3	**Dimensional Cascade:** Centre the large blast marker over the Pysker manifesting the power. Units under it suffer a number of Strength 10 AP1 hits equal to the number of models from that unit under the marker.
4	**Tentacles of Chaos:** Each Psyker in the Choir takes a Strength test. Any that fail are removed as casualties with no saves allowed.
5	**Chaos Spasm:** Replace the Psyker manifesting the power with a Chaos Spawn controlled by the opposing side. Move the Spawn into combat with another model in the Psychic Choir. If you don't have a Spawn, the Psyker is removed as a casualty with no saves allowed.
6	**Hellspawned Damnation:** Place a Greater Daemon (chosen and controlled by the opposing side) in base contact with a model in the Psychic Choir; both units are locked in combat. It has no upgrades. If there isn't one available, the Psychic Choir are removed as casualties with no saves allowed.

Related Glossary Terms

Index

Psychic Feedback

Each model in the Psychic Choir suffers a Strength 6 AP- hit with no saves of any kind allowed.

Related Glossary Terms

Index

Chapter 5 - Psychic Choirs
Chapter 17 - Reference

Psychic Tornadoes

The Master of Disaster places a large blast marker anywhere on the table, which then scatters 2D6". The marker remains in play for the rest of the battle, scattering 2D6" at the start of each turn. Any non-vehicle model the marker passes over is removed as a casualty with no saves of any kind allowed. If the marker ends its move over a vehicle, increase the distance scattered by the minimum amount to move it beyond the vehicle along the same trajectory. The marker is lethal terrain. Any model within 6" of the marker has the Fearless, Hatred and Rage special rules.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Hatred

Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks,* whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Rage

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

PSYCHO-DAKKA-BLASTA!

The supa-gatler makes three shooting attacks with the profile above each time it fires. Completely resolve each shooting attack before moving onto the next one. A new target may be chosen for each attack.

Related Glossary Terms

Index

Pulsar

Range	S	AP	Type
60"	D	2	Primary Weapon 2, Large Blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Destroyer Weapon

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Pulse laser

Range	S	AP	Type
48"	8	2	Heavy 2

Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 9 - Phantom Titan

Quake cannon

Range	S	AP	Type
24-180"	9	3	Primary Weapon 1, Apocalyptic Blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Apocalyptic Blast

Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 6 - Banesword

Quick Ladz!

A Kult of Speed can move an unlimited distance in the Movement phase that it arrives from Strategic Reserve. The move may not be made if any models in the formation arrive within 12” of an enemy model, and no model from the formation may move within 12” of an enemy model as part of the move.

Related Glossary Terms

Index

Chapter 16 - Bikeboyz Kult of Speed

Rage

In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 6 - Wolfpack Flanking Force
Chapter 7 - Khorne Lord of Skulls
Chapter 17 - Reference
Chapter 17 - Reference

Rain of Lava

The Master of Disaster must roll a D3 to determine how many units are hit by the Rain of Lava. Starting with the Master of Disaster's side, the sides take it in turns to select an enemy unit to be hit. The selected unit suffers D6 Strength 7 AP3 hits. The same unit cannot be selected to be hit more than once in the same game turn.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Random Allocation

At times, you will not be able to tell which model is closest. This usually happens when two or more models are equidistant from the shooting unit, but can also occur if the position of the attacker is unclear, such as with the Tyranid Mawloc's Terror From the Deep special rule, a Callidus Assassin's Polymorphine special rule or any attack said to use Random Allocation.

In these instances, randomly determine which model is treated as being the closest – that model remains the closest until the attack ends or the model is slain. If the model is slain and there are still Wounds left to allocate, simply randomise again if needs be. If two or more models are equidistant from a fi ring unit, randomise only between those equidistant models. Otherwise, randomise between all of the models in the target unit.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters

Rapid Reaction Force

All units in the Lucifer Armoured Task Force have the Scout special rule.

Scout
After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule.

If a model has both the Infiltrate and Scout special rules, it may make a Scout Redeployment after deploying using the Infiltrate special rule.

Outflank
During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Rapier

To qualify as a Rapier Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of one of their side armour vehicle facings, but not fall underneath it. All vehicles in the Armoured Spearhead must have the same side armour vehicle facing touching the hellstorm template (ie either their left sides or their right sides, not a mixture of the two).

Vehicles in a Rapier Attack Pattern add up to 12" to the distance they move when they move Flat Out.

Flat Out

A vehicle can elect to move Flat Out instead of firing in the Shooting phase, immediately moving up to 6"; this move triggers Dangerous Terrain tests as normal. A Tank cannot move Flat Out in the same turn that it performs a Tank Shock.

Related Glossary Terms

Index

Re-arm

Any Army. Strategic Resource.
Use this Strategic Asset at the start of any of your turns. All friendly units immediately replenish any One Use Only weapons they have used.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Reactor Meltdown

If the Reaver Titan suffers a Titanic Explosion! result on the Catastrophic Damage table, its plasma reactor goes nuclear! All hits from this Titanic Explosion! are resolved as being from a Destroyer weapon.

Destroyer Weapon

To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan

Reanimation Matrix

Models in an Infinite Phalanx must be within 1" of another model from the same unit to remain in unit coherency. However, all models in the Infinite Phalanx receive a bonus to their Reanimation Protocols rolls based on the number of models in the unit that are still in play at the point Reanimation Protocol rolls are taken (note that Reanimation Protocol counters as well as remaining models count towards this number). If there are at least 100 models/counters in the Infinite Phalanx, then its Reanimation Protocol rolls are passed on a 4+. If there are at least 150 models/ counters in the Infinite Phalanx, then their Reanimation Protocol rolls are passed on a 3+. These Reanimation Protocol rolls cannot be improved by any other means.

Reanimation Protocols

If a model with the Reanimation Protocols rule is removed as a casualty, there is a chance that it will self-repair and return to play at the the end of the current phase. Whenever a unit takes one or more casualties, place counters (or other suitable markers) next to the unit to remind you how many casualties were taken. If the unit makes a Fall Back move, remove any counters from it.

At the end of the phase, after any morale checks have been taken and Fall Back moves have been made, roll a D6 for each Reanimation Protocols counter next to the unit. On a 1, 2, 3 or 4, the damage is too severe and no self-repair occurs – nothing happens. On a 5 or 6, a Necron reassembles itself and continues to fight – return one of the slain models to play with a single Wound placed in coherency with a model from its unit that has not itself returned through Reanimation Protocols this phase. Models returning to play in this fashion must be placed at least 1” from enemy models. If the model’s unit is engaged in close combat, the model immediately makes a Pile In move. Models that cannot be placed in this way do not return.

Reanimation Protocols rolls cannot be attempted if the unit has been destroyed – once the last model has been removed as a casualty, remove all your counters. Note that characters do not count as part of the unit for the purposes of Reanimation Protocols – if a character is the only survivor of a unit, his presence is not sufficient to allow a Reanimation Protocols roll, so remove any remaining counters. Once all Reanimation Protocols rolls have been made for a unit (passed or failed) remove all your counters from the unit.

Note that if a Necron model is replaced by another model (ie, turned into a Chaos Spawn), place no Reanimation Protocols counter for it.

Reanimator

Tyranids. Strategic Resource.
Use this Strategic Asset when a friendly Tyranid Gargantuan Creature or Flying Gargantuan Creature loses its last Wound. The creature immediately has D6 lost Wounds restored.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Refuge

If, at the end of the battle, the Aquila Strongpoint has not suffered a Total Collapse or Detonation! result, or been occupied at any time by enemy units, then the side that took this formation receives a bonus Strategic Victory Point.

Related Glossary Terms

Index

Chapter 16 - Imperial Stronghold

Regeneration

At the start of your turn, as long as the model with the regeneration biomorph is still alive, roll a D6 for each Wound suffered. For every 6 that is rolled, the model recovers a single lost Wound.

Related Glossary Terms

Index

Chapter 10 - Hierophant Bio-titan

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 5 - Super-heavy Walkers
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 11 - Infinite Phalanx
Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Relic Weapon

Space Marines.
Use this Strategic Asset after deployment is complete and nominate one friendly Space Marine model as the relic bearer. The model has +2 Strength and +2 Attacks.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

RENDING

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Related Glossary Terms

Index

Replacements

Any Army. Strategic Resource.
Use this Strategic Asset at the start of any of your turns. One friendly Apocalypse Formation that has been completely destroyed may be replaced at full strength in your Ongoing Reserves. This cannot be used to replace Apocalypse Formations in which one or more models have 15 or more Hull Points.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 15 - Breakout From Volcanus Hive

Reserves

Reserves are forces that can be called upon to reinforce a battle at short notice, or to conceal your true strength from the foe.

Preparing Reserves

When deploying their armies, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. Units that must start the game in reserve are ignored for the purposes of working out how many other units may do so. A unit and its Dedicated Transport are counted as a single unit for these purposes. Independent Characters are also counted as a single unit regardless of whether they have joined another unit or not. During deployment, when declaring which units are kept as Reserves, the player must clearly explain the organisation of his Reserves to the opponent.

First, he must specify to the opponent if any of his Independent Characters left in reserve are joining a unit, in which case they will arrive together. Similarly, the player must specify if any units in reserve are embarked upon any Transport vehicles in reserve, in which case they will arrive together.

Arriving from Reserve

At the start of your Turn Two, you must roll a D6 for each unit being held in reserve – these are known as Reserve Rolls. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3 it remains in reserve and is rolled for again next turn.

At the start of your Turn Three, roll for any units remaining in reserve. If the roll is a 3 or more, that unit arrives this turn. If the roll is less than 3, it remains in reserve and automatically arrives at the start of Turn Four.

Some special rules can modify the roll required for a unit to arrive from reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in reserve.

If an Independent Character has joined a unit in reserve, it cannot leave the unit whilst in reserve, and it cannot choose to leave the unit on the turn it arrives from reserve. When rolling to see when they arrive from reserve, roll a single dice for both the Independent Character and its unit.

When Reserves arrive, the player picks any one of the units arriving and deploys it, moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move

moving it onto the table as described below. Then he picks another unit and deploys it, and so on until all arriving units are on the table. The player can then proceed to move his other units as normal.

When a Reserves unit arrives, it must move fully onto the table from the controlling player's own table edge (maps and diagrams illustrat table edges for the different deployment methods). Models that are arriving by Deep Strike or Outflank deploy using their special rules.

Each model's move is measured from the edge of the battlefield, as if they had been positioned just off the board in the previous turn and moved as normal. This means it is incorrect to place a model on the board touching the edge and then move it – this would mean it moved too far, especially in the case of large vehicles. If for some reason a model's maximum move is insufficient to fit the entire model onto the board, or it becomes Immobilised itself whilst moving onto the board, place the model so that its rear end is touching the board edge – the model cannot move further during the Movement phase, nor may it shoot, Run or move Flat Out.

If a unit has a special rule forcing it to move in a specific direction or that could stop it from moving, the rule is ignored in the phase when it arrives from reserve.

Certain rare units are permanently immobile. If a unit like this cannot be deployed, or the player decides to keep it in reserve, it enters the game by Deep Strike. This represents the immobile unit being airdropped, teleported or otherwise deposited onto the battlefield.

Unless stated otherwise, a unit cannot charge, or use any abilities or special rules that must be used at the start of the turn, in the turn it arrives from reserve.

Ongoing Reserves

If a unit enters reserve part way through the game, such as a Flyer leaving the battlefield, this is referred to as entering Ongoing Reserves. Units in Ongoing Reserve always re-enter play at the start of their controlling player's following turn, but otherwise follow the normal rules for Reserves. If a unit is in Ongoing Reserve when the game ends, it awards Victory Points as if it had been destroyed.

Related Glossary Terms

Index

Revenant missile launcher

Range	S	AP	Type
24"	5	3	Heavy 4

Heavy
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 9 - Revenant Titan

Rewards of Chaos

You can choose to treat any of your To Hit and/or To Wound rolls of '1' as rolls of '6'.

Related Glossary Terms

Index

Chapter 2 - Divine Intervention

Rising Fury

When models from this formation charge, their Charge Bonus is equal to the turn number (to a minimum of 2). For instance, if a unit of Death Company from the Black Rage formation charges an enemy unit on turn three, each model in the unit has +3 Attacks as a Charge Bonus instead of +1, in addition to any other bonuses.

Related Glossary Terms

Index

Chapter 6 - The Black Rage

Rok 'em Boyz

Rok 'em Boyz: Once during the battle, the Supreme Warboss may make a single Asteroid Strike shooting attack with the following profile:

Range	S	AP	Type
Infinite	10/8/6	1/3/5	Assault 1, Apocalyptic Mega-blast

Apocalyptic Mega-blast

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is

Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Designer's Note: *Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.*

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 8 - Da Bully Boyz

Rokkit launcha

Range	S	AP	Type
24"	8	3	Assault 1

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 16 - Skullhamma Battle Fortress

Ruination

The Master of Disaster must nominate D3+1 buildings (including Fortifications and Massive Fortifications). Roll on the Building Damage table for each nominated building, adding +2 to the dice roll.

Building Damage table

D6	Effect
1	**Breach!** *Massive cracks appear in the building's walls.* The building's Armour Values are reduced by 1 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Values.
2	**Tremor.** *The building shakes violently, throwing its occupants to their knees.* The occupying unit can only make Snap Shots in the following turn. If the occupying unit abandons the building in their following turn, they can only disembark 3", rather than the full 6".
3	**Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of roof to fall in.* The occupying unit suffers D6 Strength 6, AP – hits with the Ignores Cover special rule.
4	**Structural Collapse.** *Internal supports are destroyed, causing several levels to collapse under their own weight.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.
5	**Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.* Reduce all of its Armour Values by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Values. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.
6	**Total Collapse.** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. Survivors must then immediately disembark from the building, performing an emergency disembarkation if necessary. If the unit cannot disembark, the models are removed as casualties. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed.
7+	**Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The occupying unit suffers 4D6

4 **Structural Collapse.** *Internal supports are destroyed, causing several levels to collapse under their own weight.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.

5 **Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.* Reduce all of its Armour Values by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Values. In addition, one randomly determined emplaced weapon is destroyed, if the building has any.

6 **Total Collapse.** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.* The occupying unit suffers 2D6 Strength 6, AP – hits with the Ignores Cover special rule. Survivors must then immediately disembark from the building, performing an emergency disembarkation if necessary.

If the unit cannot disembark, the models are removed as casualties. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed.

7+ **Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The occupying unit suffers 4D6 Strength 6, AP – hits with the Ignores Cover special rule.

Survivors must then immediately disembark from the building, as per result 6. The building can no longer be occupied and is hereafter treated as impassable terrain. All emplaced weapons in the building are destroyed. In addition, nearby units suffer a Strength 4, AP – for each model in their unit within D6" (roll for the distance once, regardless of how many times the result is inflicted).

Ignores Cover

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Sally Forth

Units in the Imperial Stronghold may exit a building and charge on the turn they do so, even on a turn that the building has been destroyed (unless they are pinned). In addition, units that do this have the Furious Charge special rule for the duration of the Assault phase.

Furious Charge

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge (pg 27 of the *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 16 - Imperial Stronghold

Scalding Dust Devils

The Master of Disaster takes 5 pieces of paper, each 1" square. He holds them in his upraised palm at a point 36" above any part of the table, and turns his hand over so that the pieces of paper drop from his palm and flutter down to the tabletop. Any model within 3" of one or more of these pieces of paper takes a Strength 5 AP5 hit.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Scout

After both sides have deployed (including Infiltrators), but before the first player begins his first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each model can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit that makes a Scout redeployment cannot charge in the first turn. A unit cannot embark or disembark as part of a Scout redeployment.

If both sides have Scouts, roll-off; the winner decides who redeploys first. Then alternate redeploying Scout units. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is embarked upon it.

This rule also confers the Outflank special rule.

If a model has both the Infiltrate and Scout special rules, it may make a Scout Redeployment after deploying using the Infiltrate special rule.

Outflank

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction.

When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Related Glossary Terms

SCREAMER-KILLERS

If three or more of the Carnifexes in the formation have the bio-plasma upgrade, they can make a single shooting attack each turn with the profile below (choose which model makes the attack). All participating models must be in range and have line of sight to the target.

Range	S	AP	Type
Hellstorm	4+X	2	Assault 1, Plasma Scream

PLASMA SCREAM
Place the hellstorm template so that the narrow end is touching the base of one of the Carnifexes taking part in the attack. X is equal to the number of Carnifexes that are taking part. For example, if three Carnifexes were taking part, the plasma scream would have a Strength of 7.

ASSAULT
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 10 - Carnifex Crusher Brood

Screaming Death

Any enemy unit that is hit by one or more attacks by the Flyer Wing must subtract the number of Flyers in the formation from any Morale checks or Pinning tests that they make in that phase.

Related Glossary Terms

Index

Chapter 8 - Burna-bommer Skwadron

SCYTHING TALONS

A Tyranid model with a single set of scything talons re-rolls any To Hit rolls of a 1 in close combat. A model with two sets of scything talons re-rolls all failed To Hit rolls in close combat.

Related Glossary Terms

Index

Chapter 10 - Barbed Hierodule
Chapter 10 - Harridan
Chapter 10 - Hierophant Bio-titan

SEARCHLIGHT

Searchlights are used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormsword
Chapter 16 - Fortress of Arrogance

Searing Winds

The Master of Disaster determines a random point on the table edge by rolling the scatter dice near the centre of the table and marking the point on the edge of the table pointed to by the arrow on the scatter dice (re-roll any roll of a 'Hit!'). This is the point where the searing winds originate from. Any model within 24" of this point takes a Strength 5 AP5 hit.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Secret Deployment

All units in this formation must be held in Strategic Reserve. All the units in the formation are deployed as per the Lictor's Chameleonic Skin rule, not just the Lictors.

Chameleonic Skin

Lictors always start the game in reserve, even in missions that do not normally use this rule. When Lictors become available, they are placed anywhere on the battlefield that is more than 1" from an enemy model. Lictors may not move or assault on the turn they arrive, although they can shoot (or Run) normally.

Related Glossary Terms

Index

Chapter 10 - Vanguard Infestation

Seismic Assault

Range	S	AP	Type
48"	8	3	Heavy 6D6

Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 11 - Tesseract Vault
Chapter 11 - Transcendent C'tan

Seismic Shockwave

The C'tan's Stomp attacks are resolved using the large blast marker rather than the blast marker.

Stomp

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. Stomp attacks are resolved during the Fight sub-phase at the Initiative 1 step. This does not grant the model an additional Pile In move at this step.

A Stomp attack consists of D3 Stomps.

To make the first Stomp, place a blast marker so that it is touching, but not over, the Super-heavy Walker. Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table to determine what happens to it.

Each subsequent Stomp is made in the same manner as the first, except that the blast marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**

marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

Explodes! Result

The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size as the vehicle (if you have one).

Related Glossary Terms

Index

Chapter 11 - Transcendent C'tan

Seize and Control

All units in the formation within 12” of a Strategic Objective have the Stubborn special rule.

Stubborn
When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Related Glossary Terms

Index

Chapter 6 - Space Marine Company
Chapter 6 - 1st Company Veterans

Seize the Initiative

If a side who are due to go second wishes to Seize the Initiative, one player from that side can roll a D6 before the beginning of the first turn. On a roll of a 6, they successfully Seize the Initiative and go first instead. Their army has clearly outwitted that of their opponents!

Related Glossary Terms

Index

Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement

Shadow Dancing

Any Ravager in the spearhead within 6" of the Command Vehicle (including the Command Vehicle itself) has the Shrouded special rule.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 9 - Ravager Titan Hunters

Shadow Ray

The Command Vehicle has a shadow ray built into the heavy weapon on its prow in addition to its other armaments. This is treated as being part of the heavy weapon on its prow in all respects, and is fired in addition to the heavy weapon when it fires. Resolve the shadow ray's attack first, before any other shooting attacks are made by the squadron.

If the ray hits a target, then for the rest of the turn, any subsequent hits inflicted on that target by any Ravager in the same squadron will ignore the effects of all void shields, power fields and Eldar Titan holo-fields. The shadow ray has the following profile:

Range	S	AP	Type
36"	1	-	Assault 1

Assault
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 9 - Ravager Titan Hunters

Shield Generator

Any Army.
Use this Strategic Asset at the start of any enemy turn. Place a marker anywhere more than 6" from an enemy model. No friendly unit that has the majority of its models within 6" of the marker may be targeted by the enemy's shooting attacks that turn. At the end of the turn, remove the marker.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Shifting Ash

The Master of Disaster chooses a point on the table and marks it with a suitable marker of some kind. The marker then scatters 3D6". Roll a D6 for each Infantry model that is occupying open ground within 18" of the marker. On a roll of a 1, the model is swallowed by the ash and removed as a casualty, with no saves of any kind allowed, included special rolls such as Feel No Pain or Reanimation Protocols. On a roll of 2-6, the model survives unscathed. After each model has been rolled for, the marker is removed.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Shred

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

Related Glossary Terms

Index

Shrouded

A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets

Sicklewing Fields

In the Movement phase, the Sickle Squadron may attack with its sicklewing fields. Pick one non-vehicle enemy unit that was moved over by at least one model from the formation. Units that are locked in combat may not be selected. The target unit suffers D3 Strength 8 AP3 hits for each Razorwing from the Flyer Wing that moved over it this turn. Furthermore, you may allocate a single Wound caused by this attack to any single model in the enemy unit for each Razorwing that moved over the unit this turn. The rest of the Wounds are distributed using Random Allocation.

Related Glossary Terms

Index

Chapter 9 - Sickle Squadron

SKIMMER

Skimmers and Measuring

Unlike most other vehicles, Skimmers have flying bases under their hull. However, distances are still measured to and from the Skimmer's hull, with the exceptions of the vehicle's weapons and Fire Points, which all work as normal. The base of a Skimmer is effectively ignored, except for when:

- The Skimmer is being charged or rammed, in which case, models may move into contact with the vehicle's hull, its base or both.

Moving Skimmers

Skimmers can move over friendly and enemy models, but they cannot end their move on top of either. Skimmers can move over all terrain, ignoring all penalties for difficult terrain and tests for dangerous terrain. However, if a moving Skimmer starts or ends its move in difficult or dangerous terrain, it must take a Dangerous Terrain test. A Skimmer can even end its move over impassable terrain if it is possible to actually place the model on top of it, but if it does so it must take a Dangerous Terrain test.

If a Skimmer is forced to end its move over friendly or enemy models, move the Skimmer the minimum distance so that no models are left underneath it.

Fast Skimmers

If a vehicle is both Fast and a Skimmer, it can move up to 18" when moving Flat Out.

Skimmers and Damage Results

Having your engines stall when travelling at high speed has its consequences. If it moved Flat Out in this, or the previous, turn, a Skimmer that suffers an Immobilised result immediately crashes and is Wrecked). If it did not move Flat Out, it suffers an Immobilised result, as normal.

If a Skimmer is Immobilised or Wrecked, its base is removed, if possible. If this is not possible (the base might have been glued in place, for example), don't worry about it. The Skimmer's anti-grav field is obviously still working and an Immobilised Skimmer will simply remain hovering in place, incapable of any further movement (including turning on the spot); a Wrecked one is now a floating, burning wreck. Note that it is not otherwise permitted to remove the flying base, as Skimmers cannot land in battle conditions.

Special Rules

Skimmers have the Jink special rule.

terrain and tests for dangerous terrain. However, if a moving Skimmer starts or ends its move in difficult or dangerous terrain, it must take a Dangerous Terrain test. A Skimmer can even end its move over impassable terrain if it is possible to actually place the model on top of it, but if it does so it must take a Dangerous Terrain test.

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If a vehicle is both Fast and a Skimmer, it can move up to 18" when moving Flat Out.

Skimmers and Damage Results
Having your engines stall when travelling at high speed has its consequences. If it moved Flat Out in this, or the previous, turn, a Skimmer that suffers an Immobilised result immediately crashes and is Wrecked). If it did not move Flat Out, it suffers an Immobilised result, as normal.

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Special Rules
Skimmers have the Jink special rule.

Jink
A model with this special rule that has moved in its Movement phase gains a 5+ cover save until the start of its next Movement phase.If a model with this special rule moves Flat Out or Turbo-boosts, it instead gains a 4+ cover save until the start of its next Movement phase.

Related Glossary Terms

Index

Chapter 11 - Obelisk
Chapter 11 - Tesseract Vault

Skorcha

Range	S	AP	Type
Template	5	4	Assault 1

Assault
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Template
Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates
If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death
Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

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Template Weapons & Focus Fire
If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 8 - Stompa

Skullhamma kannon

Range	S	AP	Type
60"	9	3	Primary Weapon 1, Apocalyptic Blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Apocalyptic Blast

Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 16 - Skullhamma Battle Fortress

Skullhurler

Range	S	AP	Type
60"	9	3	Primary Weapon 1, Apocalyptic Blast, Gnaw

Primary Weapon
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Gnaw
Successful saving throws against this weapon must be re-rolled.

Apocalyptic Blast
Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Sky of Falling Stars

Range	S	AP	Type
48"	7	3	Primary Weapon 6, Apocalyptic Barrage

Apocalyptic Barrage

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Related Glossary Terms

Index

Chapter 11 - Tesseract Vault
Chapter 11 - Transcendent C'tan

Skyfire

A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

Related Glossary Terms

Index

Sleeping Sentry

When you deploy an Obelisk, you can choose whether it is powered up or powered down. If it is powered up, it follows the normal rules for a vehicle of its type. If it is powered down, it may not move or shoot, but has a 3+ invulnerable save. You can choose to power up the Obelisk at the start of any of your Movement phases. An Obelisk that arrives by Deep Strike is automatically considered to be powered up. Once powered up, an Obelisk cannot power down later in the game.

Related Glossary Terms

Index

Chapter 11 - Obelisk

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Related Glossary Terms

Index

Chapter 17 - Reference
Chapter 17 - Reference
Chapter 17 - Reference

Small Building

These are buildings (see the *Warhammer 40,000* rulebook). Small buildings have a Transport Capacity of 10 models.

Related Glossary Terms

Index

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack.

Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 17 - Reference
Chapter 17 - Reference

Smite

Warp Charge 1

Smite is a **witchfire** power with the following profile:

Range	S	AP	Type
12"	4	2	Assault 4

Witchfire

Witchfire powers are manifested during the Psyker's Shooting phase instead of firing a weapon. Witchfire powers are often referred to as psychic shooting attacks. Manifesting witchfire counts as firing an Assault weapon (unless otherwise noted). A witchfire power must roll To Hit, unless it is a Blast or Large Blast, in which case it scatters as normal, or is a Template weapon, which hits automatically. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack.

The Psyker must be able to see the target unit (or target point), cannot be locked in combat, must not have Run in the Shooting phase and must shoot at the same target as his unit, if he wishes to manifest witchfire. In the same way, if a Psyker targets a unit with witchfire, then he and his unit can only charge that target in the ensuing Assault phase. Note that, as witchfire is a Shooting attack, a Psyker embarked on a vehicle can target an enemy outside that vehicle by using a Fire Point. Witchfire powers cannot be used when firing Overwatch.

Even if a Psyker has a special rule allowing him to manifest more than one psychic power per turn, he can manifest only one witchfire power – regardless of its subtype. However, if he can shoot more than one ranged weapon per turn, he can use a different witchfire power in place of each (assuming he has enough Warp Charge).

There are several different sub-types of witchfire, each applying slightly different targeting restrictions. If the witchfire does not list a subtype, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has a subtype (Beam, Focussed Witchfire, Maelstrom, Nova), use the rules for that subtype.

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Smoke Launchers

Once per game, instead of shooting or moving Flat Out (or running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect. Note that a vehicle may still use smoke launchers even if its crew are shaken or stunned or it does not have any shooting weapons.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormsword
Chapter 16 - Fortress of Arrogance

Snap Shots

Under certain circumstances, models can only fire Snap Shots – opportunistic bursts of fire 'snapped' off in the general direction of the target. The most common occurrence of a Snap Shot is when a model with a Heavy weapon, such as a heavy bolter, moves and shoots in the same turn. **If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots.** Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots. It's important to note that any shooting attack that does not use a Ballistic Skill – such as the Necron Monolith's portal of exile – cannot be 'fired' as a Snap Shot. Similarly, weapons that hit automatically, still hit automatically when fired as Snap Shots.

Psychic shooting attacks can be fired as Snap Shots in the Psyker's own Shooting phase, providing the Psyker has enough Warp Charge to do so. This means that psychic shooting attacks cannot be made when firing Overwatch.

Related Glossary Terms

Index

Sniper

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, each To Hit roll of a 6 results in a Precision Shot.

Furthermore, if a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, its shooting attacks always wound on a To Wound roll of 4+, regardless of the victim's Toughness.

Against vehicles, Sniper weapons count as Strength 3. Sniper weapons also have the Pinning and Rending special rules.

Precision Shot

If any of your character's shots roll 6 To Hit, these are Precision Shots. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firing model, rather than following the normal rules for Wound allocation. This means that Precision Shots can be allocated against enemies with specialist weaponry, or even characters!

A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

Pinning

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test. If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of Warhammer 40,000 rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late! As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Rending

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a

If any of your character's shots roll 6 To Hit, these are Precision Shots. Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firing model, rather than following the normal rules for Wound allocation. This means that Precision Shots can be allocated against enemies with specialist weaponry, or even characters!

A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

Pinning

If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test. If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of Warhammer 40,000 rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late! As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Rending

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2. Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2. In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Related Glossary Terms

Index

Chapter 17 - Reference

Son of Dorn

During his Finest Hour, the Warlord has +2 Toughness, and all other friendly non-vehicle Imperial Fists units within 6" of him have +1 Toughness.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Son of Honour

During his Finest Hour, the Warlord, and all friendly non-vehicle Ultramarines units within 12" of him, have one of the following special rules (choose which rule you will use): Tank Hunters, Split Fire, Preferred Enemy, Stealth, Fearless, Relentless.

Tank Hunters
A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Split Fire
When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. To do so, the unit must first take a Leadership test. If the test is failed, the unit shoots as normal. If the test is passed, choose one model in the unit and immediately make a shooting attack with it.

Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target and may not be a unit forced to disembark from any Transport that has been Wrecked or suffered an Explodes! result due to the Split Firing unit's initial shooting attack.Preferred Enemy

Stealth
A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).Fearless

Relentless
Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Related Glossary Terms

Son of Iron

During his Finest Hour, the Warlord, and all friendly Iron Hands units within 6" of him, add 1 to the dice when making saving throws (a 1 is always a failure).

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Son of the Angel

During his Finest Hour, the Warlord changes his unit type to Flying Monstrous Creature.

Flying Monstrous Creature

The Flying Monstrous Creature unit type is described on page 49 of the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Son of the Forge

During his Finest Hour, the Warlord's melee attacks are Strength 10. All weapons used by the Warlord gain the Concussive and Strikedown special rules.

Concussive
A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

Strikedown
Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Son of the Khan

During his Finest Hour, the Warlord, and all friendly White Scars units within 12" of him, double the distance of their Run or Turbo-boost moves.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Son of the Lion

During his Finest Hour, the Warlord gains the Hail of Fire Strategic Asset and uses it immediately.

Hail of Fire (Strategic Asset)
Space Marines.
Use this Strategic Asset at the start of any of your turns. All friendly Space Marine models armed with bolt pistols, bolters or heavy bolters count their weapons as Twin-linked until the start of your next turn.

Twin-linked
A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons
If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons
Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

Son of the Raven

During his Finest Hour, the Warlord, and all friendly non-vehicle Raven Guard units within 12" of him, gain the Fleet, Move Through Cover, and Hit & Run special rules.

Fleet

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Hit & Run

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the test is failed, nothing happens and the models remain locked in the fight. If the test is passed, choose a direction – then roll 3D6. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are engaged in combat with, the unit breaks away from combat and immediately moves a number of inches in the chosen direction equal to the 3D6 result, ignoring the units they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate D6".

A Hit & Run move is not slowed by difficult terrain, but treats dangerous terrain normally. It may not be used to move into contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll-off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

Related Glossary Terms

Son of the Wolf

During his Finest Hour, the Warlord doubles his Attacks characteristic. If he is in base contact with an enemy character, he also doubles his Strength.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 17 - Reference

SONIC LANCE

Range	S	AP	Type
Hellstorm	X	2	Primary Weapon 1, Pinning, Soundquake

SOUNDQUAKE
To fire the sonic lance, place the hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. Models under the template are wounded on a 3+ regardless of their Toughness. Against vehicles, the sonic lance is Strength 1 and rolls 3D6 for armour penetration.

PINNING
If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

PRIMARY WEAPON
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

HELLSTORM
Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template, but otherwise obey the rules for other Template weapons.

Soul Blaze

If a unit suffers one or more unsaved Wounds from an attack with this special rule, it is set ablaze and continues to burn – mark it with a coin or counter as a reminder.

At the end of each turn, roll a D6 for each unit with a Soul Blaze counter on it. On a 3 or less, the flames die out and the unit is no longer ablaze – remove your reminder counter. On a 4+, the unit takes D3 Strength 4, AP 5 hits. These Wounds are allocated by the unit's controlling player and cover saves cannot be taken. A unit cannot have more than one set ablaze counter on it at a time.

Related Glossary Terms

Index

Sound the Hunt

Once per game the Dark Angels player may 'Sound the Hunt'. For the duration of that turn, units within the formation may Turbo-boost and shoot in the same turn.

Related Glossary Terms

Index

Chapter 6 - Ravenwing Huntmasters

Spectral Horrors

All enemy units within 12” of a model from this formation suffer a -3 penalty to their Leadership.

Related Glossary Terms

Index

Chapter 16 - The Legion Ascendant

Spore Chimneys

Tyranids.
Use this Strategic Asset before deployment. Place three markers or suitable terrain pieces in the Tyranid deployment zone. All friendly Tyranid models within 12" of a marker have the Shrouded special rule.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Squash 'em Flat Lads

If the spearhead is in Broadsword Attack Pattern, all of the vehicles in the formation may re-roll the dice when determining how many hits their Deff Rollas inflict.

Broadsword Attack Pattern

To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Related Glossary Terms

Index

Chapter 8 - Battlewagon Steamrolla Squad

Stampede

The formation may call upon the Waaagh! each and every turn. If the rest of the army also calls upon the Waaagh! then the Green Tide may roll an extra dice and pick the highest two when determining its charge range.

Waaagh!

Once per game, the Ork player can declare a Waaagh! during his Shooting phase. This may not normally be declared on the first turn as a proper Waaagh! needs some momentum behind it. For the duration of that turn, all friendly all Infantry units have the Fleet special rule (not Gretchin units, they're far too weedy for a proper Waaagh!). If a unit rolls a **1** when making this Waaagh! movement, the Orks start fighting before they get to the enemy. One model from that unit takes a single Wound. Note that the unit may still move an inch, and assault as normal.

Related Glossary Terms

Index

Chapter 8 - Green Tide

STAR PULSE

Necrons.
Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Necron Warlord model:

Range	S	AP	Type
Infinite	5/4/3	4/5/6	Assault 1, Apocalyptic Mega-blast, Gauss

APOCALYPTIC MEGA-BLAST

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

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If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Gauss
Any Armour Penetration roll made by a weapon with the Gauss type will score a glancing hit on the D6 roll of a 6, unless the dice roll is already sufficient to cause a penetrating hit.

Assault
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Stealth

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Stealth Deployment

The Optimised Stealth Group halves the distance it must set up from enemy units if it deploys using the Infiltrate special rule.

Infiltrate
Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it.

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Related Glossary Terms

Index

Chapter 12 - Optimised Stealth Group

Stealth Formation Leader

The Formation Leader's vehicle has Ballistic Skill 4 and the Stealth special rule. Any vehicle from the formation within 12" of the Formation Leader also has Ballistic Skill 4 and the Stealth special rule.

Stealth

A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 6 - 'Emperor's Talons' Recon Company

Steel Phalanx

If three or more vehicles from an 'Emperor's Fist' Tank Company Tank Shock or Ram the same enemy unit in the same phase, then roll once on the Thunderblitz table immediately before taking the Morale check for the unit being tank shocked, or immediately before rolling for armour penetration when ramming. All the vehicles in the formation using this ability must be moved into position to carry out the Tank Shock or Ram before the roll on the Thunderblitz table is made. The formation may only roll on the Thunderblitz table once each turn.

Thunderblitz Table

D6	Tank Shock Result
1	**No Effect:** This is a standard Tank Shock.
2-5	**Kerr-runch:** D6 Strength 6 AP4 hits, then is Tank Shocked as normal.
6	**Overrun:** 2D6 Strength 10 AP2 hits, then is Tank Shocked as normal.

D6	Ram Result
1	**No Effect:** this is a standard Ram.
2-5	**Kerr-smash:** +D6 to Ram's armour tpenetration roll.
6	**Flipped:** Target Scatters D6" then suffers an Explodes! result.

Related Glossary Terms

Index

Chapter 6 - 'Emperor's Fist' Tank Company

Stomp

Super-heavy Walkers engaged in combat may make a special type of attack called a Stomp attack. Stomp attacks are resolved during the Fight sub-phase at the Initiative 1 step. This does not grant the model an additional Pile In move at this step.

A Stomp attack consists of D3 Stomps.

To make the first Stomp, place a blast marker so that it is touching, but not over, the Super-heavy Walker. Each unit that has at least one model even partially under the marker is stomped. For each unit that is stomped, roll on the Stomp table to determine what happens to it.

Each subsequent Stomp is made in the same manner as the first, except that the blast marker does not have to be placed touching the Super-heavy Walker. Instead, it must be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

be placed so that it is at least partially within 3" of where the last blast marker was placed, and not over the Super-heavy Walker. This allows you to 'Stomp forward' into the enemy! Note that the Super-heavy Walker is not moved – we assume it stomps about but ends up more or less where it started.

Buildings, Flyers, Swooping Flying Monstrous Creatures, Gargantuan Creatures, Flying Gargantuan Creatures, Super-heavy vehicles, Super-heavy Walkers, and Super-heavy Flyers cannot be stomped; do not roll on the Stomp table for them if they fall under the blast marker. Any other units with models under the blast marker are stomped as normal.

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

Explodes! Result

The vehicle is destroyed. Nearby units suffer a Strength 3 AP- hit for each model within D6" of the vehicle (roll for the distance once, regardless of how many times the result is inflicted), as flaming debris scatters across the area. The vehicle is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size as the vehicle (if you have one).

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers
Chapter 17 - Reference
Chapter 17 - Reference

Stomp, Stomp, STOMP!

If a Stompa Mob is in Broadsword attack pattern, then each vehicle in the formation may choose to re-roll any roll it makes on the Stomp table.

Broadsword Attack Pattern

To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.

Related Glossary Terms

Index

Chapter 16 - Stompa Mob

Stopping a Finest Hour

Score 1 bonus Strategic Victory Point each time the opposing side has to remove a Warlord as a casualty during that model's Finest Hour.

Related Glossary Terms

Index

Chapter 2 - Fighting An Apocalypse Battle

Storm bolter

Range	S	AP	Type
24"	4	5	Assault 2

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormsword
Chapter 16 - Fortress of Arrogance

Storm of Change

Warp Charge 2

Storm of Change is a **witchfire** power with the following profile:

Range	S	AP	Type
48"	D	1	Assault X, Blast, Lifedrain, Vortex

Lifedrain
Each time this power is used, remove up to 3 of the War Coven from play. The number of Sorcerers removed determines the value of 'X' and therefore the number of blast markers that are used for the attack.

Vortex
A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc). Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons, opposite). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

Destroyer Weapons
If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Witchfire

Witchfire powers are manifested during the Psyker's Shooting phase instead of firing a weapon. Witchfire powers are often referred to as psychic shooting attacks. Manifesting witchfire counts as firing an Assault weapon (unless otherwise noted). A witchfire power must roll To Hit, unless it is a Blast or Large Blast, in which case it scatters as normal, or is a Template weapon, which hits automatically. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack.

The Psyker must be able to see the target unit (or target point), cannot be locked in combat, must not have Run in the Shooting phase and must shoot at the same target as his unit, if he wishes to manifest witchfire. In the same way, if a Psyker targets a unit with witchfire, then he and his unit can only charge that target in the ensuing Assault phase. Note that, as witchfire is a Shooting attack, a Psyker embarked on a vehicle can target an enemy outside that vehicle by using a Fire Point. Witchfire powers cannot be used when firing Overwatch.

Even if a Psyker has a special rule allowing him to manifest more than one psychic power per turn, he can manifest only one witchfire power – regardless of its subtype. However, if he can shoot more than one ranged weapon per turn, he can use a different witchfire power in place of each (assuming he has enough Warp Charge).

There are several different sub-types of witchfire, each applying slightly different targeting restrictions. If the witchfire does not list a subtype, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has a subtype (Beam, Focussed Witchfire, Maelstrom, Nova), use the rules for that subtype.

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 7 - Thousand Sons War Coven

Storm of Heavenly Fire

At the end of the Transcendent C'tan's Movement phase, place the large blast marker centred over the C'tan. All models under the marker (friend and foe, other than the C'tan) immediately suffer a single Strength 6 AP3 hit with the Ignores Cover special rule. Vehicles are hit on their side armour.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 11 - Transcendent C'tan

Storm of Wrath

Whilst at least one enemy Warlord is alive, enemy models cannot make Look Out, Sir rolls against Wounds caused by this formation, and all of the formation's shooting and close combat attacks have the Rending special rule.

Rending

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Related Glossary Terms

Index

Chapter 6 - Deathwing Redemption Force

STORMSWORD SIEGE CANNON

Range	S	AP	Type
36"	10	1	Primary Weapon 1, Apocalyptic Blast, Ignores Cover

PRIMARY WEAPON
When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

IGNORES COVER
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

APOCALYPTIC BLAST
Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 6 - Stormsword

Strafing Run

When shooting Assault, Heavy, Rapid Fire or Salvo weapons at Artillery, Beasts, Bikes, Cavalry, Infantry, Monstrous Creatures and vehicles without the Flyer or Skimmer type, this vehicle has +1 Ballistic Skill. Regardless of the target, the vehicle's shots also have the Pinning special rule.

Related Glossary Terms

Index

Chapter 5 - Armoured Spearheads
Chapter 17 - Reference

Strands of Fate

Eldar.
Use this Strategic Asset if the result of the battle is a draw. Roll a D6: on a roll of 2 or more, change the result to a victory for the Eldar player's side. On a roll of 1 the enemy side wins.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Strategic Assets

The full rules for Strategic Assets can be found in their own section in the Rules of Engagement. They are also summarised below.

Number of Strategic Assets

The number of Strategic Assets each side starts with is equal to the number of players in the largest side. Each player selects one Strategic Asset. The player who controls a side's Warmaster then selects any additional Strategic Assets. The game organiser can choose to give out additional Strategic Assets at the start of the game or during play.

Finally, High Command Formations and some special rules allow players to take 'bonus' Strategic Assets.

Selecting Strategic Assets

Each side taking part in the battle will require its own set of Strategic Asset cards. No Strategic Asset may be taken more than once by each side. Race-specific Strategic Assets can only be chosen if the side that takes the asset contains that army.

Strategic Assets can be given to individual players in the side, or be held by the army's Warmaster. In either case, the player holding the card decides when and how to use it.

Using Strategic Assets

Each card says when it can be used, and what effect it has. Each asset may be used once per battle and is then discarded.

The player that used the card decides how its effects are applied – where an attack is made, which units are replaced or where a marker is placed, and so on. This aside, Strategic Assets can affect any units of the appropriate type, not just those belonging to the player that used the card. When a card refers to 'friendly units' it means all units on the side of the player that used the card; similarly 'enemy' units are all of those on the other side.

Space Marine Strategic Assets

Strategic Assets labelled as 'Space Marines' can be taken by armies that include units from the following codexes: *Codex: Space Marines*, *Codex: Black Templars*, *Codex: Blood Angels*, *Codex: Dark Angels*, *Codex: Space Wolves*, and *Codex: Grey Knights*. In addition, when played, they affect all eligible units from these codexes.

Related Glossary Terms

Strategic Objectives

Strategic Objectives are key points on the battlefield, the capture of which will give their side a strategic advantage in the ongoing campaign of which this battle is just a part (albeit a very important part!). See the Fighting An Apocalypse Battle section for how these are placed.

The winner of an Apocalypse battle that uses the Strategic Objectives mission special rule is decided by the capture of Strategic Objectives. They can be represented by a marker, a coin or a bespoke token themed for army or the specific battle, but because of their importance, you may want to put some effort into making suitably large and impressive objectives instead. Veteran players may already have some such markers in their collections.

Note that Strategic Objectives are considered to be objectives for the purposes of Warlord Traits and special rules that interact with objectives.

A Strategic Objective is controlled by the side that has the nearest unit to it – if two or more units are equally close, each side rolls off each time Strategic Victory Points are scored. Note that all units are scoring units in Apocalypse, though a unit can still only control one Strategic Objective at a time, and fleeing units cannot control objectives. If a unit is the closest one to several objectives, it controls the one closest to it. **Each Strategic Objective is worth one Strategic Victory Point at the end of the first session of play, two Strategic Victory Points at the end of the second session of play, three Strategic Victory Points at the end of the third session of play**, and so on.

Note that Strategic Victory Points are earned after each gaming session, not just at the end of the whole game – this means you will need to capture Strategic Objectives early on and hold them for as long as possible if you wish to win!

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 3 - Race to Destruction
Chapter 3 - Race to Destruction

Strategic Reinforcements

Spending one Strategic Victory Point allows you to bring back into play a single model that has been completely destroyed – this cannot be a model with more than 15 Hull Points. The model is added to your side's Strategic Reserves, at full strength (with the same number of Wounds or Hull Points it began the game with), and may enter play after any break. Note that Unique models (or models from Unique units) cannot be brought back in this way.

Related Glossary Terms

Index

Chapter 2 - Fighting An Apocalypse Battle

Strategic Reserves

The full rules for Strategic Reserves can be found in the Strategic Reserves section. They are also summarised below.

If a mission uses Strategic Reserves, these units enter play based on the table below (you don't have to roll for Reserves as normal) – note they don't have to arrive on the turn they are available. Units that enter 'after any break' can enter in the turn immediately after any scheduled break.

Strategic Reserves Table

Type	Available From
Flyers, Super-heavy Flyers, Flying Monstrous Creatures, Flying Gargantuan Creatures	Any turn, including the first
Units using the Deep Strike special rule	Any turn, including the first
Fast vehicles*	Any turn, starting with the 2nd
All remaining units	After any break (except during the first turn)

* *Unless they are Flyers or arrive by Deep Strike.*

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 3 - Race to Destruction
Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder

Strategic Resource

There are some weapons and Strategic Assets that have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Fighting An Apocalypse Battle
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 15 - Strategic Asset Cards
Chapter 15 - Strategic Asset Cards

Strategic Victory Points

After each session of play (i.e. the start of each break), Strategic Victory Points are scored for controlling Strategic Objectives. Strategic Victory Points are also scored at the end of the final session of play.

A Strategic Objective is controlled by the side that has the nearest unit to it – if two or more units are equally close, each side rolls off each time Strategic Victory Points are scored. Note that all units are scoring units in Apocalypse, though a unit can still only control one Strategic Objective at a time, and fleeing units cannot control objectives. If a unit is the closest one to several objectives, it controls the one closest to it. **Each Strategic Objective is worth one Strategic Victory Point at the end of the first session of play, two Strategic Victory Points at the end of the second session of play, three Strategic Victory Points at the end of the third session of play**, and so on.

Note that Strategic Victory Points are earned after each gaming session, not just at the end of the whole game – this means you will need to capture Strategic Objectives early on and hold them for as long as possible if you wish to win!

Bonus Points

Bonus Strategic Victory Points are scored immediately for carrying out the following actions:

Destroying a Super-heavy Vehicle

Killing a Gargantuan Creature

Killing a Warmaster

Stopping a Finest Hour

Spending Strategic Victory Points

The side that ends the game with the most Strategic Victory Points wins the battle. However, these **Strategic Victory Points can also be 'spent' to carry out special Strategic Actions**. These can be very powerful, but spending a Strategic Victory Point to use them could mean the difference between victory and defeat, so do so wisely!

Each player is allowed to spend a maximum of one Strategic Victory Point each turn. It is entirely each player's choice as to when or if they spend a point, but we recommend they confer with the other players on their own side before doing so! Note that you may not spend Strategic Victory Points you do not yet have – so if one player spends their side's last one, no other players can spend any Strategic Victory Points until some more have been earned. There are two types of Strategic Action:

their side's last one, no other players can spend any Strategic Victory Points until some more have been earned. There are two types of Strategic Action:

Strategic Reinforcements
Spending one Strategic Victory Point allows you to bring back into play a single model that has been completely destroyed – this cannot be a model with more than 15 Hull Points. The model is added to your side's Strategic Reserves, at full strength (with the same number of Wounds or Hull Points it began the game with), and may enter play after any break. Note that Unique models (or models from Unique units) cannot be brought back in this way.

Strategic Resource
There are some weapons and Strategic Assets that have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 2 - Strategic Assets
Chapter 3 - Race to Destruction
Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder
Chapter 3 - The Meatgrinder
Chapter 3 - Crossroads of Death
Chapter 3 - Crossroads of Death
Chapter 3 - Pincer Attack
Chapter 3 - Pincer Attack
Chapter 3 - Pincer Attack
Chapter 3 - Final Assault
Chapter 3 - Final Assault
Chapter 3 - Exterminatus!
Chapter 3 - Exterminatus!
Chapter 15 - Breakout From Volcanus Hive
Chapter 15 - Breakout From Volcanus Hive
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement

Strike Cruiser

The player with this formation has an additional Orbital Strike Strategic Asset.

Orbital Strike

Any Army. Strategic Resource.

Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Warlord model:

Range	S	AP	Type
Infinite	D/7/4	1/3/-	Ordnance 1, Apocalyptic Mega-blast

Strategic Resource

Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Apocalyptic Mega-Blast

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Related Glossary Terms

Index

Chapter 6 - Space Marine Company
Chapter 6 - 1st Company Veterans

Strikedown

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers
Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 17 - Reference
Chapter 17 - Reference

Stubborn

When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, they ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, it uses the rules for Fearless instead.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 6 - Great Company
Chapter 17 - Reference
Chapter 17 - Reference

Subvert Machine

Necrons. Strategic Resource.
Use this Strategic Asset at the start of an enemy turn. Select one enemy non-Super-heavy vehicle unit within 24" of a friendly Necron Warlord. The unit is part of your army until the end of your next turn.

Strategic Resource
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

SUPA-GATLER

Range	S	AP	Type
48"	7	3	Heavy 2D6, Psycho-Dakka-Blasta!, Whirrr Click-click

PSYCHO-DAKKA-BLASTA!

The supa-gatler makes three shooting attacks with the profile above each time it fires. Completely resolve each shooting attack before moving onto the next one. A new target may be chosen for each attack.

WHIRRR CLICK-CLICK

If a double is rolled when determining the number of shots for any of the supa-gatler's shooting attacks, then it runs out of ammunition after that attack has been resolved, and may not shoot again for the rest of the battle. This rule does not apply to the very first shooting attack a supa-gatler makes in a battle (so it will fire a minimum of two times before running out of ammunition).

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 8 - Stompa

SUPA-LOBBA

Range	S	AP	Type
48"	7	4	Ordnance 1, Massive Blast

ORDNANCE

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

MASSIVE BLAST

Massive Blast weapons use the massive blast marker (7 " diameter), but otherwise obey the rules for Blast weapons.

Related Glossary Terms

Index

Chapter 8 - Gargantuan Squiggoth

SUPA-ROKKIT

Range	S	AP	Type
Infinite	8	3	Heavy 1, Large Blast, One use only

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

LARGE BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and

units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

One use only
A weapon that is noted as being one use only can only be fired once per game – use it carefully!

Related Glossary Terms

Index

Chapter 8 - Stompa
Chapter 8 - Stompa
Chapter 16 - Big Mek Stompa
Chapter 16 - Skullhamma Battle Fortress

Super-heavy Flyers

The full rules for Super-heavy Flyers are in the Apocalypse Formations section. They are summarised here.

Super-heavy Flyers Have Fear and Invincible Behemoth. Are Flyers, but cannot Evade. When shooting, are always treated as having remained stationary, and may fire at multiple targets. They may fire Ordnance weapons and still fire other weapons freely. If they are Transports, they can transport more than one unit at once. They ignore all results on the vehicle damage table apart from Explodes!, which instead removes D3 Hull Points. When they run out of Hull Points, roll on the Catastrophic Damage table – they do not Crash and Burn. Any passengers on board at the time suffer a S10 AP2 hit.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Invincible Behemoth

Any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead. In addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.

Related Glossary Terms

Super-heavy Hunters

All Armoured Sentinels within 12” of the Command Vehicle add 1 to their armour penetration rolls whenever they hit a Super-heavy vehicle, Super-heavy Flyer or Super-heavy Walker with a shooting attack.

Related Glossary Terms

Index

Chapter 16 - Armageddon Stompa Hunters

Super-heavy Vehicles

Have Fear, Invincible Behemoth and Move Through Cover but may not Jink. When shooting, are always treated as having remained stationary, and may fire at multiple targets. They may fire Ordnance weapons and still fire other weapons freely. If they are Transports, they can transport more than one unit at once. They ignore all results on the vehicle damage table apart from Explodes!, which instead removes D3 Hull Points. When they run out of Hull Points, roll on the Catastrophic Damage table. Any passengers on board at the time suffer a S10 AP2 hit. When a Super-heavy vehicle Tank Shocks or Rams, use the Thunderblitz table (below).

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Invincible Behemoth

Any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead. In addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Thunderblitz Table

the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Thunderblitz Table

D6	Tank Shock Result
1	**No Effect:** This is a standard Tank Shock.
2-5	**Kerr-runch:** D6 Strength 6 AP4 hits, then is Tank Shocked as normal.
6	**Overrun:** 2D6 Strength 10 AP2 hits, then is Tank Shocked as normal.

D6	Ram Result
1	**No Effect:** this is a standard Ram.
2-5	**Kerr-smash:** +D6 to Ram's armour penetration roll.
6	**Flipped:** Target Scatters D6" then suffers an Explodes! result.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Walkers
Chapter 5 - Super-heavy Flyers
Chapter 5 - Super-heavy Flyers
Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Stormlord
Chapter 6 - Stormsword
Chapter 8 - Gargantuan Squiggoth
Chapter 11 - Obelisk
Chapter 11 - Tesseract Vault
Chapter 16 - Fortress of Arrogance
Chapter 16 - Skullhamma Battle Fortress

Super-heavy Walkers

The full rules for Super-heavy Walkers are in the Apocalypse Formations section. They are summarised below.

These are Walkers, but can move 12". Have Fear, Hammer of Wrath, Invincible Behemoth, Move Through Cover, Relentless, Smash, Strikedown. When shooting, are always treated as having remained stationary, and may fire at multiple targets, but cannot fire Overwatch. They may fire Ordnance weapons and still fire other weapons freely. If they are Transports, they can transport more than one unit at once. They ignore all results on the vehicle damage table apart from Explodes!, which instead removes D3 Hull Points. When they run out of Hull Points, roll on the Catastrophic Damage table. Any passengers on board at the time suffer a S10 AP2 hit. In close combat, they can make D3 Stomps at the Initiative 1 step: place a small blast marker touching the Walker, any others must be within 3" of the previous one. Each unit touched by a marker must roll on the Stomp table (below).

Stomp Table

D6	Non-vehicle Target
1	**No Effect.**
2-5	**Kerr-runch:** Each model in target unit under the blast marker takes a S6 AP4 hit.
6	**Overrun:** Each model in target unit under the blast marker is destroyed.

D6	Vehicle Target
1	**No Effect.**
2-5	**Kerr-smash:** The vehicle being stomped suffers a penetrating hit
6	**Flipped:** The vehicle being stomped scatters D6" then suffers an Explodes! result.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck.

If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Hammer of Wrath

If a model with this special rule charges and ends its charge move in base contact with one or more enemy models, it makes one additional Attack that hits automatically and is resolved at the model's unmodified Strength with an AP of –. This Attack is resolved during the Fight sub-phase at the Initiative 10 step. This does not grant the model an additional Pile In move at the Initiative 10 step.

If a model with this special rule charges a Transport vehicle or building, the Hammer of Wrath hit is resolved against the Transport vehicle or building, not the occupants.

Invincible Behemoth

Any attack that says that the target model is destroyed, wrecked, Explodes! or is otherwise removed from play inflicts D3 Hull Points of damage on a Super-heavy vehicle instead. In addition, any attacks or special abilities that permanently lower the Armour Values of a target vehicle do not affect a Super-heavy vehicle. Note that attacks or abilities that count the Armour Value as being lower, but do not actually change it, work normally.

Move Through Cover

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

Relentless

Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the

Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of *Warhammer 40,000* rulebook).

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Relentless models can shoot with Heavy, Salvo or Ordnance weapons, counting as stationary, even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Smash

All of the close combat attacks, except Hammer of Wrath Attacks, of a model with this special rule are resolved at AP 2 (unless it's attacking with an AP 1 weapon).

Additionally, when it makes its close combat attacks, it can choose to instead make a Smash Attack. If it does so, roll To Hit as normal, but halve its Attacks characteristic. A Smash Attack also doubles the model's Strength (to a maximum of 10) for the purposes of that Attack.

Furthermore, a model making a Smash Attack can re-roll its armour penetration rolls, but must abide by the second result.

Strikedown

Any model that suffers one or more unsaved Wounds or passes one or more saving throws against an attack with the Strikedown special rule is knocked off its feet and must get up before it can do anything else. It halves its Initiative and moves as if it is in difficult terrain until the end of its next turn. It is a good idea to mark affected models with counters or coins so that you remember.

Vehicles and Monstrous Creatures are immune to the effects of Strikedown.

Related Glossary Terms

Index

Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 7 - Khorne Lord of Skulls
Chapter 8 - Stompa
Chapter 9 - Phantom Titan
Chapter 9 - Revenant Titan
Chapter 16 - Reaver Battle Titan
Chapter 16 - Warhound Scout Titan
Chapter 16 - Big Mek Stompa

SUPERCHARGED

If none of the models in the formation shoot in the Shooting phase, then in their next Shooting phase all of the unit's pulse lasers and bright lances have the Twin-linked and Lance special rules.

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

LANCE

Weapons with the Lance special rule count vehicle Armour Values higher than 12 as 12.

Related Glossary Terms

Index

Chapter 9 - Cloudstrike Squadron

Superheated Ash Storm

The Master of Disaster takes the apocalyptic mega-blast marker and places it anywhere on the table. It then scatters 4D6". All models under the marker's final position suffer an automatic hit with the profile below. Leave the marker in play after resolving the attack. It is treated as dangerous terrain. It scatters 2D6" at the start of each Shooting phase, hitting any models that lie underneath it after it has scattered. The template is removed at the start of the next game turn.

Range	S	AP	Type
N/A	8/6/4	1/2/3	Melta

Melta
Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of *Warhammer 40,000* rulebook) for more details on armour penetration.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Supreme HQ

Any Army.
Use this Strategic Asset during deployment. Pick one High Command formation in your army. All friendly units with models within 12" of a model from the High Command have the Zealot special rule.

Zealot
A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks,* whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Supreme Shield Matrix

A Monolith from this formation within 3" of the Tesseract Vault has a 6+ invulnerable save and the It Will Not Die special rule. In addition, a Monolith from this formation that is within 3" of the Tesseract Vault receives a +1 bonus to its invulnerable save for each other Monolith from this formation within 3" of it, to a maximum of 4+. For example, a Monolith within 3" of the Tesseract Vault and one other Monolith has a 5+ invulnerable save.

It Will Not Die

At the end of each friendly turn, roll a D6 for each model with this special rule that has less than its starting number of Wounds or Hull Points, but has not been removed as a casualty or destroyed. On a roll of 5+, that model regains a Wound, or Hull Point, lost earlier in the battle.

Related Glossary Terms

Index

Chapter 11 - Baleful Necropolis

Surprise

For the duration of the first game turn, the Imperial defenders may only take Snap Shots when they shoot; may not charge; treat all enemy units as having the Fear special rule; and may not Go to Ground.

Snap Shots

Under certain circumstances, models can only fire Snap Shots – opportunistic bursts of fire 'snapped' off in the general direction of the target. The most common occurrence of a Snap Shot is when a model with a Heavy weapon, such as a heavy bolter, moves and shoots in the same turn.

If a model is forced to make Snap Shots rather than shoot normally, then its Ballistic Skill is counted as being 1 for the purpose of those shots. Some weapon types, such as Template and Ordnance, or those that have certain special rules, such as Blast, cannot be fired as Snap Shots. It's important to note that any shooting attack that does not use a Ballistic Skill – such as the Necron Monolith's portal of exile – cannot be 'fired' as a Snap Shot. Similarly, weapons that hit automatically, still hit automatically when fired as Snap Shots.

Psychic shooting attacks can be fired as Snap Shots in the Psyker's own Shooting phase, providing the Psyker has enough Warp Charge to do so. This means that psychic shooting attacks cannot be made when firing Overwatch.

Fear

At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Related Glossary Terms

Surrender or Die!

Orks.

Play this card at the start of any enemy turn. Roll a D3. Until the start of their next turn, enemy units must subtract the result of the D3 from their Leadership value and the charge range of any charges they make.

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive

Surrounded

Tyranids.
Use this Strategic Asset before deployment. All friendly Tyranid infantry units have the Infiltrate special rule for the duration of the battle.

Infiltrate
Units that contain at least one model with this special rule are deployed last, after all other units (friend and foe) have been deployed. If both sides have Infiltrators, the players roll-off and the winner decides who goes first, then alternate deploying these units.

Infiltrators can be set up anywhere on the table that is more than 12" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a building, as long as the building is more than 12" from any enemy unit. Alternatively, they can be set up anywhere on the table more than 18" from any enemy unit, even in plain sight.

A unit that deploys using these rules cannot charge in the first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves. If a unit with Infiltrate is deployed inside a Dedicated Transport, they may Infiltrate or Outflank along with their Transport, but if they do, they must deploy/move onto the table embarked within it. An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Tactical Surge

In their first turn, or the turn when they deploy if placed in Strategic Reserve, all vehicles in the formation are Fast vehicles.

Fast Vehicles

Moving Fast Vehicles

Fast vehicles are swifter than the norm so, to represent this, can move up to 12" when moving Flat Out.

Shooting with Fast Vehicles

Fast vehicles that moved at Combat Speed in the preceding Movement phase can fire all of their weapons, just like other types of vehicles that have remained Stationary. Fast vehicles that moved at Cruising Speed can fire up to two weapons using their full Ballistic Skill – other weapons can only make Snap Shots.

Related Glossary Terms

Index

Chapter 12 - Counterstrike Cadre

Tank Hunters

A unit that contains at least one model with this special rule re-rolls failed armour penetration rolls against vehicles (both with shooting and in close combat) and can choose to re-roll glancing hits, in an attempt to instead get a penetrating hit – but the second result must be kept.

Related Glossary Terms

Index

Chapter 5 - Armoured Spearheads
Chapter 17 - Reference

Target Acquired

Each Assassin Squadron must nominate a single enemy unit after deployment. The Predators in the Assassin Squadron may not fire at any other target until the nominated target is destroyed. If a Predator in this formation is within 6" of another Predator in the same formation when it makes a shooting attack at the nominated target, it may re-roll failed To Hit rolls that turn.

Related Glossary Terms

Index

Chapter 6 - Predator Assassin Squadron

Target Designation

Once per Shooting phase, the owning player may nominate up to three enemy units within line of sight of a single model in the Company Command squad. All weapons from the Heavy Weapons Company that are fired at one of these nominated units that phase have the Twin-linked special rule.

Twin-linked
A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons
If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons
Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

Related Glossary Terms

Index

Chapter 6 - 'Imperial Sword' Heavy Weapons Company

Targeted Teleportation

All units in a Titanhammer Squad begin the game in Strategic Reserve. When they become available, they must deploy by Deep Strike. Any that choose to deploy within 12" of an enemy Super-heavy vehicle (except Super-heavy Flyers), Gargantuan Creature or Grounded Flying Gargantuan Creature will not scatter.

Deep Strike

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/

- First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

- Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

- Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of the *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

Related Glossary Terms

Index

Chapter 6 - Imperial Fists Titanhammer Squad

TARGETERS

A vehicle with targeters has +1 Ballistic Skill.

Related Glossary Terms

Index

Chapter 6 - Shadowsword

Tellyporta Arrays

Orks.

Play this card at the start of any Ork turn. It allows all units in a single friendly Ork Apocalypse Formation to Deep Strike from Strategic Reserves. In addition, units from the formation that Deep Strike this turn do not scatter.

Related Glossary Terms

Index

Template

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

Multiple Templates
If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

Wall of Death
Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.

Template Weapons & Focus Fire
If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Temporal Distort

Warp Charge 3.

Temporal Distort is a **blessing** or **malediction** depending on the target. The power must be manifested at the start of the Sanctioned Psyker Battle Elite's turn. Nominate a unit within 36" of a model from the Psychic Choir. If it is an enemy unit, that unit may not charge in its next turn. If it is a friendly unit, that unit adds 6 to its Run moves (usually D6+6") and adds +2D6 to its charge distance (usually 4D6") until the start of the manifesting unit's next turn.

Blessing

Blessings are manifested at the start of the Psyker's Movement phase. They grant extra abilities to the Psyker's allies, such as characteristic boosts or additional special rules. Blessings target a friendly unit(s) and, unless otherwise stated, last until the end of the following turn. Blessings can affect units that are locked in close combat and can affect the Psyker himself. Note that bonuses and penalties from different blessings are always cumulative, but cannot, unless otherwise stated, take characteristics above 10 or below 1.

Malediction

Maledictions are manifested at the start of the Psyker's Movement phase. They weaken the Psyker's enemies by reducing their characteristics or inflicting penalising special rules. Maledictions target one or more enemy units and, unless otherwise stated, last until the end of the following turn. Maledictions can affect units that are locked in close combat. Note that bonuses and penalties from different maledictions are always cumulative, but cannot, unless otherwise stated, take characteristics above 10 or below 1.

Related Glossary Terms

Index

Chapter 6 - Sanctioned Psyker Battle Elite

Ten Thousand Years of Hatred

When in close combat with a Space Marines unit (as defined in *Codex: Chaos Space Marines*), models in the Legionnaire Warband re-roll failed To Hit rolls in every round of combat. Furthermore, if a Legionnaire Warband unit is within 12" of a Space Marines unit, the Legionnaire Warband unit has the Fearless special rule.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Related Glossary Terms

Index

Chapter 7 - Legionnaire Warband

Tentacles of Chaos

Each Psyker in the Psychic Choir must take a Strength test. Any that fail the test are grabbed by tentacles of Warp-energy and dragged screaming into the Realm of Chaos. They are removed as casualties with no saving throws of any kind allowed.

Related Glossary Terms

Index

Chapter 5 - Psychic Choirs
Chapter 17 - Reference

Terrors of the Warp Table

D6	Result
1	**The Rift Closes:** There is no additional effect.
2	**Psychic Feedback:** Each model in the Psychic Choir suffers a Strength 6 AP- hit with no saves of any kind allowed.
3	**Dimensional Cascade:** Centre the large blast marker over the Pysker that manifested the power. Units hit by the marker take a number of Strength 10 AP1 hits equal to the number of models from the unit at least partially under the marker.
4	**Tentacles of Chaos:** Each Psyker in the Psychic Choir must take a Strength test. Any that fail the test are grabbed by tentacles of Warp-energy and dragged screaming into the Realm of Chaos. They are removed as casualties with no saving throws of any kind allowed.
5	**Chaos Spasm:** If there is an unused Chaos Spawn model and a copy of *Codex: Chaos Space Marines* available, replace the Psyker that manifested the power with a Chaos Spawn. This is a new unit controlled by the opposing side – the Psyker is removed from play as a casualty. Immediately move the Chaos Spawn into base contact with another model in the Psychic Choir. The Psychic Choir and the Chaos Spawn are now locked in combat. If there are no available Chaos Spawn models or *Codex: Chaos Space Marines*, then the Psyker is removed as a casualty with no saving throw of any kind allowed.
6	**Hellspawned Damnation:** If there is an unused Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets model and a copy of *Codex: Chaos Daemons* available, place one of these available models (chosen and controlled by the opposing side) in base contact with a model in the Psychic Choir; both units are now locked in combat. Daemons brought into play in this way have no upgrades. If there are no available Bloodthirster, Lord of Change, Great Unclean One or Keeper of Secrets models or no *Codex: Chaos Daemons* available, then all the models in the Psychic Choir are removed as a casualties with no saving throws of any kind allowed.

Related Glossary Terms

Index

Chapter 5 - Psychic Choirs
Chapter 5 - Psychic Choirs

TESLA SPHERES

Range	S	AP	Type
24"	7	-	Assault 5, Tesla

TESLA
Tesla shots have a chance to strike several times with a single shot. For every To Hit roll of 6, the target suffers two additional automatic hits.

Note this still applies when a To Hit roll of 6 is made when resolving Overwatch.

ASSAULT
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 11 - Obelisk

The Boiling Seas

Apart from Flyers and Deep Striking units, Ork models must pass a Dangerous Terrain test before entering the table. Vehicles that fail the Dangerous Terrain test lose one Hull Point instead of being Immobilised.

Dangerous Terrain Tests

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

The Deathly Skein

Warp Charge 3.

This power must be manifested at the start of manifesting unit's turn. Place a marker (a small coin is ideal) within 24" of a model from the formation. The marker remains in play until the start of the manifesting unit's next turn. While the marker is in play, all friendly models that target an enemy unit that is within 12" of the marker may re-roll failed To Hit and To Wound rolls against that unit.

Related Glossary Terms

Index

Chapter 9 - Farseer Council

The Final Battle

All units on both sides have the Zealot special rule.

Zealot
A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks,* whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 3 - Exterminatus!

The Final Blessing of the Gods

The Chaos Spawn are not deployed with the rest of the army. Instead, at the start of any Chaos turn after the first, nominate a friendly unengaged Infantry unit from *Codex: Chaos Space Marines* that has the same number of models as the Tide of Spawn. Then replace all of the models in that unit with the Chaos Spawn models, with full Wounds, and with no upgrades. They may not be placed within 1" of an enemy model. The original models are removed from play. If the original unit had a Mark of Chaos the Chaos Spawn unit will have the same Mark of Chaos.

If the original unit is inside a Transport when they are transformed, they must immediately disembark before being replaced by the Spawn.

Related Glossary Terms

Index

Chapter 7 - Tide of Spawn

The Fury of Khaine

The Avatar has the Eternal Warrior special rule and cannot be wounded by any melta, plasma or flamer weapons. In addition, the range of both his Khaine Awakened rule and the Wailing Doom's weapon profile are increased to 24", and he gains a number of additional Attacks equal to the number of Phoenix Lords within 6" of him.

Eternal Warrior
A model with this special rule is immune to the effects of Instant Death.

Khaine Awakened
All friendly units chosen from *Codex: Eldar* within 12" are Fearless.

Related Glossary Terms

Index

Chapter 9 - The Phoenix Court of Khaine

The Grand Finale

An army that includes a Dark Olympiad rolls an extra dice on the chart when determining which combat drugs are available, and applies two of the results generated instead of the usual one. Note that an army that includes a both a Dark Olympiad and Duke Sliscus could roll three dice and choose two results.

Combat Drugs

Roll a dice before deployment and consult the following table. All units in your army that have combat drugs will benefit from the effect listed for the entire game. Note that the effects are not cumulative.

D6	Effect
1	**Hypex:** All affected units roll three dice when making Run moves, picking the highest result.
2	**Serpentin:** All affected units gain +1 Weapon Skill.
3	**Grave Lotus:** All affected units gain +1 Strength.
4	**Painbringer:** All affected units re-roll failed To Wound rolls in close combat.
5	**Adrenalight:** All affected units gain +1 Attack.
6	**Splintermind:** All affected units start the game with a bonus pain token.

Related Glossary Terms

Index

Chapter 9 - Dark Olympiad

The Ground Shakes

If this formation is in Broadsword Attack Pattern, then any unit attempting to charge a model from the spearhead must first take a Morale check, with a -1 modifier for each Baneblade in the spearhead.

Broadsword Attack Pattern
To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.

Preferred Enemy
This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Morale Checks
Morale checks are a specific kind of Leadership test.

Like all other Leadership-based tests, Morale checks (also sometimes called Morale tests) are taken by rolling 2D6 and comparing the total to the unit's Leadership value.

- If the result is equal to or less than the unit's Leadership value, the test is passed and the unit does not suffer any ill effects – their nerve has held.

- If the result is higher than their Leadership, the test is failed and the unit will immediately Fall Back, as described later.

Some units have special rules pertaining to Morale checks that are detailed in their codex. For example, some particularly fanatical units might be immune to the effects of morale. Some units always pass Morale checks, while a few others always pass all Leadership tests. This is a subtle but important difference. For example, units that always pass Morale checks will still have to test for Pinning.

Related Glossary Terms

The Howl of the Wolf

Once per game, at the start of the Assault phase, declare the use of this rule to confer the Furious Charge and Fleet special rules to the Wolf Lord and all friendly units chosen from *Codex: Space Wolves* within 18" of him until the end of that phase.

Fleet

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

Furious Charge

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

Related Glossary Terms

Index

Chapter 6 - Great Company

The Jaws Snap Shut

All Tyranids units have the Preferred Enemy special rule, and they can both Run and then shoot in the same Shooting phase. Furthermore, they can also charge in that turn's Assault phase.

Preferred Enemy

This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Related Glossary Terms

Index

Chapter 2 - Divine Intervention

The Lord Castellan's Command Centre

The Imperial Bastion is the Lord Castellan's command centre. When Lord Castellan Creed is embarked in the command centre, his unit receives the following benefits:

- Creed can issue his orders to friendly Imperial Guard units anywhere on the table, rather than being restricted to the usual distance.

- The Master of Ordnance may make D3+1 separate artillery bombardments when he shoots, rather than one.

- The formation receives two additional Strategic Assets each break, rather than only one.

Related Glossary Terms

Index

Chapter 6 - Lord Castellan's Supreme Command

The Mind Ascendant

All non-vehicle, non-Psyker units have the Brotherhood of Psykers special rule and the Smite psychic power. Note that Independent Characters may still use their Leadership for Psychic tests.

Brotherhood of Psykers

A unit with this special rule counts as a Mastery Level 1 Psyker. The unit follows all the normal rules for Psykers, with the following clarifications:

- The unit uses the Leadership of its character, if there is one (and he is alive), or the unit, if there isn't a character (or he is dead), for Psychic tests. The unit can never use the Leadership of an Independent Character for Psychic tests.
- If the unit suffers the Perils of the Warp, or any other attack that specifically targets Psykers, it is resolved against the character, if there is one (and he is alive), or against a random, non-character model in the unit, if there is no character (or he is dead).

Smite

Warp Charge 1

Smite is a **witchfire** power with the following profile:

Range	S	AP	Type
12"	4	2	Assault 4

Witchfire

Witchfire powers are manifested during the Psyker's Shooting phase instead of firing a weapon. Witchfire powers are often referred to as psychic shooting attacks. Manifesting witchfire counts as firing an Assault weapon (unless otherwise noted). A witchfire power must roll To Hit, unless it is a Blast or Large Blast, in which case it scatters as normal, or is a Template weapon, which hits automatically. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack.

The Psyker must be able to see the target unit (or target point), cannot be locked in combat, must not have Run in the Shooting phase and must shoot at the same target as his unit, if he wishes to manifest witchfire. In the same way, if a Psyker targets a unit with witchfire, then he and his unit can only charge that target in the ensuing Assault phase. Note that, as witchfire is a Shooting attack, a Psyker embarked on a vehicle can target an enemy outside that vehicle by using a Fire Point. Witchfire powers cannot be used when firing Overwatch.

WITCHFIRE

Witchfire powers are manifested during the Psyker's Shooting phase instead of firing a weapon. Witchfire powers are often referred to as psychic shooting attacks. Manifesting witchfire counts as firing an Assault weapon (unless otherwise noted). A witchfire power must roll To Hit, unless it is a Blast or Large Blast, in which case it scatters as normal, or is a Template weapon, which hits automatically. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack.

The Psyker must be able to see the target unit (or target point), cannot be locked in combat, must not have Run in the Shooting phase and must shoot at the same target as his unit, if he wishes to manifest witchfire. In the same way, if a Psyker targets a unit with witchfire, then he and his unit can only charge that target in the ensuing Assault phase. Note that, as witchfire is a Shooting attack, a Psyker embarked on a vehicle can target an enemy outside that vehicle by using a Fire Point. Witchfire powers cannot be used when firing Overwatch.

Even if a Psyker has a special rule allowing him to manifest more than one psychic power per turn, he can manifest only one witchfire power – regardless of its subtype. However, if he can shoot more than one ranged weapon per turn, he can use a different witchfire power in place of each (assuming he has enough Warp Charge).

There are several different sub-types of witchfire, each applying slightly different targeting restrictions. If the witchfire does not list a subtype, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has a subtype (Beam, Focussed Witchfire, Maelstrom, Nova), use the rules for that subtype.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

The Pall of Black Death

The ranges of the Icon of Old Caliban and Shroud of Angels special rules are doubled for Ravenwing Darkshrouds in this formation.

Icon of Old Caliban
The presence of Darkshrouds inspires nearby Dark Angels to greater acts of valour. When determining assault results, friendly Dark Angels units add +1 to their total if there are one or more Ravenwing Darkshrouds within 12" (The Pall of Black Death doubles this to 24").

Shroud of Angels
The Ravenwing Darkshroud has the Shrouded special rule. In addition, all friendly units within 6" of one or more Ravenwing Darkshrouds gain the Stealth special rule (The Pall of Black Death doubles this to 12 ").

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Stealth
A unit that contains at least one model with this special rule counts its cover saves as being 1 point better than normal. Note that this means that a model with the Stealth special rule always has a cover save of at least 6+, even if it is in the open. This rule is often presented as Stealth (X) where X indicates a specific type of terrain, such as Stealth (Forests) or Stealth (Ruins). If this is the case, the unit only gains the benefit whilst it is in terrain of the specified type. Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Related Glossary Terms

Index

Chapter 6 - Ravenwing Huntmasters

The Planet Killer

Once per game, provided Abaddon is on the battlefield, the formation can call upon the support of the Warmaster's flagship. From that point on, the game uses the Magma Storm Unnatural Disaster rules, in addition to any other Unnatural Disasters in play. As long as Abaddon is alive, then the player controlling him is automatically the Master of Disaster when resolving the Magma Storm.

Related Glossary Terms

Index

Chapter 7 - Lords of the Black Crusade

The Restless Dead

The Master of Disaster rolls 5D6. He then places a single unit comprising that many Plague Zombies anywhere on the board that is more than 6" from any other models. He may use any Infantry models that have been removed as casualties earlier during the battle.

Plague Zombies

Plague Zombies return to play with 1 Wound, WS 1, and Armour Save '-': their other characteristics remain the same. Plague Zombies may not shoot or run and have the Fearless, Feel No Pain and Slow and Purposeful special rules. Plague Zombie units are controlled by that turn's Master of Disaster, though they are treated as enemy units by all other units that are not Plague Zombies. They may charge the turn they enter play. Plague Zombies that become casualties are removed from play – they do not return to play as new Plague Zombies.

Fearless

Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they

Fearless, Feel No Pain and Slow and Purposeful special rules. Plague Zombie units are controlled by that turn's Master of Disaster, though they are treated as enemy units by all other units that are not Plague Zombies. They may charge the turn they enter play. Plague Zombies that become casualties are removed from play – they do not return to play as new Plague Zombies.

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Slow and Purposeful

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

The Rift Closes

There is no additional effect.

Related Glossary Terms

Index

Chapter 5 - Psychic Choirs
Chapter 17 - Reference

THE SLAUGHTER-DANCE

Attacks with the Rending special rule made by models in this formation strike a critical blow on a 4+ instead of a 6.

RENDING
If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Related Glossary Terms

Index

Chapter 7 - The Great Promenade of Exquisite Excess

The Strength of Legend

If you are using the Death Company version of Captain Tycho and he calls his Finest Hour, the following applies.

In addition to the usual effects, he doubles the number of Wounds he has left. At the beginning of his next turn he returns to his former value, minus any Wounds he has suffered during his Finest Hour, which may result in him being removed as a casualty.

Related Glossary Terms

Index

Chapter 15 - Armageddon Finest Hours

The Sunstorm

Two or more models in the formation can combine all of their shooting attacks that turn into a single attack. Nominate one Fire Prism as the firer, and any number of others as contributors. All contributors must have line of sight to the firer. For the duration of that turn, the firing Fire Prism's prism cannon has the Twin-linked special rule and uses whichever profile to the right is appropriate to the number of contributing Fire Prisms. For example, if two Fire Prisms contribute (not including the firer), then the prism cannon uses the 2 Contributors profile.

1 Contributor

Range	S	AP	Type
84"	8	2	Heavy 1, Large Blast, Lance

2 Contributors

Range	S	AP	Type
96"	9	1	Heavy 1, Massive Blast, Lance

3 Contributors

Range	S	AP	Type
108"	10	1	Heavy 1, Apocalyptic Blast, Lance

4 Contributors

Range	S	AP	Type
120"	D/10/9[1]/1/1		Heavy 1, Apocalyptic Mega-blast, Lance

Twin-linked

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better

linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons
If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons
Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

LANCE
Weapons with the Lance special rule count vehicle Armour Values higher than 12 as 12.

HEAVY
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

MASSIVE BLAST
Massive Blast weapons use the massive blast marker (7 " diameter), but otherwise obey the rules for Blast weapons.

APOCALYPTIC BLAST
Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

APOCALYPTIC MEGA-BLAST
Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The

For example, an Orbital Strike has a Strength of 10/8/6 and an AP value of 1/4/-. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner (5")	10	1
Middle (5"-10")	8	4
Outer (10"-15")	6	-

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Orbital Strike suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Orbital Strike, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 8 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

Designer's Note: *Some markers and templates used in Apocalypse may have a decorative border. Do not include this border when determining which models are hit.*

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the

blast marker so that the base or hull of any friendly models is even partially under it.

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Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 9 - Sunstorm Squadron

Their Finest Hours (Brethren of the Great Wolf)

Logan Grimnar, Njal Stormcaller, Ulrik the Slayer, Bjorn the Fell-handed and Arjac Rockfist may all use the Finest Hour rules. If they do so, they must all do so on the same turn. Any or all of them may choose to use the Sons of the Primarch rule if they prefer.

Related Glossary Terms

Index

Chapter 6 - Brethren of the Great Wolf

Their Finest Hours (Heroes of Armageddon)

Commissar Yarrick, High Marshal Helbrecht and Captain Tycho may all the use the Finest Hour rules. High Marshal Helbrecht and Captain Tycho may use the Sons of the Primarch rules if they prefer. However, only one of the characters may use the Finest Hour and/or Sons of the Primarch rules each turn.

Related Glossary Terms

Index

Chapter 16 - Heroes of Armageddon

Their Finest Hours (Lords of the Black Crusade)

All the characters in the formation may use the Finest Hour rules. If they do so, they must all do so on the same turn. Any or all of them may choose to use the Sons of the Primarch rule relevant to their Legion if they prefer – Abaddon uses the Black Legion ability, models with the Mark of Tzeentch use the Thousand Sons ability, models with the Mark of Khorne use the World Eaters ability, models with the Mark of Nurgle use the Death Guard ability, and models with the Mark of Slaanesh use the Emperor's Children ability.

Related Glossary Terms

Index

Chapter 7 - Lords of the Black Crusade

Their Finest Hours (Masters of the Chapter)

If the Chapter Master uses the Finest Hour or Sons of the Primarch special rules, all Captains in the formation receive a 3+ invulnerable save until the start of their next turn.

Related Glossary Terms

Index

Chapter 6 - Masters of the Chapter

Thunderblitz

The full rules for Thunderblitz are found in the Super-heavy vehicle chapter of the Apocalypse Formations section. They are summarised below.

When a Super-heavy vehicle Tank Shocks or Rams, use the Thunderblitz table (below).

D6	Tank Shock Result
1	**No Effect:** This is a standard Tank Shock.
2-5	**Kerr-runch:** D6 Strength 6 AP4 hits, then is Tank Shocked as normal.
6	**Overrun:** 2D6 Strength 10 AP2 hits, then is Tank Shocked as normal.

D6	Ram Result
1	**No Effect:** this is a standard Ram.
2-5	**Kerr-smash:** +D6 to Ram's armour tpenetration roll.
6	**Flipped:** Target Scatters D6" then suffers an Explodes! result.

Related Glossary Terms

Index

Chapter 5 - Super-heavy Vehicles
Chapter 5 - Super-heavy Vehicles

THUNDERHAWK CANNON

Range	S	AP	Type
72"	8	3	Primary Weapon 1, Massive Blast

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

MASSIVE BLAST

Massive Blast weapons use the massive blast marker (7" diameter), but otherwise obey the rules for Blast weapons.

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship
Chapter 6 - Thunderhawk Gunship

THUNDERHAWK CLUSTER BOMB

Range	S	AP	Type
-	6	4	Heavy 6, Bomb, Apocalyptic Barrage

BOMB

The rules for Bombing Runs are found in the *Warhammer 40,000* rulebook.

APOCALYPTIC BARRAGE

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase. **ONE USE ONLY**

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

Bomb

The rules for Bombing Runs are found in the *Warhammer 40,000* rulebook.

Apocalyptic Barrage

An Apocalyptic Barrage follows all of the rules for a Barrage weapon, but uses the apocalyptic barrage marker instead of a blast marker. Before the marker is placed, the attacker is allowed to modify its shape by twisting the individual circles about the pivot points that connect them. You can even twist the markers so they overlap if you wish; this will result in a barrage that covers a smaller area, but is more likely to hit the targets underneath it.

Place the marker and roll for scatter in the same way as you would a Blast or Large Blast. If the marker scatters, be careful to maintain the same configuration and orientation as you move it.

Once the final position of the marker has been determined, roll a number of dice equal to the number of attacks on the weapon's profile. So, for example, with a weapon with the Type 'Heavy 4, Apocalyptic Barrage', you would roll four dice. Note that this is an exception to the normal rules, where you would place and scatter a separate blast marker for each shot.

Each dice roll corresponds to, or 'strikes', a different circle on the marker. For example, a roll of 2 indicates circle number 2. Resolve each strike independently, as if it were a separate Barrage attack.

Heavy

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase. **One use only**

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship

Tide of Cleansing Flame

The formation may make an additional attack in each Shooting phase with the profile given below. Nominate Crowe or one of the Knights of the Flame – this is the model that makes the attack.

Range	S	AP	Type
Hellstorm	2	6	Assault 1, Psi-flame

Psi-flame
The Strength increases by 1 and the AP drops by 1 for each additional unit from the formation within 12" of the model making the attack.

Assault
A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Related Glossary Terms

Index

Chapter 6 - Brothers of the Flame

Time Limit

Instead of a turn limit, **Apocalypse battles have a time limit**, which is determined by the players or the game organiser before the battle starts. For example, you might say 'We'll play until 7 p.m. tonight,' or 'We'll start at 10 a.m. on Saturday morning and finish on Sunday at 5 p.m. with a few pre-planned breaks in between.'

It's difficult to say how long a game will take, as different groups of players tend to play at different speeds. The simplest solution is to assume that your Apocalypse game will take a full day to play. Once you've fought a battle or two you'll learn how quickly your group plays, and will be able to judge more precisely how long you need for a game.

When the agreed time limit is reached, keep on playing long enough for both sides to complete the same number of turns. For example, at the agreed time, side A is in the middle of their fourth turn and side B has had three turns. Therefore side A completes its turn (taking it up to four game turns), and then side B gets to take a turn (so they have played four turns also). The game is then over. Because the game will almost always overrun the time limit, you should set the time at least an hour and a half before the game really needs to finish.

Related Glossary Terms

Index

Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder
Chapter 3 - Crossroads of Death
Chapter 3 - Pincer Attack
Chapter 3 - Final Assault
Chapter 3 - Exterminatus!
Chapter 15 - Breakout From Volcanus Hive
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement
Chapter 15 - Armageddon Rules of Engagement

Time of Vengeance

Chaos Space Marines.
Use this Strategic Asset at the start of any of your turns. All friendly Chaos Space Marine models have the Fear and Rage special rules until the start of your next turn.

Fear
At the start of each Fight sub-phase, a unit in base contact with one or more enemy models that cause Fear must take a Leadership test (called a Fear test) before any blows are struck. If the test is passed, all is well and there is no effect. If the test is failed, the unit succumbs to fear – all models in the unit have their Weapon Skill reduced to 1 for the remainder of that Fight sub-phase.

Note that some units are less prone to Fear than others. Units that contain one or more models with the And They Shall Know No Fear or Fearless special rules automatically pass Fear tests. However, a model that causes Fear is not itself immune to Fear.

Rage
In a turn in which a model with this special rule charges into combat, it gains +2 Attacks for charging, rather than +1. A model that has made a disordered charge that turn receives no benefit from Rage (pg 27 of *Warhammer 40,000* rulebook).

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

TITAN POWER FIST

Range	S	AP	Type
-	D	1	Melee

DESTROYER WEAPON

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

MELEE

Weapons with the Melee type can only be used in close combat.

Related Glossary Terms

Tornado of Blades

All models from this formation that are within 18" of the formation's Autarch re-roll all failed To Wound rolls and armour penetration rolls that do not cause a glancing or penetrating hit when resolving hits from their shuriken catapults and shuriken cannons.

Related Glossary Terms

Index

Chapter 9 - Windrider Host

Total Collapse

The Master of Disaster must randomly select a board section. He then immediately removes it from play, along with all terrain, Strategic Objectives, and models that are within it or touching it in any way – they fall into the crevasse! No saving throws of any kind are allowed, including special rolls such as Feel No Pain or Necron Reanimation Protocols. For the rest of the game, the gap left by the missing section is treated as impassable terrain.

Impassable Terrain

The rules for impassable terrain cover those areas of the board that warriors physically cannot enter. Sheer rock faces, force barriers, pulsing cubes of gelatinous psychic energy, sealed buildings and other unbreachable environs follow the rules for impassable terrain. **Models cannot enter, cross or move into or through impassable terrain – they must go around**. The exceptions tend to be things like Jump units. Note that this category is used for terrain that is actually, physically impassable. If you want terrain that is more or less lethal, look to dangerous terrain and lethal terrain, covered later.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Toxic Ash

Toxic ash is a special type of dangerous terrain. Unlike other forms of dangerous terrain, toxic ash is treated as open ground, rather than difficult terrain. Units that enter it must still take Dangerous Terrain test.

Dangerous Terrain

each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, these must be tested for as normal.

Related Glossary Terms

Index

Chapter 15 - Armageddon Rules of Engagement

Toxic miasma

At the end of each player's turn, every non-vehicle enemy model in base contact with a Tyranid with the toxic miasma biomorph must pass a Toughness test or suffer a Wound – saves (but not cover saves) may be taken as normal.

Related Glossary Terms

Index

Chapter 10 - Hierophant Bio-titan

Tracked Behemoth

A Khorne Lord of Skulls may Tank Shock or Ram using the Thunderblitz table, in the same manner as a Super-heavy vehicle, but it may not Stomp.

Thunderblitz

The full rules for Thunderblitz are found in the Super-heavy vehicle chapter of the Apocalypse Formations section. They are summarised below.

When a Super-heavy vehicle Tank Shocks or Rams, use the Thunderblitz table (below).

Thunderblitz Table

D6	Tank Shock Result
1	**No Effect:** This is a standard Tank Shock.
2-5	**Kerr-runch:** D6 Strength 6 AP4 hits, then is Tank Shocked as normal.
6	**Overrun:** 2D6 Strength 10 AP2 hits, then is Tank Shocked as normal.

D6	Ram Result
1	**No Effect:** this is a standard Ram.
2-5	**Kerr-smash:** +D6 to Ram's armour penetration roll.
6	**Flipped:** Target Scatters D6" then suffers an Explodes! result.

Related Glossary Terms

Index

Chapter 7 - Khorne Lord of Skulls

Transcendent Necrodermis

This model has a 4+ invulnerable save. If the Transcendent C'tan loses its last Wound, all models within 4D6" suffer a Strength 10 AP2 hit.

Related Glossary Terms

Index

Chapter 11 - Transcendent C'tan

Transdimensional Maelstrom

Range	S	AP	Type
36"	9	2	Primary Weapon 1, Apocalyptic Blast

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Apocalyptic Blast

Apocalyptic Blast weapons use the apocalyptic blast marker (10" diameter), but otherwise obey the rules for normal-sized Blast weapons.

Related Glossary Terms

Index

Chapter 11 - Tesseract Vault
Chapter 11 - Transcendent C'tan

Transliminal Stride

Instead of moving normally, a C'tan can choose to move 18" in a straight line, ignoring intervening models and terrain. Any models passed over (friend and foe) suffer a Strength D AP- hit. A C'tan cannot charge in the same turn it uses this ability.

Destroyer Weapon

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Chapter 11 - Transcendent C'tan

TRANSPORT

Transports are described on page 78 of the *Warhammer 40,000* rulebook.

Related Glossary Terms

Index

Chapter 6 - Thunderhawk Gunship

Traps

Enemy models that move through difficult terrain when making a charge move against a unit from the formation must take Dangerous Terrain tests.

Dangerous Terrain Tests

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Related Glossary Terms

Index

Chapter 6 - Catachan Ambush Patrol

Treachery!

Orks.

Play this card at the start of any enemy turn and roll a dice: 1 = No effect; 2-5 = no enemy emplaced weapons may shoot this turn; 6 = no emplaced enemy weapons may shoot this turn or in their next turn.

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive

TREMOR CANNON

Range	S	AP	Type
60"	8	3	Primary Weapon 1, Earthshock, Massive Blast

EARTHSHOCK

All models under the tremor cannon's massive blast marker that were not removed from play as a result of that shooting attack must take a Dangerous Terrain test once the hit has been resolved.

Dangerous Terrain Tests

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

MASSIVE BLAST

Massive Blast weapons use the massive blast marker (7 " diameter), but otherwise obey the rules for Blast weapons.

Related Glossary Terms

Index

Chapter 6 - Banehammer

Tremor Zone

Once the Subterranean Swarm has entered play, any enemy unit within 6" of a unit from this formation must take a Pinning test. Furthermore, until the beginning of their next turn, all units in a Subterranean Swarm have the Shrouded special rule.

Shrouded
A unit that contains at least one model with this special rule counts its cover saves as being 2 points better than normal. Note that this means a model with the Shrouded special rule always has a cover save of at least 5+, even if it's in the open.

Cover save bonuses from the Shrouded and Stealth special rules are cumulative (to a maximum of a 2+ cover save).

Pinning
If a non-vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must immediately take a Leadership test. This is called a Pinning test.

If the unit fails the test, it is pinned and must immediately Go to Ground (pg 18 of *Warhammer 40,000* rulebook). As the unit has already taken its saves, going to ground does not protect it against the fire of the Pinning weapon that caused the test (or indeed from any other weapon fired by the same unit that phase) – it's too late!

As long as the test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them. If a unit has already gone to ground, no further Pinning tests are taken. If the special rules of a unit specify that the unit can never be Pinned, the unit automatically passes Pinning tests. Such units can still Go to Ground voluntarily if they wish.

Related Glossary Terms

Index

Chapter 10 - Subterranean Swarm

Trophy Kill

Any Army.
Use this Strategic Asset after deployment is complete. Nominate an enemy Warlord. If this model is destroyed, your side scores 3 additional Strategic Victory Points (on top of any bonus points for 'Killing a Warmaster').

Killing a Warmaster
Score 1 bonus Strategic Victory Point if the opposing side is forced to remove their Warmaster as a casualty.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Tunnel Rats

Imperial Guard.
Use this Strategic Asset at the start of any of your turns. For the remainder of the turn, any friendly Imperial Guard units consisting entirely of Infantry models that deploy from Strategic Reserve may use the Deep Strike special rule.

Deep Strike

In order for a unit to be able to Deep Strike, all models in the unit must have the Deep Strike special rule and the unit must start the game in reserve. When placing the unit in reserve, you must tell your opponent that it will be arriving by Deep Strike (sometimes called Deep Strike reserve).

Some units must arrive by Deep Strike. They always begin the game in reserve and always arrive by Deep Strike. When working out how many units can be placed in reserve, units that must be deployed by Deep Strike (along with any models embarked upon them) are ignored. In addition, a unit that must arrive by Deep Strike (such as a Drop Pod) must do so even if you are playing a special mission where the Reserves special rule is not being used. Of course, all the Eternal War missions presented later do use Reserves, so you won't usually need to worry about this distinction.

Arriving by Deep Strike
Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile

Roll for the arrival of all deep striking units as specified in the rules for Reserves and then deploy them as follows:

First, place one model from the unit anywhere on the table, in the position where you would like it to arrive, and roll for scatter to determine the model's final position. If a vehicle scatters when arriving via Deep Strike, do not change its facing – it must continue to face the same direction as it did before you rolled for scatter.

Next, the unit's remaining models are arranged around the first one. Models must be placed in base contact with the first model in a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit.

Models deploying via Deep Strike treat all difficult terrain as dangerous terrain. In the Movement phase during which they arrive, deep striking units may not move any further, other than to disembark from a deep striking Transport vehicle if they are in one. Units deep striking into ruins are placed on the ground floor. Deep striking units count non-ruined buildings (except for their battlements) as impassable terrain. In that turn's Shooting phase, these units can fire (or Run/Turbo-boost/move Flat Out) as normal, and obviously count as having moved in the previous Movement phase. Vehicles, except for Walkers, count as having moved at Cruising Speed (even immobile vehicles). This can affect the number of weapons they can fire with their full Ballistic Skill (pg 71 of *Warhammer 40,000* rulebook).

In that turn's Assault phase, however, these units cannot charge. This also applies to units that have disembarked from Transports that arrived by Deep Strike that turn.

Deep Strike Mishaps

Deep striking onto a crowded battlefield may prove dangerous, as one may arrive miles from the intended objective or even materialise inside solid rock! If any of the models in a deep striking unit cannot be deployed, because at least one model would land partially or fully off the table, in impassable terrain, on top of a friendly model, or on top of or within 1" of an enemy model, something has gone wrong. The controlling player must roll on the Deep Strike Mishap table and apply the results. If the unfortunate unit is also a Transport, the Deep Strike Mishap result applies to both the unit and anything embarked within it.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

TURBO-LASER DESTRUCTOR

Range	S	AP	Type
96"	D	2	Primary Weapon 1, Large Blast

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

DESTROYER WEAPON

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

BLAST

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

TUSKED

When the Squiggoth charges, its charge bonus is +2 Attacks rather than +1.

Related Glossary Terms

Index

Chapter 8 - Gargantuan Squiggoth

Twin-linked

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

Twin-linked blast weapons
If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

Twin-linked template weapons
Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets
Chapter 6 - Baneblade
Chapter 6 - Baneblade
Chapter 6 - Banehammer
Chapter 6 - Banehammer
Chapter 6 - Banehammer
Chapter 6 - Banehammer
Chapter 6 - Banesword
Chapter 6 - Banesword
Chapter 6 - Banesword
Chapter 6 - Banesword
Chapter 6 - Doomhammer
Chapter 6 - Doomhammer
Chapter 6 - Doomhammer
Chapter 6 - Doomhammer
Chapter 6 - Hellhammer
Chapter 6 - Hellhammer
Chapter 6 - Hellhammer
Chapter 6 - Hellhammer
Chapter 6 - Shadowsword
Chapter 6 - Shadowsword
Chapter 6 - Shadowsword
Chapter 6 - Shadowsword

Ultimate Sacrifice

Imperium.

Discard this card at the end of any enemy Movement phase to cause one friendly Super-heavy vehicle to suffer a Titanic Explosion! No bonus Strategic Victory Points are scored for the vehicle's destruction.

Titanic Explosion

Instead of the usual procedure for exploding vehicles, remove the model and centre the apocalyptic mega-blast marker over the location the destroyed model occupied; then roll for scatter (this represents the vehicle tipping over or skidding out of control before exploding).

Resolve the hits as described for apocalyptic mega-blast markers.

Result	S	AP
Titanic Explosion!	D/10/5	2/3/4

Related Glossary Terms

Index

Chapter 15 - Breakout From Volcanus Hive

Ultimate Victory

In this mission, Strategic Objectives in the defender's deployment zone are worth double points.

Related Glossary Terms

Index

Chapter 3 - Final Assault

Underground Barracks

Infantry units in Strategic Reserve may enter play from the Access Points of any Aquila Strongpoint in a Grand Redoubt.

Related Glossary Terms

Index

Chapter 13 - Grand Redoubt

Unexpected Attack

Weapons used by the Optimised Stealth Group have the Ignores Cover special rule.

Ignores Cover
Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Related Glossary Terms

Index

Chapter 12 - Optimised Stealth Group

Unnatural Disasters

The full rules for Unnatural Disasters have their own section in the Rules of Engagement.

If you are using the Unnatural Disaster rules, choose or randomly determine one Unnatural Disaster table. Each game turn, a randomly selected player (the Master of Disaster) rolls a D3, adds the game turn number, and applies the result from the relevant table.

Related Glossary Terms

Index

Chapter 3 - Race to Destruction
Chapter 3 - The Meatgrinder
Chapter 3 - Crossroads of Death
Chapter 3 - Pincer Attack
Chapter 3 - Final Assault

Unstoppable Force

At the beginning of the game, pick one model in the formation. That model and all other models from the formation within 12" of it have the Shred special rule.

Shred
If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred special rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a shooting attack with a weapon that has the Shred special rule, it re-rolls its failed To Wound rolls.

Related Glossary Terms

Index

Chapter 6 - Dreadknight Brethren

Vanish in the Gloom

Boss Snikrot and any friendly Infantry unit chosen from *Codex: Orks* within 12" of him may enter Ongoing Reserve at the start of an Ork turn, as long as it is more than 12" from all enemy models.

Related Glossary Terms

Index

Chapter 16 - Red Skull Kommandos

VECTOR STRIKE

When Swooping, this model may savage its prey. At the end of the Movement phase, nominate any one unengaged enemy unit the model has moved over that turn. This unit may even be an enemy Flyer. That unit takes D3+1 hits, resolved at the model's unmodified Strength and AP 3. Against vehicles, these hits are resolved against the target's side armour.

A model that made a Vector Strike in its Movement phase counts as having already fired one weapon in its following Shooting phase. However, any additional weapons it fires that turn can choose a different target to that of the Vector Strike.

Related Glossary Terms

Index

Chapter 5 - Gargantuan Creatures & Flying Gargantuan Creatures
Chapter 17 - Reference

Vehicle Squadron

Most vehicles fight as individual units and are represented by a single model. However, some vehicles, such as Ork Warbuggies and Eldar Vypers, operate together in what are known as squadrons. Squadrons are treated like normal units, with a few exceptions and clarifications as described below.

Moving Squadrons

The vehicles in a squadron must maintain coherency, just like models in ordinary units, but vehicles in a squadron need only remain within 4" of each other, rather than within 2". Indeed, they can move at different speeds, provided they maintain unit coherency.

Shooting with Squadrons

All of the weapons fired by a squadron of vehicles in each phase must target a single enemy unit. Like other units, vehicles in squadrons can see and shoot through members of their own unit, just as if they were not there. This represents the vehicles manoeuvring around each other in a well-practiced battle formation.

Squadrons Moving Flat Out

Vehicles in squadrons can declare individually whether or not they are going to move Flat Out. Note that unit coherency must still be maintained. Those that do not move Flat Out can shoot as normal.

Shooting at Squadrons

When a squadron of vehicles is shot at, roll To Hit as normal. Once you have determined the number of hits, these hits must be resolved, one at a time, against the model in the squadron closest to the firing unit – exactly like you would resolve Wounds on a normal unit. Once the nearest model in the squadron is destroyed (i.e. is Wrecked or Explodes!), the next hit is allocated against the new nearest model, and so on.

Assaulting Squadrons

When a squadron is struck in close combat, roll To Hit as normal, and resolve those hits, one at a time, first against squadron models in base contact, then against models further away, once the closest model is destroyed, just like normal.

Damaging Squadrons

As vehicle squadrons don't have Wounds or Toughness, we have to allocate hits to them slightly differently to other, more conventional, units. To do this, allocate individual hits, rather than individual Wounds, one at a time, to the closest model in

Flat Out can shoot as normal.

Shooting at Squadrons

When a squadron of vehicles is shot at, roll To Hit as normal. Once you have determined the number of hits, these hits must be resolved, one at a time, against the model in the squadron closest to the firing unit – exactly like you would resolve Wounds on a normal unit. Once the nearest model in the squadron is destroyed (i.e. is Wrecked or Explodes!), the next hit is allocated against the new nearest model, and so on.

Assaulting Squadrons

When a squadron is struck in close combat, roll To Hit as normal, and resolve those hits, one at a time, first against squadron models in base contact, then against models further away, once the closest model is destroyed, just like normal.

Damaging Squadrons

As vehicle squadrons don't have Wounds or Toughness, we have to allocate hits to them slightly differently to other, more conventional, units. To do this, allocate individual hits, rather than individual Wounds, one at a time, to the closest model in the squadron. Then roll for Armour Penetration against the correct facing (so against the rear armour in close combat) and determine the result of any glancing or penetrating hits. When this has been done, resolve the next hit, and so on, until all hits have been allocated and resolved.

Abandoning Squadrons-mates

Over the course of the battle, it is likely that one or more members of a squadron will suffer an Immobilised result, preventing it from moving. If a member of a squadron is Immobilised, the rest of the squadron are permitted to 'abandon' it. To do so, the rest of the squadron must move out of unit coherency with it; treat the Immobilised model(s) as a separate unit from then on.

This cannot be done if a member of a squadron has only been Crew Stunned – we assume, in this case, that its squadron-mates rally to its defence until a full recovery is made.

Related Glossary Terms

Index

Chapter 5 - Armoured Spearheads

Vengeance of the Enchained

When a Tesseract Vault loses its last Hull Point, it always suffers a Titanic Explosion! – there is no need to roll on the Catastrophic Damage table.

Titanic Explosion

Centre the apocalyptic mega-blast marker over the location the destroyed model occupied; then roll for scatter (this represents the vehicle tipping over or skidding out of control before exploding).

Resolve the hits as described for apocalyptic mega-blast markers.

Result	S	AP
Titanic Explosion!	D/10/5	2/3/4

Related Glossary Terms

Index

Chapter 11 - Tesseract Vault

Veterans of the Great Arenas

All models in this formation have +1 Strength and the Fleet special rule.

Fleet

There are many variants of this rule: Fleet of Foot, Fleet of Claw, even Fleet of Hoof. Title aside, all models with these abilities are treated the same. A unit composed entirely of models with this special rule can re-roll one or more of the dice when determining Run moves and charge ranges (such as a single D6 from a charge range roll, for example).

Related Glossary Terms

Index

Chapter 7 - Cohort of Blood

Virus Bomb

Every non-vehicle unit on the board takes a number of Strength 3 AP5 hits equal to the number of models in the unit.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Void shields (Reaver Titan)

Reaver Titans have four void shields. Each hit scored against a Reaver Titan will instead hit a void shield (whilst they remain). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After all the void shields have collapsed, further hits strike the Titan instead. At the end of each of the Titan's turns, roll one dice for each collapsed void shield: each roll of 5+ instantly restores one collapsed shield.

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan

Void shields (Warhound Titan)

Warhound Titans have two void shields. Each hit scored against a Warhound Titan will instead hit a void shield (whilst they remain). Close combat attacks come from inside the shield and therefore are not stopped. Void shields have an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After all the void shields have collapsed, further hits strike the Titan instead. At the end of each of the Titan's turns, roll one dice for each collapsed void shield: each roll of 5+ instantly restores one collapsed shield.

Related Glossary Terms

Index

Chapter 16 - Warhound Scout Titan

VOLCANO CANNON

Range	S	AP	Type
180"	D	2	Primary Weapon 1, Massive Blast

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

DESTROYER WEAPON

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

MASSIVE BLAST

Massive Blast weapons use the massive blast marker (7 " diameter), but otherwise obey the rules for Blast weapons.

Von Strab Must Die!

At each break time, Von Strab counts as a controlled Strategic Objective for his side if he is alive, and a controlled Strategic Objective for the opposing side if he has been slain.

Strategic Objectives

Strategic Objectives are key points on the battlefield, the capture of which will give their side a strategic advantage in the ongoing campaign of which this battle is just a part (albeit a very important part!). Tap here for how these are placed.

The winner of an Apocalypse battle that uses the Strategic Objectives mission special rule is decided by the capture of Strategic Objectives. They can be represented by a marker, a coin or a bespoke token themed for army or the specific battle.

Note that Strategic Objectives are considered to be objectives for the purposes of Warlord Traits and special rules that interact with objectives.

A Strategic Objective is controlled by the side that has the nearest unit to it – if two or more units are equally close, each side rolls off each time Strategic Victory Points are scored. Note that all units are scoring units in Apocalypse, though a unit can still only control one Strategic Objective at a time, and fleeing units cannot control objectives. If a unit is the closest one to several objectives, it controls the one closest to it. **Each Strategic Objective is worth one Strategic Victory Point at the end of the first session of play, two Strategic Victory Points at the end of the second session of play, three Strategic Victory Points at the end of the third session of play**, and so on.

Note that Strategic Victory Points are earned after each gaming session, not just at the end of the whole game – this means you will need to capture Strategic Objectives early on and hold them for as long as possible if you wish to win!

Related Glossary Terms

Index

Chapter 16 - Overlord von Strab

VORTEX

A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc). Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons, opposite). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

DESTROYER WEAPONS

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

VORTEX GRENADE

Space Marines. Strategic Resource.
Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Space Marine Warlord model:

Range	S	AP	Type
12"	D	1	Assault 1, Vortex, Blast

STRATEGIC RESOURCE
Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

VORTEX
A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc). Place the appropriate marker, roll for scatter and apply damage. For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

Destroyer Weapons
If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Assault

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Vortex Grenade Strike

Captain Lysander has the Vortex Grenade Strategic Asset. This is in addition to the normal allocation of Strategic Assets available to the owning player's side.

Vortex Grenade

Space Marines. Strategic Resource.
Use this Strategic Asset in your Shooting phase to make the following shooting attack with a friendly Space Marine Warlord model:

Range	S	AP	Type
12"	D	1	Assault 1, Vortex, Blast

Strategic Resource

Some weapons and Strategic Assets have the Strategic Resource special rule. You must spend one Strategic Victory Point in order to use such a weapon or Strategic Asset.

Vortex

A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc). Place the appropriate marker, roll for scatter and apply damage. For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

Destroyer Weapons

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

~~has been resolved.~~ Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

Destroyer Weapons

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Related Glossary Terms

Index

Chapter 6 - Imperial Fists Titanhammer Squad

VORTEX MISSILE

Range	S	AP	Type
12"-960"	D	1	Primary Weapon 1, Large Blast, Vortex, One use only

PRIMARY WEAPON

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

VORTEX

A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc). Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons, opposite). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

Destroyer Weapons

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

ONE USE ONLY
A weapon that is noted as being one use only can only be fired once per game – use it carefully!

Related Glossary Terms

Index

Chapter 16 - Reaver Battle Titan

VORTEX MISSILE BATTERY

Range	S	AP	Type
Infinite	D	1	Ordnance 1, Large Blast, Vortex

VORTEX

A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast etc). Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons, opposite). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6" (use the little arrow if you roll a Hit!). **If a double is rolled, the marker is removed from play instead.** Any model under the marker's new location is hit. Apply damage as described above.

Destroyer Weapons

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Ordnance

When shooting, a model with an Ordnance weapon fires the number of times indicated in its profile after its type. A non-vehicle model carrying an Ordnance weapon cannot fire it in the Shooting phase if he moved in the preceding Movement phase and cannot fire it as Snap Shots. Furthermore, if a non-vehicle model fires an Ordnance weapon, then the massive recoil from the Ordnance weapon means that the model cannot fire other weapons that phase, nor will it be able to charge in the ensuing Assault phase.

Ordnance weapons hit with such force that when you roll to penetrate a vehicle's armour with an Ordnance weapon, roll two dice instead of one and pick the highest result!

Large Blast

A weapon's profile will designate it as being either Blast or Large Blast; Blast refers to the (3") blast marker and Large Blast refers to the (5") blast marker. Large Blasts follow all of the rules for Blasts.

When firing a Blast weapon, models do not roll To Hit. Instead, just pick one enemy model visible to the firer and place the relevant blast marker with its hole entirely over the base of the target model, or its hull if the target is a vehicle. The hole at the centre of the marker must be within the weapon's maximum range. You cannot place the blast marker so that the base or hull of any friendly models is even partially under it.

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially

The large area affected by the blast means it's going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended.

Roll for the blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible,and absolutely fine, for a shot to scatter beyond the weapon's maximum or minimum range and line of sight. In these cases, hits are worked out as normal and can hit and wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the table's edge, the shot is a complete miss and is discarded.

Once the final position of the blast marker has been determined, take a good look at it from above – the unit suffers one hit for each model with its base fully or partially beneath the blast marker.

Once the number of hits inflicted on the unit has been worked out, roll To Wound and save as normal. Any unsaved Wounds are then allocated on the unit as for a normal shooting attack. Remember to keep the wounds inflicted by weapons with the Blast special rule in their own wound pool, and that wounds from this pool can be allocated to the closest model in the target unit even if it is out of sight of any models from the attacking unit.

Multiple Blasts
If a unit is firing more than one shot with the Blast special rule, resolve each shot, one at a time, as described above. Scatter each individually, then determine how many hits are scored by each blast marker. Finally, resolve these, and the rest of the unit's shots, as normal.

Blast Weapons and Re-rolls
If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the scatter dice and the 2D6.

Blast Weapons and Snap Shots
Blast weapons cannot be fired as Snap Shots.

Related Glossary Terms

Index

Chapter 13 - Vortex Missile Aquila Strongpoint

VULCAN MEGA-BOLTER

Range	S	AP	Type
60"	6	3	Heavy 15

HEAVY
When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

Related Glossary Terms

Index

Chapter 6 - Stormlord
Chapter 16 - Reaver Battle Titan
Chapter 16 - Warhound Scout Titan

Wall of Spikes

If the spearhead is in Broadsword Attack Pattern, all of the vehicles in the formation receive a 4+ cover save against attacks on their Front Armour facing.

Broadsword Attack Pattern
To qualify as a Broadsword Attack Pattern, all vehicles in the Armoured Spearhead must be able to touch the same long edge of a hellstorm template with the majority of their front armour vehicle facing, but not fall underneath it.

Vehicles in a Broadsword Attack Pattern have the Preferred Enemy special rule.

Preferred Enemy
This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies to both shooting and close combat attacks.

Related Glossary Terms

Index

Chapter 8 - Battlewagon Steamrolla Squad

Warp Invasion

The Master of Disaster can place up to D3 units each comprising 2D6 models (roll separately for each unit) anywhere within 6" of the Warp Storm Breach that is not within 1" of another unit. These units must be from the troops, elites or fast attack sections of *Codex: Chaos Daemons*. The Daemon units may charge this turn and are under the control of the player that placed them for the rest of the game. If your gaming group cannot muster enough models to place all of these units, or there is no room to place them all, just place the maximum number you have available – the rest are ignored.

Related Glossary Terms

Index

Chapter 2 - Unnatural Disasters
Chapter 17 - Reference

Warped by Mutation

All Chaos Cultists in the formation have the Feel No Pain and Furious Charge special rules.

Feel No Pain

When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved.

Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Furious Charge

In a turn in which a model with this special rule charges into combat, it adds +1 to its Strength characteristic until the end of that phase. A model that has made a disordered charge that turn receives no benefit from Furious Charge.

Related Glossary Terms

Index

Chapter 7 - The Lost and the Damned

Wave of Withering

Range	S	AP	Type
Hellstorm	D	1	Primary Weapon 1

Destroyer Weapon

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table below instead of rolling To Wound or for armour penetration. **No saving throws of any kind are allowed against damage from a Destroyer weapon**, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

D6	Vehicle or Building
1	**Clipped:** Targets suffer a penetrating hit.
2-5	**Solid Hit:** Super-heavy vehicles lose D3+1 Hull Points. Other vehicles suffer an Explodes! result. Buildings suffer a Detonation! result.
6	**Devastating Hit:** As for Solid Hit (above), except Super-heavy vehicles lose D6+6.

D6	Non-vehicle
1	**Lucky Escape:** None.
2-5	**Seriously Wounded:** Lose D3+1 Wounds.
6	**Deathblow:** Lose D6+6 Wounds.

Primary Weapon

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

Hellstorm

Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the hellstorm template, but otherwise obey the rules for other Template weapons.

Waygate

Eldar.
Use this Strategic Asset before deployment. Place a marker or suitable terrain piece in the Eldar deployment zone. All friendly Eldar Psykers within 18" of the marker are not subject to the Perils of the Warp and may re-roll failed Psychic tests.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Webway Assault

Dark Eldar.
Use this Strategic Asset after deployment. Place three markers or suitable terrain pieces anywhere on the battlefield. Friendly Dark Eldar units moving on from Strategic Reserve may do so from these markers instead of a table edge.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Whirrr Click-click

If a double is rolled when determining the number of shots for any of the supa-gatler's shooting attacks, then it runs out of ammunition after that attack has been resolved, and may not shoot again for the rest of the battle. This rule does not apply to the very first shooting attack a supa-gatler makes in a battle (so it will fire a minimum of two times before running out of ammunition).

Related Glossary Terms

Index

WITCHFIRE

Witchfire powers are manifested during the Psyker's Shooting phase instead of firing a weapon. Witchfire powers are often referred to as psychic shooting attacks. Manifesting witchfire counts as firing an Assault weapon (unless otherwise noted). A witchfire power must roll To Hit, unless it is a Blast or Large Blast, in which case it scatters as normal, or is a Template weapon, which hits automatically. Saves can be taken against Wounds from witchfire in the same way as for any other shooting attack.

The Psyker must be able to see the target unit (or target point), cannot be locked in combat, must not have Run in the Shooting phase and must shoot at the same target as his unit, if he wishes to manifest witchfire. In the same way, if a Psyker targets a unit with witchfire, then he and his unit can only charge that target in the ensuing Assault phase. Note that, as witchfire is a Shooting attack, a Psyker embarked on a vehicle can target an enemy outside that vehicle by using a Fire Point. Witchfire powers cannot be used when firing Overwatch.

Even if a Psyker has a special rule allowing him to manifest more than one psychic power per turn, he can manifest only one witchfire power – regardless of its subtype. However, if he can shoot more than one ranged weapon per turn, he can use a different witchfire power in place of each (assuming he has enough Warp Charge).

There are several different sub-types of witchfire, each applying slightly different targeting restrictions. If the witchfire does not list a subtype, or simply describes itself as a psychic shooting attack, use the rules given above to resolve it. If it has a subtype (Beam, Focussed Witchfire, Maelstrom, Nova), use the rules for that subtype.

Related Glossary Terms

Index

Without Number

A single unit from the formation may be returned to play after each scheduled break without spending a Strategic Victory Point. This does not count towards the number of units you may return to play after each break.

Related Glossary Terms

Index

Chapter 10 - Endless Swarm

World Digestion

Tyranids.
Use this Strategic Asset before deployment. All Forests, Jungles and Woods are dangerous terrain for non-Tyranid models, in addition to any other rules that apply.

Dangerous Terrain
Some terrain features do more than hinder troops – they're potentially lethal. Carnivorous jungles, toxic vents, erupting geysers and the like are examples of dangerous terrain.

Dangerous terrain follows all the rules for difficult terrain – you've got to watch your step! In addition, **each model must take a Dangerous Terrain test as soon as it enters, leaves or moves within dangerous terrain.**

To take a Dangerous Terrain test, roll a D6. On a result of a 1, that model suffers a Wound. The model may take an armour or invulnerable save, but not a cover save, against this Wound.

Once a model has taken a Dangerous Terrain test for a particular area of terrain, it does not test for that area of terrain again in the same phase. However, if the model moves into a different area of dangerous terrain, these must be tested for as normal.

Related Glossary Terms

Index

Chapter 2 - Strategic Assets

Zealot

A unit that contains at least one model with this special rule has both the Fearless and Hatred special rules.

Fearless
Units containing one or more models with the Fearless special rule automatically pass Pinning, Fear and Regroup tests and Morale checks, but cannot Go to Ground and cannot choose to fail a Morale check due to the Our Weapons are Useless rule (pg 26 in the *Warhammer 40,000* rulebook).

Hatred
Commonly, a model only has Hatred towards a specific type of foe, in which case, the unlucky target will be expressed, in brackets, after the special rule. This can refer to a whole army, or a specific unit from that army. For example, Hatred (Orks) would mean any model from *Codex: Orks*, whilst Hatred (Big Meks) would mean only Big Meks. A model striking a hated foe in close combat re-rolls all misses during the first round of each combat – he does not get to make re-rolls for Hatred in subsequent rounds.

Related Glossary Terms

Index

Chapter 2 - Finest Hour
Chapter 2 - Strategic Assets
Chapter 15 - Strategic Asset Cards
Chapter 17 - Reference