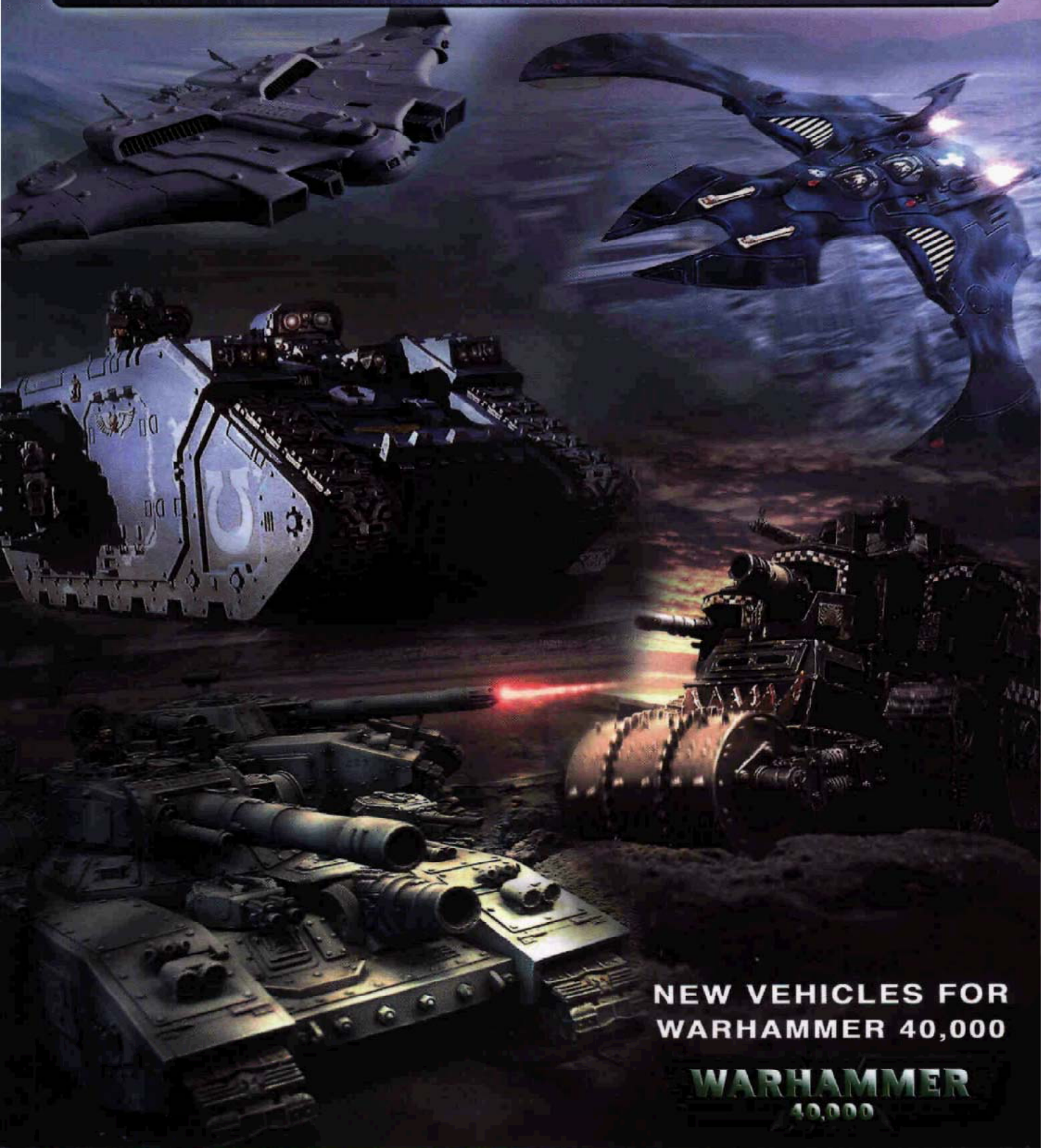


IMPERIAL ARMOUR

update



NEW VEHICLES FOR
WARHAMMER 40,000

WARHAMMER
40,000



PHOENIX RISING. A squadron of three Phoenix strike at Imperial defences in support of Phantom Titans



THE FACE OF HORROR. Scythed Hierodule emerge from spawning to bring death and despair to another Imperial world

IMPERIAL ARMOUR

update

NEW VEHICLES FOR WARHAMMER 40,000

WRITTEN BY
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Forge World™

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IMPERIAL™ ARMOUR

PRODUCED BY
FORGE WORLD FOR

GAMES WORKSHOP®

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INTRODUCTION

Hello all, and welcome to the Imperial Armour update book.

The first two Imperial Armour books were so well received, and such was the demand for new models and rules, that we just had to publish this book. This book is jam packed with rules and background to allow you to use Imperial Armour models in your games.

So prolific have Forge World's modellers been that the Citadel Journal has been unable to keep up with Imperial Armour releases, and with the Journal heading back to the Studio, Imperial Armour rules are currently lacking an outlet. Hence, we have put this book together to tide players over until we can get the next Imperial Armour book published, hopefully sometime in 2003.

As well as covering the backlog of vehicles which have no rules, this book also compiles previously published rules from the Citadel Journal, which have become increasingly difficult to get hold of as the magazines sell out. I have taken some time to go over these experimental rules and make some adjustments and changes. In all cases the rules published in this book supercede those published as experimental rules in the Citadel Journal. There have been some subtle changes, so please re-read the rules carefully. As an update you will require the other Imperial Armour books and the Chapter Approved book to use these rules.

As if all that wasn't enough, I have also included errata, Q & A and rules changes for the previous two books. From player feedback and comments, a few things needed adjusting or clarifying and I have attempted to do this at the end of this book.

Until the next Imperial Armour book arrives, I hope you enjoy this book and the great Imperial Armour models. I'm always interested in reading your feedback, so if you have any comments, ideas, praise or even (heaven forbid!) criticism, feel free to e-mail

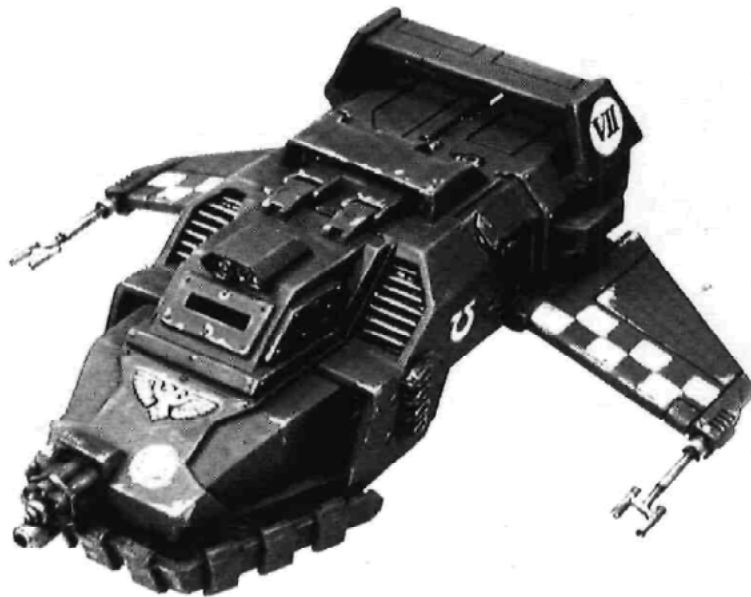
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Happy gaming!

Warwick Kinrade

Forge World Imperial Armour Editor

LAND SPEEDER TEMPEST



MODELS: II-VI
WEIGHT: 12 tonnes
LENGTH: 5.8m
WINGSPAN: 7m
ARMOUR: 30-60mm
MAX SPEED: 160kph at low altitude
CREW: 1 - Pilot
ARMAMENT: Chin mounted assault cannon, twin-linked missile launchers
MAIN AMMUNITION: 2000 rounds

The Land Speeder has long been a staple vehicle of a Space Marine Chapter's Armoury, fulfilling many useful battlefield roles, from long range reconnaissance and patrolling, to infantry close support. The Tempest is a heavily armed and armoured version, built specifically to fulfil a close support gunship role, much like the standard Land Speeder Typhoon.

Larger than a standard Land Speeder, it was first developed by the Tech Marines of the White Scars Chapter to provide fast moving support fire to their lightning raids. The Tempest conversion has gradually spread to other Chapters. The Tempest is characterised by its enclosed crew compartment and heavier frontal armour. To compensate for the increased weight the Tempest's crew was reduced to a single crewman, aided by automated slave targeting systems to help fulfil the fire control duties of the missing gunner. The resulting increase in maintenance time for Tech-Marines and servitor ground crew means that most Chapters cannot field more than a few Tempests at any time.

LAND SPEEDER TEMPEST

	Points	Front Armour	Side Armour	Rear Armour	BS
Tempest	130	11	10	10	4

Type: Skimmer, Fast

Crew: Space Marine

Weapons: Assault cannon, twin-linked missile launcher with frag and krak missiles.

Options: None.

Fast Attack: The Tempest is a Fast Attack choice for a Space Marine army.

THUNDERHAWK GUNSHIP



Perhaps more than any single vehicle, the Thunderhawk is *the* lynchpin of a Space Marine Chapter. A combined gunship and orbital drop ship, it is a Chapter's fleet of Thunderhawks that allows it to assault anywhere on a planet's surface from their strike cruisers in orbit.

Very robustly constructed and tactically flexible, a Thunderhawk foregoes manoeuvrability and high speeds for heavy armour and armaments. This allows Thunderhawks to bludgeon their way through enemy interceptors and flak fire to land their cargo of troops into the heart of any battle zone. Thunderhawks have a well deserved reputation as being rugged and can take an amazing amount of damage and still keep flying.

Each Thunderhawk is packed with the best technology the Imperium can provide, much of it the same as that used in the Land Raider. They are the cutting edge of a Chapter's rapid strike ability, and the sudden scream of the Thunderhawk's engines has been the presage to many of the Imperium's victories.

As well as drop ships, Thunderhawks also provide vital air support and carry an array of heavy weapons for this task. The most potent is the large, dorsal mounted turbo-laser or battle cannon. This is the aircraft's main armament, used for attacking ground targets but also capable of damaging enemy space ships if required. The multiple heavy bolters are for self defence whilst airborne and sweeping a landing zone clear of enemy ground troops.

When called upon for ground attack missions, a Thunderhawk can also carry a variety of bombs and missiles, but these are not generally issued for insertion operations.

THUNDERHAWK GUNSHIP

	Points	Front Armour	Side Armour	Rear Armour	BS
Thunderhawk	675	12	12	10	4

Type: Super Heavy Flyer, Orbital Lander

Structure Points: 3

Crew: Space Marines

Weapons: 4 x twin-linked heavy bolters, twin-linked lascannons and a dorsal mounted battle cannon.

Options: The battle cannon may be replaced by a turbo-laser for free. A Thunderhawk may carry up to 6 Hellstrike missiles for +10 pts pr missile.

Transport: The Thunderhawk may carry up to 30 power armoured Space Marines.

A Thunderhawk may carry Terminators. Each Terminator counting as two powered armoured Space Marines.

A Thunderhawk may carry up to one Dreadnought. The Dreadnought counts as five power armoured Space Marines.

A Thunderhawk may carry Bike squadrons. Each Bike mounted Space Marine counts as three power armoured Space Marines.

A Thunderhawk may carry Attack Bikes. Each Attack Bike counts as four power armoured Space Marines.

SPECIAL RULES

Fire Control: The Machine Spirit assists the Thunderhawk's gunner in selecting and targeting the enemy. If the Thunderhawk takes a 'gun crew shaken' result from a glancing hit, then rather than one chosen weapon not being able to fire, the chosen weapon can still fire, under the control of the Machine Spirit. The firing is conducted with the Machine Spirit's BS 2.

Dorsal Weapon: The Thunderhawk's main armament is a battle cannon, positioned in a limited traverse dorsal mounting and. Some Chapters prefer to utilise a large turbo-laser in the dorsal turret, powered by high-efficiency power packs, but this makes small difference to the Thunderhawk's battlefield performance.

Turbo-laser: Range: 72" Str: 9 AP: 2 Special: Heavy1/Blast

Battle Cannon: Range: 72" Str: 8 AP: 3 Special: Ordnance1/Blast

MODELS: I-XXI

WEIGHT: 76 tonnes

LENGTH: 26.6m

WINGSPAN: 26.65m

ARMOUR: 51-70mm (2 Ceramic layers, 1 Titanium/Plasteel layer, 1 Adamantium layer, 1 Thermoplas layer. Equivalent of 240mm of conventional steel)

MAX SPEED: 2000kph - atmospheric

CREW: 4 - Pilot, co-pilot, navigator, gunner

ARMAMENT: Dorsal mounted turbo-laser (or battle cannon), twin-linked lascannons on attack wings, 4 x twin-linked heavy bolters

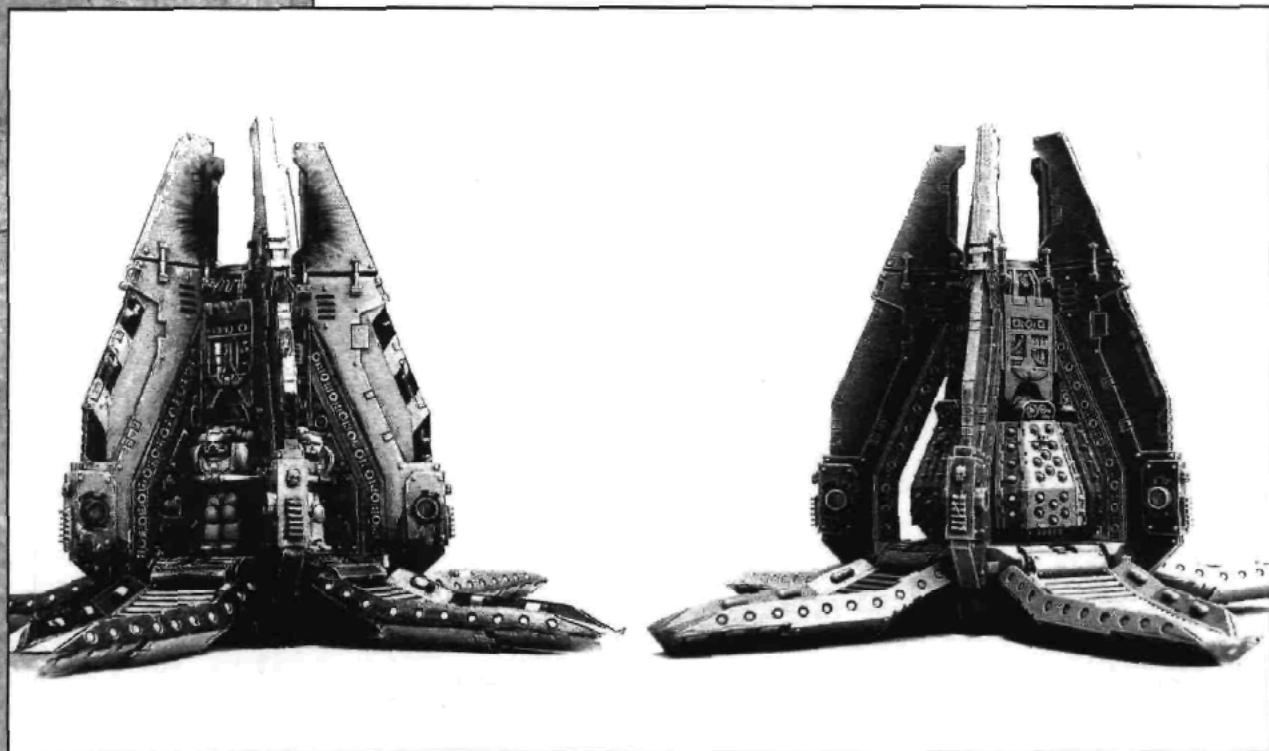
TRANSPORT: 30

PAYLOAD: Classified

MAIN AMMUNITION: Classified



DROP PODS



Space Marines are often called upon to carry out special missions that require them to make a rapid assault from an orbiting spacecraft. They are well trained and equipped to carry this out. Each Chapter has access to Thunderhawk gunships, boarding torpedoes, teleporters and drop pods. These allow Space Marines to strike suddenly from orbit.

Drop pods are one-way, sealed, armoured landing craft. Once released they plummet through a planet's atmosphere, streaking through the sky, before firing retro jets that brake their decent before landing. Upon landing the pod springs open to disgorge the Space Marines into the heart of the enemy. Not all Drop Pods carry troops, the largest Drop Pods can carry a Dreadnought and Deathwind pods carry multiple automated heavy weapons. Once landed, a Deathwind pod will crack open to strafe the unsuspecting enemy in all directions, unleashing a brief but deadly hail of missiles or bullets before its ammunition runs out.

Deathwinds are regarded as expendable weapons, used to thin out the enemy ranks before the main assault arrives. Those that survive a battle will be recovered by the Chapter's Techmarines and rearmed ready for the next attack.

Drop pod assaults are fraught with danger. They are not large enough to carry heavy vehicles, such as Rhinos or Land Raiders, which means an assault must forego its heaviest support units. Troops inside Drop Pods must brave enemy anti-aircraft fire as they approach a battlefield, risking being destroyed before even reaching the ground. However, the ability to strike suddenly, anywhere, anytime, makes drop pods a valuable asset to all Chapters.

Designer's Rules Notes

See page 47 of this book for experimental rules for drop pods. These rules are a modified version of the orbital lander rules (see Chapter Approved), to better represent the less accurate nature of drop pod assaults.

DROP POD

	Points	Sealed Armour	Open Armour	BS
Drop Pod	50	12	10	-

Type: Immobile Vehicle (once landed). Open Topped (once landed).

Weapons: None

Transport: A drop pod may carry five power armoured Space Marines. It cannot carry Terminators. A Dreadnought drop pod may carry one Dreadnought.

Transport Option: Any Space Marine squad allowed to take a Transport option may purchase a drop pod for an additional 50 points. Note: if a squad contains more than five men, then they cannot take a drop pod.

A Dreadnought may take a Dreadnought drop pod as a transport option for an additional 50 points.

SPECIAL RULES

Reserves: Units in drop pods are always Reserves, even in scenarios that do not normally allow reserves to be used.

Drop Pods: Drop pods deploy using the Drop Pods rules. See page 47 of this book. Once landed a Drop Pod cannot take off again, as it is immobile.

DEATHWIND DROP POD

	Points	Sealed Armour	Open Armour	BS
Deathwind Drop Pod	90	12	10	2

Type: Immobile Vehicle (once landed). Open Topped (once landed).

Weapons: 5 missile launchers armed with frag missiles only.

Options: All five missile launchers may be upgraded to assault cannons for an additional 50 points.

Heavy Support: A Deathwind drop pod is a Heavy Support choice for a Space Marines army.

SPECIAL RULES

Reserves: Deathwind Drop Pods are always Reserves, even in scenarios that do not normally allow reserves to be used.

Drop Pods: Drop Pods deploy using the Drop pods rules. See page 47 of this book for full details. Once landed a Drop Pod cannot take off again, as it is immobile.

Automated Weapons: When a Deathwind drop pod lands it opens fire indiscriminately, blazing in all directions until its ammunition supply is used up. After landing each unit, enemy or friendly, within 12" of the Deathwind and in line of sight, comes under attack as a hail of frag missiles or a torrent of bullets sweeps the surrounding area.

Roll to hit using the Deathwind's BS2 for either one frag missile attack or one assault cannon attack against each target.

After its first turn of firing the Deathwind has used up all its ammunition and cannot fire again, it sits dormant awaiting recovery. Leave the model on the table as a piece of terrain.

Drop Pods and Transport Capacity.

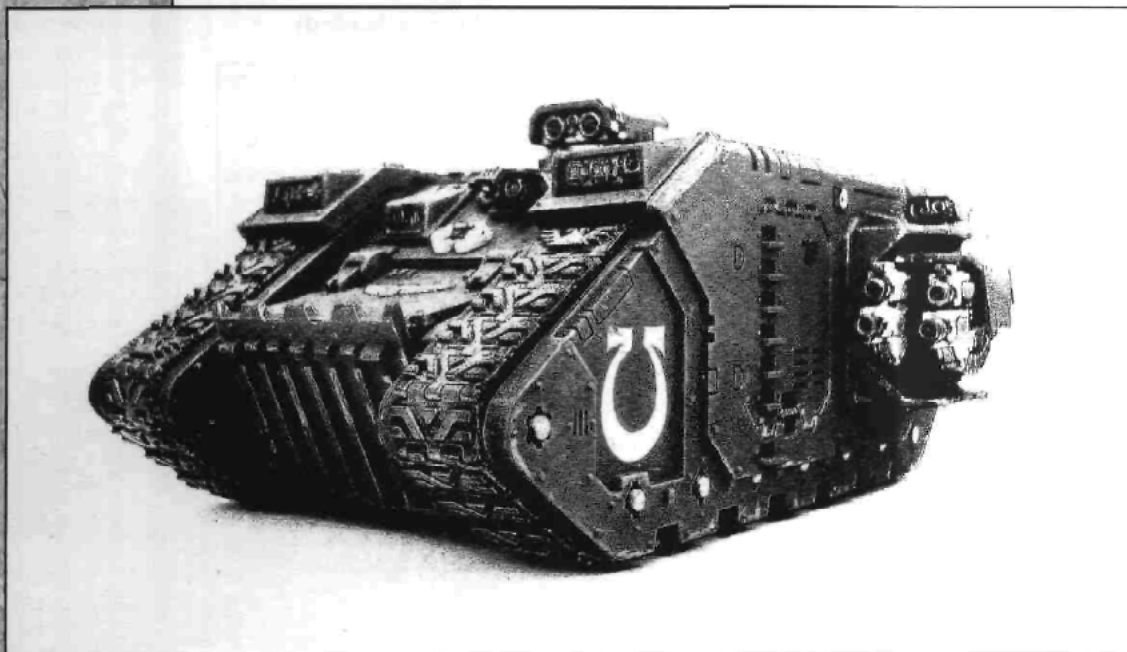
You'll notice that drop pods can each carry five men. Of course Space Marines squads come with between five and ten men each. To avoid squad coherency problems caused by this, squads that have over five men cannot take the drop pod transport option. This means that if you want to deploy from drop pods then you'll have to use five man combat squads. This could be either Tactical squads, Veteran squads, Devastator squads, or a Space Marine character and a small Command squad.

We had a long think about Assault squads and in the end decided that they had the Deep Strike special ability anyway, and their bulky jump packs just didn't seem to fit. Try imagining Assault squads leaping from a high flying Thunderhawk and plunging to earth on their jump packs rather than deploying from a landed drop pod.

Terminators cannot be bought drop pods as each Terminator takes up two transport spaces, so a drop pod could only carry 2.5 Terminators, which isn't a legal squad size! Also, Terminators can teleport. This also applies to Space Marine characters in Terminator armour.

Space Wolf packs wishing to deploy from drop pods may reduce their minimum pack size to five models, rather than six or eight. The following units can use drop pods: Grey Hunters, Blood Claws, Long Fangs, Iron Priest and Thralls, Wolf Scouts, any Space Wolf character and his Wolf Guard (not if equipped with Terminator armour). Venerable Dreadnoughts may be deployed from a Dreadnought drop pod.

LAND RAIDER PROMETHEUS



The Prometheus is a rare variant of the famous Space Marine Land Raider. The few Chapters that have access to the Prometheus use it as a command vehicle due to the additional sensor and communication equipment it contains. This allows force commanders to liaise with squads out of direct range and so better co-ordinate attacks and force actions.

The armament on a Prometheus suits its role as a command tank admirably. The tank is armed with four twin-linked heavy bolters which, while it may not have the punch of the classic Land Raider, makes it ideal for taking out heavy infantry and lightly armed vehicles. Its advanced targeting and locking systems give it an advantage, especially against notoriously difficult targets like skimmers. This makes the Prometheus highly flexible, keeping it in line with its commanding role.

Its origins remain a mystery – but the similarities between the Prometheus and the Tartarus pattern are undeniable. Rumours persist that the Prometheus is the progeny of the Salamanders Chapter, this may have come about because the Salamanders can muster more Prometheus than any other Chapter, however this is all just conjecture. Wherever they were originally manufactured it is clear they are few in number, for example the White Scars only have four in the entire Chapter.

The most famous action recorded in recent Imperial annals was in the campaign on Masali. Eldar forces had attacked citizens of the Imperium who fell under the jurisdiction of Ultramar. They had hit Masali with uncharacteristic ferocity, killing every human they came across. Why such a world was attacked so mercilessly is still unknown, as it was nothing more than a unremarkable agri world. Whatever the reasons the Ultramarines were quick to act and a force from neighbouring Ultramar was dispatched with typical Ultramarine efficiency.

The Eldar fought with choreographed precision, hitting the Ultramarines at key points, such as ammo depots and supply bases, deliberately designed to place the Space Marine force on the defensive and weaken their hold on Masali.

It was at such a designated supply base that Force Commander Sicarius was overseeing weapon transfers when the Eldar attacked. Sicarius had a mere two

squads, a Land Speeder and his Prometheus. The Eldar wave was triple Sicarius' force, and sped in with unyielding mercy. Using the Prometheus as a defensive anchor with squads either side, Sicarius prevented the Eldar from accessing the supplies. The Eldar, unperturbed, continued their approach. It was then the Prometheus came into its own – its four twin-linked heavy bolters scythed down the approaching guardians. Due to its advanced targeting systems it was able to lock on to the Eldar jet bikes, something that had always proved difficult, that were supporting the aliens' advance. Against normal bolters the Eldar vehicles may have come through unscathed but the Prometheus's relentless assault with its heavy bolters systematically took out all the jet bikes.

It was then Sicarius played his ace in the hole, and ordered in his reserves that had been concealed a few miles north. The assault squad arrived with precession timing thanks to the Prometheus's advanced comm instruments. Space Marines riding bikes and flying through the air on jump packs came speeding in behind the Eldar. The Prometheus and adjoining squads then advanced. The fighting was bloody, but Space Marine combat training started to overcome the lithe martial prowess of the remaining Eldar. With the aliens surrounded, their attack faltered and they were wiped out, being shown the same lack of mercy they had shown to the Imperial citizens.

The Prometheus remains a keystone in the Ultramarines armoury to this day.

LAND RAIDER PROMETHEUS

	Points	Front Armour	Side Armour	Rear Armour	BS
Prometheus	270	14	14	14	4

Type: Tank

Crew: Space Marines

Weapons: 4 twin-linked Heavy Bolters (two in either sponson), 1 pintle-mounted Storm-bolter.

Options: The Prometheus may be equipped with any of the following vehicle upgrades from the Space Marines Codex, at the cost listed in the Space Marines Armoury: dozer blades, extra armour, hunter-killer missile, searchlight, smoke launchers. (The Prometheus always comes equipped with a pintle-mounted storm bolter which is included in its points values).

Transport: The Prometheus may carry up to 1 Space Marine Command squad. This may not exceed ten Space Marines or five Space Marine Terminators.

HQ: The Prometheus may only be taken as a Transport choice for a Space Marines HQ unit.

SPECIAL RULES

Command Vehicle: The Prometheus is equipped with extra sensor and communication equipment for maximum command potential. To represent this, the Space Marine player may re-roll *one* Reserve roll per turn.

Fire Control: The Space Marines gunner is assisted in selecting and targeting the enemy by the Machine Spirit. The Land Raider may always fire one additional weapon system to those it would normally be able to fire (if, of course, it is not already firing all of them!). This shot may be against a different target to that engaged by the crew. Automatic targeting is less accurate than if directed by a Space Marine and is conducted with BS 2. If crew are stunned or shaken and unable to fire, the Machine Spirit may still fire a weapon using this rule.

Deus Ex Machina: If the crew are stunned and unable to direct the Land Raider, then the Machine Spirit will take over temporarily. The Land Raider may be moved directly forwards (yes, that means in a straight line!) up to its maximum move.

SPACE MARINES

MODELS: Patterns I-III

WEIGHT: 71 tonnes

HULL LENGTH: 10.36m

HULL WIDTH: 6.10m (not including sponsons)

HEIGHT: 4.11m

ARMOUR: 91-95mm

(2 Ceramite layers,

1 Titanium/Plasteel layer,

1 Adamantium layer,

1 Thermoplas layer.

Equivalent of 365mm of conventional steel)

MAXIMUM SPEED: 51 kph on road, 48 kph off road

CREW: 2 Commander, Driver

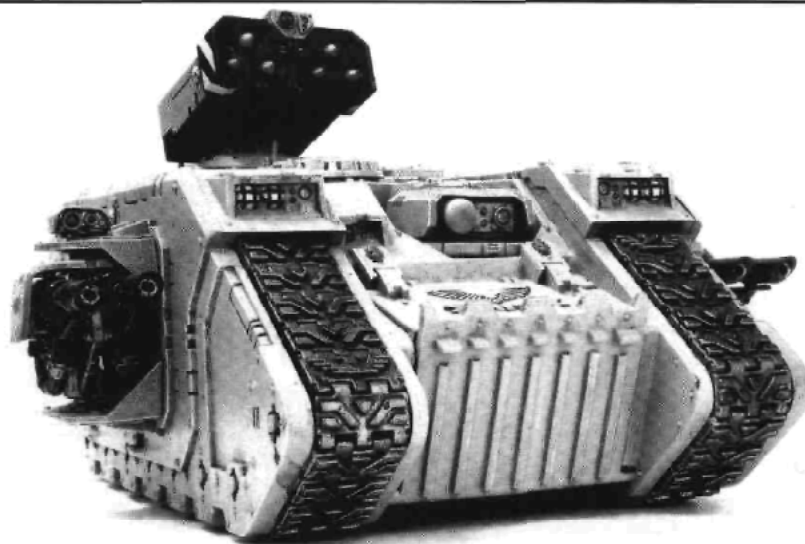
TRANSPORT: 10

ARMAMENT: 2 x sponson-mounted quad heavy bolters, 1 x pintle-mounted storm bolter.

MAIN AMMUNITION: 8000 rounds

FORDING DEPTH: Fully submersible to 36.57m.

LAND RAIDER HELIOS



MODELS: Patterns II-XII

WEIGHT: 73 tonnes

HULL LENGTH: 10.36m

HULL WIDTH: 6.10m (not including sponsons)

HEIGHT: 4.11m

ARMOUR: 91-95mm

(2 Ceramite layers,
1 Titanium/Plasteel layer,
1 Adamantium layer,
1 Thermoplas layer.

Equivalent of 365mm of
conventional steel)

MAXIMUM SPEED: 51 kph on
road; 48 kph off road

CREW: 2 Commander, Driver

TRANSPORT: 6

ARMAMENT: 2 x sponson-
mounted twin-linked
lascannons, 1 x whirlwind
missile launcher.

MAIN AMMUNITION:
18 missiles

FORDING DEPTH: Fully
submersible to 36.57m.

The Land Raider Helios is a simple workshop conversion of the standard Land Raider, replacing the twin-linked heavy bolters with a Whirlwind missile launcher. Thus turning the standard Land Raider into a long range support vehicle. First constructed by Tech Marines of the Red Scorpions Chapter, when extra artillery support was needed during the Siege of Helios – it was felt that the Whirlwinds alone could not deliver enough fire into the citadel and the Red Scorpions were unwilling to rely upon Imperial Guard support.

Whilst Whirlwinds remain the standard artillery vehicle of all Chapters, the flexible Helios variant has spread to other Chapters, to be deployed when they are in need of extra artillery support.

LAND RAIDER HELIOS

	Points	Front Armour	Side Armour	Rear Armour	BS
Helios	260	14	14	14	4

Type: Tank

Crew: Space Marines

Weapons: Twin-linked lascannons in each sponson. Whirlwind missile launcher.

Options: The Land Raider Helios may be equipped with any of the following vehicle upgrades at the cost listed in the Space Marines Armoury (see Codex: Space Marines): dozer blade, extra armour, hunter-killer missile, pintle mounted storm bolter, searchlight, smoke launchers. No upgrade may be chosen more than once per vehicle.

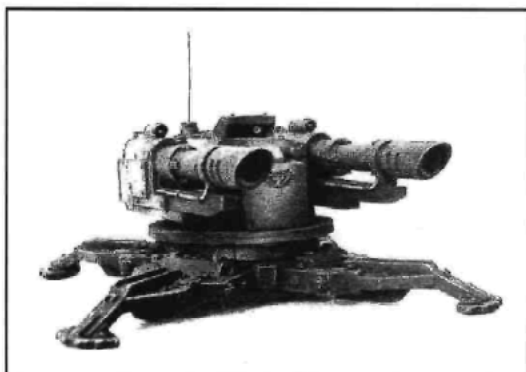
Transport: The Helios may carry up to six Space Marines.

Heavy Support: You may take 0-1 Land Raider Helios as a Heavy Support choice for a Space Marines army.

SPECIAL RULES

Fire Control and Deus Ex Machina: Both these rules apply to the Helios. See the Land Raider Prometheus entry for details. The Helios may not fire its Whirlwind missile launcher using the Fire Control rule.

TARANTULA SENTRY GUN



Sentry guns are automated weapon systems, utilising simple logic engines and infused with the Machine Spirit to allow them to operate without a controller. Once placed, set and armed the weapon will remain active until it runs out of ammunition or is destroyed.

They are used in a variety of roles, often placed to cover approaches to key positions,

block roads or defend a perimeter from surprise attacks. They are well liked by the men, as a Sentry gun frees them from long cold nights on guard duty. Many veterans refer to the weapon as a Tarantula. The origins of this are not known.

The advantage of a Sentry gun is that, unlike normal sentries, they never doze off or reminisce about the girls from home! Each Sentry gun is armed with either a twin-linked heavy bolter or a twin-linked lascannon.

FIRING MODES

A Sentry gun can fire in one of two modes. You must decide which mode the Sentry gun will be set in before the start of the game. You cannot change the mode once you have decided, it remains in that mode for the rest of the game.

Point Defence Mode: The Sentry gun is set up with a fixed fire arc, usually to provide covering fire over a particular area. In this mode, the gun will engage enemy targets up to 24" away which are within a fixed 90° arc.

Sentry Mode: In this mode, the gun is set up to fire at any enemy which comes near, and will always turn to fire at the nearest enemy target within 12" to which it can draw a line of sight. It can fire all around.

TARGETING

Which enemy unit a Sentry gun will target is dictated by its armament.

A heavy bolter equipped Sentry gun will fire at the nearest non-vehicle within its firing mode.

Lascannon equipped Sentry guns will fire at the closest enemy vehicle or large monster within its firing mode.

If there is no preferred target, then the nearest other target will be engaged. Only destroyed vehicles are ignored, immobilised vehicles will still continue to be targeted. Sentry guns have a BS of 2.

0 - 3 SENTRY GUNS

	Points	Front Armour	Side Armour	Rear Armour	BS
Sentry Gun	15 per gun	10	10	10	2

Type: Immobile

Crew: None

Weapons: The Sentry gun is armed with twin-linked heavy bolters.

Options: Any Sentry gun may replace its heavy bolters with twin-linked lascannons for +10 pts.

Heavy Support: You can purchase up to three Sentry guns as one Heavy Support choice for an Imperial Guard or Space Marines army. These guns do not have to be deployed as a battery.

FORGE WORLD OF ORIGIN: Lucius, M'Khand, Voss, Metalica, other secondary sites.

WEIGHT: 1.1 tonnes

DEPLOYED LENGTH: 5.3m

DEPLOYED WIDTH: 5.3m

HEIGHT: 1.6m

BARREL LENGTH: 2.0m

GROUND CLEARANCE: 0.1m

ARMOUR: 10mm

CREW: None

ARMAMENT: Twin-linked heavy bolters.

MAIN AMMUNITION: 600 rounds.

ATLAS ARV

MODELS PATTERNS: I-IX
FORGE WORLDS OF ORIGIN:

All known

WEIGHT: 43 tonnes

HULL LENGTH: 7.08m

HULL WIDTH: 4.86m

HEIGHT: 3.75m

GROUND CLEARANCE: 0.45m

ARMOUR: 45mm-90mm

MAXIMUM SPEED:

No tow: 34 kph on road;

24 kph off road.

With tow: 20 kph on road;

12 kph off road

CREW: 3. Driver,

Commander, Operator

ARMAMENT: Heavy Bolter

MAIN AMMUNITION:

300 rounds

FORDING DEPTH: 1.90m



The Atlas is an armoured recovery vehicle, based on the standard Leman Russ chassis. Its role is to recover disabled or immobilised armoured vehicles and tow them out of the line of fire. Towing a Leman Russ tank that weighs in excess of 60 tonnes requires an immensely powerful vehicle.

The Atlas is usually deployed as part of an Armoured Company's Headquarters unit, and kept in reserve during the combat, only being brought forwards after the frontline has moved on, to begin work recovering damaged vehicles. Many vehicles, although knocked out can be repaired and sent back to their units, whilst others can be salvaged for spare parts and any unfired ammunition. Some vehicles simply become bogged down in difficult terrain or fall into ditches and the Atlas can quickly move forwards, pull these vehicles out and return them to combat straight away.

ATLAS ARMoured RECOVERY VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	BS
Atlas	85	11	10	10	3

Type: Tank

Crew: Imperial Guard

Weapons: The Atlas is armed with a single hull-mounted heavy bolter.

Options: The Atlas may be given any of the following from the Imperial Guard Codex: Camo-netting, crew escape mechanisms, extra armour, mine sweeper, rough terrain modifications, searchlight, track guards, smoke launchers, pintle-mounted storm bolter.

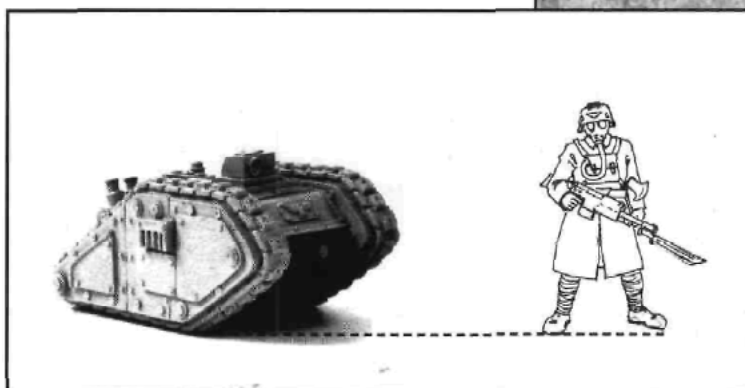
Headquarters: The Atlas is an attachment to a Command Squad for an Imperial Guard army or a HQ choice for an Armoured Company army.

SPECIAL RULES

Recovery Vehicle: The Atlas can drag any destroyed or immobilised vehicle (friend or foe) that they start the turn in base contact with. Both vehicles may move up to D6" and must remain in base contact at the end of the move (please use common sense when moving vehicles!). Neither vehicle may shoot in the same turn that they are towing or being towed, except that the vehicle being dragged can fire one weapon at the ARV if it is able to. The ARV can be used to move a completely destroyed vehicle out of the way if it is blocking movement, or move a vehicle that is immobilised in difficult terrain out of that terrain so it can move again.

CYCLOPS

The Cyclops is a small, tracked armoured vehicle used to attack enemy bunkers and strongpoints. Packed with a high explosive charge, it is remotely guided to its target by an operator, usually well hidden out of the line of fire. On reaching its target, a radio signal detonates the charge, destroying the Cyclops itself and hopefully taking the target with it. Although not designed for it, the Cyclop's charge can also damage enemy vehicles.



The Cyclops is a specialised piece of equipment usually only issued to units if enemy bunkers are likely to be encountered, and they are not common. Few Guardsmen are trained to control them. They are well liked by infantrymen as they relieve them of the difficult and often bloody task of capturing enemy held strongpoints.

CYCLOPS

	Points	Front Armour	Side Armour	Rear Armour	BS
Cyclops	25	10	10	10	-

Type: Tank (may not Tank Shock).

Crew: 1 Imperial Guard Operator

Weapons: 1 Demolition charge. The operator carries a las pistol.

Options: The Cyclops and Operator may be transported in a Chimera for an additional 70 pts + weapons. (see Imperial Guard Codex).

Fast Attack: The Cyclops is a Fast Attack choice for an Imperial Guard army.

SPECIAL RULES

Demolition Charge: The Cyclops carries a demolition charge which is detonated when it reaches its target. In the Imperial Guard Shooting phase place the Ordnance template centred on the Cyclops. The Cyclops is destroyed in the explosion – remove it from play.

Str: 8 **AP:** 2 **Type:** Ordnance 1/ Blast, one shot.

Operator: The operator is a single Imperial guardsman. He guides the Cyclops to its target via a remote controller. The Cyclops cannot function more than 48" away from its operator. If they become separated, the Cyclops simply stops and can do nothing until the operator is back within 48". If the operator is killed, then the Cyclops halts and can do nothing (including detonate). If the Cyclops has been transported in a Chimera, then the operator can control it from inside the Chimera. Chimeras that carry Cyclops are specially fitted with the remote control mechanism.

Damage: As a remote vehicle, the Cyclops is destroyed by any glancing or penetrating hit.

Chimera Transport: If a Cyclops is inside a Chimera that is destroyed then the Cyclops is also destroyed. The operator may escape as normal.

MODELS PATTERNS: I-XV
FORGE WORLDS OF ORIGIN:

Stygies VIII, Triplex Phall,
Tolkhan, Estaban VII, Lucius,
M'Khand, Voss, Metalica, Mezoa

WEIGHT: 1.5 tonnes

HULL LENGTH: 2.5m

HULL WIDTH: 1.8m

HEIGHT: 1.2m

GROUND CLEARANCE: 0.25m

ARMOUR: 30mm

MAXIMUM SPEED:

42 kph on road;

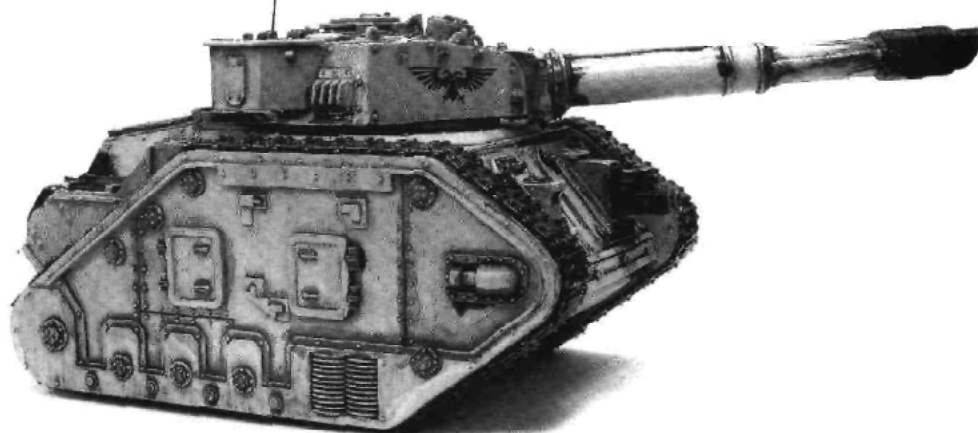
24 kph off road.

CREW: 1. Operator

ARMAMENT: 1 Demolition
charge

FORDING DEPTH: 0.6m

LEMAN RUSS (MARS ALPHA PATTERN)



The Alpha pattern Leman Russ hull, whilst originating from Mars is produced on many Forge Worlds across the galaxy. It has many slight alterations to the standard pattern hull, the main change being that the hull is elongated giving the crew more room to operate. Alpha pattern tanks are often favoured as squadron command vehicles, with the extra space being given over to communication and sensor equipment.

Both vehicle's hulls are constructed differently. Most Leman Russ hulls are cast plasteel, whilst the Alpha pattern is constructed from individual riveted plates. Though this does not seem to have any detrimental effects on the tanks capacity to resist enemy fire. Any data is jealously guarded by the Adeptus Mechanicus.

The hull weapon's position is reconfigured to take a ball mounted heavy bolter or lascannon, with a small vision periscope above for the gunner. The engine compartment is of an older pattern, more commonly seen on Destroyers and Thunderers, easily identifiable by its two horizontal exhausts.

SPECIAL RULES

Alpha pattern hulls are treated exactly like standard Leman Russ hulls. Alpha pattern hulls can be used on any of the following variants;

Leman Russ, Demolisher, Exterminator, Vanquisher, Conqueror, Executioner.



CAPTAIN OBADIAH SCHFEER

Obadiah was conscripted from the squalid streets of Varoli Secundus, a world ruled by a theocratic religious council, which enforces a strict adherence to the Imperial Cult. The theocracy see it as their holy duty to supply regiments to the Imperial Guard, and every generation a new regiment is forcibly conscripted by means of press gangs, and shipped for service across the galaxy.

Schfeer rose to command the regiment's tank company, and early in his career was an efficient officer, serving in six successful campaigns. It was during the sixth campaign, that he began to show signs of stress and mental instability. After a vicious night engagement in which he lost four tanks Obadiah ordered a near suicidal attack against a strong defensive position. His tanks destroyed the enemy bunkers and guns. Following this success he mounted a large speaker, recovered from an enemy command post, on the turret of his tank. He used it to issue orders and shout encouragement to his men. Then he started using the speaker to blare loud military music at the enemy as his unit advanced. He took to sitting out of his turret, waving 'his boys' on. Often he led the charge himself.

Long exposure to the horrors of battle had unhinged him. Many senior officers thought he had a death wish and was unfit to command. But his men followed willingly and he continued to win battles. His tactics seemed to work, and inspire his men to reckless bravery. The Steel Dogs already had a reputation for bravery, now with 'Crazy' Obadiah in command they were reckless to the point of foolhardiness, always charging the enemy to engage at point blank range, with their leader at the front, music blaring, gun barrels glowing red hot, engines pushed to the point of overheating. Each crewman is a wild-eyed, scorched, oil-stained veteran and other units shunned them as dangerous and unreliable, but their superiors recognised their value, and overlooked Obadiah's unconventional leadership methods.

THE VAROLIAN STEEL DOGS

The Armour Company of the 254th Varolian regiment are nicknamed the Steel Dogs. Originally equipped from the foundries of Gryphon IV they are unusual in that they have several Vanquishers. Originally, the Company was entirely armed with Vanquishers, but as tanks have been destroyed and broken down they have been replaced by standard Leman Russ supplied from the closest forge world to their current battlezone. Today the company has only three Vanquishers and eight Leman Russ of more common variants.

USING OBADIAH SCHFEER

You can include Obadiah Schfeer in any Imperial Guard army, but he is also an example of the kind of character you can give your own tank units. With the exception of the speaker system, Steel Dog Alpha is a standard Vanquisher created using the rules in Codex: Imperial Guard.

Try giving your tank unit its own name and number, create an organisation chart and paint the correct number on each vehicle.



STEEL DOG ALPHA 234 pts

Obadiah's tank is Steel Dog Alpha, the command vehicle of the company. It is a standard Leman Russ Vanquisher (see the Imperial Armour book, page 12), with the following upgrades and special rules:

Weapons: Steel Dog Alpha is armed with a vanquisher cannon, co-axial storm bolter and hull mounted lascannon.

Options: Obadiah's tank always has the following upgrades, as described in Codex: Imperial Guard. These cannot be changed. It is the command tank of his unit so has improved communications. It has a searchlight and smoke launchers. It may not take any other upgrades.

Heavy Support: Steel Dog Alpha is a Heavy Support choice for an Imperial Guard army. It is a HQ choice for an Imperial Guard Armoured Company.

SPECIAL RULES

'My boys love it!': Obadiah has had his tank specially converted to carry a loud speaker system. Over this he broadcasts orders for the rest of the Company and loud Varolian martial music to inspire his boys and frighten the enemy. (Varolian martial music is very loud, long and, to the untrained ear, quite painful!). When Obadiah's tank forces a Tank Shock test on an enemy unit, the unit must make the test at -1 to their Leadership.

Veteran tank crew: Under Obadiah's command the crew of Steel Dog Alpha have all been through many battles and campaigns. They are all Veterans and have the Tank Hunter's Battle Honour. You may add +1 to all Armour Penetration rolls.

COLONEL 'SNAKE' STRANSKI

USING 'SNAKE' STRANSKI

To use 'Snake' Stranski you don't need his entire regiment! During a battle his unit would become entangled with other units in the front line, and an immediate mission or objective would have to be achieved with whatever forces were available. Hence, Stranski can be used to lead a more ad-hoc Imperial Guard force.



"Captain, the reason we've got these tracks is to get us into trouble faster. Now I suggest you mount up and move out. The enemy is that way, don't stop 'til you find him, and don't come back 'til you've beaten him."

Stranski is a native of Cadia, perhaps the most militaristic of any planet in the galaxy. Military service and discipline dominates life from the earliest age. After completing his training Stranski was posted to a new unit. His strong performance during training saw him given command of a new squad of recruits as a sergeant.

Cadian regiments serve across the galaxy, and new units are being formed for shipment to the Imperium's warzones all the time. Stranski was posted to the newly formed 114th Mechanized regiment. The regiment was being readied for shipment to the Atalia warzone, freshly equipped with new Chimeras for each squad.

During the Atalia Minoris campaign Stranski began to show his talents for command. Bitter experience commanding his infantry squad against the Orks on Atalia Minoris hardened him. He also earned his nickname at that time.

After the Battle of Istenbrak city Stranski was promoted to lieutenant and took command of a platoon of mechanized infantry. During the retreat from Istenbrak, Stranski's company captain was killed whilst commanding the rearguard, and he was given a field promotion to command the regiment's 2nd company. He did so with distinction, leading a counter-attack that stopped the withdrawal becoming a rout. Leading the counter-attack from the cupola of his HQ Chimera he could be seen firing his two plasma pistols and waving the Chimeras forward as enemy fire flashed past him. He has been wounded in the line of duty no less than twelve times. He has also had eight Chimera's destroyed whilst under his command.

Stranski believes the only way to win a war is to take the battle to the enemy. He is always driving his captains and lieutenants forward, often taking command of the regiments lead units personally. Mounted in Chimeras, Stranski knows his troops main advantage is the speed and firepower of their vehicles.

'BLOOD AND THUNDER'

Under Stranski the Cadian 114th Mechanized Infantry Regiment has earned the nickname 'Blood and Thunder', a reflection of Stranski's character and command style. It has a well-earned reputation for being a very aggressive unit.

The regiment is organised into three companies, each made up of three platoons. The three companies are commanded by Captains, whilst the platoons are led by Lieutenants. Each platoon contains between three and five squads (depending upon the availability of replacements and casualty levels in the last battle). All the squads, be they command squads, infantry squads or heavy weapons squads are mounted in Chimeras or Chimera variants.

COLONEL 'SNAKE' STRANSKI 263 pts

Colonel Stranski leads a Command HQ consisting of himself and four guardsmen. They are mounted in a Chimera (see below). They have the same stats as a standard Command HQ from Codex: Imperial Guard.

COMMAND HQ

Stranski is armed with two plasma pistols (counts as twin-linked). These are also Trademark Items (see Codex: Imperial Guard, page 9).

One member of the Command HQ is a Medic, equipped with a medi-pack. One member of the Command HQ carries a comm-link. The other two members of the squad carry melta-guns. All are armed with frag grenades.

HQ: Stranski, with his squad and Chimera, are a single HQ choice for an Imperial Guard army.

CHIMERA

Stranski's current Chimera is the regiment's HQ vehicle. It is a standard Chimera (see Codex: Imperial Guard, page 17) with the following upgrades:

Weapons: It is armed with a heavy flamer, and hull mounted heavy bolter.

Options: Stranski's Chimera always has the following upgrades, as described in Codex: Imperial Guard. As the command vehicle of his unit it has Improved Communications. It also has Smoke Launchers. It may take any other Vehicle Upgrades from Codex: Imperial Guard as for a normal Chimera.

SPECIAL RULES

'All guns blazing': Stranski likes to be in the thick of the action. Whilst riding in his Chimera he may fire both his plasma pistols from the hatch. He can fire these in addition to any other weapons the Chimera is firing, and can fire them regardless of how far the Chimera travelled. The plasma pistols count as twin-linked.

MAXIMILLIAN WEISEMANN



TANK ACE MAXIMILLIAN WEISEMANN

Standing high in the orders of honour of great tank commanders in the Emperor's service is Maximillian Weisemann. He was raised on Konig Prime, the son of a noble household with a long tradition of service within the Imperial Guard, running back to the time of Macharius himself.

His early life was spent in schooling for his future position. He trained with the duelling rapier and cavalry sabre common to the people of Konig. At the age of 14, he entered the ranks of the Planetary Defence forces and by the age of 16 was leading a Rough Rider squadron.

At 18 he was drafted into the Imperial Guard along with his entire regiment, where he swapped his horse for a Leman Russ battle tank, although he retained his riding crop throughout his career. First as a tank commander then as a squadron commander, Weisemann proved his bravery and skill on the battlefields of Lamas and Balor Secundus. By the end of the three year long Balor campaign his kill total had reached 98 enemy vehicles. Such a talent could not go unrewarded, and he was honoured with a transfer to a super heavy tank detachment, a unit of three Lucius pattern Baneblades. There he took command of Baneblade number 212, 'Arethusa'. It was as the commander of this tank that Weisemann would become a living legend and his name remembered in glory for years to come.

As a commander, Weisemann was a stern and unforgiving man. He demanded strict discipline from his crew and men. His tank crew observed morning and evening masses. The machine spirits of the vehicle were venerated daily. His crew lived by a rigid routine of prayer, maintenance and training. He pushed his men so hard on training exercises that they claimed battle was easier! Despite the rigid discipline, all his crew worshipped him. They knew that with Weisemann in command they would ultimately triumph, and so it was for over forty years

MODEL: Pattern IV
FORGE WORLD OF ORIGIN: Lucius
WEIGHT: 319 tonnes
HULL LENGTH: 13.50m
HULL WIDTH: 8.4m
HEIGHT: 6.30m
BARREL LENGTH (BATTLE CANNON): 5.90m
GROUND CLEARANCE: 1.20m
ARMOUR: 80-230mm
MAXIMUM SPEED: 25 kph on road; 18 kph off road
CREW: 10 – commander, driver, comms-operator, 3 gunners, 3 loaders, engineer
ARMAMENT: 1 x turret-mounted Mega-Battle Cannon with 1 x co-axial mounted auto cannon. 1 x hull-mounted Demolisher Cannon. 1 x hull-mounted twin-linked heavy bolters. 2 x sponson-mounted twin-linked heavy bolters. 2 x turret-mounted lascannons. 1 x pintle mounted Heavy Bolter.
MAIN AMMUNITION: 22 rounds
FORDING DEPTH: 3.10m

LUCIUS PATTERN BANEBLADE

The Baneblade from the Forge World of Lucius varies only slightly from the Mars pattern. The vehicle weighs more due to the increased frontal armour thickness. Despite this increase no improvement has been noted in the Baneblade's survivability. This is thought to be due to the generally inferior quality of ore supplied to the forges of Lucius when compared with that supplied to Mars.

The extra weight led to increased strain on the engine and resulted in more frequent engine failures and fires caused by overheating. It also reduced the Baneblade's already slow maximum speed. Over the years the Tech Adepts of Lucius have had to increase the engine capacity of their vehicles to take this strain. The twin exhausts are the most obvious exterior evidence of this, although better internal cooling and transmission to the drive wheels have also aided in raising the engine's performance. These changes are believed to give the Lucius pattern Baneblade approximately the same performance as its slightly lighter Mars cousin, but comparative field tests between the two have never been allowed.

Other differences include the adding of a muzzle brake to the main battle cannon, to aid in flash suppression and reducing recoil.

WEISEMANN'S BANEBLADE

	Points	Front Armour	Side Armour	Rear Armour	BS
Baneblade	761	14	13	12	4

Type: Tank

Structure Points: 3

Size: War Machine

Crew: Imperial Guard

Speed: Lumbering

Weapons: The Baneblade mounts 3 x twin-linked heavy bolters, 2 x lascannons, a demolisher cannon and a battle cannon with a co-axial autocannon.

Options: The tank has the following options, it may not take any others. Searchlight, pintle mounted heavy bolter, smoke launchers, crew escape mechanism.

SPECIAL RULES

(As standard Baneblade from Imperial Armour book with the following additions)

Veteran Crew: Weisemann's crew have fought through unnumbered battles and warzones. They are all veterans. The following rules always apply to Weisemann's Baneblade.

Hardened Crew: The vehicle treats all 'Driver Stunned' results on the damage tables as 'Crew Shaken' (results 1 and 2 on the glancing hit table).

Skilled Gunnery: Nominate a weapon at the start of the shooting phase. You may re-roll any missed to hit rolls with this weapon that turn. For ordnance, this allows you to re-roll the scatter dice. You can only re-roll the dice once, so there is no benefit from this skill for linked weapons. You may only re-roll one weapon in any turn, though you may change which weapon you re-roll for each turn.

Crew Escape Mechanism: If Weisemann and his crew should be forced to escape their Baneblade they can continue to fight as per the rules for Crew Escape Mechanisms on page 9 of the Imperial Guard Codex.

Weisemann has the following stats:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	2	4	2	8	5+

He is armed with a las-pistol.

His crew have the following stats:

WS	BS	S	T	W	I	A	Ld	Sv
3	4	3	3	1	3	1	8	5+

They are all armed with las-pistols or las-guns.

STORMSWORD



The Stormsword is a field workshop conversion of the Shadowword. When a Shadowword is knocked out, the salvaged chassis is rebuilt and new weapons are added to create the Stormsword, as troops have christened it. This is common practice with others vehicles, such as the Thunderer and many 'one-off' variants. Whilst such conversions are 'unofficial' and frowned upon by the conservative upper echelons of the Adeptus Mechanicus, Imperial Guard commanders facing the enemy on the ground must take a more pragmatic view. Any vehicle that can fulfil a battlefied role can and will be utilised.

The Stormsword super heavy tank is built specifically for sieges and street fighting. Whilst the Shadowword excels at long range and the Baneblade is an 'all rounder' equally at home in the open fields or in street fighting, the Stormsword lends its weight and firepower to troops at close quarters. The tank's restricted range leaves it dangerously exposed in open terrain and most commanders would only commit them to battle in the environment they are built for, in the heart of a city-fight where the fighting is at its most intense and fierce, leading the attack, crunching through the rubble and smashing through walls. The Stormsword's massive siege gun can flatten a building with a single shot, whilst the turret mounted heavy flamers clear buildings and rubble of hidden enemy infantry, driving them into the open to become targets for the heavy bolters and supporting infantry.

Well adapted to its role, the Stormsword, whilst still rare, has earned a place within the Imperial Guards arsenal and it is possible that some forge worlds have started to produce them in limited numbers.

MODELS: Patterns I-XII**FORGE WORLD OF**

ORIGIN: Unknown, most vehicles are field workshop conversions.

WEIGHT: 302 tonnes

HULL LENGTH: 13.50m

HULL WIDTH: 8.4m

HEIGHT: 5.85m

BARREL LENGTH (SIEGE CANNON): 4.1m

GROUND CLEARANCE: 1.20m

ARMOUR: 80-220mm

MAXIMUM SPEED: 25 kph on road; 18 kph off road

CREW: 6 – commander, driver, comms-operator, main gunner, remote gunner, loader

ARMAMENT: 1 x hull-mounted Siege Cannon with 1 x hull mounted heavy bolter, 2 x sponson-mounted twin-linked heavy bolters, 2 x turret-mounted heavy flamers

MAIN AMMUNITION: 20 rounds

FORDING DEPTH: 3.10m

STORMSWORD

	Points	Front Armour	Side Armour	Rear Armour	BS
Stormsword	555	14	13	12	3

Type: Tank

Size: War Machine

Speed: Lumbering

Structure Points: 3

Crew: Imperial Guard

Weapons: The Stormsword mounts a Siege cannon with hull mounted heavy bolter, 2 x twin-linked heavy bolters and two heavy flamers.

Options: A Stormsword may be given the following vehicle upgrades for the points cost listed in the Imperial Guard armoury: hunter killer missile, improved comms, minesweeper, pintle-mounted storm bolter, searchlight, smoke launchers. In addition it can have a crew escape mechanism for 25 points, which will save 2D3 crew members instead of D3.

SPECIAL RULES

(see Chapter Approved or the Imperial Armour books for full Super Heavy Tank rules)

Stormsword Siege Cannon.

Range: 36" **Str:** 10 **AP:** 2 **Special:** Ordnance1/ Blast, Titan Killer

Ordnance: The Stormsword may fire Ordnance and still fire other weapons. It may fire Ordnance even if it moved.

Targeting: Instead of picking one target for the Stormsword, pick a target for each of its weapons. The co-axial heavy bolter must fire at the same target as the Siege Cannon.

Stormsword Tank Shock: Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Stormsword.

Lumbering Vehicle: The Stormsword can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90° at the end of the move.

Difficult Terrain: The Stormsword can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the Damage tables.



REPRESSOR



MODELS PATTERNS: III-XI
WEIGHT: 30 tonnes
HULL LENGTH: 6.1m
HULL WIDTH: 4m
HEIGHT: 3.6m
GROUND CLEARANCE: 0.44m
ARMOUR: 30mm-60mm
MAXIMUM SPEED:
 70 kph on road;
 55 kph off road
CREW: 2. Driver, Gunner
ARMAMENT: Cupola
 mounted Storm Bolter
 and pintle-mounted heavy
 flamer
MAIN AMMUNITION:
 500 rounds
FORDING DEPTH: 1.20m

The Repressor class is a Rhino variant used almost exclusively by the Adeptus Sororitas and Adeptus Arbites in a counter insurgency and crowd suppression role. The Rhino's transport compartment is heightened allowing passengers easy access to firepoints, from where they can keep the rioting mob at bay from the safety of their vehicle.

Repressors are always fitted with large dozer blades, allowing it to force a passage through the mob or crash through barricades and walls with ease.

REPRESSOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Repressor	70	11	11	10	3

Type: Tank

Crew: Sisters of Battle

Weapons: Cupola mounted storm bolter and pintle-mounted heavy flamer.

Options: The Repressor is always fitted with a dozer blade as standard. It may also be given the following vehicle upgrades at the cost listed in the Ministorum armoury: extra armour, holy icon, hunter killer missile, searchlight, smoke launchers, pintle-mounted storm bolter (replaces pintle-mounted heavy flamer for free).

Transport: Any Sister of Battle or Adeptus Arbites squad that may purchase a Rhino or an Immolator may instead choose to be transported in a Repressor. Up to 10 models may be transported in a Repressor.

SPECIAL RULES

Firepoints - 2: Up to six passengers may fire their bolters from the side firing slits. One model may fire a weapon from the top hatch. All the same restrictions as a Chimera apply (see Chapter Approved).

Access Points - 3: The Repressor has two side hatches and a rear ramp.

Pintle-mounted Heavy Flamer: Any Sisters of Battle or Adeptus Arbites vehicle that can have a pintle-mounted storm bolter may instead take a pintle-mounted heavy flamer for 20 points. It is treated as an extra heavy flamer that can fire in addition to any other weapons the vehicle has. Note that this means that a vehicle that moves can fire one weapon and the pintle-mounted heavy flamer. It may not fire any weapons if it travels over 6".

IMMOLATOR



MODELS PATTERNS: III-VIII

WEIGHT: 32 tonnes
HULL LENGTH: 6.1m
HULL WIDTH: 4m
HEIGHT: 2.6m (not including heavy flammers)
GROUND CLEARANCE: 0.45m
ARMOUR: 30mm-60mm
MAXIMUM SPEED:
 70 kph on road;
 55 kph off road.
CREW: 2. Driver, Gunner
ARMAMENT: Twin-linked Heavy Flamers
MAIN AMMUNITION:
 12 Bursts
FORDING DEPTH: 1.20m

The Immolator is a design exclusive to the Ministorum, based upon the ubiquitous Rhino chassis. Standard Immolators carry deadly twin heavy flammers, whilst the 'Justice' pattern is armed with a tank busting pair of multi-meltas. As well as its armament, the Immolator can carry a squad of Battle Sisters into the heart of the enemy army.

IMMOLATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Immolator	70	11	11	10	3

Type: Tank

Crew: Sisters of Battle

Weapons: The Immolator is armed with twin-linked heavy flammers.

Options: The Immolator can upgrade its twin-linked heavy flammers to twin-linked multi-meltas for +20 pts. The Immolator can be given the following vehicle upgrades at the cost listed in the Ministorum armoury: dozer blade, extra armour, holy icon, hunter-killer missile, searchlight, smoke launchers.

Transport: See the Sisters of Battle army list for force selection details.

SPECIAL RULES

Twin-linked Heavy Flamer: The Immolator's twin-linked heavy flammers are fired like an ordinary heavy flamer. However, they inflict twice as many hits as normal on affected models (two hits on ordinary models and four hits on open topped vehicles). Roll to wound or penetrate armour for each hit separately. Because accurate aiming is not essential to the weapon's effectiveness, the Immolator may move 12" and still fire its twin heavy flammers.

EXORCIST



The Exorcist missiles of this vehicle provide long range support to a Battle Sisters army, softening up the enemy before the infantry squads close in for the kill. This arcane machine of war is only vaguely understood by the Tech-Priests who service it and many Exorcists have been in use since the Age of Apostasy, further adding to their temperamental nature.

EXORCIST

	Points	Front Armour	Side Armour	Rear Armour	BS
Exorcist	100	11	11	10	3

Type: Tank

Crew: Sisters of Battle

Weapons: Exorcist Missile Launcher.

Options: The Exorcist can be given the following vehicle upgrades at the cost listed in the Ministorum armoury: dozer blade, extra armour, holy icon, hunter-killer missile, searchlight, smoke launchers, pintle-mounted storm bolter.

Heavy Support: The Exorcist is a Heavy Support choice for a Sisters of Battle army.

SPECIAL RULES

Exorcist Missile Launcher: The multiple barrels of the Exorcist launcher fires a hail of missiles in one devastating salvo. The Exorcist is ancient and unreliable, so you must roll a D6 each time it is fired to see how many shots are unleashed.

Range: 48" **Strength:** 8 **AP:** 3 **Special:** Heavy D6

MODELS PATTERNS: IV-VII

WEIGHT: 32 tonnes

HULL LENGTH: 6.1m

HULL WIDTH: 4m

HEIGHT: 2.6m (not including missile launcher)

GROUND CLEARANCE: 0.45m

ARMOUR: 30mm-60mm

MAXIMUM SPEED:

70 kph on road;

55 kph off road.

CREW: 2. Driver, Gunner

Armament: Exorcist missile launcher

MAIN AMMUNITION:

64 missiles

FORDING DEPTH: 1.20m

GARGANTUAN SQUIGGOTH



Squiggoths are the huge relatives of squigs or 'squiggly beasts'. Bred and overfed for size and aggression Squiggoths can grow to elephantine sizes, so large they dwarf tanks and buildings. Squiggoths come in many shapes and sizes, but all have large tusks, claws and fangs and a very bad temper! Squiggoths are much favoured by more primitive Feral Orks, but any Ork warboss would be glad to field one, with the exception of Speed Freaks, who find them far too slow!

Goaded by its Ork masters riding in a howdah upon its back, the Squiggoth stomps into battle, the ground trembling beneath its massive feet. Being Orks the howdah is usually bedecked with heavy weapons, blazing all round as the howdah sways, pitches and rolls, accompanied by the whooping and cheering of its passengers.

GARGANTUAN SQUIGGOOTH

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Squiggoth	150	2	2	10	7	6	1	4	7	3+

Weapons: The Squiggoth has no weapons except its huge tusks, fangs and stomping feet! Weapons may be mounted in the howdah.

Options: The Squiggoth maybe mounted with up to two of the following weapons for the points cost indicated: Kannon + 35 pts, Zzap gun + 30 pts, Lobba + 30 pts.

It may also be mounted with up to four twin-linked Big Shootas at +15 pts each

The Squiggoth may replace any of it's twin-linked Big Shootas with twin-linked Rokkit Launchas or a Scorcha for free.

The Squiggoth can be equipped with up to five bolt-on Big Shootas at +10 points each. These must be fired by the Ork mob onboard.

Transport: A Squiggoth may carry up to 20 Orks in the howdah.

Heavy Support: A Gargantuan Squiggoth is a Heavy Support choice for an Ork or Feral Ork army.

SPECIAL RULES

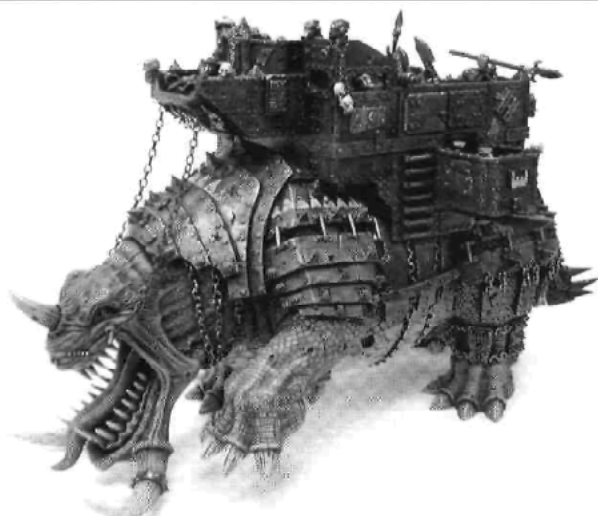
Gargantuan Creature: Due to its sheer size, the Squiggoth rolls 2D6 for vehicle armour penetration and ignores armour saving throws.

Tank Shock: Although it is not a 'Tank' a rampaging Squiggoth inspires the same fear. If a Squiggoth moves over a squad than treat it exactly like a tank. Make a Tank Shock test at -1 to the squads leadership. Death or Glory applies as normal, failure resulting in the unlucky victim being squashed flat!

Lumbering: The Squiggoth is heavy and ponderous. It can move 6" and assault 6". All movement must be straight ahead and it may only make a single 45° turn at the end of its normal movement. The Squiggoth may only assault if the enemy it is to attack is directly ahead. The Squiggoth cannot perform a sweeping advance, but those in the howdah may fire any number of weapons no matter how far it moves.

Fearsome: So large and fearsome is the Squiggoth that many enemies simply flee rather than fight it. Any enemy unit that wishes to assault the Squiggoth must take a standard morale check. If the check is failed, the unit quails before the vast creature and may not make an assault that turn.

Wrecker: The Squiggoth is so large and heavy it crushes everything in its path, becoming more enraged and destructive the more heavily wounded it is. It can attack terrain features and immobilised vehicles it is in base contact with. Targets that will fit completely under an ordnance template can be attacked. Roll a dice. If the score is greater than the Squiggoths remaining wounds the target is destroyed. If the result is equal to or less than the Squiggoths remaining wounds it survives.



BATTLE FORTRESS

WEIGHT: 200 tonnes, varies by design.
HULL LENGTH: 15.3m
HULL WIDTH: 8m
HEIGHT: 7.2m
GROUND CLEARANCE: 0.45m
ARMOUR: 20mm-110mm
MAXIMUM SPEED: 55 kph on road, 40 kph off road
CREW: Varies. This example has 6. Driver and 5 gunners.
ARMAMENT: Varies widely. This example has 1 x Kannon, 2 x Zzap guns, 2 x twin-linked Big Shootas
MAIN AMMUNITION: Estimated 30 rounds.

As Battlewagons grow, with more weapons and firing platforms being added they slowly become Battle Fortresses. Like all Ork vehicles there is no standardisation and these vehicles can come in all sorts of shapes and sizes, but regardless of their appearance they are all heavily armoured and bristling with big gunz and heavy shootas.

The rules here represent a typical Battle Fortress, but there is no reason why a Battle Fortress should not be larger, carry more or different guns or have greater transport capacity. In this case I advise you use the Vehicle Design Rules to create your own Battle Fortress.

BATTLE FORTRESS

	Points	Front Armour	Side Armour	Rear Armour	BS
Battle Fortress	325	13	12	10	2

Type: Tank

Size: War Machine

Speed: Lumbering

Structure Points: 2

Crew: Orks

Weapons: The Battle Fortress mounts a Kannon and two Zzap guns. It also has two twin-linked heavy shootas. It is also equipped with a Krusher.

Options: The Battle Fortress may replace either its Kannon or Zzap guns with Lobbas, Kannons or Zzap guns for free. This means the Battle Fortress can have three Big Gunz in any combination.

The Battle Fortress may replace any of its twin-linked Big Shootas with twin-linked Rokkit Launchas or a Scorcha for free.

The Battle Fortress can be equipped with up to five bolt-on big shootas at +10 points each. These must be fired by the Ork mob onboard.

The Battle Fortress may be given any of the following upgrades from Codex: Orks: Armour plates, big grabber, boarding plank, grot riggers, searchlight, red paint job, reinforced ram, spikes n' blades, stikkbomb chukka, turbo-boosta, wrecker ball.

Transport: The Battle Fortress can transport up to twenty Orks.

SPECIAL RULES

(See Chapter Approved or the Imperial Armour books for full Super Heavy Tank rules)

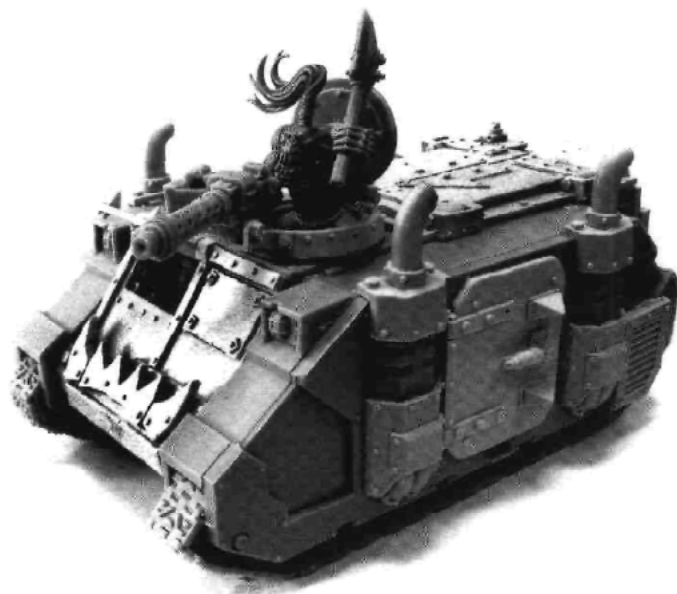
Targeting: Instead of picking one target for the Battle Fortress, pick a target for each of its weapons.

Battle Fortress Tank Shock: Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Battle Fortress.

Lumbering Vehicle: The Battle Fortress can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90° at the end of the move.

Difficult Terrain: The Battle Fortress can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain they test as normal. However, if they roll a 1 they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the Damage tables.

LOOTED RHINO



WEIGHT: 32 tonnes approx
HULL LENGTH: 6.1m
HULL WIDTH: 4m
HEIGHT: 2.6m
GROUND CLEARANCE: 0.45m
ARMOUR: 30mm-60mm (may vary)
MAXIMUM SPEED: Variable.
CREW: 2. Driver, Gunner
ARMAMENT: Big Shoota
MAIN AMMUNITION: Variable.
FORDING DEPTH: 1.20m

Orks use all kinds of captured and recovered vehicles, either looted from battlefields or built in Ork controlled Imperial factories. These vehicles will have anything 'un-Orky', such as weapons, radios, sensors, etc, removed, and replaced with the Ork equivalents. Gradually, Mekboyz will add more and more modifications until the vehicle no longer resembles the original but becomes a new type of battlewagon.

LOOTED RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	2

Type: Tank

Crew: Orks

Weapons: Big Shoota

Options: The Big shoota may be upgraded to one of the following; Rokkit launcha for free, Scorcha for free, twin-linked Big Shoota + 5 pts, twin-linked Rokkit launcha + 8 pts.

A looted Rhino may take any of the following upgrades as described in Codex: Orks: armour plates, big grabber/wrecker ball/reinforced ram/boarding plank, bolt-on big shoota, grot riggers, searchlight, spikes n' blades, stikbomb chucka, turbo boosta, red paint job.

Transport Capacity: A Looted Rhino can carry 10 Orks.

Heavy Support: 1-3 Looted Rhinos are a Heavy Support choice for an Ork army.

SPECIAL RULES

Looted Vehicle: Make a Breakdown test for the Looted Rhino at the start of each turn. Roll a D6, on a 1 roll again on the table below:

D6 Result

1 May not move this turn; roll again on this table next turn.

2 May not move this turn.

4-6 Don't press that - Waaagh! The vehicle lurches forwards 2D6" straight ahead. Make Dangerous Terrain, Tank Shock tests, etc, as if the vehicle were moving normally. The vehicle counts as moving the distance rolled on the dice and may not make any further moves this turn.

TIGER SHARK

LENGTH: 14.1m

HEIGHT: 2.31m

WINGSPAN: 20.9m

ESTIMATED WEIGHT:
25 tonnesARMOUR: 35 mm, material
unknownMAXIMUM RECORDED
SPEED: 2,100 kph

CREW: 2. Pilot, navigator

ARMAMENT: Twin-linked ion
cannons, twin-linked missile
pods, two burst cannonsMAIN AMMUNITION:
8,000 rounds, 12 missiles

PAYLOAD: 14 Gun Drones

The Tiger Shark is the Barracuda's larger cousin. A large aircraft in the fighter-bomber role, it is faster and more manoeuvrable than its Imperial equivalent – the Marauder, but lacks the large bomb payload.

Tiger Sharks are never as numerous as the Barracuda, but have many features and systems in common with it. All crew come from the Air Caste, giving them the natural advantage of superior three-dimensional awareness and tolerance for higher acceleration speeds and more Gs in the turn. Like the Barracuda, different Air Caste Septs operate slightly different versions. Other Tiger Shark variants have been identified, armed with railguns, multiple burst cannons and smart missiles.

The Tiger Shark's main role seems to be the deployment of drones. Its drone racks can deploy a shower of remote weapons platforms anywhere over the battlefield, as well as strafing with its ion cannons and wing-mounted missile pods.

TIGER SHARK

	Points	Front Armour	Side Armour	Rear Armour	BS
Tiger Shark	353 + 12 pts per drone	10	10	10	3 (4)

Type: Super-Heavy Flyer

Structure Points: 2

Crew: Tau Air caste

Weapons: The Tiger Shark is armed with twin-linked ion cannons, twin-linked missile pods and two burst cannons. Note the burst cannons are not twin-linked and can fire at different targets.

The Tiger Shark has three Drone racks carrying 14 Drones in total. It also has an escape pod. See Special Rules below.

The Tiger Shark is always equipped with a targeting array. This has been included in the points cost and its increased BS. It is also equipped with a decoy launcher as described in Codex: Tau. The points cost is included in the Tiger Shark's total points value.

Options: The Tiger Shark can carry up to 14 Gun Drones in its three Drone racks. These can be deployed as one or more squadrons.

The Tiger Shark can take any of the following vehicle upgrades as described in Codex: Tau: black sun filter and disruption pod.

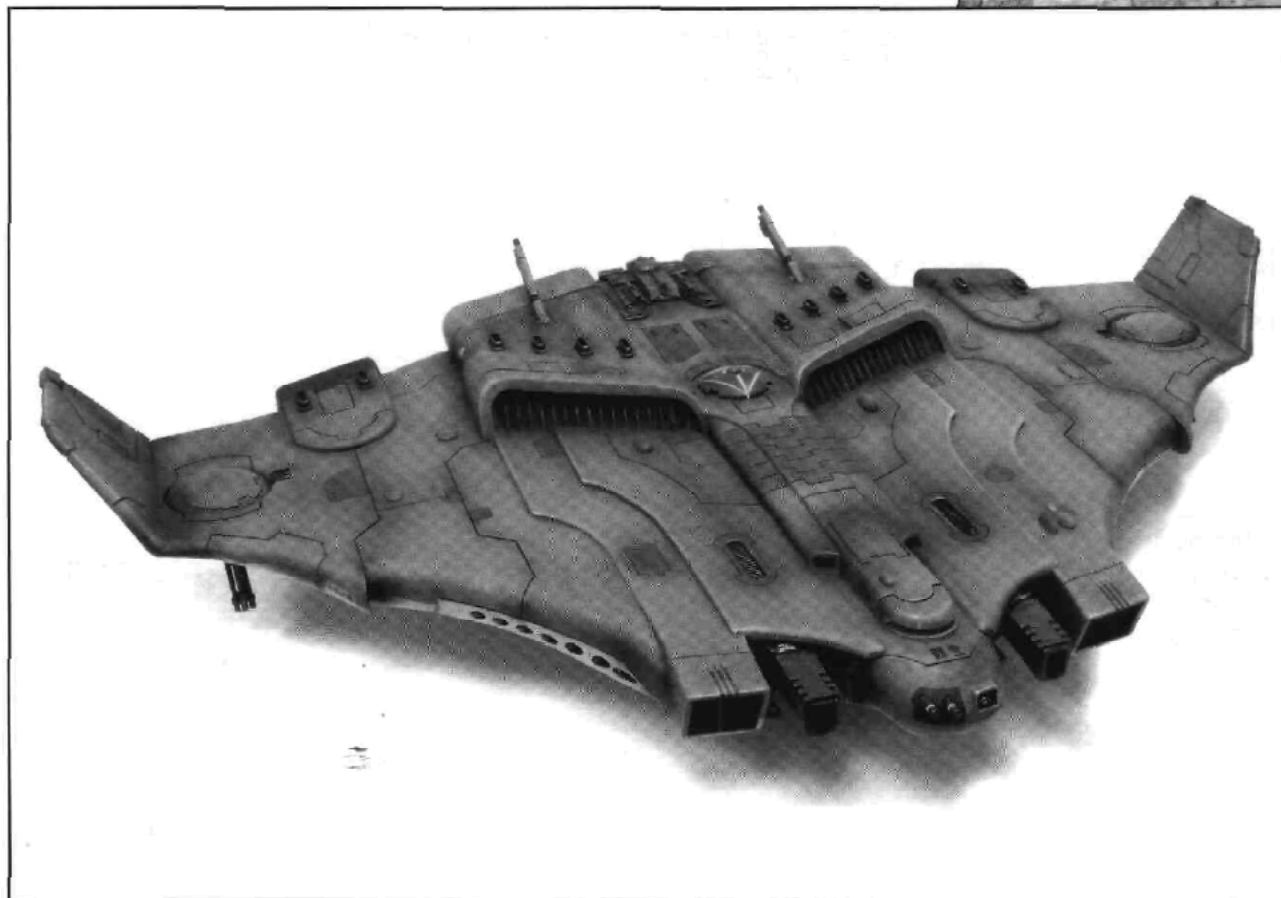
Super Heavy Detachment: As a Super Heavy flyer the Tiger Shark must be taken as a separate 'detachment', as described in the 40K Rulebook, fighting alongside another army. A detachment consists of 1-3 Tiger Sharks.

SPECIAL RULES

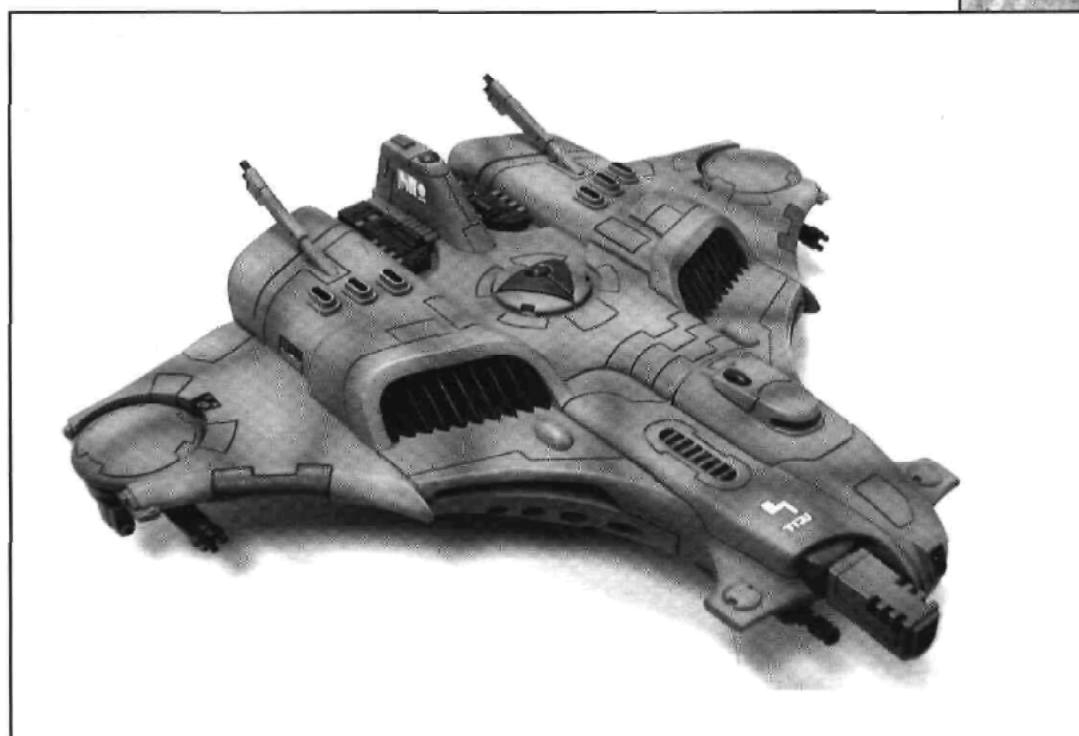
(See Flyers rules in the Imperial Armour book and Imperial Armour book II)

Drone Rack: The drones may be deployed on any attack run without the flyer having to land. The drones deploy by the normal rules for Deep Strike, but as they deploy during the attack run in the opponent's turn, they may move, shoot and assault normally in the Tau player's subsequent turn. Any number of squadrons can be deployed in a single turn.

Escape Pod: If the Tiger Shark is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that is off-table, it is counted as having escaped safely; see below. If not, place two Tau models within 2" of it (count as Fire Warriors with no weapons). The crew are counted as being below half strength and are worth 0 Victory points on their own, but their vehicle counts only as being damaged for victory points purposes whilst the crew are still alive or if they escape.



Tiger Shark



Barracuda

BARRACUDA

LENGTH: 11.4m
HEIGHT: 3.25m
WINGSPAN: 12.5m
ESTIMATED WEIGHT:
 7 tonnes
ARMOUR: 35 mm, material
 unknown
**MAXIMUM RECORDED
 SPEED:** 2,100 kph
CREW: One pilot
ARMAMENT: Ion cannon,
 two burst cannons, twin-
 linked missile pods
MAIN AMMUNITION:
 8,000 rounds, 8 missiles
PAYLOAD: 4 seeker missiles
 (optional)

The Barracuda is the most common Tau atmospheric flyer, although different Air Caste Septs tend to operate slightly different versions. The Barracuda is faster than the Imperial Marauder bomber, but slightly slower than the Thunderbolt fighter. Its electronic systems are very advanced though, and it tends to achieve target locks quicker than the Thunderbolt. Barracudas carry wing-mounted, drone-controlled burst cannon and a pilot-aimed ion cannon. Other variants carry missile pods and seeker missiles.

In case of damage, the pilot's cockpit is ejected intact and has limited gravitic mobility to return the pilot to safety. All pilots are of the Air Caste and have superior three-dimensional situational awareness to human pilots and marginally higher acceleration tolerance. This makes them naturally more gifted pilots, but the experience of the best Imperial pilots gives them a hard edge which the Air Caste struggles to match.

BARRACUDA FIGHTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Barracuda	220	10	10	10	3 (4)

Type: Flyer

Crew: Tau Air caste

Weapons: The Barracuda is armed with an Ion cannon, two burst cannons and twin-linked missile pods. Note the burst cannons are not twin-linked and fire separately.

The Barracuda is always equipped with a targeting array. This has already been included in its points cost and increased BS. It also has an escape pod. See Tiger Shark special rules for details.

Options: The Barracuda can be upgraded to carry up to four seeker missiles for +10 pts each. These can be controlled by any model equipped with a marker light.

The Barracuda can take any of the following vehicle upgrades as described in Codex: Tau: blacksun filter, disruption pod, decoy launchers and target lock.

Heavy Support: The Barracuda is a Heavy Support choice for a Tau army.

SPECIAL RULES

(See Flyers rules in the Imperial Armour book and Imperial Armour book II)

Weapon	Range	Str	AP	Type	Notes
Ion cannon	60"	7	3	Heavy 3	-
Burst cannon	18"	5	5	Assault 3	-
Missile pod	36"	7	4	Assault 2	-
Seeker missile	Unlimited	8	3	Heavy 1	*1

*1 These weapons are controlled by any model with a marker light. Any model equipped with a marker light may request a single missile to be launched if they score a hit on the desired target with their marker light.

The seeker missiles can be fired as normal in the Tau's Shooting phase, after the Barracuda has arrived from being in reserve and been placed on the table edge, but before it makes its attack run. Seeker missiles are an exception to the rule that flyers may not fire in their own turn, only on an attack run in their enemy's turn.

HEAVY GUN DRONES



Tau employ many drones in different battlefield roles, one of the largest so far identified are the heavy gun drones, aiding Fire Warriors with heavy weapons fire from multiple burst cannons. Other heavy weapons have also been mounted on these larger drones as well as a few carrying marker lights and operating as forward spotters for Seeker missiles.

HEAVY GUN DRONE

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Gun Drones	25	2	2	3	4	1	4	1	7	4+

Squadron: A squadron numbers from 2-6 drones.

Equipment: Each drone is armed with twin-linked burst cannons.

Options: Any drone may replace one of its burst cannons with a marker light for free.

Jetpacks: Drones are equipped with Tau jetpacks and can use these to Deep Strike as described in the jet pack wargear entry in Codex: Tau.

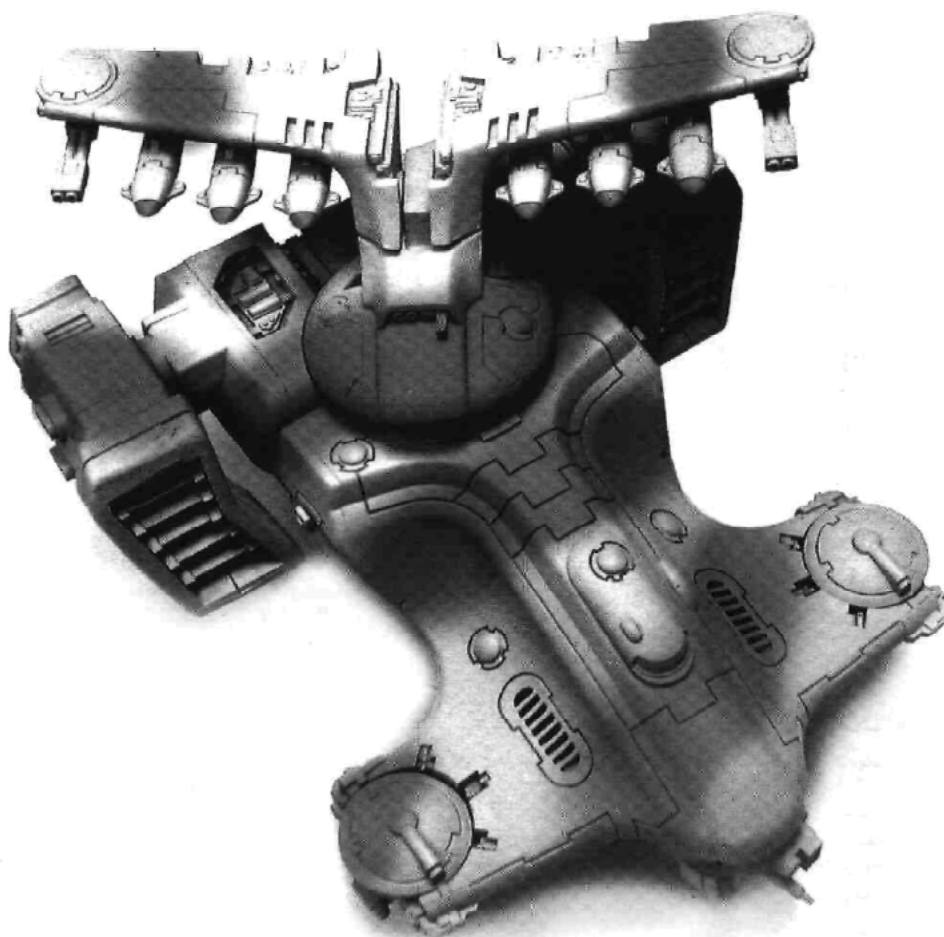
Heavy Support: A Heavy gun drone squadron is a Heavy Support choice for a Tau army.

SPECIAL RULES

Independent: A Heavy Gun drone squadron has its processors linked to enable it to have the capacity for independent action. They are programmed for self-preservation and take Leadership tests normally. If their numbers are reduced to less than three their Leadership drops to 4.



SKY RAY



The Sky Ray is the Tau's heavily armed missile defence tank, carrying a turret array of six Seeker missiles, each guided by the vehicle's marker light target designators. The marker lights sweep the skies to find and lock-on to approaching enemy aircraft, before efficiently guiding the missiles to their targets. The Sky Ray's automated systems quickly gauge how many missiles to launch at a target, anywhere between one and the full six, dependant on range, target speed and type. So fast and accurate are the Seeker missiles that many pilots are hit and downed before they realise they are under attack or can take evasive manoeuvres.

Such is the Sky Ray's effectiveness that Imperial pilots despise it, and any confirmed Sky Ray kill is highly prized amongst Imperial Navy pilots. Such is the tank's infamy, it has earned the common nick-name of 'Stinger' amongst Imperial Navy pilots.

When required it has been known for Sky Rays to be used in a ground combat role, but their lack of ammunition means they cannot operate effectively for long, and most wise Tau commanders avoid using them if possible.

For all their effectiveness Sky Rays are rarely encountered in large numbers, with a single vehicle attached to a Hunter Cadre being standard practice. Important or vulnerable locations, such as Tau airfields or headquarters, will often include a Sky Ray as part of its defence force.

SKY RAY

	Points	Front Armour	Side Armour	Rear Armour	BS
Sky Ray	200	13	12	10	3 (4)

Type: Tank, Skimmer

Crew: Tau fire caste

Weapons: The Sky Ray missile defence tank is armed with six Seeker missiles and twin-linked marker lights on an anti-aircraft mount and a Smart missile system.

Options: The Sky Ray always has the following upgrades: targeting array, landing gear.

It may take the following vehicle upgrades as described in Codex: Tau: sensor spines, blacksun filter, flechette discharger, decoy launchers, disruption pod.

Heavy Support: The Sky Ray is a Heavy Support choice for a Tau army.

SPECIAL RULES

AA Tank: The Sky Ray's main role is to engage enemy aircraft. To do this it must first hit the target with its marker light, using its BS4 (with a re-roll for being twin-linked). It can target aircraft up to 36" away (the marker lights are not effected by the additional 12" range for targeting aircraft). If the target is 'hit' then any number of Seeker missiles can be fired at the target. Each missile hits on a roll of 2+. If the marker lights miss then no Seeker missiles can be fired. Once all six missiles have been fired then the Sky Ray is out of ammunition and can only fire its Smart missile system for the rest of the game.

As an anti-aircraft weapon, the Sky Ray cannot fire any other weapons whilst engaging aircraft. The Sky Ray must remain stationary to target aircraft.

The Sky Ray Seeker missiles will only fire at targets designated by its own marker lights, they cannot be used to fire at targets designated by other marker lights, such as those carried by Pathfinders.

A Sky Ray may engage ground targets as normal.

Landing Gear: The Sky Ray may opt to set down at the beginning of its Movement phase, although it must remain stationary that turn. The vehicle no longer counts as a Skimmer and therefore ignores the Skimmer special rules (they no longer count as destroyed on an immobilised damage result).

HULL LENGTH: 3.8m

HULL HEIGHT: 8.14m

HULL WIDTH: 7.1m

ESTIMATED WEIGHT:
12 tonnes

ARMOUR: 35mm-120mm,
material unknown

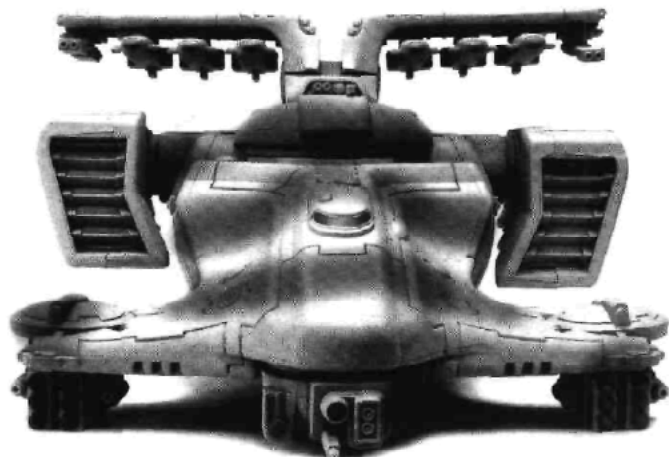
COMBAT SPEED: 50 kph

ESTIMATED MAX SPEED:
100 kph

CREW: 1. Driver

ARMAMENT: 6 x Seeker
missiles, Smart missile
pod

MAIN AMMUNITION:
6 missiles



VAMPIRE HUNTER



The Vampire Hunter is a variant of the Vampire Raider. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars and multiple missile pods. The Vampire Hunter is a super heavy gunship, capable of taking on the heaviest enemy units, including Titans and will only be deployed into the fiercest battlefields against the largest targets. They fly on missions to engage and destroy specific enemy targets, such as an attacking Titan, and each Vampire Hunter squadron will have its own Nightwing fighter cover to support their attack runs and drive off enemy interceptors.

VAMPIRE HUNTER					
	Points	Front Armour	Side Armour	Rear Armour	BS
Vampire Hunter	730	10	10	10	4

Type: Super Heavy Flyer

Structure Points: 3

Crew: Eldar

Weapons: The Vampire Hunter is armed with twin-linked pulsars, twin-linked gatling Eldar missile launchers and a scatter laser in its nose.

Options: None.

SPECIAL RULES

Eldar Fields: The Vampire Hunter is protected by an energy field. The field provides the Vampire with a 4+ Invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

Twin-linked Pulsar:

Range: 60" Strength: 9 AP: 1 Special: Heavy D3, Blast

A Pulsar treats all armour values of 12 or above as 12.

Twin-linked Gatling Missile Launcher: The missile launchers mounted under the Vampire Hunter's fuselage are capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Vampire Hunter can fire D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile template must be placed touching the first, using the rules for mortars and other guess range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S:8 AP: 3 Special: Heavy D3

Plasma: Range: 48" S:4 AP:4 Special: Heavy D3, Blast

A squad that takes casualties from a plasma missile must test for pinning (see page 58 of the Warhammer 40,000 rulebook).

LENGTH: 26m

HEIGHT: 7.1m

WINGSPAN: 26.4m

ESTIMATED WEIGHT:
58 tonnes

ARMOUR: 8-10mm,
material unknown

MAXIMUM RECORDED
SPEED: 3100kph

CREW: 2. Pilot, gunner

ARMAMENT: Twin-linked
pulsars, twin-linked Eldar
missile launchers, scatter
laser.

MAIN AMMUNITION:
Unknown

PAYLOAD: Unknown

VAMPIRE RAIDER WEAPONS UPGRADE

(see Imperial Armour II for full details of the Vampire Raider).

Option: A Vampire Raider may be upgraded to carry a single, centre-line mounted Pulsar for + 200 points or a gatling Eldar missile launcher for + 80 pts, mounted under the aircraft's fuselage. The Vampire must reduce its transport capacity to 20 models to take either of these options.

Pulsar:

Range: 60" Strength: 9 AP: 1 Special: Heavy D3, Blast

A Pulsar treats all armour values of 12 or above as 12.

Gatling Missile Launcher: The missile launcher mounted under the Vampire Raider's fuselage is capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Vampire Raider can fire D3 missiles per shot. The Plasma Missile template must be placed touching the first using the rules for mortars and other guess range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S:8 AP: 3 Special: Heavy D3

Plasma: Range: 48" S:4 AP:4 Special: Heavy D3, Blast

A squad that takes casualties from a plasma missile must test for pinning (see page 58 of the Warhammer 40,000 rulebook).

PHOENIX

LENGTH: 12.60m

HEIGHT: 3.40m

WINGSPAN: 14.75m

ESTIMATED WEIGHT: 6 tonnes

ARMOUR: 8-10mm,
material unknownMAXIMUM RECORDED SPEED:
3100kph

CREW: 2. Pilot, navigator

ARMAMENT: Twin-linked
shuriken cannons, twin-linked
Eldar missile launchers, 1 x pulse
laser.

MAIN AMMUNITION: Unknown

PAYLOAD: Unknown

"I had heard many rumours of the horrors of the mysterious Eldar. Of fire-clad daemons no weapons could harm. Of power-wreathed psykers who can tell your fortune and forecast your doom. Of winged warriors falling from the sky like rain and tall guardian warriors powered by the spirits of the dead. None concerned me. None held any terror for a faithful servant of the Emperor with the might of the Imperial Guard at his command. None save their aircraft. When fighting the Eldar, watch the skies..."

From the Memoirs of Lord Commander Morcar

The Phoenix is a ground attack and support aircraft, heavy armed with an array of weapons for engaging different targets, so is highly versatile. The shuriken cannons are used against infantry targets or for self defence against interceptors. Its centre line mounted pulse laser is its main weapon against armour targets, whilst the wing mounted missile launchers give extra firepower against any target, including hard targets and well dug in infantry in cover.

It has been noted that the Phoenix lacks the swept wing design of the Nightwing, meaning it lacks the very top speed, but with Nightwings covering their attack runs and the Eldar's mysterious knowledge of anti-gravitic engines, a Phoenix is still capable of out running or evading most Imperial interceptors.

These fearsome aircraft, working together, can provide the Eldar with air superiority over almost any battlefield they choose to fight on.

PHOENIX

	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	353	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, a pulse laser under the fuselage and twin-linked, gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

Heavy Support: The Phoenix is a Heavy Support choice for an Eldar army.

SPECIAL RULES

(see Flyers rules in the Imperial Armour book and Imperial Armour book II)

Eldar Field: The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ Invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

Twin-linked Gatling Missile Launcher: The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma warheads or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile templates must be placed touching the first, using the rules for mortars and other guess range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S: 8 AP: 3 Heavy 1

Plasma: Range: 48" S: 4 AP: 4 Heavy 1, Blast

A squad that takes casualties from a plasma missile must test for pinning (see page 58 of the Warhammer 40,000 rulebook).

VOID DRAGON PHOENIX

Eldar Corsairs walk the Path of the Outcast. Many young Eldar find the restrictive life of a Craftworld stifling and leave to seek a life free from restraints – uncaring of the peril they face in doing so. These Eldar form the backbone of Eldar corsair bands, such as the Void Dragons.

The Void Dragons are a large and well equipped corsair band. Their fleet is a constant threat to the space lanes, and their troops, using Vampire Raiders, launch surprise raids against ground targets. These raids are always well supported by aircraft, providing fast moving heavy firepower which can operate from their orbiting fleet with ease.

Female crews are not unusual amongst the Eldar. Female Eldar corsairs fulfil all the same roles as male warriors, in fact it seems the Eldar do not recognise any difference. As a race, the sexes seem to be physically and psychologically very similar. Amongst such an androgynous race telling the sexes apart can be very difficult.

LENGTH: 12.60m

HEIGHT: 3.40m

WINGSPAN: 14.75m

ESTIMATED WEIGHT: 6 tonnes

ARMOUR: 8-10mm,
material unknown

MAXIMUM RECORDED SPEED:
3100kph

CREW: 2. Pilot, navigator

ARMAMENT: Twin-linked
shuriken cannons, twin-linked
Eldar missile launchers, twin-
linked star cannons.

MAIN AMMUNITION: Unknown

PAYLOAD: Unknown

VOID DRAGON PHOENIX

	Points	Front Armour	Side Armour	Rear Armour	BS
Phoenix	360	10	10	10	4

Type: Flyer

Crew: Eldar

Weapons: The Phoenix is armed with twin-linked shuriken cannons in the nose, twin-linked star cannons under the fuselage and twin-linked gatling Eldar missile launchers mounted in the wings. The missile launchers can fire both krak and plasma missiles.

Options: None.

Heavy Support: The Phoenix is a Heavy Support choice for an Eldar or Dark Eldar army.

SPECIAL RULES

(see Flyers rules in the Imperial Armour book and Imperial Armour book II)

Eldar Field: The Phoenix is protected by an energy field. The field provides the Phoenix with a 4+ Invulnerable save against any glancing or penetrating hits from the front, side or rear. This field does not work against close combat attacks.

Twin-linked Gatling Missile Launcher: The missile launchers mounted below the Phoenix's wings are capable of firing very rapidly, saturating the target with either plasma or krak missiles. The Phoenix can fire 1D3 missiles per shot, with a re-roll for any missed shots. The Plasma Missile templates must be placed touching the first, using the rules for mortars and other guess range weapons. All the missiles fired must be of the same type, they cannot be mixed.

Krak: Range: 48" S: 8 AP: 3 Heavy 1

Plasma: Range: 48" S: 4 AP: 4 Heavy 1, Blast *

* A squad that takes casualties from a plasma missile must test for pinning (see page 58 of the Warhammer 40,000 rulebook).

SCYTHED HIERODULE



The Scythed Hierodule is a Tyranid creature first sighted during the invasion of Hamman's World, an Imperial world close to one of the tendrils of Hive Fleet Kraken. Nothing like it had ever been seen before. During the battles for Hamman's World, the Scythed Hierodule played a major role in the vanguard of Tyranid attacks, leading swarms of lesser gaunts into battle, especially against strong points and prepared defences. It is not thought that the Hierodule acts as a focus for hive mind activity, or is a synapse creature – attacks were always accompanied by the usual Tyranid Warriors and Hive Tyrants.

As well as its claws, the Scythed Hierodule also bears a symbiotic creature, which appears to live on the Hierodule's back, growing out between the armour plates. This toxic creature helps defend its host from attack, squirting a jet of mutagenic acid against any enemy that gets too close. No samples of a Scythed Hierodule have been recovered for research. Those that have

been killed have all been destroyed by huge weapons, leaving few remains for laboratory investigation.

As yet the Scythed Hierodule has only been reported active with a single tendril of Hive Fleet Kraken, and even then only encountered on a handful of worlds, but slowly its presence on the battlefield is growing. Capture of a live sample has become a high priority for Xeno Biologists if an effective counter measure to this new threat is to be found quickly. So far four separate Xenos Hunter teams have been sent in search of a Scythed Hierodule. None have returned!

SCYTHED HIERODULE ***Genofixed Species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Scythed Hierodule	445	6	2	10	8	5	3	2(4)	10	2+

WORLD OF FIRST
CONTACT: Hamman's World
APPROX' WEIGHT: 6 tonnes
LENGTH: Snout to tail: 15m
SHOULDER WIDTH: 3.4m
HEIGHT: 5.8m
SCYTHE LENGTH: 4.2m
AVERAGE SPEED: 7 kph
ESTIMATED MAXIMUM
SPEED: 22 kph
ESTIMATED ARMOUR:
4-80mm
ARMAMENT: Quadrupal
forelimb claws, symbiotic
mutagenic acid spray

Brood: 1 Scythed Hierodule

Bio-Weapons: The Scythed Hierodule (as its name suggests) has two sets of scything talons (+2 attacks), it also has an acid spray. It may not have any other weapons.

Mass Points: 2

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature, all the rules for Tyranid Monstrous creatures on page 6 of Codex Tyranids apply to the Scythed Hierodule.

The Horror: Any enemy unit wishing to assault it must make a Morale check. If the unit fails, then the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Acid Spray:	Range	Str	AP	Type
	Template	5	3	Assault 1

BARBED HIERODULE

Following the loss of Hamman's World to the swarms of Hive Fleet Kraken, the Imperial forces were evacuated and moved to the Moran system. Reinforcements, originally intended for Hamman's World, were re-directed to the main planets of the Moran system. A new defence was then rapidly established.

Moran did not have long to wait before the onslaught began. Hive ships moved in-system and soon the clouds darkened and the skies were filled with the tell-tale fire trails of mycetic spores. The veterans which formed the backbone of the new defenders thought they had seen everything the Tyranids could throw at them on Hamman's World, but it soon became evident that, whilst the defenders had been busy, the hive mind had not been idle. Now a new threat emerged. The Scythed Hierodule had evolved into a new, deadlier species.

Many Scythed Hierodules had been killed during the final days of battle on Hamman's World as the Imperial defenders learned to bring their heaviest ordnance to bear at maximum range. The hive mind had recognised its new weakness, and with dazzling speed had evolved a response.

The Barbed Hierodule (as troops on Moran soon came to know it) had replaced two of its four huge scythe-like claws with massive bio-cannons. The symbiote acid creature was gone and the creature's frontal chitinous armour plates had grown and thickened for extra protection. Given the creature's new battlefield role, it all made a chillingly logical sense to the soldiers on the ground. Was the alien hive mind learning and adapting faster than anybody thought possible?



BARBED HIERODULE ***Genofixed Species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Barbed Hierodule	540	4	3	8	8	5	3	1(2)	10	2+

Brood: 1 Barbed Hierodule

Bio-Weapons: The Barbed Hierodule has two scything talons (+1 attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Mass Points: 2

Heavy Support: A Barbed Hierodule is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature all the rules for Tyranid Monstrous creatures on page 6 of Codex Tyranids apply to the Barbed Hierodule.

The Horror: Any enemy unit wishing to assault the Barbed Hierodule must make a Morale check. If the unit fails, then the unit quails before the horrifying psychic presence of the Tyranid hive mind and may not make an assault that turn.

Bio-Cannon: Range	Str	AP	Type
48"	10	3	Assault 1, Ordnance Blast

WORLD OF FIRST

CONTACT: Maxima Moran

APPROX' WEIGHT: 6 tonnes

LENGTH: Snout to tail: 15m

SHOULDER WIDTH: 3.4m

HEIGHT: 5.8m

SCYTHE LENGTH: 3.6m

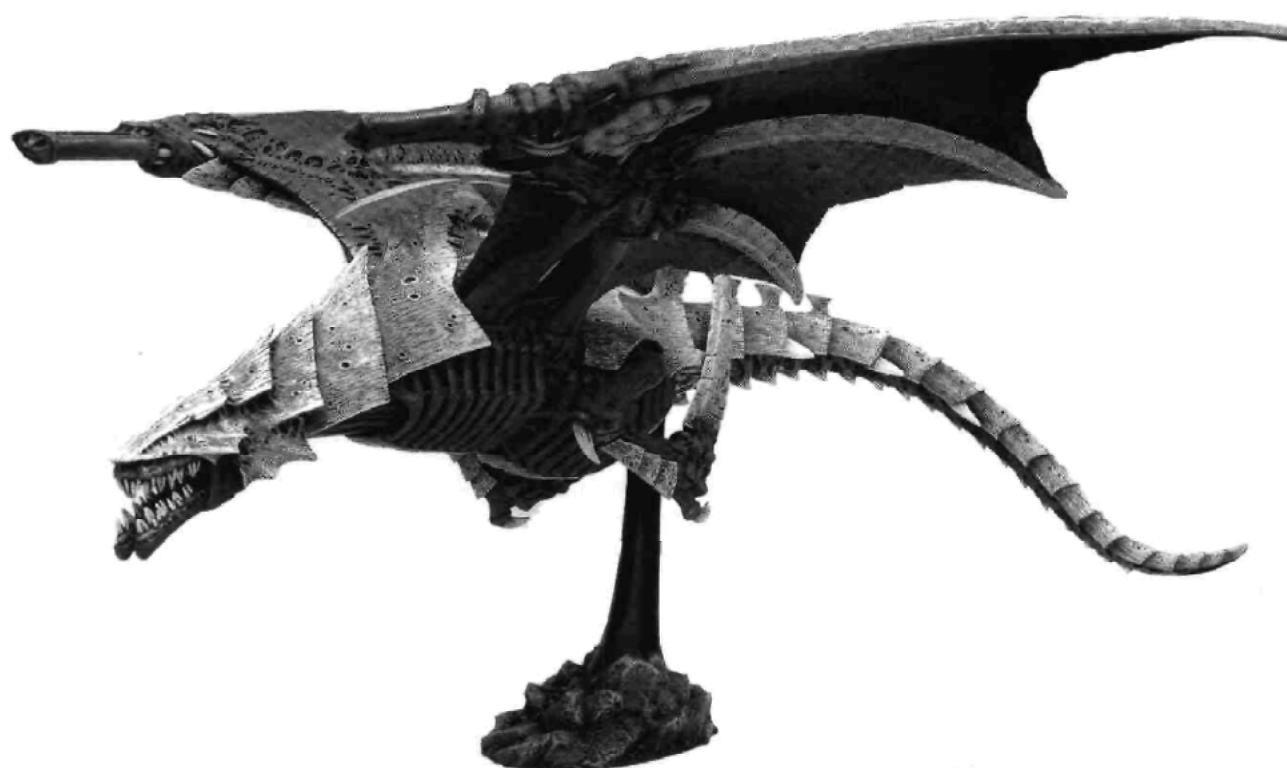
AVERAGE SPEED: 7 kph

ESTIMATED MAXIMUM SPEED: 22 kph

ESTIMATED ARMOUR: 4-90mm

ARMAMENT: Two forelimb claws. Two bio-cannons.

HARRIDAN



WORLD OF FIRST CONTACT: *Tyran*

APPROX. WEIGHT: 11 tonnes

LENGTH: Snout to tail: 28m

WINGSPAN: 38.4m

HEIGHT: 5.5m

SCYTHE LENGTH: 6m

AVERAGE SPEED: 100 kph

ESTIMATED MAXIMUM SPEED:
200 kph

ESTIMATED ARMOUR: 4-50mm

ARMAMENT: Two claws, two
bio-cannons

Harridans are the largest flying Tyranid creatures the Imperium has yet encountered in its bitter war against the alien menace. Circling high above, soaring on the warm thermals of battle on its great outstretched leathery wings, the Harridan waits patiently before swooping down over the battlefield, strafing its foes with bio-cannons or diving low to rake a tank with its two massive claws.

Being a living creature and relying upon wings rather than jet engines the Harridan cannot match an aircraft for straight line speed, but its lithe, twisting body is far more manoeuvrable, able to twist and turn to avoid enemy fighters or ground fire.

Harridans seem to act as brood mothers to smaller Gargoyles. Their bellies appear to constantly writhe with hideous clusters of Gargoyles which hook onto the mother's skin and chitinous armour plates. As the Harridan soars over the battlefield the Gargoyles will detach themselves and flap off to attack the enemy. When Harridans gather for a large attack, swarms of Gargoyles will darken the skies around them.

The Harridan has no legs or feet and it has been theorised that once airborne a Harridan never lands, although other Xeno-Biologists believe that the creature is capable of landing and slithering on its belly, like a snake, but as yet neither theory has been proven.

HARRIDAN ***Genofixed Species***

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Harridan	636	5	3	8	7	5	5	1(2)	10	3+

Brood: 1 Harridan

Bio-Weapons: The Harridan has two scything talons (+1 attack). It also has two bio-cannons (counts as twin-linked). It may not have any other weapons.

Options : A Harridan may carry a brood of Gargoyles, clinging to its body. The brood consists of 8-20 Gargoyles at 10 points each.

Mass Points: 3

Heavy Support: A Harridan is a Heavy Support choice for a Tyranid army.

SPECIAL RULES

Flyer: The Harridan is a flyer and uses the Flyer rules as described in Chapter Approved and the Imperial Armour book II. Because it flaps and glides over the battlefield, units firing at the Harridan always hit using their normal BS, rather than on a 6 as for standard aircraft.

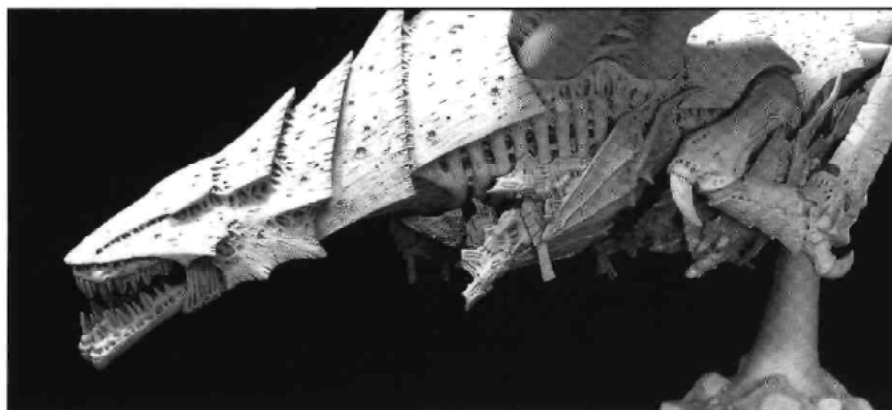
Scything claws: Instead of firing its bio-cannons a Harridan may use its scything claws to swoop down on the enemy and attack in close combat. To do this the Harridan is moved into contact with an enemy unit – it can still be fired at as normal. It then makes its two attacks with the long scything claws, this is instead of firing the bio-cannons. After the attacks are resolved, using the creature's Strength of 8 and rolling 2D6 for penetration, the Harridan then flies off using the normal flyer rules.

Gargoyle Brood: If it is carrying a Gargoyle Brood they may detach themselves from the Harridan and flap off at any point during the Harridan's movement. This is treated as disembarking from a vehicle, place the Gargoyle brood on the table within 2" of the Harridan. They may move as normal in the Tyranid player's next turn.

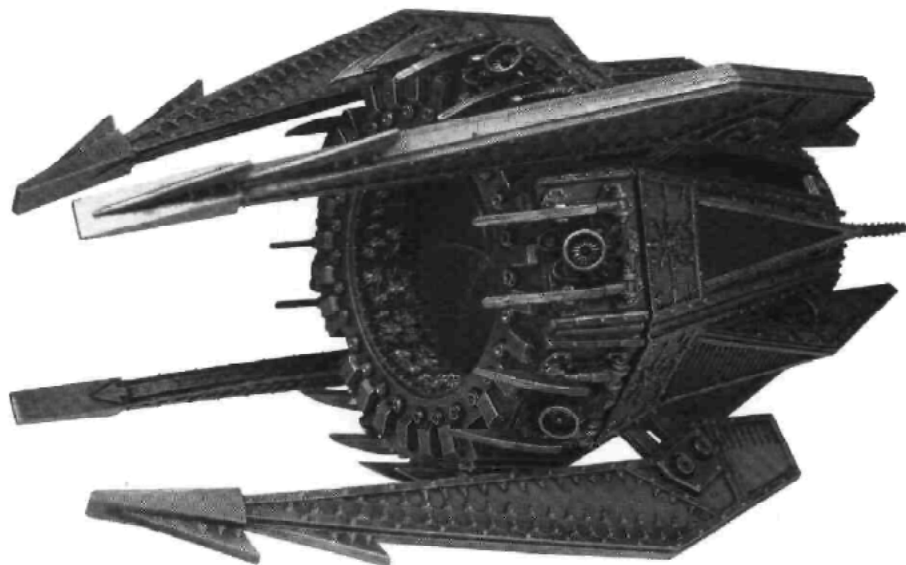
If the Harridan is hit by a blast weapon whilst carrying Gargoyles then the Gargoyle brood are also hit. If the Harridan is shot down then the Gargoyles immediately flap off, deploy them from the point were the Harridan was destroyed.

Gargantuan Creature: As a Gargantuan creature, all the rules for Tyranid Monstrous creatures on page 6 of Codex: Tyranids apply to the Harridan.

Bio-Cannon:	Range	Str	AP	Type
	48"	10	3	Assault 1, Ordnance Blast



DREADCLAW



Prior to the Horus Heresy the Dreadclaw was the most advanced assault boat in service. It was equipped with an advanced Machine Spirit similar to that of the Land Raider tank and was capable of landing on a designated target without any intervention from the passengers and then acting in general support totally autonomously. The construction was flawed however. When interfaced with the array of navigational augurs and logic engines, the Machine Spirit began to develop a dangerous level of self-awareness, bordering on the psychic. The launch bays and maintenance decks of Dreadclaw-equipped vessels suffered a high level of fatal accidents which, despite the reassurances of the Tech-Priests, created superstitious rumours that the Machine Spirits were in some way tainted. A detailed investigation into the construction of the Dreadclaw was prevented only by the outbreak of hostilities.

During the Heresy itself the number of incidents involving the Dreadclaw multiplied exponentially on ships loyal to the Emperor. The Imperial Navy was prevented from ordering their immediate withdrawal because of opposition from the Adeptus Mechanicus. However, unofficially many Captains simply jettisoned their Dreadclaws in the warp. After an incident aboard the Legate Peracles in the Battle for Terra, the Dreadclaw was only evident in the Traitor fleets, where its talon-like profile earned it the nickname 'Touch of Death' amongst opposing captains.

DREADCLAW OPERATIONS

The Dreadclaw is still used in two types of operation by Chaos forces. Planetary landings and for ship-to-ship boarding actions as an assault boat.

For boarding actions, the Dreadclaw's main thruster drives it towards the target ship. As it closes, the four main claws extend, whilst manoeuvring thruster adjust the final approach before it accelerates into the hull. The impact punches the main claws through the hull, and smaller secondary claws clamp the pod securely to the surface, creating a tight seal. A ring of melta-cutters in the pod's base then begin to burn through the hull, creating a circular breach large enough for the

USING THE DREADCLAW

The Dreadclaw is a special case, as its only real use is to deploy a squad from reserve anywhere on the table. It does not have any weapons. Putting a points value on this is difficult as it can't really affect the opposition, but if it delivers five Terminators onto the table late in a battle to secure the objective, and thereby wins the game, how many points is that worth?

Really, a Dreadclaw is more akin to a piece of terrain, to make your battlefield look great rather than win you the game. In fact there is nothing to stop you deploying the Dreadclaw on the tabletop for any battle involving Chaos forces, and just using it as cover and to block lines of sight like a building. It would represent a damaged pod that has crash landed.

troops inside the pod to access the interior. Once the cutting operation is complete, (which only takes a couple of minutes) the iris hatch rotates open and the troops inside can disgorge into the ships.

The Dreadclaw is also used as a more conventional drop pod. Operating much like its Imperial counterpart, when landing on a planet's surface it does not extend its main claws until it has landed. Once on the ground, the iris hatch opens and the squad (or Dreadnought) step onto the surface. The four claws then extend, driving the pod's body upwards and revealing its contents, who can then race off towards their targets.

Unlike Imperial drop pods, which are one use vessels, the Dreadclaw is also an assault boat. It is capable of lifting off again, and so can be used to extract troops from a planet's surface as well as insert them.

DREADCLAW ASSAULT POD

	Points	Front Armour	Side Armour	Rear Armour	BS
Dreadclaw	65	12	12	12	-

Type: Flyer, Orbital Lander, Drop Pod

Crew: None

Weapons: None. The Dreadclaw is unarmed.

Options: None.

Transport: The Dreadclaw is a Transport option for the following squads: Chaos Lord and Retinue, Chosen, Possessed, Chaos Space Marines (of any type), Havocs, a Dreadnought.

SPECIAL RULES

Transport: The Dreadclaw can carry a single squad of up to 10 Chaos Space Marines. A Chaos Terminator counts as two Chaos Space Marines. A Dreadclaw can carry a single Dreadnought.

Difficult Ground: Dreadclaws can be immobilised by landing in difficult terrain as normal.

Deploying the Dreadclaw: The Dreadclaw and any unit assigned to be transported by it will always begin the game in reserve even if the mission does not normally use the Reserves special rule. When the Dreadclaw becomes available from reserve it is deployed using the Drop pods rules (see page 48 for full details).

There are no fire points and the Dreadclaw's one access point is beneath the hull. In practice passengers can disembark at ground level within 2" of the hull.



WARHOUND TITANS

FORGE WORLD OF ORIGIN:

Gryphon IV

CLASS: Warhound

PATTERN: Lucius

WEIGHT: 412 tonnes

HEIGHT: 14m at rest

LENGTH: 12.1m

WIDTH: 11m

 ARMOUR: 60mm-120mm
(layered Ceramite and
Adamantium)

MAXIMUM SPEED:

58 kph on road

STRIDE LENGTH: 8.25m

CREW: 12

Principes

Tactical Moderati

Weapons Moderati

Tech-Priest Engineer

2 Weapons

Servitors

Reactor Servitor

Shield Generator

Servitor

4 Servo-skulls

ARMAMENT:

 Plasma blastgun,
turbo-laser

Titans are huge walking war machines, protected within powerful void shields and mounting massive weapons of awesome destructive power. Titans can easily dominate the battlefields of the 41st Millennium.

Bear this in mind when fielding your Titan model. Unless you are playing on a large table (or in your back garden), then even a Warhound, the smallest of the Titans, is going to dominate the tabletop. Normal tanks and infantry are not going to stand much chance when faced with a Titan's massive firepower. If you want a close, competitive game of Warhammer 40,000 then you are best leave the Titan on the shelf for now and field it either in special scenarios, as part of a campaign or in much larger games.

WARHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Warhound	760	14	13	12	4

Type: Tank

Structure Points: 3

Size: War Machine

Void Shields: 2

Speed: Normal

Crew: Adeptus Titanicus

Weapons: The Warhound mounts a plasma blastgun and a turbo-laser.

Options: The Warhound may exchange both its weapons for a vulcan mega-bolter and an inferno gun for free.

SPECIAL RULES

(see Chapter Approved or the Imperial Armour books for full Super Heavy Vehicle rules)

Plasma Blastgun

Range: 12-54" Str: 8 AP: 2 Special: Ordnance1/ Blast, Titan Killer

Turbo-lasers

Range: 12-72" Str: 9 AP: 3 Special: Heavy2/ Blast

Place the two Blast templates together and treat as a barrage. Turbo-lasers do not cause Pinning tests.

Vulcan Mega Bolter

Range: 12-36" Str: 5 AP: 4 Special: Heavy12

Inferno Gun

Range: 12-36" Str: 6 AP: 3 Special: Heavy3/ Blast

Any unit taking casualties from the Inferno gun must make an immediate fall back move as if it had failed a Morale check. The unit is not actually broken and does not have to regroup at the start of the next turn.

Minimum Range: A Warhound may not target units within 12".

Ordnance: The Warhound may fire Ordnance even if it moved.

Targeting: Instead of picking one target for the Warhound, pick a target for each of its two weapons.

Void Shields: Each void shield absorbs the damage from one glancing or penetrating hit (from shooting attacks only) and then 'go down' as they dissipate the energy that was absorbed. The Warhound can roll to repair any downed shields at the start of its turn. Roll a D6 per shield and it comes back on line on a roll of 6+.

Warhound Tank Shock: Enemy infantry must test at -1 to their leadership if they are Tank Shocked by a Warhound.

Lumbering Vehicle: The Warhound can move up to 6" a turn. It must always move straight ahead, but can pivot by up to 90° at the end of the move.

Titans are organised into Titan Legions. Controlled by the Adeptus Titanicus, the military division of the Adeptus Mechanicus, each Legion has its home base on an Adeptus Mechanicus forge world. From its forge world home, the Legion will send out Titans to warzones across the galaxy to aid the Imperium's other fighting forces.

Each Titan is crewed by devout members of the Adeptus Titanicus. The commander is known by the rank of Princeps, and through the Titan's mind-impulse he can control all aspects of the war machine.

The Princeps is aided by a crew of Moderati, fulfilling the roles of driver, navigator, sensor operations and gunnery commander from their stations on the bridge. In their turn, the Moderati control the Titan's compliment of remote Servitor slaves. Part-human, part-machine, Servitors are hardwired into the Titan's systems.

The final member of the crew is the Tech-Priest. From the engine room he monitors and controls the output of the plasma reactor, the heart of the Titan, supplying power to all the Titan's systems as required.

To the Adeptus Mechanicus Titans are ancient and venerated symbols of the power of the Machine God. They bestride the battlefield like the Machine God incarnate. The machine-spirit within is carefully tended with rituals and prayers. Each Titan will fight on countless battlefields over many hundreds of years. The loss of a Titan is a grievous blow to a Legion, and will be mourned by the tolling bells of its home forge world.



'Sanctus Venator'; Warhound class Titan of the Legio Gryphonis (War Griffons). Whilst constructed on its homeworld of Gryphonne IV this Warhound is built to the Lucius pattern, a design originating on Lucius forge world.

This Titan's common weapons configuration of a plasma blastgun and turbo-laser is unofficially referred to within the Adeptus Titanicus, as the 'Wolf' configuration.

Note the honour banner hanging between the Titan's legs.



Detail of the crew. Princeps Hagan Raal and Moderati Dekar and Canus

DAWN ATTACK

Trident Squadron. Call sign: Two-Delta.

++++ Dawn splashed vivid yellow and purple through the magnified, narrow oblong of the main gunnery sight. Forehead pressed up against the binocular visor as sweat trickles down. Mingling odours of unwashed bodies with that of oil and the sulphurous fumes of the toxic desert beyond our hull, filtering through the tanks humming ventilator and trickling into our respirator masks.

'Trident-two-Delta, Trident-one-Delta (*Lieutenant Heller in the squadron command tank*). Prepare to move, five minutes, on my mark. Confirm. One-Delta, over.'

'Two-Delta confirms. Off.' Sergeant Ivinsky, perched above my gunners seat responding over the squadron network. Of our four crew only he can broadcast, although everybody inside can hear the brief exchange through their headset. Burst of static as he flicks his headset to inter-com, the tanks private internal communication network.

'Driver! Pym, you awake, you get that? Prepare to move. Engine start. Balzac, man the lascannon. Gunner Hasek track right.'

I twist the handle beside my knee in my right hand and my oblong landscape begins to pan right. The gaudy blaze of dawn light on the grey horizon silhouetting the distant towers of our objective. The target is a sprawling chemical works, captured by the Orks after their first landings. Through the magnified view of my cross hairs I scan the damage of previous battles. The twisted pipes and buckled girders amongst which the green-skinned devils will be lurking, awaiting the dawn attack that the tall dust column of our approach march has already revealed. +++++

++++ 'All stations, Trident-one-Delta. Squadron advance on me. Four-Delta cover right. Three-Delta cover left. Two Delta you're with me. Keep it steady. Over.'

The engine throb becomes a roar. Slowly the tracks grind forwards, biting deep into the ash, throwing up a cloud of grey dust in our wake, through which the infantry carriers behind will follow. Cocooned within our iron shell we are jostled and jolted in our seats as the tank lurches into position, third in a squadron line of four tanks abreast. My duty is to cover directly forwards against sudden enemy movements. I peer hard into the scope, looking out across the barren wasteland towards the objective, for any hint of movement or the slight misshapen silhouette that could forewarn death. Panning slowly right, then slowly left to widen my restricted vision. +++++

++++ 'All stations, Trident-one-Delta. Halt. Prepare to commence covering fire on my orders. Confirm. over.'

'Two-Delta confirms. Over.'

Sudden jolt. Halt. A blanket of dust is thrown across the sight, briefly obscuring my target. Behind me I feel Ivinsky move, throwing open the hatch and jumping onto his seat for a better view 'up top', scanner in hand. Inside the tank the air is now toxic. But for our respirators the acidic atmosphere of Armageddon would scorch our airways and poison our lungs. I glance to check the masks nose-tube is secure in the air supply.

Ivinsky: 'Balzac get to your loading station. Hasek, target the communications tower, the one with the broken dish array'.

From his forward seat behind the bow lascannon Balzac ducks back into the turret, the opposite side of the guns big breach from me.

Balzac: 'Loader ready'. From my seat I cannot see him, but I know he is standing cradling a big shell, awaiting the guns recoil from my first shot. I wait for the dust to clear and as it does it reveals the squat shapes of Chimera carriers, hurrying forwards to our right amidst their own dust and engine fumes. They will lead the assault under our covering fire. Through the static haze of the radio network distant voices are giving hurried orders, inside those carriers, shaking out of a marching column into a battle line.

As I watch, four fiery red flashes billow into acrid black smoke around the carriers. Four, quickly followed by four more and four more. Krump-krump, krump-krump. The black clouds obscure the carriers.

Ivinsky: 'Ork lobbers landing right'.

Me: 'I see them, they must have a battery in there'.

The shells continue to fall, only a dull thunder inside this sweatbox. The Chimera's continue to crawl forwards like beetles, although I see one veering sharply out of the clouds, thick smoke tinged with red flame boiling from with.

Ivinsky: 'One's been hit. Can't see any survivors'.

Suddenly Two-Delta is jarred hard, rocking on its suspension springs as a plunging shell explodes within 10 feet. Ivinsky drops, followed by a shower of ash. The hatch bangs closed. 'That was close. Hang on and hope.' I reach forwards and touch my lucky totem hanging from the sight binoculars, a lizard's foot. Outside it rains hot jagged iron shrapnel against Two-Delta's hull.

'All stations. Trident-one-Delta. Fire at will'.

Ivinsky: 'Gunner, open fire!'. I stab my left foot down on the firing pedal. Flame leaps from the gun, momentarily dazzling the sight. The huge battle cannon recoils beside me. A clang as the breech springs open, belching out hot brass and fumes. The entire tank lurches back as I watch the bright point of tracer fly in a speeding low arc towards the target, to vanish in a distant blossoming yellow explosion of fire and earth.

Balzac hefts in the next shell, slamming it hard up into the hot breach, withdrawing his arm and slamming the breach handle in one motion. 'Gun loaded!'

'Fire!' Again the crash, slam, clang. Then again. We fire five rounds in all. Now clouds of drifting smoke from our guns are obscuring the battlefield. Through drifting skeins I see the rapid flash-flash-flash of multi-laser fire ahead as the infantry battle begins. Tiny men duck and scurry through snaking tracer.

'Trident-two-Delta, Trident-one-Delta. Cease-fire and prepare to advance. Trident-Three-Delta, hold your position and cover Two-Delta. Four-Delta cover me. Off' As the engine revs rise the Leman Russ lurches forwards again...

EXPERIMENTAL RULE

DROP PODS

These are a specialised form of orbital lander. Without a pilot or crew they lack the accuracy of a transport aircraft so the rules work slightly differently from orbital landers.

Drop pods always start a game in reserve. They may arrive from reserve in the first turn on a roll of 4+. When a drop pod arrives from Reserve, place it on any table edge just as if it was an aircraft starting an attack run. Like aircraft this just signals the drop pods approach. It cannot be fired at.

A drop pod moves after the opposing player's Movement phase, but before their Shooting phase, interrupting the opponent's turn just like an aircraft. Move the drop pod in a straight line to its target point on the table. This is the drop pod's final approach before landing. Now return to the opponents Shooting phase.

Enemy units can target the drop pod on its approach during their Shooting phase. They can fire at the drop pod anywhere along its route, just as if it was an aircraft (ie. add 12" to all ranges, they are only hit on a 6, all hits are glancing). Being automated drop

pods ignore 'Crew shaken' and 'Crew stunned' damage results. Immobilised results destroy the drop pod. If the pod is destroyed then all its passengers are also killed.

Assuming the drop pod isn't shot down it will land at the end of the opponent's turn after their Assault phase. Roll a scatter dice. On an Arrow it deviates 2D6" from the target point in the direction indicated. On a Hit it deviates a D6" in the direction indicated by the small arrow.

If the drop pod lands on a model, move the model the minimum distant to avoid the drop pod, they see it coming and get out of the way! If a drop pod lands on a vehicle, then both the vehicle and the drop pod take a glancing hit from the impact.

If the drop pod lands in impassable terrain or deviates off the table then it counts as destroyed.

At the start of the player's own turn, the pod springs open. Troops disembark from the drop pod in their Movement phase as if leaving a stationary, open topped vehicle. They may now fight as normal.

We felt that the current orbital lander rules for drop pods were a bit confusing and don't really represent drop pod landings very well.

Currently drop pods are either a free 'Deep Strike' special rule from Codex: Space Marine, or they are orbital landers as described in Chapter Approved.

Neither rule really fits very well, so here is an experimental replacement rule, which combines elements of both rules.

RULES CHANGES

VAMPIRE RAIDER

In hindsight 5 Structure points for the Vampire Raider was going it a bit. Aircraft should be more vulnerable to damage than tanks or Titans. Vampire Raiders should be reduced to 3 Structure points. Correspondingly, the Vampire Raiders points value is reduced to 580 pts. The transport capacity is not affected.

Additional options for Vampire Raiders can be found on page 35 of this book.

DESTROYER TANK HUNTER

As a tank hunter, the Destroyer's weapon just isn't up to the job. The Laser Destroyer should be increased to an Ordnance weapon, but does not use the Ordnance Blast template. Instead roll to hit using the crew's BS. If it hits resolve damage as for ordnance, if it misses then it doesn't scatter, it just misses!

Being rare, 0-1 Destroyer Tank Hunter is a Heavy Support choice for an Imperial Guard army.

ELDAR PULSARS

If hit by a Pulsar, treat any armour value higher than 12 as 12. This becomes a special rule for the Scorpion, the Vampire Hunter and the Vampire Raider weapons option.

Rules changes are just that, the original rules were wrong, they just don't represent the vehicle's capabilities on the battlefield very well. After playtesting and your feedback these are things I've decided to change from the original published version in the Imperial Armour books I and II, to better represent the model.

ERRATTA

Errata are straight mistakes or typos in the Imperial Armour books I and II. I recommend you take a pencil and carefully add these corrections to your books.

NIGHT SPINNER.

These should have their points value reduced to 140 pts.

SCORPION.

The turret-mounted weapon on the Scorpion is not a Bright lance, but a Pulse Laser. Replace the Bright Lance with a Pulse Laser for no extra points.

DARK ELDAR RAVEN POINTS.

These should have their points value reduced to 162 pts.

DARK ELDAR RAZORWING POINTS.

These should have their points value reduced to 187 pts.

GUNWAGON OPTIONS.

Should have the option for up to three Bolt-on Big Shootas at + 10 pts, as described in Codex: Orks.

LIGHTNING POINTS.

A basic Lightning should be 148 pts, not 115 pts as listed.

LIGHTNING OPTIONS.

A Lightning should be given the option of carrying up to four Hellstrike missiles at +10 points per missile.

MANTICORE MISSILES.

A Manticore missile's AP should be 2, not 3 as listed. The stats for the Manticore platform are correct.

SALAMANDER SCOUT VEHICLE.

Should be listed as a Fast Attack choice for an Imperial Guard army.

MEDUSA SIEGE SHELLS.

These are listed at the wrong strength. It should read, roll 2D6+10 when rolling for Armour penetration against bunkers, not 2D6+5.

QUESTIONS & ANSWERS

Some questions and answers that should clarify common rules confusions or misinterpretations.

Q. What happens if a flyer gets destroyed, does it explode in mid air or crash?

A. Both or either. It either explodes (kaboom!) or crashes off table, but whichever happens it has no effect on the tabletop.

Q. Can bombs and rockets under the aircraft 'new weapons' list be fitted to any flyer as upgrades for additional points cost?

A. Usually no, the weapons on the aircraft are fixed, they cannot be upgraded unless it says so.

Q. Can super heavy tanks shock other vehicles as well as infantry?

A. No, super heavy tanks can only tank shock infantry, just like any other tank, they are just better at it!

Q. Can super heavy tanks still fire whilst tank shocking?

A. Yes they can still fire as normal.

Q. If your Imperial Guard mechanised infantry company replaces its Infantry command section and Chimera with a Salamander Command vehicle, does this mean that troops within 12" of the Salamander get the Leadership bonus as if it was a Lieutenant?

A. No, they don't. In effect the Lieutenant is now part of the Salamander crew, he's not fighting on the ground with his men. However if the squads have a comm link then they can benefit from the comm link rule, as described in Codex: Imperial Guard.

Q. Can AA weapons fire at ground targets?

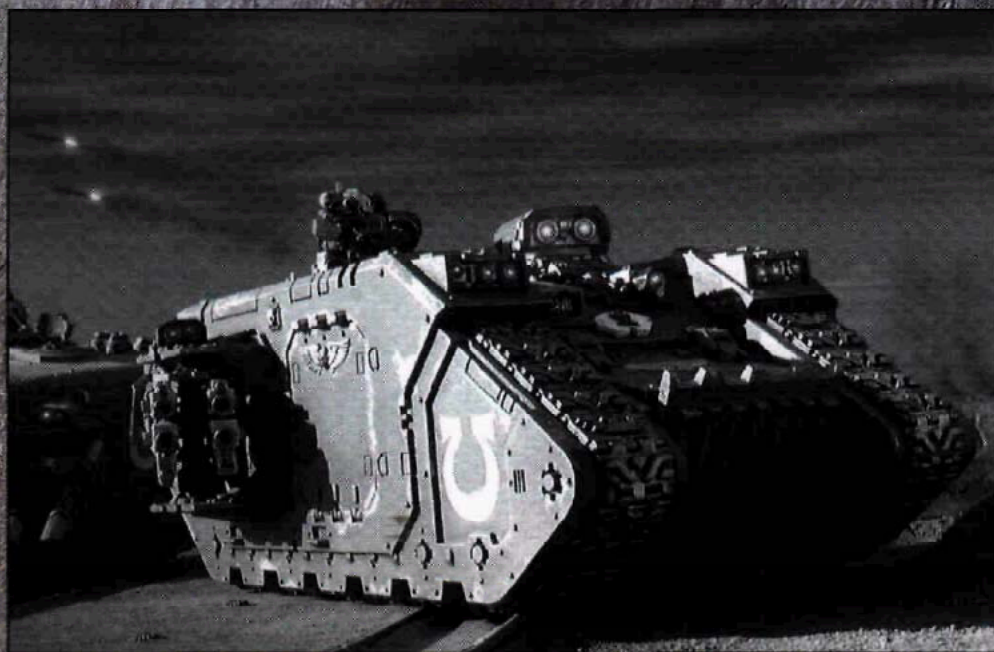
A. AA weapons can still fire at ground targets as normal. They can only fire at either ground targets or aircraft in one turn.

Q. Do the Prometheus' sponson heavy bolters count as a single weapon or a pair of weapons? In other words, when moving, does it fire a pair at BS4 and a pair at BS2 (using the Machine Spirit), or is it one sponson at BS4 and the other a BS2? This would, by the same definition of 'a weapon', effect what could be destroyed on a 'weapon destroyed' result on the vehicle damage table.

A. One sponson is one weapon. So one entire sponson can fire at BS4 and one sponson can fire an BS2. A weapon destroyed damage result would destroy one entire sponson.

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Baneblade super heavy tank

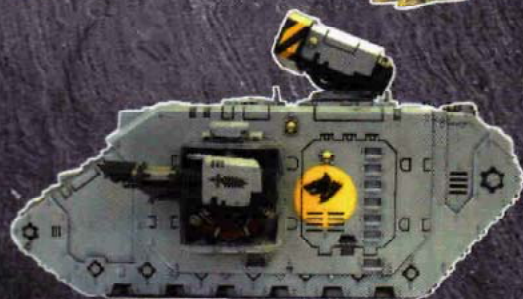
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