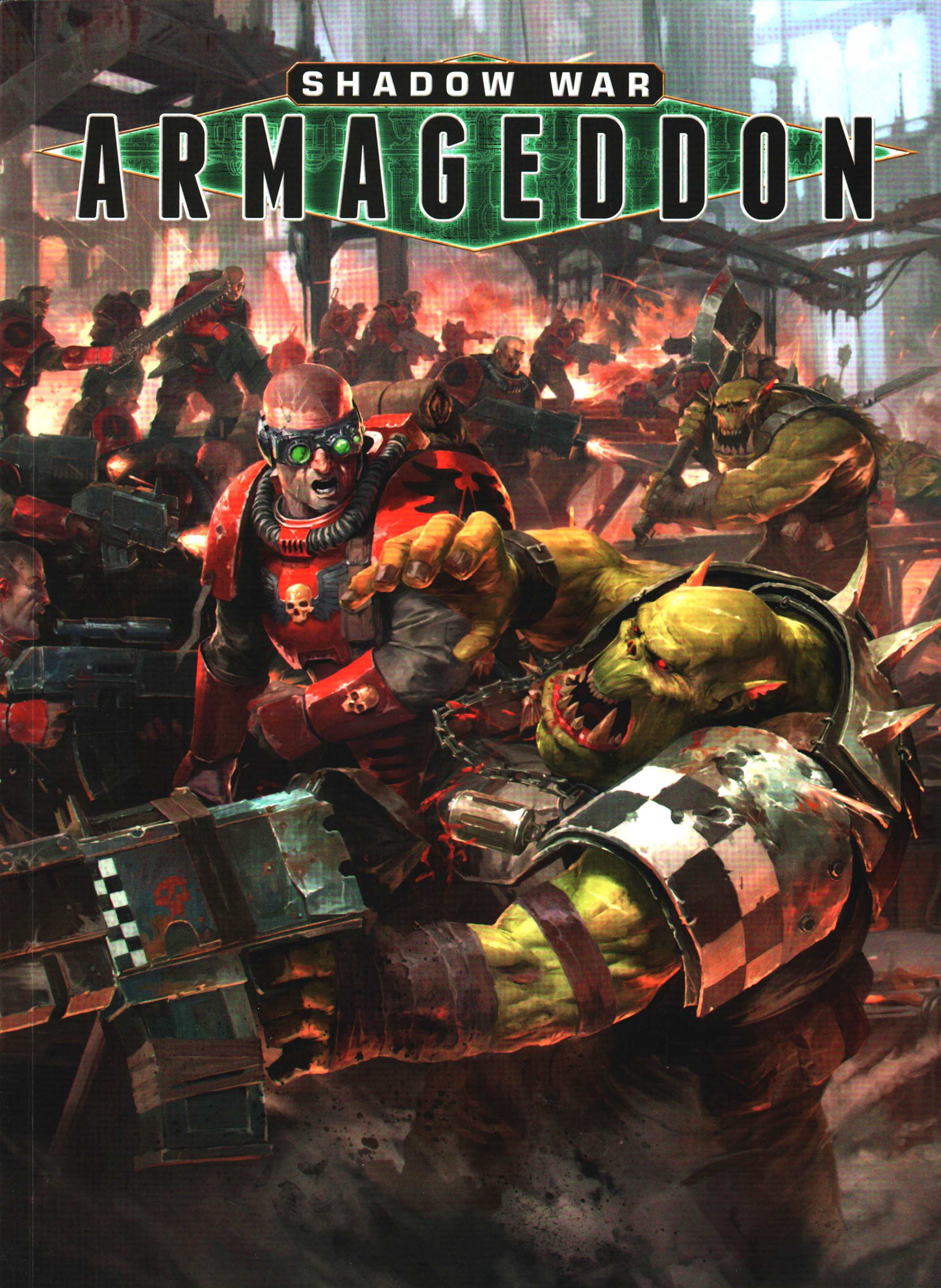
SHADOW WAR

ARMAGEDDON



SHADOW WAR: ARMAGEDDON

DEADLY SKIRMISH COMBAT IN A WAR-TORN HIVE WORLD

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WELCOME TO ARMAGEDDON!

War has come once more to Armageddon, and Orks swarm the depths of the Promethium Sprawl. Bullets snap across the caverns of the Underhive as savage warbands of greenskins stalk the kill teams of Astra Militarum Veterans and Space Marine Scouts tasked with their eradication. The roles of hunter and hunted shift ceaselessly, but both sides in this conflict know one thing for certain – whoever controls the Promethium Sprawl and its rich resources will have the upper hand in the war for Hive Acheron.

The book you hold contains the history of Armageddon, a war-torn hive world that the Imperium has been forced to defend time and again from the depredations of heretics, Daemons and xenos races. In previous battles whole cities have been destroyed in a single stroke, but this conflict will be decided in battles between a handful of courageous individuals.

This book describes the heroes and villains in this war – the very combatants that you will be able to command in your games of Shadow War: Armageddon. Whether you command the superhuman Scouts of the Space Marines, the cunning and brutal Orks or the courageous Veterans of the Astra Militarum, you will find information here about your chosen faction and their enemies, the better to prepare you for the battles to come.

You will also learn about Hive Acheron, and the labyrinthine Promethium Sprawl that joins all of the levels of the hive. In this dark and noxious expanse, one careless step can lead to the destruction of an entire kill team.

This book contains the core rules you need to play battles of Shadow War: Armageddon, which explain how fighters move, shoot and strike blows in hand-to-hand combat. You will also find a comprehensive armoury section that details all of the weaponry wielded on the battlefields of Hive Acheron, as well as the armour and wargear used by the fighters to improve their chances of survival. Rules for picking a kill team are included here, from the fighters who make it up to their unique rules and wargear options.

The rules also include a set of missions to provide variety to your Shadow War: Armageddon games, and rules for combining your individual battles into a campaign in which players compete for control of the Promethium Sprawl, and through that, victory! As the campaign progresses, your kill team will suffer casualties and recruit new fighters, raw recruits will become veterans, and your warriors will learn the vital skills that will help them survive.

What are you waiting for? Battle calls! Turn the page and enter Armageddon…

S.T.C.
SYSTEM

WORLDS COLLIDE

DISCOVERY

1
2
3
4
5

THE WARS OF ARMAGEDDON

The Ork Warlord Ghazghkull Thraka first set foot upon Armageddon at the head of a mighty horde. The brutal purpose of this Waaagh! was to sunder the hive world, deliver a staggering blow to Humanity, and to proclaim to every greenskin in the galaxy that Ghazghkull was the true prophet of the Ork gods.

At the close of the 41st Millennium, Armageddon is wracked by war. Hordes of rampaging Orks sweep across the planet, and the survival of Armageddon's colossal hive cities depends on the loyal soldiers of the Astra Militarum and the gene-enhanced warriors of the Adeptus Astartes.

The hive world is no stranger to invasion. Although only dark legends of the First War for Armageddon exist, the history of the Second War is told throughout the Imperium. It began when the giant space hulk of the Ork Warlord Ghazghkull Thraka entered the Armageddon System and crashed into the planet's western continent, Armageddon Prime. Rather than alerting the Imperial authorities, Overlord Herman von Strab sent regiments of his planetary defence forces to address the threat. Under von Strab's inept leadership, whole regiments fell to overwhelming Ork numbers, and soon Armageddon Prime was completely overrun. As the Orks surged eastwards through the equatorial jungles, an entire Legio of Imperial Titans was lost as von Strab sent them unsupported against dozens of lumbering Ork war engines. Soon, Hive Infernus was besieged, and the whole of Armageddon Secundus trembled before the oncoming greenskin hordes.

It was at Hive Hades that the inexorable Ork advance finally slowed. Defences were rallied under Commissar Yarrick, who had been banished to Hades for defying von Strab and alerting the Imperium to the invasion. Yarrick and his men gave no quarter, and through spilt blood and massed artillery fire they held back the Ork onslaught. After months of combat, Ghazghkull himself joined the fray, for in Yarrick he saw a worthy opponent.

To the south-east, Hive Acheron also faced a sea of greenskin warriors. Regiments of defenders prepared themselves for death, but as the Orks encircled the hive they were met with vengeance from the skies. The Blood Angels Chapter of the Adeptus Astartes had raced to Armageddon in answer to Yarrick's distress call, and with daring orbital assaults they drove the xenos hordes back into the ash wastes. The Ultramarines and Salamanders arrived soon after, and the tide of the war began to turn.

By the time the Adeptus Astartes warriors reached Hades, the hive was already overrun. Spurred on by Yarrick's belligerence, Ghazghkull had summoned every available warband to the siege of Hades. In a colossal push, the Orks broke through the bulwarks of the city. Yarrick himself was grievously wounded in the combat, but with his famed iron will he continued to fight. When all hope at Hades seemed lost, Commander Dante and his relentless Blood Angels came pouring over the western horizon, tearing through the flank of the horde and shattering the Ork forces. With his armies scattered and in full retreat, Ghazghkull let out an enraged roar from the spire of Hive Hades. His assault on Armageddon was lost.

As the Adeptus Astartes moved to encircle the remaining Ork forces, Ghazghkull fled the Armageddon System. The last greenskin stragglers escaped into the wastelands where they were hunted down mercilessly by Imperial patrols. For his criminal incompetence, Herman von Strab was arrested; however, he eventually escaped from captivity, and many on Armageddon continued to swear allegiance to him.

ARMAGEDDON

Armageddon lies roughly 10,000 light years to the galactic north-east of Terra. The hive world is a vital production, navigation and communications hub within the Armageddon Sector, and its manufactorums supply armaments for Astra Militarum regiments several thousand light years away. The loss of Armageddon would be a devastating blow to the Imperium.

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GHAZGHKULL RETURNS

Five decades later, the rumblings of Ghazghkull's return were felt. For years there were terrified whispers of Ork raids on small outposts and colonies near Armageddon. Then, with frightening speed, dozens of planets were engulfed by greenskins. On the Day of the Feast of the Emperor's Ascension, fifty-seven years to the day after Ghazghkull's first invasion, the Warlord and his hordes returned to Armageddon.

As the giant Ork armada broke through the Imperial Navy defences in the system, Armageddon's forces steeled themselves for war. Thousand-year-old Titans stirred into motion, their ancient plasma reactors blazing with the heat of suns. Astra Militarum regiments formed up and mounted towering fortifications, while Adeptus Astartes warriors prepared to face the invaders in the ash-covered wastes. The last soldier to arrive was the Saviour of Armageddon himself: the battle-scarred Commissar Yarrick.

Before a single Ork had made planetfall, Hive Hades was obliterated in a rain of giant asteroids hurled down by Ghazghkull's orbiting space hulks. The message was unmistakable – Ghazghkull had returned to finish what he and Yarrick had started half a century ago.

Over the next days, wave after wave of Ork drop-ships crashed into the planet, and their numbers were added to by swarms of feral Orks who had been living in the deepest recesses of Armageddon's jungles and wastelands. Cacophonous Ork Dakkajets filled the skies, halting all but the most daring supply runs between distant Imperial strongholds.

From drop sites across Armageddon, Ghazghkull's hordes converged on the central continents – to the west Armageddon Prime, to the east Armageddon Secundus. To the south of Armageddon Secundus a sea of green encircled an Imperial force, which rapidly scrambled to establish a defensive line, while to the north Hive Hades had fallen to Ghazghkull's renewed offensive. Hive Acheron faced threats not only from the Orks without, but the most vile betrayal within.

WARLORD GHAZGHKULL THRAKA

Ghazghkull Thraka is one of the greatest threats to the Imperium. His ferocity in battle is matched by a diabolical understanding of strategy and an ability to stir greenskin hordes into a frenzied fervour like no other Ork before him.

Ever since a bolter shell tore through his skull, Ghazghkull has received visions of destruction from the Ork gods, Gork and Mork. He believes himself to be a prophet whose divine mission is to gather every Ork in the galaxy in a great Waaagh! that will consume the stars and eradicate the Imperium of Man. After the defeat of Ghazghkull's first Waaagh! on Armageddon, he fled from the Imperium to commune with his gods. Undeterred by the setback, he devoted himself to his preparations, gathering to his side the warriors and war machines necessary to make his violent visions a reality.

Now, half a century later, Ghazghkull has returned with even greater numbers. He is once again met by Yarrick – now an old man – and the forces of the Imperium.

THE THIRD WAR FOR ARMAGEDDON

After Ghazghkull's first invasion, the defences in the Armageddon System were bolstered such that the planet could never again be brought to the edge of destruction – or so the Adeptus Administratum strategists believed. Ghazghkull did not want to relive the last war either, and he brought now a Waaagh! large enough to swallow the stars.

As hordes of Orks surged towards Armageddon's hives once more, the soldiers within prepared for inevitable besiegement. Then, without warning, Hive Acheron fell to an unconscionable act of betrayal. Herman von Strab, the traitor overlord, had retaken his city and had aligned himself with Ghazghkull.

To give the hives precious days to fortify, the Adeptus Astartes battled the greenskins on the open plains. With superhuman strength and discipline they annihilated scores of warbands despite being horrendously outnumbered. But for every hundred Orks that were mercilessly cut down, ten thousand more came pouring across the horizon.

The ceaseless greenskin advance was supported by dozens of Roks that impacted the planet. These gun-encrusted meteors provided Ghazghkull's forces with long-range artillery and were filled with more throngs of hulking Ork warriors. Roks smashed down behind and amidst Imperial lines, sundering defensive formations and replacing disciplined order with anarchy. As the Roks crashed to earth, they sent quakes through the deepest foundations of nearby hives, heralding the imminent onslaught. Trails of thick black smoke from the plummeting battle stations were seen as far north as the Fire Wastes and as far south as the Deadlands. Assaults on the Roks resulted in staggering casualties for the Astra Militarum, though Cadian shock troops under the personal command of Commissar Yarrick were able to eliminate several of the Ork citadels.

Just as the invasion appeared to be losing momentum, Ghazghkull unleashed a new wave of terror. Far from any Imperial strongholds, hundreds of submersible behemoths had been constructed in secret. Ghazghkull's dread flotillas crossed the Boiling Sea and the Tempest

Ocean and emerged in the dockyards of Hives Tempestora and Helsreach. The defenders at Tempestora were unprepared for such a massive naval assault, and were overrun in a matter of days. At Helsreach, Black Templars Space Marines and the Armageddon Steel Legion fought side by side with militia gangs to keep the hive from falling, but the entire harbour was lost to the Orks.

Food, water and intelligence became scarce inside the remaining Imperial strongholds. Those sent to scout outside the walls were slaughtered by marauding bands of Warbike-riding Speed Freeks. The few who returned told of vast construction yards where Ghazghkull's Meks were forging monstrous Gargants. Soon, the throng of ramshackle colossi began to stomp their way across Armageddon, and were met by the Titan Legions of the Adeptus Mechanicus. Where these metal giants clashed, volcano cannons reduced Gargants to mountains of slag, and Titans fell like dying gods to barrages of supagun shells.

As months passed, the human death toll climbed into the tens of millions. For every Astra Militarum soldier that was ripped apart by an explosion or the cruel swing of a choppa, more were lost in orbit as transport ships tried to ferry desperately needed reinforcements through the Ork blockade. The number of invaders, on the other hand, seemed limitless, and no matter how many Orks were killed, their crude guns never lay on the ground for long before being picked up and fired by a new pair of green hands.

Then, as Armageddon's orbit moved it closer to the sun, the Fire Season began. Extreme temperatures in the northernmost parts of the Fire Wastes sent superheated vortexes roaring southwards. The searing winds caused great clouds of burning ash to race across the plains, reducing visibility and the chance of survival in the open to virtually zero. The Orks, with their burly constitution, were able to weather the elements longer than the Astra Militarum forces, but even green flesh was ripped from bone in minutes by the scourging sands of the largest tempests. Protected by power armour, the Adeptus Astartes were the last to retreat from the constant battering on the exposed surface. And so it was that the armies on each side fortified their positions and dug in for the long war to come.

With his invasion ground to a halt, Ghazghkull's rage and frustration were unquenchable. Visitations from the Ork gods themselves confirmed that he was meant for greater things, so Ghazghkull left Armageddon to follow his holy quest, leading a great and unending Waaagh! that would unite Ork-kind across the galaxy. Commissar Yarrick, not willing to allow his nemesis to elude him again, gave pursuit to the Warlord, accompanied by the zealots of the Black Templars Chapter.

After years of ceaseless battle, the war on Armageddon still rages. Imperial and Ork forces continuously stream into the system, even as the Great Rift sunders the Imperium. Battle lines scar the planet as Ork armies thrash against the battered and beleaguered forces of Mankind. Generals, captains, commanders and Warbosses go to great lengths to secure the most minor of victories. Every bullet and inch of ground counts, as the Third War for Armageddon is far from over.

COMMISSAR YARRICK

Commissar Yarrick was already a decorated hero by the time he led the defence of Hive Hades during the Second War for Armageddon. The tenacity he inspired in his soldiers allowed them to blunt the advance of Ghazghkull's hordes. When the hive was finally overrun, Yarrick's arm was severed by the power klaw of Warboss Ugulhard. Before he passed out, Yarrick decapitated Ugulhard and held his bloody head aloft. This sent a wave of panic through the remaining greenskin warriors. Yarrick later replaced his missing arm with Ugulhard's power klaw, cementing his reputation as the bane of Orks.

With the return of Ghazghkull's armies, Yarrick was called upon to command the planet's defences. His understanding of the Warlord's deranged mind allowed him to counter all but the most outlandish of Ghazghkull's strategies.

When Ghazghkull's holy crusade took him away from Armageddon, Yarrick set off in pursuit. He would not let his nemesis escape a second time.

WARRIORS OF ARMAGEDDON

The Third War for Armageddon continues to rage. Fire rains from the skies on packed masses of foot soldiers, and giant war machines blast swathes of destruction through armies. As the piles of bodies grow higher, they start to sink into the choking ash that covers the planet's barren surface.

There is no way of knowing how many combatants are fighting and dying on Armageddon. Casualties are so horrific that the Imperial logisticians abandoned tallies of dead regiments long ago. Their energies are instead devoted to the more pressing problem of requisitioning enough fuel to bulldoze away all the corpses so that firing positions are kept clear. Every able body in a hive is conscripted and armed, and the Astra Militarum transport ships barely touch down before being sent back into orbit to collect more regiments. Although Ghazghkull has now left the Armageddon System, Ork numbers continue to grow no matter how fast they are cut down. Even the amount of Adeptus Astartes can only be guessed at, for while the Space Marines are amongst the most loyal warriors of the Imperium, they do not always share their battle plans with Chapters outside their own, let alone with Armageddon's military council.

For the soldiers on the front lines, death can come at any moment. Waves of infantry are obliterated by stray shells as Titans and Gargants blast their colossal armaments at each other, or are trampled underfoot as the enormous war machines march across the wastelands. Unending aerial dogfights light the sky with fire, while Ork Bommers perform thundering runs to drop their deadly payloads on entrenched infantry. From atop the highest mountains, gun emplacements lob massive shells at rattling convoys of Battlewagons, and across the flats, Meks fire eardrum-shattering kannons at long columns of Imperial armour.

The rain of destruction that covers Armageddon falls hardest along the towering ramparts of the hive cities. Swathes of invaders are blasted apart as they scale blood-encrusted walls, and garrisons are hacked apart or buried under avalanches of ferrocrete rubble. Fortifications are taken then lost as each army battles to capture the factorums and munition stores deep within the bowels of the hives.

For the Orks and Imperium alike, the best way of striking behind the constantly shifting battlefronts is with small teams of highly skilled soldiers. These squads of special operatives rely on stealth rather than numbers, slipping deep into enemy territory to perform deadly precision strikes and secure vital supplies and information. Whether using subterfuge or straightforward acts of violence, a squad can operate with complete independence for months, sowing havoc in the heart of an enemy fortress or rooting out insurgents within their own territory. Separated from their armies, these teams cannot rely on allied support – instead, they scavenge, steal and kill to survive.

SPACE MARINE SCOUTS

The superhuman soldiers of the Adeptus Astartes are as fearsome in combat as they are versatile in their tactics. Among their elite brotherhoods it is the Scouts who risk the most, with the least protection and support, to ensure the Chapter strikes true.

Space Marines are the mightiest soldiers of the Imperium. Through gene-seed implantation and extensive bio-enhancement, their bodies are transformed into living weapons of the Emperor. Hypnotic psycho-indoctrination allows them to stride fearlessly into any theatre of battle, and their resolve is strengthened by sacred battle litanies.

Before becoming a full-fledged exemplar of the Adeptus Astartes, most Space Marines first serve in the Scout Company of their Chapter. Here, they receive constant tutelage, perfecting their battle-craft even as they fight in precariously held forward positions and in missions that take them deep behind enemy lines. The requirement for stealth and manoeuvrability means that Scouts forego the use of power armour in favour of lighter-weight and less cumbersome protection. However, Scout armour is still more than capable of stopping a bullet or turning aside the thrust of an enemy's blade.

Scouts are the ultimate commandos of the Imperium, far eclipsing the combat acumen of mere human soldiers. A small contingent of Scouts can infiltrate the most heavily defended installations, deal irreparable damage to supply lines and eradicate reserve units. The superhuman durability of Scouts allows them to fight for days without rest, and their tactical versatility keeps their enemies constantly off guard. A kill team shrouded in camo cloaks and armed with sniper rifles can silently stalk their quarry through the darkness of the Underhive. When the time for stealth has passed, a frontal assault by Scouts wielding combat blades and bolt pistols is just as deadly. With coordinated bursts of boltgun and shotgun fire, Scouts can drive back a much larger attacking force, and through careful positioning, a gunner armed with a heavy bolter or missile launcher can turn a bottleneck into a kill zone.

Some of the most dangerous Imperial missions on Armageddon are entrusted to Scout kill teams. At the siege of Hive Infernus, Ork raiding parties overwhelmed the defences of the South Forge Complex. This miasmatic network of factories provides crucial armaments to the hive, but the besieging Orks made it impossible to reinforce the industrial outpost. Kill teams from the Blood Angels Chapter broke through the siege lines and systematically eradicated the greenskin infestation. Much-needed munitions and weapons could at last flow to Hive Infernus and the defenders of the hive held the Ork siege at bay.

SPACE MARINE BOLT PISTOL

Bolt pistols are compact versions of the heavier bolt weapons. A bolt pistol's rocket-propelled mass-reactive rounds shatter armour and rupture organs upon impact. The machine spirits of these prized tools of war demand regular blessings if they are to submit to their wielder's will.

ASTRA MILITARUM VETERAN SQUADS

Veterans are survivors of countless battles who have outlived thousands of their brothers in arms. Astra Militarum Commanders give Veterans the most vital missions, trusting that skill, experience and luck will allow them to stave off almost certain death, at least until after victory is achieved.

The greatest weapon of the Astra Militarum is the limitless manpower of the Imperium. With sheer weight of numbers and overwhelming firepower, the armies of the Imperial Guard are Humanity's bulwark against the horrors of the galaxy. A Company Commander will gladly send wave after wave of soldiers to their deaths to achieve victory, and most recruits do not live through their first battle. Though basic training varies across the distant worlds of the Imperium, one lesson is all-pervasive – disobedience and cowardice will be dealt with by execution.

For those who make it through their first engagement, there is little reprieve from combat. Over time, a regiment will continue to sustain losses until only a handful of soldiers remain. These combat-hardened Veterans carry in themselves a knowledge of warfare that far surpasses that of the rank-and-file masses. As such, Veterans are given the most dangerous assignments and the missions upon which victory or annihilation for entire armies are decided. Where the bulk of the Astra Militarum soldiery are herded en masse towards the enemy by their Commissars, Veterans are permitted to search for and destroy the enemy as they see fit, and are given the tasks that require more practiced forms of violence.

Over countless battles, Veterans have become adept at using specialised weaponry and equipment, allowing them to harry their enemies with constantly adapting tactics. When assaulting a fortified position, the raw destructive power of demolition charges makes short work of an enemy's walls while flamers incinerate the defenders within. If a more subtle approach is needed, Veterans can skulk past the frontline of battle armed with sniper rifles and combat blades. This ability to adapt – along with their unquenchable hatred for their enemies and uncanny good fortune – is why these soldiers have survived for as long as they have, and they continue to train and learn new skills whilst on the battlefield. A Veteran fighting in the tangled scaffolds of the Underhive may become skilled at quickly rappelling down rusted ladders and boilers. Similarly, a soldier who has seen more than their fair share of hand-to-hand fighting will be able to see their opponent's attacks coming, and will duck away from a decapitating slash before pivoting to return a swift killing blow.

Astra Militarum kill teams can be found in every theatre of battle on Armageddon. In the western sector of the central jungles, isolated squads of Catachan Jungle Fighters hunt the feral Orks who pour towards the siege at Death Mire. Meanwhile, Cadian Shock Troops and Steel Legion Veterans scour the Diablo Mountains east of Hive Infernus to purge the area of greenskin strongholds.

ASTRA MILITARUM LASGUN

The lasgun is ubiquitous throughout the Imperium. It is easy to produce and maintain and can be fired accurately with rudimentary training. A lasgun beam will not penetrate heavy armour, but will tear through flesh and bone and can be devastating when fired in focussed salvoes.

ORK BOYZ MOBS

What greenskins lack in subtlety they more than make up for in strength and ferociousness. A typical Ork Boy can rip the head off a Human with one hand while firing an oversized gun with the other. But they also adapt their barbarism to fit any battle, and animal instincts make them cunning hunters.

Ork hierarchy is easy to understand – the biggest, meanest greenskin will fight their way to the top, then yell orders at the rest of their warband and kick the teeth out of anyone too stupid to obey. The brutality of a unified Ork horde is devastating, and can cause greater levels of destruction than even the well-armed and disciplined armies of the Imperium. As Orks rush into battle, they fire at everything in front of them with deafeningly loud guns before hacking at their enemies with giant blades made of hammered-together scrap. They seem to ignore pain from all but the most grievous of wounds, and can fight on with equal vigour despite missing limbs or ruptured entrails.

Ork Boyz typically form the bulk of a warband and require no training to be lethal. With an instinctual understanding of violence and mayhem, they arm themselves with the largest weapons they can find and then modify them to their liking with parts looted from the corpses of their enemies. Ork Boyz will dive into a melee with no concern for safety. In fact, most Orks love fighting so much that they will quickly begin killing each other if no other opponents can be found. However, this barbarism does not preclude Orks from being preternaturally cunning.

Using intimidation and threats of violence, a Nob can wrangle a group of Ork Boyz into a highly effective unit. A mob of Boyz will receive bellowed instructions before being sent into the fray, but the mission may be abandoned if they find something better to attack. When rampaging through enemy territory, Ork Boyz will use what they find to shoot, bludgeon or blast apart their foes. After looting and pillaging, a Mob may even return with better guns and axes than when they set out. Although initially armed with simple shanks and sluggas, a wily group of Boyz may eventually boast the same firepower as any Imperial kill team.

All six of the great Ork clans have a presence on Armageddon, and each clan is exemplified by their kill teams. Goffs have large numbers of Ork Boyz who prefer to rush directly into close combat. Evil Sunz are always looking for fuel and parts to build Warbuggies and Warbikes. The Bad Moons usually have the best equipment, and will trade with other clans for deadlier armaments. The Snakebites prefer simple weapons, but will go to great lengths to find rare fungi and chemicals for their squig-breeding experiments. The Blood Axes are rebels amongst Orks in that they sometimes favour discipline over anarchy and are capable of following complicated orders, while Deathskulls are born plunderers who can salvage the most derelict tank cannons and transform them into monstrous working weaponry.

ORK SHOOTA

Shootas epitomise the Ork approach to warfare – they are big, noisy and deadly. They can vary wildly in design, and some shootas are adorned with laser sights and enemy skulls. However, their rapid rate of fire makes them notorious for running out of ammunition in the middle of a killing spree.

THE BATTLE FOR ACHERON

The primary hive of Armageddon is more fortified than any other location on the planet. But even as the greenskins advance, Herman von Strab's treason corrupts Acheron from within. A vast battle is imminent, and to the victor will go the spoils of the hive's vast industrial power. The battle for Acheron could decide the war for Armageddon.

The gargantuan hive of Acheron is the seat of Armageddon's Imperial government. Its mighty spire pierces the polluted cloudscape, and from here the Noble Houses oversee Acheron's production, trade and military forces. Below the Spire, in the vast industrial slum that forms the bulk of the hive, billions toil endlessly in the foundries of the manufacturing dynasties. The fruits of their labour are the weapons, armour, tanks and artillery that are sent throughout the sector to the Astra Militarum.

During the Third War for Armageddon, Acheron did not fall to an invading army – it was lost to the internal rot of treachery. Herman von Strab, Armageddon's deposed Overlord, spent decades forging corrupt alliances with the debauched members of the nobility. Upon returning he was welcomed by the Noble Houses as the hive's rightful ruler. With the backing of his personal bodyguard – a warband of veteran Orks, no less – von Strab diverted the immense military output of Acheron to the hordes of Ghazghkull Thraka.

The allegiances of the Planetary Defence Forces and Astra Militarum regiments garrisoning the hive were fractured. Some remained loyal to the Imperium, whereas others broke rank and joined the superior armies of the usurpers. Loyalist forces fought bloody skirmishes with traitor platoons and greenskin brute squads from the highest towers of the spire to the lowest depths of the Underhive. From the ash wastes, vast numbers descended upon the embattled city, with the Imperium unwilling to concede the loss of Acheron and the Ork hordes drawn to the bloodiest arena of the war.

Refusing to let von Strab's treason go unpunished, countless kill teams were sent across the planet to assassinate the autocratic turncoat. Eventually, one of these suicide missions successfully rid Humanity of Herman von Strab once and for all.

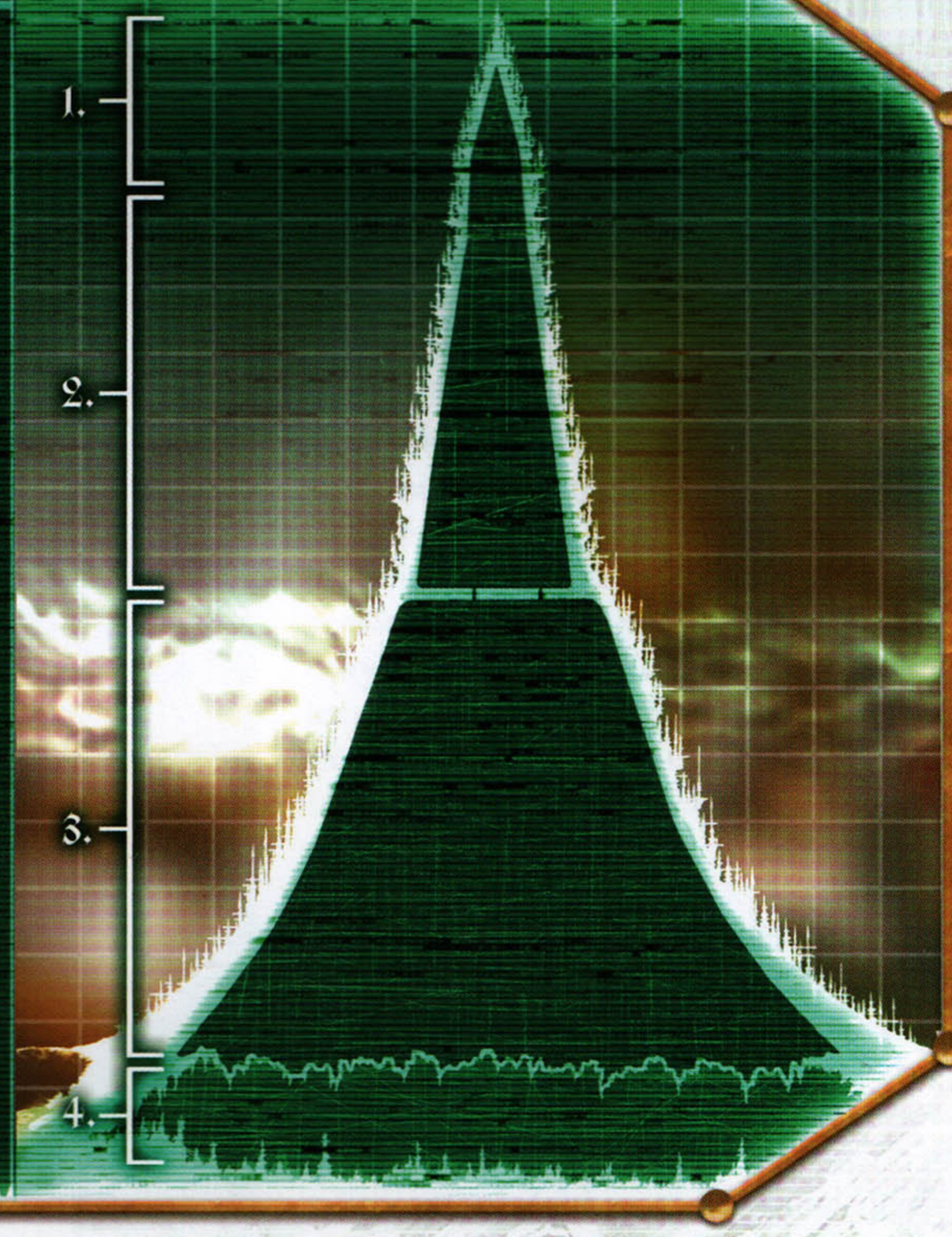
It has been years now since von Strab's death. Mighty armies have encaged Armageddon's principal hive in a grinding siege, and neither the forces outside nor those locked inside have gained control of the city. The fate of Acheron still hangs in the balance.

THE STRUCTURE OF A HIVE

Over millennia of industrial expansion, hives grow from small factory complexes to giant cities, often miles high. Hives are often divided into layers, with the elite segregated from the teeming slums.

1. The pinnacle contains the governor's palace, with its exotic gardens and menageries as well as numerous spaceports.
2. The Spire stretches from the cloud tops to the upper atmosphere, and is home to the hive's Noble Houses.
3. Separated from the Spire by a solid layer of adamantium, the Hive City contains the dense factorums of the Manufacturing Houses, as well as their billions of labourers.
4. The Underhive is an abandoned wasteland where vicious gangs and mutated horrors hunt in the darkness.

The Promethium Sprawl, the massive infrastructure required to sustain such cities, branches through every section of most hives, from the pinnacle to the cesspools of the Underhive.



THE HUNTING GROUNDS

Ever since the death of the tyrant of Acheron, the city has been embroiled in an anarchic civil war. Devoted soldiers of the Imperium clash with defector regiments, blazing batteries of artillery are overrun and then recaptured, and riotous gangs of hivers fight for survival as they search for the food stores and weapons caches that von Strab infixed throughout the hive. The greenskin retainers that once served the late dictator now tear the city apart, with the largest and most ferocious Orks competing to become Acheron's new Warboss. Labyrinthine manufactorums are now blasted battlegrounds, and crowded rookeries flow with blood.

Outside, the siege of Acheron is still a raging tempest. The surrounding forces of Adeptus Astartes and the Astra Militarum have been unable to drive the Ork hordes back into the wasteland. Large-scale movements of troops are obliterated by exploding shells launched from high up the hive's walls. Captured quad-guns blast Thunderhawk Gunships from the sky as they circle the spire in search of ally-manned landing platforms. Neither the Orks nor the Imperial armies have established more than a perfunctory foothold within the hive, and those fighting inside the city are trapped within the ring of carnage. Only small, dispersed units have a chance of reaching Acheron's innards intact.

Running between the internal domes is a web of pipes and gantries stretching from the bedrock all the way to the Spire. The Promethium Sprawl, as this tangled mass of infrastructure is known, is Acheron's circulatory system, pumping volatile fuel from distant drilling stations to factorums and foundries throughout the hive. The oldest sections of this network date back to when the hive was little more than a refinery conurbation, and it has been added to and repurposed for millennia as the hive has multiplied in size thousands of times.

With the Imperial armies and Ork hordes in and around Acheron becoming ever more entrenched, the need for small units to act as scouts, scavengers and assassins has become vital. But traversing from one stronghold to another through the Promethium Sprawl is treacherous. The network of service tunnels is vast and unmapped, and its haphazard construction has left it with erratic twists and narrow turns. Dripping chemicals and industrial waste lie pooled in depressions where they have putrefied for centuries. At any moment, a vaulted ceiling could collapse, closing off a dead end and entombing its unfortunate explorers. Even the air is hostile, as lingering clouds of noxious gases play havoc with the senses and send those who are less robust into fatal convulsions.

But for the bold and ingenious, there are ways of navigating this serpentine terrain. Servo-skulls and cogitation panels direct the flow channels of

monolithic boilers and pumping stations throughout the Promethium Sprawl. These Standard Template Construct components can be found in mega-structures across the Imperium, and are as familiar to auspex operators as they are to veterans of distant wars and those who have fought through the innards of ancient space hulks. With a little ingenuity and a reasonable amount of luck, members of a patrol can pinpoint the destination and flow-rate of significant fuel channels and hence the direction and strength of enemies holed up in industrial locations. Shutting off a series of valves can choke entire sectors of the resources they need for the continued war effort, although a mistake in sequencing can cause unexpected exhaust explosions or trigger long-forgotten defence protocols.

For all its dangers, this treacherous network does allow for a handful of soldiers to move where large formations cannot, and so has become

the prime hunting ground for kill teams. Inside the walls, infiltrators duck bullets as they saw through the rusted bars of derelict ventilation shafts before rappelling into the bowels of the Underhive. Here, in dark, abandoned recesses, squads battle over ancient access tunnels to allow reinforcements to be brought in from the ash dunes. Other groups forge upwards from the Underhive, using terror tactics and guerrilla warfare to surprise and confound their enemies.

Clambering from darkened hatches and dropping from overhead vents, saboteurs circumvent the most heavily fortified areas of enemy strongholds, using guile and grit to make up for their lack of numbers. A well-placed demolition charge or rokkit launcha blast can cripple a redoubt where a frontal charge of thousands would have failed miserably. Even if the position isn't completely overrun, by the time the defenders are ready to mount a counteroffensive, they often find their weapon and ammunition stores empty – stolen by the enemy before they receded into the shadows.

When these bands of assassins hunt one another, their skirmishes are deadly. The ceaseless gloom makes it difficult to discern friends from foes, and months of surviving the perilous Underhive leaves the nerves of soldiers stretched until they are razor thin. A group of pursuers may believe they have their enemy cornered, only to find that they have been lured into an ambush. A squad low on ammunition may try to skulk past an enemy encampment, but more often than not, the slightest false move will spark off a tumultuous and savage battle.

Thunderclaps from a dozen exploding demolition charges reverberate deafeningly through the domed chambers as shell casings rattle down through rusted layers of grates. Scattered muzzle flashes cast flittering shadows across corroded railings, and the decking glows a dull red where it has been superheated by las-fire. Fighters duck for cover behind belching exhaust vents, then dart back into the fray to exploit the exposed flank of an incautious enemy. As grenade blasts tear flesh and burst the eardrums of those nearby, the acrid smell of burnt skin intermingles with the familiar chemical fumes. Bodies topple into bottomless chasms, and hacked-off limbs fall to the floor still clutching their weapons. Eventually, one squad will be completely incapacitated or will decide that it is outgunned and retreat into the darkness. The victors will spare a few moments to see to their wounded before forming up and seeking out the next deadly firefight.

The short lulls between battles provide little respite from conflict. Fighters must constantly scavenge for ammunition and usable weaponry, not to mention edible food and drinkable water. A thorough search of the dead can supply some of these, and Orks will gorge themselves on the meat and blood of still-warm corpses. Veterans and Scouts fall back to makeshift base camps where they might store small stocks of rations as well as reserve armaments and salvaged vox equipment. Other supplies must be requisitioned from fortresses within the Hive City or from the wretched enclaves of gangers and refugees that litter the Underhive. Occasionally, a kill team will stumble across one of von Strab's hidden weapon caches. If they can find a way to burn through or blast open the heavy doors of these vaults, they will be rewarded with heavy armaments and specialist equipment. Fortunately, fuel with which to burn and blast flows like water through the Promethium Sprawl.

DENIZENS OF THE UNDERHIVE

Acheron's hellish Underhive is home to outlaws, refugees and others who have fled the carnage in the upper hive. But there are also pockets of Humanity, long cut off from the Imperium, that are native to the buried domes and caverns. The descendants of those who built and maintained the Promethium Sprawl still lurk in the darkness. Warped in both body and mind by generations of exposure to toxic pollutants, their societies have devolved into warring cults of infrastructure worship. One cult, the Daubers, endlessly paints and repaints the vast network of pipes that stretch for miles in all directions. Different sects paint specific tracts in their own colours, although the purpose of this ritual has long been forgotten. Daubers have been known to attack with righteous fury those whose dripping blood has desecrated a fresh coat of paint.

RV7

CORE RULES

This section of the book introduces the core rules that you need to play Shadow War: Armageddon, including rules for moving your fighters, shooting with them, and attacking with them in hand-to-hand combat. Once you have read over these rules you will be ready for your first games of Shadow War: Armageddon.

WHAT YOU WILL NEED

MODELS

Games of Shadow War: Armageddon are fought out using models, referred to as 'fighters'. Before playing you need enough fighters to assemble a complete kill team as detailed later in the rules. Shadow War: Armageddon contains all the models you need to fight a battle with a friend, but there are a variety of different fighter models available from Games Workshop if you want to expand your games. The models that make up your kill team are sometimes called 'friendly' models and those that make up your opponent's kill team are sometimes called 'enemy' models.

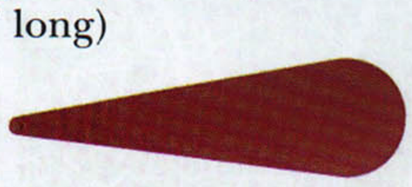
TEMPLATES

Shadow War: Armageddon includes three special templates:

- A 'small' blast template (3" in diameter)

- A 'large' blast template (5" in diameter)

- A 'flamer template' (a teardrop-shaped template roughly 8" long)



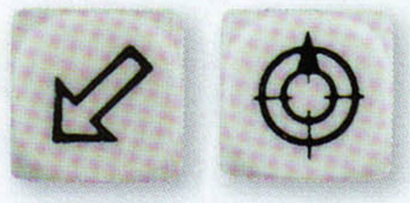
These are used to determine the effects of some weapons, for example grenade bursts or the gout of burning fire projected by a flamer.

DICE

Throughout a game of Shadow War: Armageddon, you will often need to roll dice to see how the actions of your models turn out – how effective their shooting attacks are, what damage they've done in hand-to-hand combat, and so on. Most of the dice rolls in Shadow War: Armageddon use standard six-sided dice, also known as D6, but there are some exceptions, as noted below.

Scatter Dice

Shadow War: Armageddon uses a special dice called a scatter dice (marked with arrows and a Hit! symbol). This dice is mostly used to determine a random direction, such as when working out the behaviour of grenades or weapons that fire exploding shells.



Artillery Dice

The other special dice used in Shadow War: Armageddon is the artillery dice, which is marked 2, 4, 6, 8, 10 and Misfire. This dice is used together with the scatter dice to determine how far shells land from their mark. A Misfire result can result in a shell proving dud.

Rolling a D3

In some circumstances, you may be instructed to roll a D3. To do this, simply roll a D6 and halve the number, rounding up. Thus, 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

Dividing

On occasion, you'll be called upon to divide the result of a dice roll, a characteristic or some other value. Where this happens, any fractions should always be rounded up. So a D6 roll of 3, halved, would be a result of 2 (1.5 rounded up). Similarly, 25% of a kill team of ten models, rounded up, would be three models.

Modifying Dice Rolls

Sometimes, you may have to modify the number rolled on the dice (or 'the roll'). This is noted as D6 plus or minus a number, such as D6+1. Roll the dice and add or subtract the number given to or from the roll (as appropriate) to get the final result. For example, D6+2 means roll a dice and add 2 to the number on the dice for a total between 3 and 8. You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add them together, so a 2D6 roll is two dice rolled and added together for a result between 2 and 12. Another method is to multiply the score of a dice by a certain amount, such as D6x5 to provide a result between 5 and 30.

Re-roll

In some situations, the rules allow you to re-roll a dice. This is exactly what it sounds like – pick up the dice you wish to re-roll, and roll it again. The second roll counts, even if it means a worse result than the first, and no single dice can be re-rolled more than once, regardless of the source of the re-roll.

'I'll be back...' - WARLORD GHAZGHKULL THRAKA

If you re-roll a roll that involved more than one dice, you must re-roll all of the dice, not just some of them, unless the rules specify otherwise. Any modifiers that applied to the first roll also apply to the re-roll. If two or more special rules combine to the effect that both all failed and all successful dice results would have to be re-rolled, do not re-roll any dice; simply use the original result(s) instead.

Roll-off
If the rules require players to roll-off, each player rolls a dice and the player that rolls the highest result wins the roll off. In the result of a tie, roll again until one player wins – any modifiers that applied to the first roll also apply to further rolls.

Randomising
Sometimes you'll be called upon to randomly select something – a model, an item, or similar. Where this is the case, simply assign a D6 result to each of the things the random selection must be made from, and roll the dice to make your random choice. If you have fewer than six items to randomise between, simply roll again until you roll an assigned number. For example, Emma must randomly select one of five models. She assigns each model a number between 1 and 5, and rolls a D6, re-rolling results of 6 until she gets a number between 1 and 5. If you have more than six items to randomise between, split them into equal sized groups of six or less (or as near to this as you can). Then randomly select one group, further randomising between the items in this group to find the (un)lucky item!

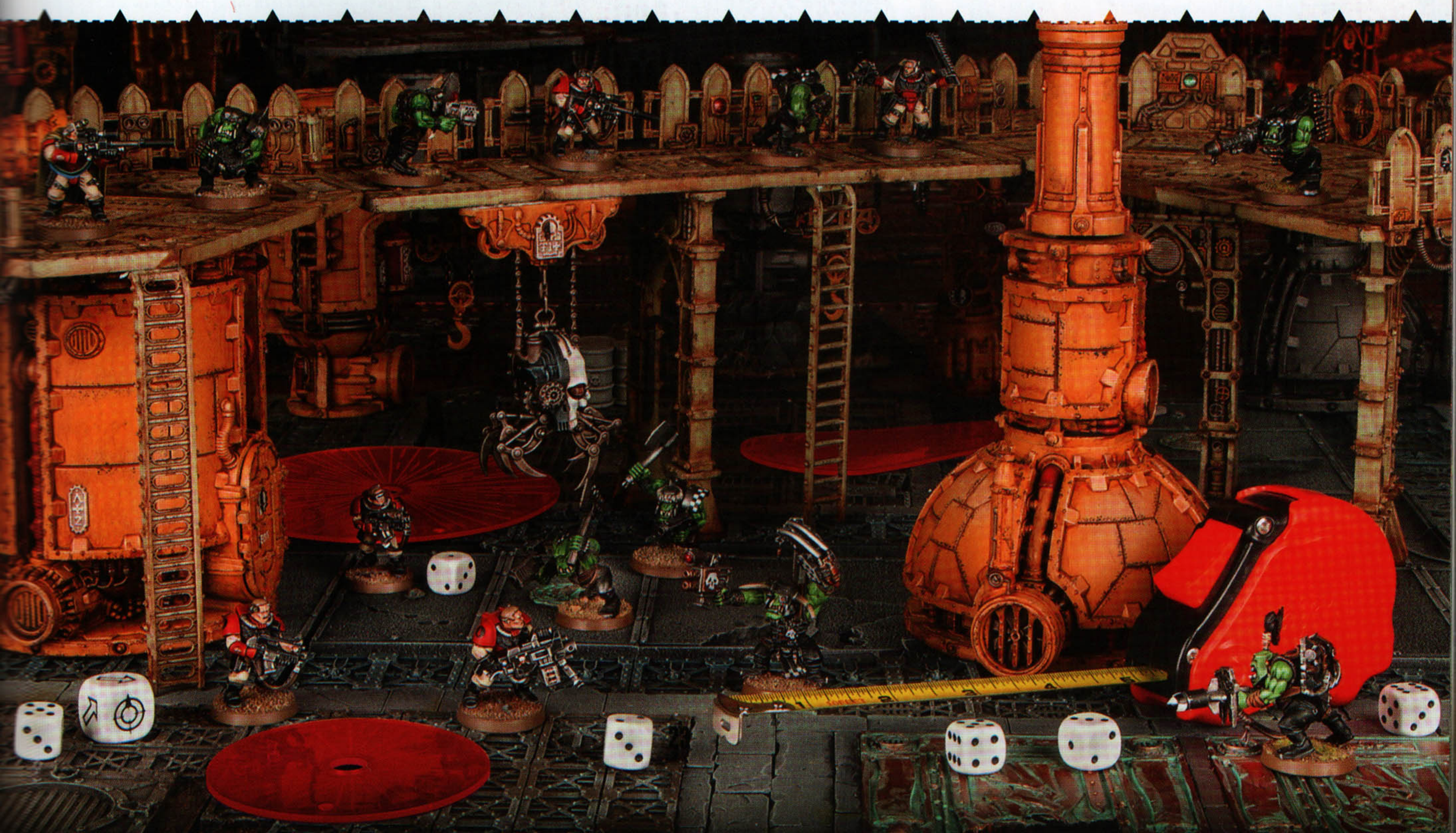
COUNTERS
To help you keep track of a number of different effects in your games of Shadow War: Armageddon, this set includes counters that you can use to indicate which fighters are running, on overwatch, or broken, amongst other things. Simply put the relevant counter next to the fighter in question as a reminder to both players, and remove it again when it is no longer needed.

WHAT ELSE YOU WILL NEED
As well as models, dice, templates and counters, you will need two or more players and a battlefield to fight over! The battlefield is usually a flat surface on which scenery models are placed and over which the armies fight. The battlefield can be of any size from 2' by 2' upwards, but you will rarely need a space larger than 4' by 4'. A Realm of Battle board makes an excellent battlefield, but a typical dining table will suffice.

Every battlefield looks better if it includes at least some terrain. Games Workshop manufactures a range of Citadel Scenery models for just this purpose, and some of this scenery is included in Shadow War: Armageddon. These models are designed to provide an evocative and tactically challenging landscape over which the models in your kill team can fight. How you set up Citadel Scenery models is normally a matter of personal taste, though if a mission requires a specific piece of terrain, or set up, it will say so. In general, we find that the more scenery you set up, the better the game will be. That aside, placing the scenery so as to create an interesting and inspiring looking landscape should be your primary goal.

You will need at least one retractable tape measure marked in feet and inches. All distances in Shadow War: Armageddon are given in imperial units, and you can measure any distances in the game at any time.

You'll also need pens, pencils, and paper. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and other details. This is easily done using a roster sheet, an example of which is found on page 120.



CHARACTERISTICS

The fighters of Shadow War: Armageddon have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the form of characteristics and special skills. Right now we won't worry about the special skills – these come later with practice and battle experience.

Each fighter is defined by their characteristics, which are assigned a value of between 1 and 10. The higher value your fighter has for any characteristic the better – for example, a fighter with a Strength of 6 is stronger than a fighter with a Strength of 2. Descriptions of the characteristics are given below.

Move (M): A fighter's Move shows the number of inches they can move in a turn. The usual number is 4 as most fighters move 4" per turn, although they can move faster when they are running or charging.

Weapon Skill (WS): Weapon Skill is a measure of close combat ability – how good the fighter is at hand-to-hand combat.

Ballistic Skill (BS): Ballistic Skill shows how good a shot the fighter is. When a fighter fires a gun, the chance of hitting a target depends upon their Ballistic Skill.

Strength (S): Strength simply shows how strong a fighter is! Strength is especially important when a fighter is in hand-to-hand combat because the stronger they are, the harder they can hit.

Toughness (T): Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club, hand weapon or fist. The tougher a fighter is, the harder they are to wound or kill.

Wounds (W): A fighter's Wounds value shows how many times a fighter can be wounded before they collapse and go down dead or incapacitated. Most individuals have a Wounds value of only 1, but tough veteran fighters might have a value of 2 or more.

Initiative (I): The Initiative value represents alertness and reaction speed. It determines a fighter's chance of dodging a sudden blow or gathering their wits while shells and bombs explode around them.

Attacks (A): The Attacks value indicates the number of 'Attack dice' rolled when the fighter fights in hand-to-hand combat. The more dice you roll, the more chance you have of beating your opponent!

Leadership (Ld): Leadership represents raw courage and self-control. The higher a fighter's Leadership, the more likely they are to remain steadfast in combat while others run off or are slain around them.

MINIMUM VALUES

Injuries or other effects can cause fighters to suffer penalties to one or more of their characteristics. These penalties can never modify a characteristic to below 1, or 2 in the case of Leadership. The only exception to this is the Wounds characteristic, which can be reduced to 0 if the fighter becomes injured.

CHARACTERISTIC TESTS

Fighters will often be required to take characteristic tests during a game.

If a fighter must take a characteristic test, roll a D6. If the result is equal to or below the characteristic involved then the test is passed. If the result is higher than the characteristic then the test has been failed. A roll of 6 always fails, no matter what the value of the characteristic being tested.

Leadership tests work in exactly the same way except that the test is rolled using 2D6. The two scores are added together and compared to the fighter's Leadership value to see if the test is passed.

CHARACTERISTIC PROFILE

A fighter's characteristic values are given in their characteristic profile. Below are profiles for three kill team fighters – a Scout, a Veteran and an Ork Boy. All these details are recorded using your kill team roster. This is explained properly later on. For now, it's enough to know what the characteristics are and how the values vary.

Fighter	M	WS	BS	S	T	W	I	A	Ld
Space Marine Scout	5"	4	4	4	4	1	4	1	8
Veteran Guardsman	4"	3	4	3	3	1	3	1	7
Ork Boy	4"	4	2	3	4	1	2	2	7

Space Marine Scout

Veteran Guardsman

Ork Boy

THE TURN

During the game you take command of a kill team. Your opponent commands a rival kill team, your deadly opponents in the forthcoming conflict.

The fighters and scenery are set up on the battlefield as appropriate for the mission you are fighting (see the Missions section). There are many different types of mission, varying from a straightforward skirmish between to rescue missions, ambushes and daring raids. Depending on the mission played, you can set the fighters up in different ways, but all the games are basically played in the same fashion.

Players take it in turns to command their kill team. When it is your turn you can move all your fighters, shoot with any fighters who are able to do so, and fight hand-to-hand combats. Once your turn is complete it is your opponent's turn to move, shoot and fight with their kill team.

SEQUENCING

While playing Shadow War: Armageddon, you'll occasionally find that two or more rules are to be resolved at the same time – normally 'at the start of the movement phase' or 'before the mission begins'. When this happens during the game, the player whose turn it is chooses the order. If these things occur before or after the game or between turns, the players roll off and the winner decides in what order the rules are resolved.

PHASES

To keep track of who's doing what and when, your turn is divided into four distinct phases as follows. Each phase is completed before beginning the next.

1 Movement
During the movement phase you may move your fighters according to the rules given later for movement.

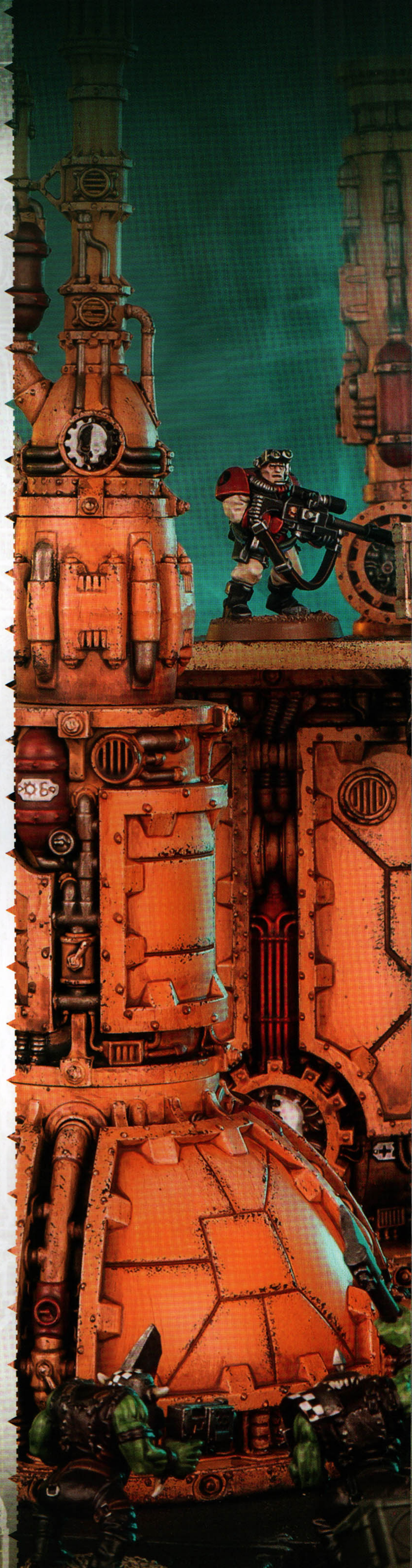
2 Shooting
In the shooting phase your fighters may shoot with any appropriate weapons as described in the rules for shooting.

3 Hand-to-hand
During the hand-to-hand phase all fighters in hand-to-hand combat fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.

4 Recovery
During the recovery phase your fighters can try to regain their nerve if shaken by enemy fire, or recover from minor injuries.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and attempting to recover, after which their turn is over.

Games last until one side either gives in or is forced into defeat as described later. You can also be obliged to withdraw from the fight if your side takes too many casualties. During some missions, there is a specific objective which you must achieve, perhaps to destroy a machine or rescue a captive. Each of the special missions describes what you must do to win, and therefore end, the game.



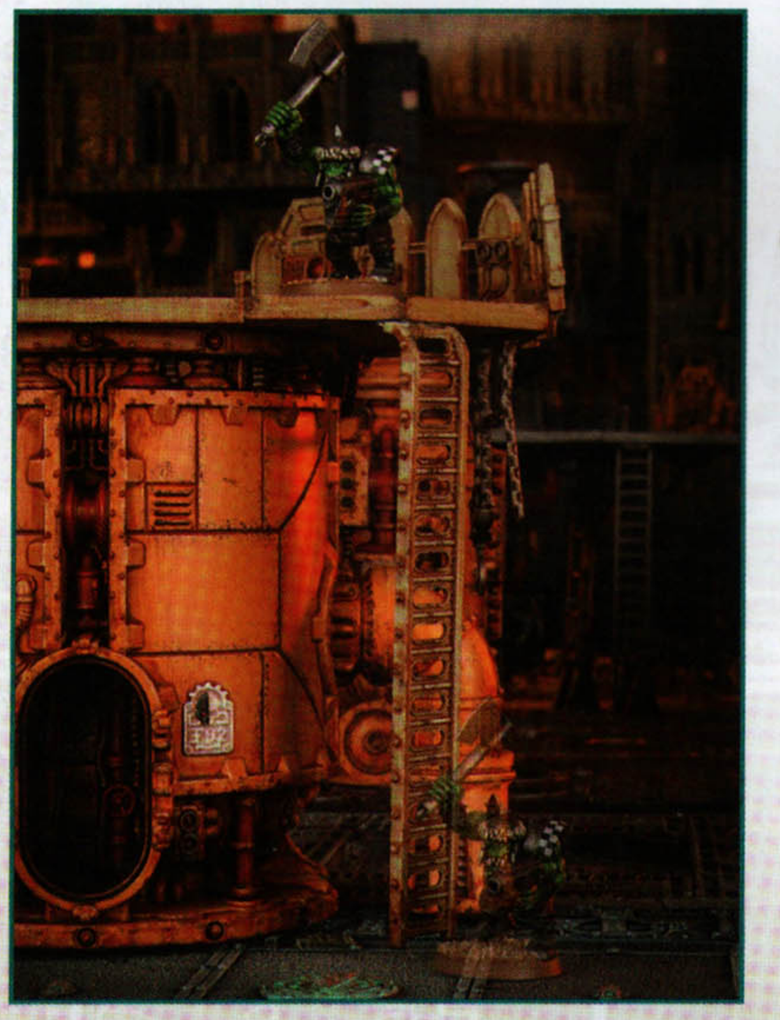
MOVEMENT

During the movement phase you can move your fighters. Move them one at a time and finish moving each before moving the next one. You can move your fighters in any order except where noted below.

1 Charges
If you want a fighter to charge at an enemy and attack them hand-to-hand then you must do this before moving any other fighters. When you charge, you must declare to your opponent that you are charging and indicate which enemy fighter you are attacking.

2 Compulsory Moves
Sometimes a fighter is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from their enemies and take cover. Make all your compulsory moves before finishing any remaining movement.

3 The Rest
Once you have moved chargers and compulsory movers you can move the rest of your fighters as you wish.



MOVING

During their movement phase fighters can move up to their Move characteristic in any direction. Most fighters have a Move characteristic (M) of 4" and so can move 4" in any direction, including up or down ladders.

You do not have to move a fighter the full permitted distance or at all if you do not wish. Any exceptions are described later and invariably involve charging or compulsory moves.

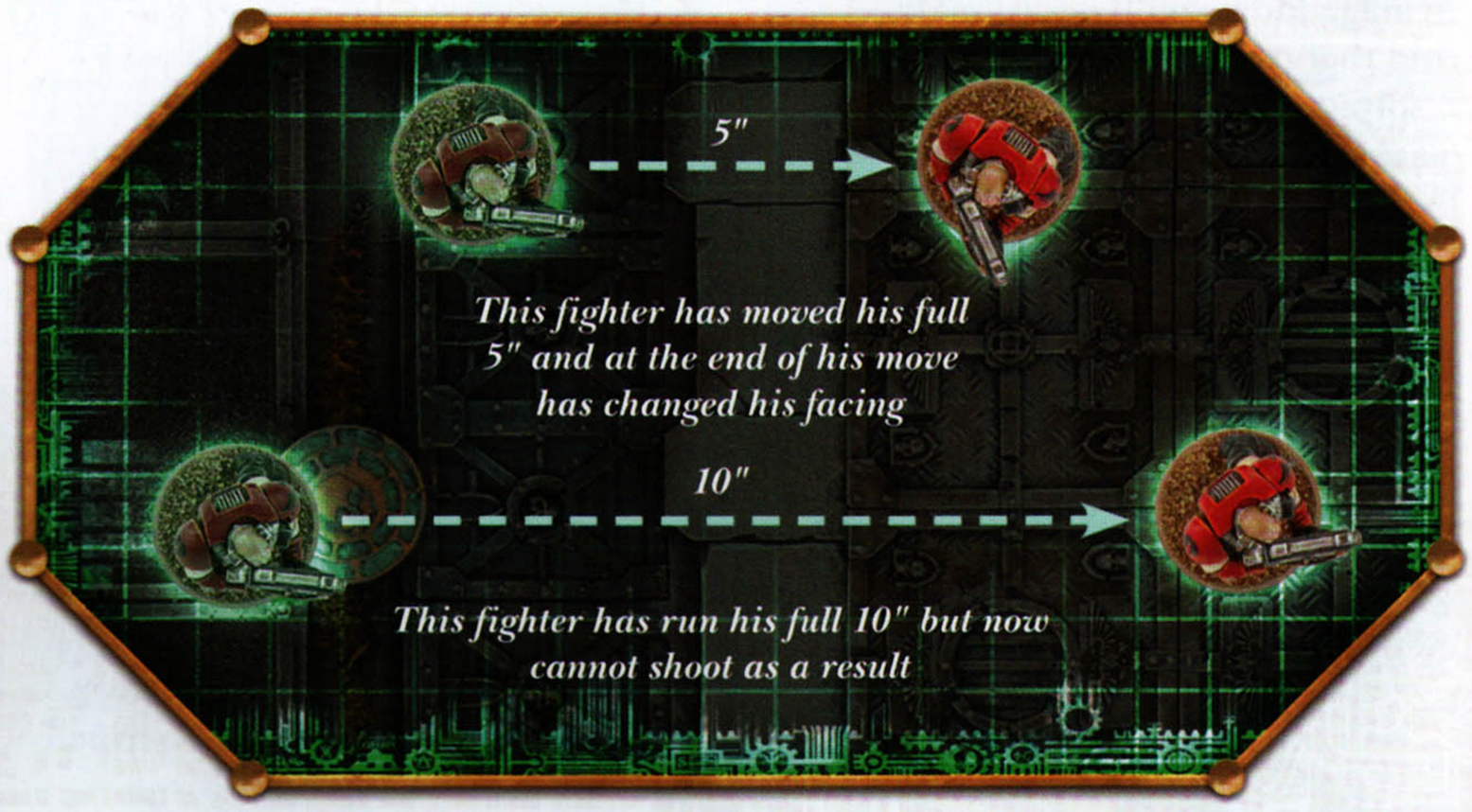
At the end of a fighter's move, the fighter can be turned to face in any direction. If you wish, any fighter who hasn't moved can pivot on the spot in the movement phase. Fighters who do not move (including those who only pivoted) are said to be stationary.

RUNNING

The normal 4" move represents a fighter moving at a fairly rapid rate but allowing time to aim and shoot a weapon and generally observe what is going on around them. If you wish, a fighter can move much quicker than this – they can run! A running fighter can move at double speed: 8" rather than 4", for example.

A running fighter loses their chance to shoot in the turn. They are concentrating on running and are not prepared to fight, having shouldered their weapons or replaced them in holsters. Place a Run counter next to the fighter to remind both players that they are unable to shoot that turn, and that they will be harder to hit with shooting attacks in the opposing player's turn.

Run counter



The Ork Boy can move up and down this ladder in the same way as it moves across the battlefield. As the ladder is more than 4" tall, and as the Ork Boy's Move characteristic is only 4", the Ork cannot reach the top of the ladder in one move unless it runs (or charges). If the Ork doesn't run, it will finish its move around 1" from the top of the ladder (see Wobbly Model Syndrome, pg 28).

CHARGING

If you wish a fighter to engage an enemy in hand-to-hand combat then they must make a special move called a charge. You can declare a charge against any enemy fighter that your fighter is aware of and can reach with their charge. A fighter is aware of any enemies they can see (see Line of Sight, pg 30) and any enemies that are not hidden and are within a number of inches equal to twice the fighter's Initiative. For example, a Space Marine Scout with an Initiative characteristic of 4 is aware of any enemies that are not hiding and are within 8".

A charge is like a run, at double Move rate, but ends with the charger touching their enemy base-to-base. Once opposing fighters are touching bases in this way they are engaged in hand-to-hand combat. Fighters are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

Note that you cannot move fighters into hand-to-hand combat except by charging – any move intended to bring a fighter into hand-to-hand combat is a charge by definition.

CHARGING MULTIPLE ENEMIES

If your fighter could charge into simultaneous base-to-base contact with more than one enemy fighter, you can declare that the fighter will charge all of them – a risky strategy as they will then be outnumbered! Charging multiple enemies follows the same rules as for charging: your charger ends their move touching bases with all of the enemies that you have declared the charge against.

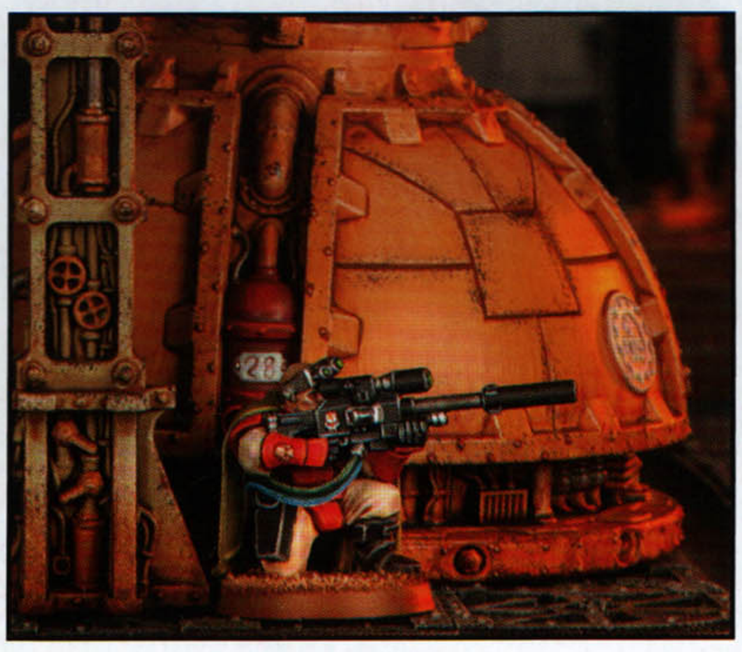
MOVING OFF THE BATTLEFIELD

Fighters cannot normally move off the battlefield, however some missions require them to do so. If a fighter's move is sufficient to take them to the battlefield edge, and the mission allows it, they can leave the battlefield in their movement phase.

HIDING

The Hiding rule allows us to represent the fact that real people can duck down and conceal themselves in a way our unmoving and dramatically posed fighters cannot. A hiding fighter keeps as still as possible, just peeking out over their cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and to regroup your forces.

A fighter can hide if they are behind a low wall or column, at the corner of a building, or in a similar position where a fighter might reasonably conceal themselves. The player simply declares that their fighter is hiding and can indicate this by placing a Hidden counter beside the fighter. They can do this before, after or even during that fighter's move.



The fighter can hide behind this dome, so the player may declare that they are hiding.

While hidden a fighter cannot be seen or shot at, even if a portion of the fighter is actually sticking up or out from their cover. A hidden fighter cannot shoot without giving away their position or coming out of hiding; if a hiding fighter shoots or moves so that they can be seen then they are no longer hidden and can be shot at as normal.

A fighter who runs or charges is not able to hide that turn. Their sudden burst of speed does not give them time to conceal themselves from view.

A fighter may stay hidden over several turns so long as they remain behind a concealing wall or similar feature. They may even move around behind cover provided they remain concealed while they do so. If an enemy moves into a position where they would clearly be able to see the hidden fighter, then the fighter cannot claim to be hidden any longer and the counter is removed.

A fighter may not hide if they are too close to an enemy – they will be seen or heard no matter how well concealed they may be. This distance varies according to the enemy fighter, who will always detect hidden foes within their Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy fighters within 3".

SILENT WEAPONS

Some weapons emit no sound or flare, and will be noted as 'Silent' in their Armoury entry. If a hidden fighter fires a silent weapon then there is a chance they will remain undetected. After the attack has been made, roll a D6. On a roll of 1-3 the shooter is spotted and is no longer hidden, while on a 4+ the fighter remains hidden.

Hidden counter

TERRAIN

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block a fighter's progress, but the ground level and raised surfaces are reasonably solid. However, should they find themselves struggling over shifting ash wastes or up to their elbows in marshes of bubbling pollutant, your fighters' progress will be impeded as indicated below.

OPEN GROUND

The battlefield surface, building floors, connecting walkways and ladders are all considered to be open ground which does not affect movement. Fighters can also move through doors or hatches without slowing their speed.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage, pools of pollutant liquid, and industrial spoilage. Fighters move over difficult ground at half their normal rate, so 1" of movement across difficult ground counts as 2". For example, to cross a 1½" wide pool of bubbling algal slime a fighter must expend 3" of their move. Similarly, if moving over a steep mound of industrial spoilage a fighter with a Move characteristic of 4" will move at 2" per turn rather than 4".

A fighter who is running is also slowed down by difficult ground. A fighter with a Move characteristic of 4" will run at 4" rather than 8" over steep slopes, for example.

VERY DIFFICULT GROUND

This is the really nasty stuff you wouldn't want to go near. It includes tar pits, deep or noxious pools of liquid wastes, and narrow crawlholes through the rubble. Fighters move over very difficult ground at a quarter of the normal rate, so each 1" of movement counts as 4".

IMPASSABLE GROUND

Much of Hive Acheron is impossible to move over or through. Corrosive pools, enveloping layers of toxic ash, walls, collapsed tunnels and so on are all impassable: fighters cannot move across impassable ground.

WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that a fighter can either go around or leap over. A fighter can leap over a barrier less than 1" high and no more than 1" deep without impeding their movement at all. A barrier between 1" and 2" high, and no more than 1" deep, can still be crossed by climbing over but a fighter must use half of the distance they can move to do so. For example, a fighter with a Move characteristic of 4" must give up 2" of their move to cross the barrier. A barrier higher than 2" is too tall to climb over and is effectively impassable.

WOBBLY MODEL SYNDROME

Sometimes you may find that terrain makes it hard to put a fighter exactly where you want. If you balance it in place, it is likely to fall and get damaged. In cases like this, it is fine to leave the model in a safer position as long as both players have agreed and know its 'actual' location. If the model is targeted, you'll need to hold it back in place e.g. to check line of sight.

OPEN GROUND

WALL

OPEN GROUND

IMPASSABLE GROUND

SHOOTING

Shadow War: Armageddon fighters carry a variety of weaponry. Individual fighters often have several different weapons such as grenades, pistols, knives and guns.

During the shooting phase of your turn each of your fighters may shoot once with one of their weapons. So a fighter could either fire a bolt pistol, fire a shotgun, or throw a grenade, for example.

Work through your fighters one at a time. Pick which fighter is going to shoot, choose their target, work out if they hit their enemy and, if they do, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

WHO CAN SHOOT

Each fighter can shoot once in the shooting phase so long as they can see a target and have a suitable weapon or a supply of grenades. Fighters can shoot even if they have moved (though not if they ran this turn) and shoot in any direction: we assume that fighters are looking around, scanning constantly for threats. Fighters in base contact with an enemy cannot shoot.

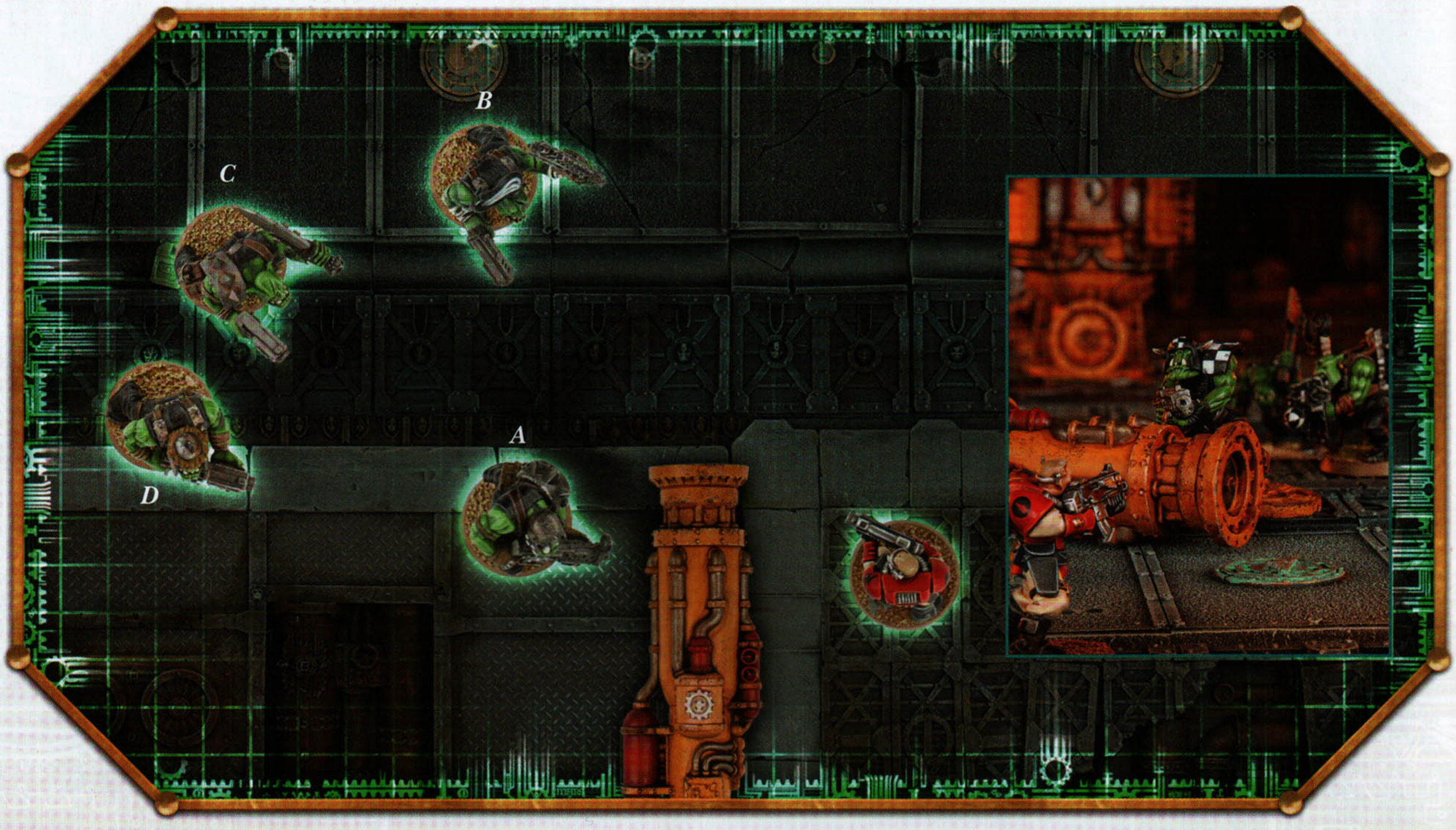
LINE OF SIGHT

To shoot at a target a fighter must be able to see it, and the only way to check this is to stoop over the battlefield for a fighter's eye view. Sometimes it will be obvious whether a target can be seen, but at other times it will be more difficult as buildings and pipelines will be in the way. Note fighters can also block line of sight, just like terrain.

So long as the fighter can see at least a part of the target's body they can shoot, even if all that can be seen is an arm or leg. If they can see nothing but the tip of a gun or the end of a sword then they cannot shoot as they are unable to see the target's body. If in doubt, and if you've checked the shot from both the shooter's and the target's view and still can't decide, then roll a dice – on a 1-3 the fighter can't see and on a 4-6 they can.

CLOSEST TARGET

A fighter must shoot at the closest enemy as they represent the most immediate threat. However, a fighter can fire at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot. A fighter may also choose to fire at a more distant target if the closest enemy is in hand-to-hand combat or downed, as described later in this section.



In this diagram the closest target is A but he is obscured by cover and so is more difficult to hit than the more distant targets B, C and D. In this situation the shooter may shoot at Target B since he is the closer of the more distant targets even though he is further away than target A.

RANGE

Your fighter's target must be within range of the weapon they are using. Remember that you can measure distances at any time. Each type of weapon has a maximum range as detailed in the Armoury section. The following examples show the short and long ranges of some typical weapons – the maximum range is the extent of the long range.

Weapon	Short Range	Long Range
Bolt pistol	0-8"	8-16"
Boltgun	0-12"	12-24"
Lasgun	0-12"	12-24"
Shoota	0-12"	12-24"
Slugga	0-8"	8-16"

HITTING THE TARGET

To determine whether a shot hits its target, roll a D6. This is known as the 'To Hit roll'. The dice score needed will depend upon how good a shot the shooter is (as indicated by their Ballistic Skill). The chart below shows the minimum D6 roll needed to score a hit.

BS of shooter	1	2	3	4	5	6	7	8	9	10
D6 score	6	5	4	3	2	1	0	-1	-2	-3

For example, if the shooter has a Ballistic Skill of 3, a dice roll of 4+ is required to hit the target. An easy way to remember this is simply to subtract the shooter's Ballistic Skill from 7 to find the number needed to hit.

You will notice that the chart covers scores of 1 and even less. However, a dice roll of 1 is always a miss regardless of circumstances. There is no such thing as a certain hit! Rolls of 6 may require you to make an Ammo roll (pg 36).

HIT MODIFIERS

Some shots are easier than others: it is easier to hit a target that is in the open than one behind cover. Usually it is easier to hit a close target than one further away. This is represented by the following modifiers.

-1	In Partial Cover	Up to half the target is obscured (see Cover, pg 32).
-2	In Cover	More than half the target is obscured (see Cover, pg 32).
-1	Overwatch	The shooter is firing at a target whilst on overwatch (see Overwatch, pg 36).
-1	Charging	The shooter is firing at a target that is charging them.
-1	Running	The target ran in their previous movement phase.
-1	Small Target	The whole target is less than ½" tall or wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the floor. Fighters are always larger than this!
+1	Large Target	The whole target is at least 2" tall or wide. Such targets include large processor tanks, bulkhead doors and other sizeable bits of industrial equipment.

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Armoury section of this book. The following examples show how this works.

Weapon	Short Range	Long Range
Bolt pistol	+2	-
Boltgun	+1	-
Lasgun	+1	-
Shoota	+1	-
Slugga	+1	-1

Pistols, basic and special weapons are sensitive to range: they are likely to hit at short range but can be inaccurate at long range. Remember, long range isn't very far in the case of a pistol! Heavy weapons aren't sensitive to range. With these weapons it is as easy to hit at a distance as it is at short range because a close moving target is hard to track with a weighty or clumsy weapon.

If a target is exactly at the range boundary between short and long range for a weapon (e.g. exactly 12" away for a boltgun), always use the modifiers for short range.

'It is the purest folly to believe that an individual can save Armageddon. Wars are not won by heroes, they are won by firepower and force, and the application of strategy and tactics.'
- COMMISSAR YARRICK

COVER

The many walls, gantries, pipes and ruined buildings of the Promethium Sprawl provide plenty of cover. If a target is partly obscured by intervening terrain then it will be harder to hit. How much harder depends upon how much of the target is obscured by the terrain.

If the shooter can see at least half of the target's body but not the entire body, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit modifier.

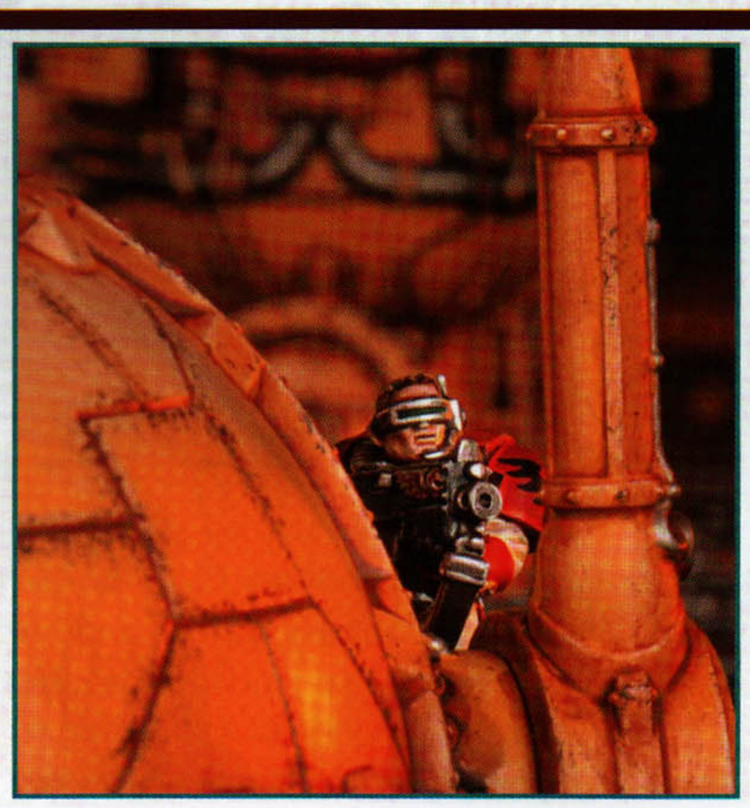
If the shooter can see some of the target's body but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit modifier.

If a target fighter is hiding, and either in cover or partially in cover, then they cannot be seen or fired at even if the shooter can see a portion of the fighter's body. The fighter is assumed to be keeping still, concealing themselves in the shadows and hugging their cover as closely as they can (see Hiding, pg 27).

A certain amount of judgement is called for by the players when deciding whether a fighter can be seen, if they are in cover, or whether they can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then the players should roll-off to settle it.

SMALL AND LARGE TARGETS

These modifiers are not normally used unless the mission involves a specific target which is especially large or small. For example, perhaps you must destroy a promethium tank to achieve your objective. Enemy fighters are never small or large targets.



In cover: less than half of the fighter's body is in view.

In partial cover: more than half of the fighter's body is in view.

In the open: a shooter would incur no penalties to hit.

7+ TO HIT

Because of the modifiers, it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but your fighter can still hit if you are lucky. If you roll a 6 for your fighter's To Hit roll then they might have hit. Roll a further D6 – the additional score required is shown on the table below.

Score Required to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Example: An Ork Boy is shooting a shoota at a target 12" away and behind partial cover. The Ork Boy's Ballistic Skill is 2 so he requires a 5 to hit. The modifiers are -1 for long range and a further -1 for partial cover. A score of 7 is therefore needed. To achieve this the Ork Boy must roll a 6 followed by a further roll of 4+.

PINNED

As soon as a fighter is hit, the model is knocked over and placed face up. We say the fighter has been 'pinned'.

The force of the shot has knocked the fighter off their feet. The shot may have hurt or even killed them, or they may be lucky and escape without significant harm. Later we'll deal with what happens to the pinned fighter if they survive unharmed. First, we'll find out whether the shot has wounded them.

Note that there are occasions when a fighter may suffer a hit that wasn't from enemy shooting – for example, their weapon might have exploded or they might have fallen from a ledge (both situations are covered later in these rules). Unless specified otherwise, any fighter who suffers a hit is also pinned, even if they are not wounded.

WOUNDING THE TARGET

Once your fighter has hit a target, you must test to see whether a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment, or perhaps it just grazes them.

To determine whether the shot has caused a wound you must compare the Strength value of the weapon with the Toughness characteristic of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Armoury section, but a few examples are given here.

Weapon	Strength
Boltgun	4
Heavy bolter	5
Lasgun	3
Rokkit launcha	8

The chart below shows the D6 score required to turn a hit into a wound – an 'N' means that it is impossible to cause a wound on a target that tough using a weapon of that strength. Roll a D6, in what is known as the 'To Wound roll', and if the result is equal to or greater than the score required, the target suffers a wound. Remember that an average fighter will have a Toughness characteristic of 3 (for a Veteran) or 4 (for a Scout or an Ork).

TARGET'S TOUGHNESS

STRENGTH	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

SAVING THROWS

Some fighters wear protective clothing which may save them from a wound if they are lucky. Armour is represented in the game by armour saves.

Armour Saves

If a fighter is wearing armour and suffers a wound, their player rolls a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type of armour. The most common armour types and the D6 roll required to make a save are given below.

An unmodified roll of 1 is always a failure, even if the fighter has a saving throw better than 2+.

Armour	Minimum D6 score required to save
Squig-hide armour	6
Scout armour	4
Flak armour	6

Some weapons are better at penetrating armour than others. A shot from a lasgun might be deflected relatively easily, but an Ork rokkit is a different matter! To represent this, each weapon has an armour save modifier as indicated in its description in the Armoury section. For example, a boltgun has a -1 save modifier so all armour saves must deduct 1 from the dice roll.

Invulnerable Saves

Some rare equipment or special skills confer an invulnerable save instead of an armour save. Invulnerable saves work in exactly the same way as armour saves except that they ignore all save modifiers, even against weapons with high Strength, such as rokkits. A fighter can take an armour save or an invulnerable save – they may not take both. Their player can decide which save they want to use.

Example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing Scout armour. The player rolls a D6 and scores 5 – enough to deflect the shot and save him.

INJURIES

Most fighters have a Wounds characteristic of 1 but some have a value of 2 or more. If the target has a Wounds characteristic of more than 1 then deduct 1 from their characteristic for the rest of the game for each wound they suffer. As soon as a fighter suffers their last remaining wound, the player whose fighter inflicted the wound rolls a D6 and consults the following table to determine the extent of their injuries. This is known as an 'Injury roll'.

1	Flesh Wound	The target has sustained a minor wound. Subtract 1 from both their Weapon Skill and Ballistic Skill for the rest of the game.
2-5	Down	The target falls down to the ground where they lie wounded and barely conscious. Turn the model face down.
6	Out of Action	The target has been badly wounded and falls to the ground unconscious. Remove the model from play immediately – it takes no further part in the game.

Flesh Wound

If a fighter only sustains a flesh wound then they suffer a mild injury and are able to fight on. A fighter can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on your roster sheet and apply the penalties indicated for the rest of the game. Unless the fighter is also 'down' (see right), restore their Wounds characteristic to 1. Finally, leave the fighter lying face up to show they are still pinned (see Pinned Fighters, pg 35).

Each time a fighter suffers a flesh wound, subtract a further point of Weapon Skill and Ballistic Skill, to a minimum of 1. If a fighter with a Weapon Skill and Ballistic Skill of 1 suffers a flesh wound then they drift into unconsciousness due to severe loss of blood and are taken out of action.

Down

When a fighter goes down they are either badly injured or temporarily knocked senseless: they might recover or they might lapse into unconsciousness and even die.

During their movement phase a fighter who is down can crawl 2", but other than this the fighter cannot do anything else. This enables a badly wounded fighter to get behind cover (if they're lucky!).

A player must find out what happens to any of their fighters who are down at the end of their recovery phase. Make an Injury roll. If you roll a 1, the fighter suffers a flesh wound, and they are pinned for one turn (see Pinned Fighters, pg 35). Turn the model face up to show this. If you roll 2-5, the fighter's situation is unchanged. If you roll a 6, the fighter is taken out of action.

Out of Action

'Out of Action' indicates that a fighter is out of combat and out of the game. It is impossible to tell whether the fighter is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether they survive (see Serious Injuries, pg 101).

MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A fighter cannot be reduced to fewer than zero wounds, but each extra wound inflicted against a fighter with 1 remaining wound means you make another Injury roll. So, if a fighter has 1 wound remaining and suffers 4 wounds, the player whose fighter inflicted the wounds makes 4 Injury rolls.

Any multiple 'down' results have no additional effect, but a fighter can suffer multiple flesh wounds.
A fighter who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for their flesh wounds as well.

HIGH IMPACT

Some weapons inflict hits with such devastating force that any fighters struck by them are likely to be severely injured. Weapons with a Strength of 7 or more are known as high-impact weapons.

When a fighter is hit by a high-impact weapon they will go out of action on a roll of 5 or 6 on the Injury table rather than the normal 6. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.

PINNED FIGHTERS

Often a fighter is hit and pinned but doesn't go down or out of action. They might be hit and not wounded, or they might have suffered a flesh wound.

A fighter who is pinned remains knocked over, lying face up. Whilst pinned a fighter cannot do anything except crawl up to 2" during the movement phase.

A fighter who is pinned at the start of their turn will automatically recover from pinning at the end of that turn. In effect, the fighter misses their turn and is then ready to fight once more in their following turn. At the end of the turn stand the fighter up to show that they are no longer pinned.

If a fighter has at least one other fighter from their kill team within 2" then they can try to escape pinning at the start of their turn by taking an Initiative test (see Characteristic Tests, pg 24). If the test is passed then the fighter has recovered their wits: stand the model up. The fighter can move and fight normally that turn. If they do not move after standing, they are considered to be stationary.

If the only friendly fighters within 2" are new recruits or fighters who are down or whose nerve has been broken, a fighter cannot try to escape pinning in this way. Rather than reassuring the fighter and offering covering fire, the proximity of these unreliable comrades will only encourage them to keep their head down!

'Armageddon, a world whose name is known across the Imperium. Armageddon, a world whose name has become a byword for war and destruction on a massive scale. Armageddon, where the fate of a thousand worlds hangs in the balance.'

- Lord Commander Solar Eugenian

SHOOTING INTO HAND-TO-HAND COMBAT

It is rash to shoot at fighters who are grappling with each other at close quarters – it is very easy to hit the wrong fighter! Although the models themselves are immobile the fighters are actually ducking, diving and rolling about in a whirlwind of action. Remember, your fighters do not have to shoot at an enemy fighter who is in hand-to-hand combat with one of your fighters, even if they are the closest target.

Should you wish a fighter to shoot at an enemy engaged in hand-to-hand combat, roll to hit as normal. If your fighter hits then you must randomise who is hit by the shot (see pg 23) – there is as much chance of hitting the target as there is of hitting each fighter they are fighting.

SHOOTING AT A FIGHTER WHO IS DOWN

Although your fighters do not have to shoot at a target who is down, even if they are the closest target, you can choose for them to do so if you are feeling particularly vindictive! In practice this is rarely the best option available to your fighters.

If a fighter who is already down takes a further wound or wounds, make an Injury roll and apply the result. A flesh wound will inflict further penalties to the fighter's Weapon Skill and Ballistic Skill. If the fighter goes down again then ignore the result. If they go out of action remove the fighter from combat.

AMMO ROLLS

Ammo rolls represent faults in guns or ammunition as well as the possibility of simply running out of ammo. Power packs can fade or suddenly release a burst of energy, shells jam in the loading mechanism, explode or prove dud. No gun is absolutely reliable or has an infinite ammo supply, and some are notoriously fickle.

When rolling To Hit, a result of 6 indicates that your fighter's weapon may have malfunctioned after firing, and an Ammo roll is required.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo Roll rating as shown in the Armoury section. To make an Ammo roll, roll 2D6. If you roll less than the number indicated, the weapon has malfunctioned or run out of ammo and is useless for the rest of the game. Make a note on your kill team roster. If you roll the score indicated or greater then the weapon functions normally and your fighter can continue to use it.

Repairs and Resupplies

If a weapon runs out of ammo, malfunctions or explodes, then it is assumed that the weapon is fixed and its ammo replenished in time for the next battle. Supplies of grenades are also restocked, as are any other pieces of specialist equipment that do not specify otherwise.

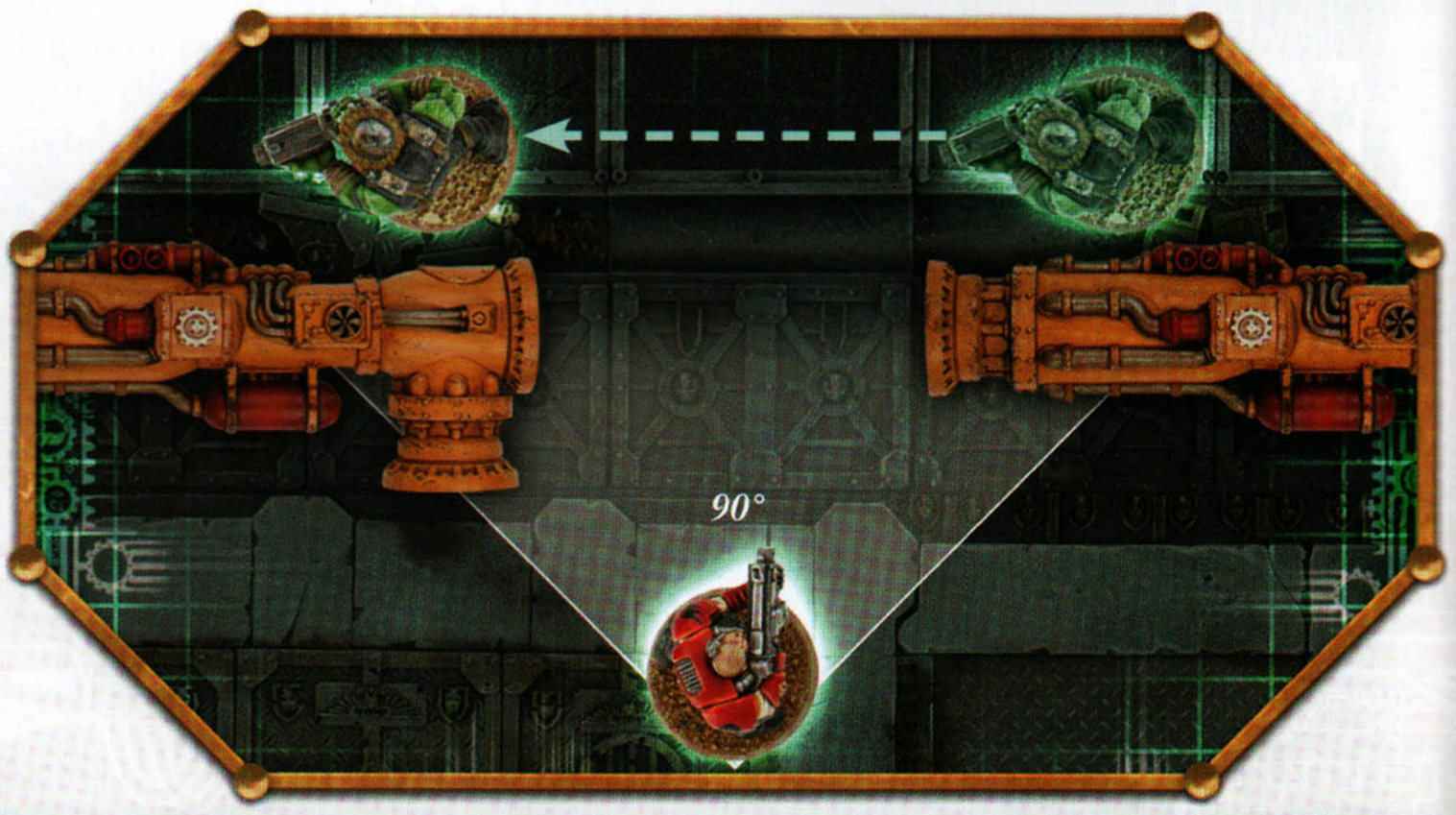
OVERWATCH

Rather than shooting in your turn, fighters can take up positions to shoot at any enemy that appears in view in your opponent's turn. This is called overwatch.

Any of your fighters can go on overwatch at the start of your turn. A fighter must give up their whole turn to go on overwatch. The fighter cannot move (except pivoting), shoot or hide, but can remain hidden if they started their turn in hiding. You may find it convenient to place an Overwatch counter by the fighter to indicate it is on overwatch.

During the enemy's movement phase the fighter can shoot at any target as it presents itself, so long as the target is in the 90° arc in front of the model. For example, the fighter could shoot before the target moves, after it has completed its move, or actually while the target is moving. Overwatch is obviously very useful for shooting at enemy fighters as they dash from cover.

Overwatch counter



The Space Marine Scout is on overwatch, while the Ork Boy is in partial cover behind the pipe. The Space Marine Scout can shoot at any target that presents itself in the 90° arc in front of him, and at any time. When the Ork Boy moves across the gap, the Space Marine Scout can choose to fire at the opportune moment – when the Ork Boy has no cover at all!

Once a fighter has finished shooting, or at the beginning of their next turn, they are no longer on overwatch – the Overwatch counter is removed and the fighter is free to move and shoot, or go on overwatch again, in their own turn.

If a fighter is hit whilst on overwatch they lose their overwatch status immediately and the Overwatch counter is removed. The same applies if the fighter is forced to move for any reason – e.g. if a fighter's nerve breaks (see Broken Fighters, pg 44).

When you wish to shoot with a fighter on overwatch, begin by declaring that you are doing so and then determine the position of the enemy fighter at the moment of fire. Work out the shot as normal, applying any modifiers. Remember that your fighter can fire at any time during the enemy's movement, so you might want to let an enemy get into close range before your fighter shoots. Remember also that firing on overwatch has a -1 modifier of its own – it's always tricky to hit a foe emerging into view.

When determining whether or not a target of overwatch fire is running, the fighter's move that turn is used rather than that of their previous turn.

Fleeting Targets

If a fighter on overwatch targets an enemy fighter that both started their move and would end their move out of line of sight of the shooter, then they count as a fleeting target. A fighter attempting to shoot at a fleeting target must take an Initiative test. If they pass the test the fighter can be targeted as normal. If they fail the test then they did not react quickly enough, and cannot shoot at that enemy. The fighter remains on overwatch, however, so they can attempt to shoot another enemy fighter that turn, if the opportunity presents itself.

SUSTAINED SHOOTING

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called sustained fire. The Armoury section specifies which weapons are capable of sustained fire. These are weapons with a high rate of fire such as the big shoota, which can rake targets with a hail of shells.

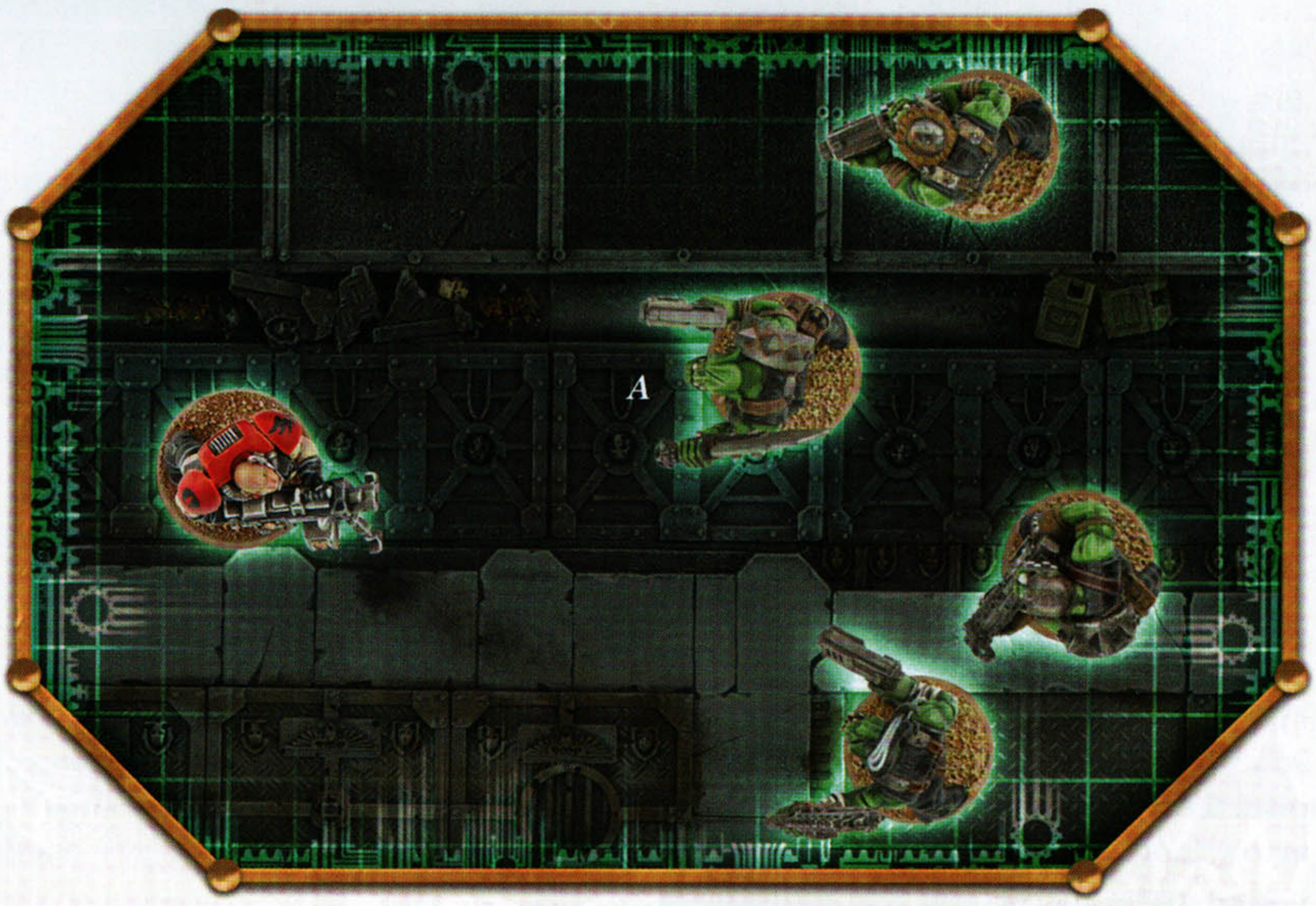
When a fighter shoots with a weapon of this kind, declare whether they are firing a single shot or using sustained fire. A single shot is worked out as normal following the usual shooting rules, while sustained fire is worked out as follows.

First roll to determine how many separate shots the weapon makes by rolling a number of D3 up to the weapon's sustained fire value. For example, if you were firing a weapon with 2 sustained fire dice, you could choose to roll one or two D3. The total rolled is how many shots the fighter can make this turn. These shots follow the usual shooting rules (resolve each shot as its own shooting attack) with the following exceptions.

Each shot must target either the original target or another fighter within 4" of the first target (even though these other fighters may not be the closest enemies to the shooter). The first shot must target the original target.

If any shot causes an Ammo roll (see opposite), resolve the shot and its Ammo roll before resolving any remaining shots.

If the fighter can no longer see any targets but they still have shots remaining then they are wasted, but all of the shots indicated by the sustained fire dice must still be fired. You must make a To Hit roll for each wasted shot in case they cause an Ammo roll.



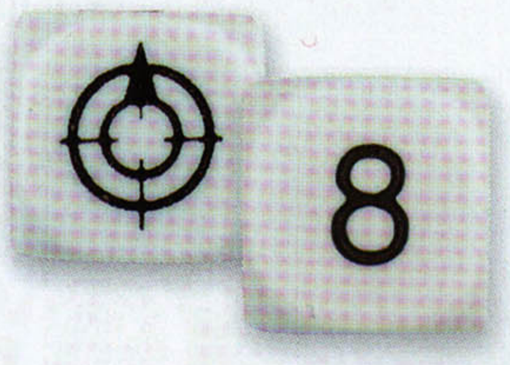
The Space Marine Scout in this example fires his heavy bolter at the incoming Orks. Against odds like this, the Scout decides to fire as many shots as he can, so opts to use his weapon's sustained fire. The first shot must target Ork A, who is the closest to the Scout, but the remaining shots (for as long as the Scout's ammo holds out) can be distributed amongst any of the Orks in this example, as they are all within 4" of the original target.

BLAST WEAPONS

Some weapons fire an exploding shell or energy blast that inflicts damage over a large area. The areas affected are represented by the small blast and large blast templates – the weapon's profile will specify which should be used.

When a fighter shoots a weapon that uses a small or large blast, nominate their target and make a To Hit roll exactly as you would with any other weapon. If your fighter hits the target, centre the template directly over the target fighter. The target is hit, and any other fighter that lies wholly inside the template is hit too. If a fighter lies partially within the template then they are hit on a further D6 roll of 4-6. Make To Wound and Injury rolls for each fighter that is hit as for any other weapon.

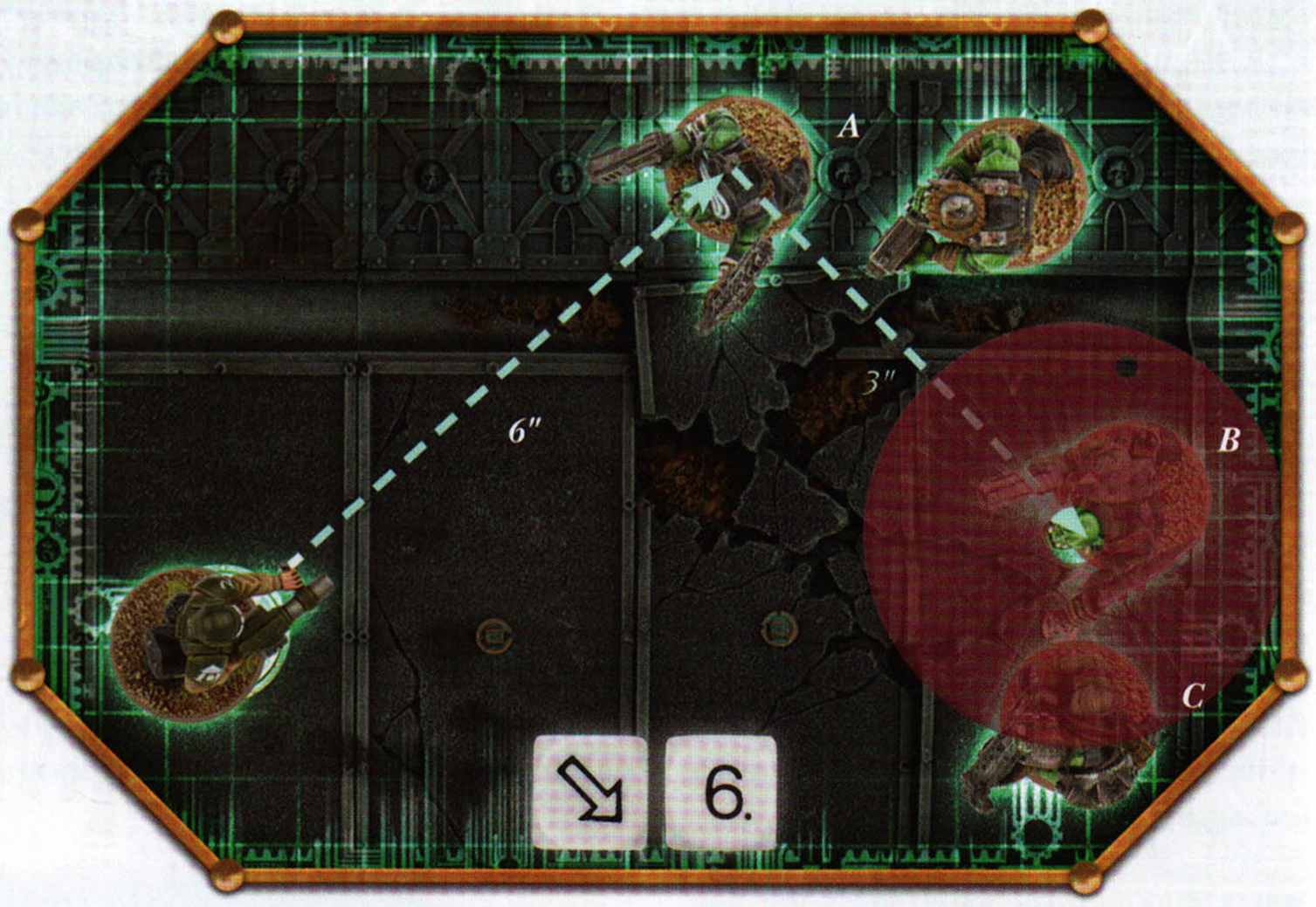
If your fighter misses the original target then their shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a Scatter roll. To do this you will need the two special dice: the scatter dice and the artillery dice. Take both of these dice and roll them so that they land as close to the target as possible.



If the artillery dice shows a number, this indicates how far the shot has missed the target by – 2", 4", 6", 8" or 10". The shot lands this far away in the direction indicated by the scatter dice arrow (note that the Hit! symbol also has an arrow marked on it to indicate a direction for this purpose). Place the template in the position indicated by the dice, and determine which fighters are hit as described above.

If a Misfire is rolled then the shot dissipates in the air or is a dud and has no effect. If the dice show both a Hit! and Misfire then the shot has no effect and the weapon is treated as having failed an Ammo roll (see Ammo rolls, pg 36).

Note that no shot can ever scatter by more than half the range between the shooter and their target. If the target is 10" away, for example, the miss may not scatter by more than 5". However, a wildly scattering shot may land outside its usual line of sight, fire arc (90° in front of a shooter on overwatch) or beyond its usual maximum range.



An Astra Militarum Veteran fires a blast weapon at his four Ork opponents. He fails his To Hit roll and so the shot scatters. He rolls the scatter and artillery dice and scores a 6. Because this is more than half the range to his target, the shot only scatters 3" in the direction indicated. The template is placed accordingly. Enemy model B is wholly under the template and so is hit. Enemy model C is partially under the template, and a dice is rolled to see if he is hit too. The Ork player rolls a 5, so the poor fighter is caught in the blast.

GRENADES

There are many different sorts of grenades available to fighters. The most common are explosive frag grenades or stikkbombs and implosive krak grenades. If a fighter carries grenades then it is assumed that they have enough to last the entire battle, regardless of how many they might actually throw.

A fighter can throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll To Hit using the thrower's Ballistic Skill characteristic.

The maximum range of a thrown grenade depends upon the Strength characteristic of the fighter. A fighter can throw a grenade a distance equal to three times their Strength. For example, a fighter with a Strength of 3 can throw a grenade up to 9".

Exploding Grenades

Frag grenades and some special grenade types use the large blast template. Grenades that use a template scatter if they miss just like other weapons with blast templates. Work out scatter as described already, except that the number on the artillery dice is always halved because grenades are thrown at very short ranges. On the other hand, the maximum scatter limit does not apply to grenades, which can bounce around all over the place before going off! A grenade thrown at a target 2" away may therefore scatter up to 5" in any direction.

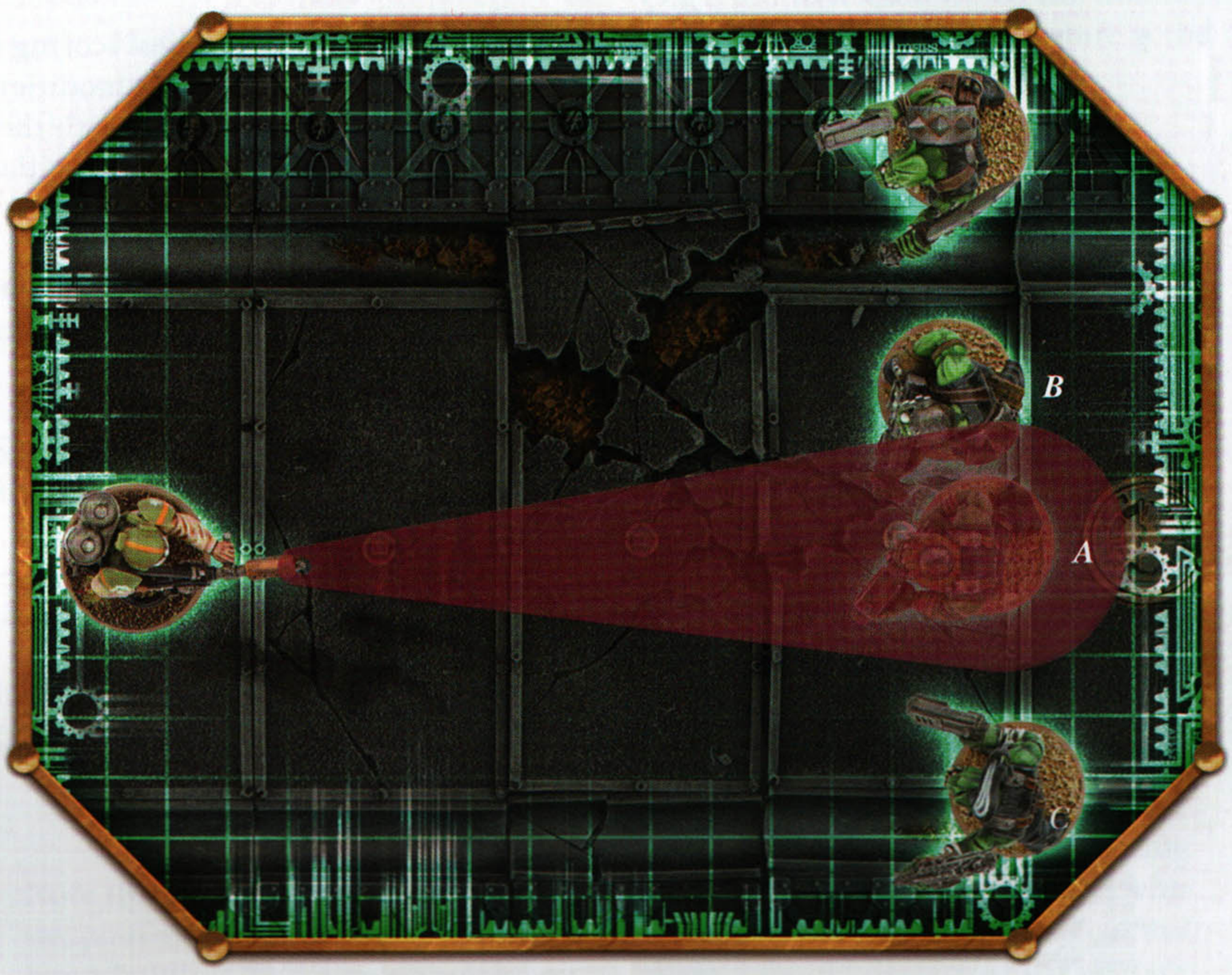
Exploding grenades are very useful for flushing out fighters from behind cover, as they can simply be lobbed over obstacles or bounce through gaps. A fighter throwing a grenade that uses a template suffers only a -1 To Hit penalty when targeting a fighter in cover, and no To Hit penalty for targeting a fighter in partial cover. Other modifiers apply as normal. Note that this bonus doesn't apply to grenade launchers.

FLAMER TEMPLATE

All flamer type weapons use a special teardrop-shaped template to represent the jet of flame.

To shoot a flamer weapon, take the flamer template and place it with the narrow end touching the base of the shooter and the broad end over their target. The template must be centred over the target – you can't veer the template to either side in order to hit more enemy fighters. Flamer weapons do not roll to hit – any fighters wholly covered by the template are hit automatically and any fighters partially covered are hit on a further D6 roll of 4-6.

Any hits are resolved as normal: roll To Wound and then determine injuries for any wounded fighters. Note that the hit modifiers for range, cover, and such like do not apply to flamer weapons. Flamers are especially good at winkling enemy fighters from behind cover!



An Astra Militarum Veteran fires a flamer at his Ork opponents. He must aim for Ork A as he is the closest enemy. While it may be tempting to move the template to the fighter's right to try and catch Ork C, this is not allowed. Instead the Veteran partially catches Ork B in the jet of flame as well. Because Ork B is not fully covered, a dice roll must be made to see if he is hit. The result is 4, meaning that he is also hit by the flamer.

HAND-TO-HAND

Hand-to-hand fighting is the most dangerous and desperate kind of combat. With adversaries using swords and knives, point-blank fire from pistols and even fists, feet and heads to take out an opponent it is either a very brave or foolish fighter who initiates hand-to-hand combat.

WHO CAN FIGHT

Fighters who are touching base-to-base are said to be engaged in hand-to-hand combat. This can only happen if a fighter has charged an enemy, or followed-up into base-to-base contact with them (see Follow-up, pg 42), as fighters are not otherwise allowed to move into base-to-base contact.

In the hand-to-hand phase, regardless of whose turn it is, all fighters who are engaged in hand-to-hand combat will fight. If there is more than one hand-to-hand combat taking place the player whose turn it is decides in what order they will be resolved. All of their fighters will fight each of the enemies they are engaged in hand-to-hand combat with.

Fighters fighting in hand-to-hand combat cannot do anything else as they are far too busy struggling with their adversaries. Any very close-range shots they are able to make with pistols are taken into account in the hand-to-hand combat rules that follow.

ATTACK SEQUENCE

Most fights are 'one-on-one', where a fighter is duelling one other fighter. These combats are worked out as described below. Fights involving several fighters attacking a single opponent are worked out slightly differently, as described later.

1	**Roll Attack Dice**	Both players roll a number of D6 equal to their fighter's Attacks characteristic.
2	**Determine Winner**	Each player picks their single highest scoring dice and adds their fighter's Weapon Skill to the score. They then add any modifiers as shown on the opposite page. The total is the Combat Score. The player with the highest Combat Score wins. In the case of a tie the fighter with the highest Initiative characteristic wins. If there is still a tie, the combat is a stand-off.
3	**Number of Hits**	Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner hits the loser. If a fighter wins the combat on a tie they still cause 1 hit.
4	**Roll To Wound**	For each hit scored the winner rolls To Wound in exactly the same way as for hits from shooting (pg 33). The Strength value will depend upon the weapon used.
5	**Saving Throw**	Fighters who are wearing armour or who have an invulnerable save can make saving throws in the same way as troops hit by shooting attacks (pg 33).
6	**Resolve Injuries**	Resolve injuries in the same way as you would for wounds inflicted by shooting (pg 34).

'Myriad are the ways of war. The lightning strike, the tenacious defence, the cunning ruse; all have their time and place, oft as not dictated by the lie of the land or balance of forces that you find at your disposal. The art of war is learning how to bind the tactics, terrain and forces at your command to your advantage.'

- THE TACTICA IMPERIUM

ROLL ATTACK DICE

Roll the number of dice indicated by the fighter's Attacks characteristic.

Although a fighter can roll more than one Attack dice it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high. However, it will also increase the chances of a fighter fumbling (see Fumble, pg 42).

Fighting with Two Weapons
If the fighter carries a weapon in each hand, such as two pistols, two swords, or a pistol and a knife, then the fighter rolls one extra Attack dice. Note that a pistol that has run out of ammo can't be used in this way.

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons – the sheer bulk of basic, special and heavy weapons mean that fighters equipped with these weapons can't gain the benefits of this rule. Carrying grenades does not prevent a fighter from using an extra weapon as they are assumed to be clipped to the fighter's belt or stowed conveniently out of the way. These different types of weapon are discussed in the Armoury section.

DETERMINE WINNER

Each player takes their best Attack dice roll, adds the fighter's Weapon Skill and then applies the following modifiers. The highest score is the winner. In the case of a tie the highest Initiative wins, in which case the winner will score a single hit. If the scores are tied and both fighters have the same Initiative, the result is a stand-off and no blows are struck.

COMBAT SCORE MODIFIERS

+1 Opponent Fumbles
Add 1 to your score for each of your opponent's fumbled dice (rolls of 1). See the Fumble rule on the next page for an explanation of how this works.

+1 Critical Hit
Add 1 to your score for each critical hit inflicted (additional rolls of 6). See the critical hit rule on the next page for an explanation of how this works.

+1 Charging
If your fighter charged into combat this turn add 1 to their Combat Score.

+1 Higher Up
If your fighter is standing on a higher level, platform, or slope then add 1 to their Combat Score.

-1 Encumbered
If your fighter is carrying a heavy weapon or other heavy piece of equipment, subtract 1 from their Combat Score.

-1 Obstacle
If your fighter has charged an enemy who is sheltering behind cover such as a low wall, then subtract 1 from your fighter's Combat Score. This penalty only applies during the turn when you charge.

Note that to hit modifiers for ranged weapons are never applied in hand-to-hand fighting. These only apply when shooting at a distance, as described in the Shooting section.

NUMBER OF HITS

The difference between the winner's Combat Score and the loser's Combat Score is the number of times the winner has hit the loser.

Example: An Ork Boy (WS4) is fighting a Veteran (WS3). The Ork Boy rolls a 2 and a 3 and adds his WS of 4 to his highest dice to make a total of 7. The Veteran rolls a 4 and adds his WS of 3 to make 7, but the Veteran has charged and so adds a further +1 making 8. The Veteran has won by 8 to 7, and the difference (1) is the number of hits he has struck against his opponent.

WOUNDS, ARMOUR AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting.

Note that fighters cannot be pinned by hand-to-hand hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

WEAPONS

Only hand-to-hand weapons and pistols can be used to fight hand-to-hand combat. All fighters carry a knife at the very least, and are assumed to have one tucked out of sight if the model itself does not show it.

A fighter will, generally speaking, fight hand-to-hand combat with the weapons they carry as depicted on the model. However, fighters are allowed to stow any weapons they are holding and draw any they are equipped with at the start of a hand-to-hand combat – players should declare which weapons their fighters are using before any attacks are rolled. Remember that fighters equipped with a basic, special or heavy weapon do not gain an extra attack for using two close combat weapons in hand-to-hand combat.

Fighters cannot swap weapons around once they are fighting hand-to-hand; they must persevere with their chosen weapons until they are no longer involved in hand-to-hand combat.

If a fighter is using a single weapon then any hits inflicted in hand-to-hand fighting are assumed to have been made with that weapon. Resolve the hit using the Strength of the weapon as indicated in the Armoury section.

If a fighter uses two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other. For example, a fighter carrying a sword and a laspistol who inflicts two hits will strike once with the sword and once with the laspistol. Any odd hits can be resolved with either weapon.

ARMOUR MODIFIERS

Knives, swords and other close combat weapons often use the fighter's own Strength. The chart below is used to determine any saving throw modifiers when a fighter's own Strength is used. Some close combat weapons have an Armour Save Modifier of their own, which applies on top of the modifier for the wielder's Strength.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

PARRY

Fighters armed with swords can attempt to turn aside an opponent's blows. To represent this, a fighter with a sword can force an opponent to re-roll one of their highest scoring Attack dice before working out their Combat Score. However, a fighter can only parry if their opponent's highest scoring Attack dice is greater than their own highest scoring Attack dice.

For example, if you rolled a 5 and your opponent rolled a 3 then their fighter's attack could not be parried, but their fighter could parry your fighter's attack. Remember, if your opponent has 2 or more Attack dice they can always choose their new highest score rather than the score of the re-rolled dice.

If both combatants are fighting with swords then the ability to parry cancels out and neither may do so. In the unlikely event that a fighter carries two swords they may parry twice – that is, they may force two re-rolls or one re-roll against a fighter with a single sword.

FUMBLE

In the mayhem of close combat it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab. Any Attack dice rolls of a 1 indicate that your fighter has tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add 1 to their own Combat Score. Note that you must always roll your fighter's full number of attacks – there's no holding back in hand-to-hand combat!

CRITICAL HITS

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. If you roll two or more Attack dice, and roll more than one 6, your fighter has scored a critical hit. Each extra 6 after the first (which is taken as your highest attack roll) adds 1 to your Combat Score.

MULTIPLE COMBAT

When two or more fighters are fighting a single enemy this is called a multiple combat. The outnumbered fighter must fight each of their opponents one after the other during the hand-to-hand phase. The outnumbering player can decide the order in which their fighters will fight. Having chosen the first fighter to fight, the combat is worked out exactly as described for one-on-one fights.

If the outnumbered fighter survives they must go on to fight their second opponent. The outnumbering player chooses their second fighter and the combat is worked out as before except that the outnumbering fighter now rolls an extra Attack dice and adds 1 to their Combat Score.

If the outnumbered fighter survives they go on to fight the third, fourth and each successive enemy until there are none remaining. Each subsequent enemy they fight gains a further Attack dice and adds a further +1 to their Combat Score. For example the third enemy has +2 Attack dice and +2 Combat Score, the fourth has +3 Attack dice and +3 Combat Score, and so on.

FOLLOW-UP

If all of a fighter's hand-to-hand opponents go out of action the fighter may make a special follow-up move. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The fighter can be immediately moved up to 2". Your fighter can use this 2" move to get behind cover, to engage another fighter in hand-to-hand combat, or in any way you wish. Your fighter can cross an obstacle without penalty during a follow-up, but other terrain penalties apply as normal.

Note that a follow-up doesn't affect a fighter's ability to move in their following movement phase. The follow-up is an extra bonus move that reflects the intense activity of close-quarter fighting.

If your fighter uses a follow-up move to engage another enemy then move the fighter, but the fighter won't make any further attacks that turn – instead the fight continues in the next hand-to-hand phase. This is because the fighter has insufficient time to do anything other than follow-up. If a fighter follows-up into a combat that is yet to be resolved, they do not make attacks and cannot be attacked that turn, but otherwise the rules for multiple combats apply. Using a follow-up move in this way is a continuation of hand-to-hand combat, so the fighter will not receive the usual charging bonus to their Combat Score and they can't swap their weapons.

FIGHTERS DOWN

Fighters who are wounded and go down in hand-to-hand combat are completely at the mercy of their enemy. In a one-on-one combat any fighter who goes down is automatically out of action. Their enemy finishes them off with a quick blow and the fighter is removed.

In multiple combats a fighter who goes down has more chance of survival. Where all fighters on one side go down they are automatically taken out of action. Where two or more fighters are fighting on the same side, some can go down as described on the Injury table (pg 34).

PINNED FIGHTERS AND HAND-TO-HAND COMBAT

Fighters cannot be pinned when fighting hand-to-hand combat. A fighter who is hit whilst engaged in hand-to-hand combat, even if hit by shooting in the shooting phase, is not pinned. If a fighter is already pinned when they are charged then they are no longer pinned as soon as they are in base-to-base contact – the pressing need to defend themselves galvanises the fighter into action.

MOVING FROM COMBAT

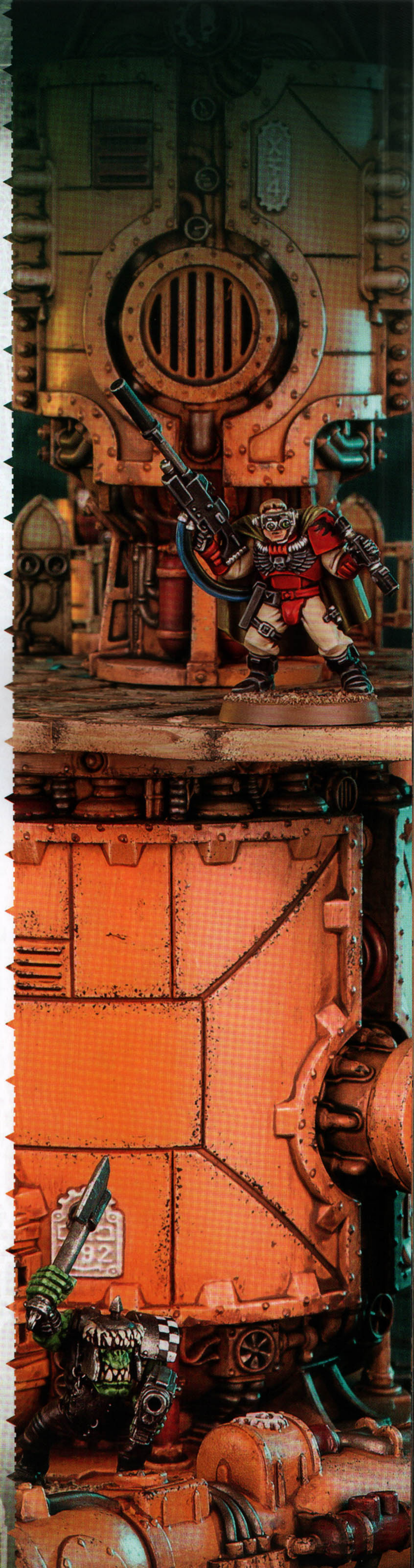
Once fighters are engaged in hand-to-hand fighting they cannot move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later. The only exception to this is in a multiple combat, where fighters who go down can crawl away so long as comrades continue to fight.

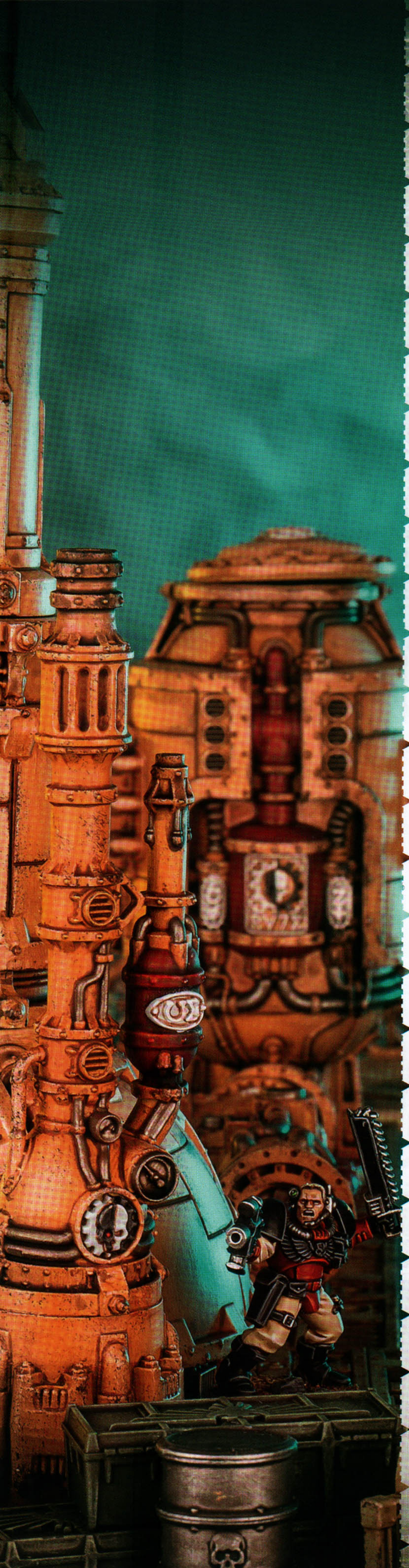
DOWNED FIGHTERS IN COMBAT

If a fighter has charged an enemy fighter who is down, they can finish them off in the hand-to-hand phase, as long as the downed fighter is their only opponent in the combat. The downed fighter is taken out of action, and the attacking fighter can make a follow-up move. If a fighter makes a follow-up move that brings them into combat with a downed fighter, the downed fighter is immediately taken out of action. The triumphant fighter may not make a second follow-up move!

SPECIAL INJURIES

Some hand-to-hand combat weapons have special injury rules. These special rules are used if the Injury roll for a hit from one of these weapons resulted in an 'out of action' result. If the fighter was using multiple weapons which each inflicted an 'out of action' result then the fighter's player can choose which weapon's special rules will take effect. If a 'down' result is rolled instead, meaning that the fighter is automatically taken out of action, special injury rules are not used.





LEADERSHIP

KEEPING YOUR NERVE

This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them or whether they turn tail and run for cover. Regardless of your own feelings, even the most hardened fighter can be driven off or forced to take cover as the action heats up.

BREAK TESTS

A fighter may be called upon to take a break test to see if their nerve holds. A break test works in exactly the same way as a Leadership test – roll 2D6 and compare the result to the fighter's Leadership (Ld) characteristic. If the result is higher than the characteristic, the test is failed and the fighter's nerve is broken: they run to cover as described below. If the result is equal to or lower than the characteristic, the test is passed and the fighter keeps their nerve. In this case there is no further effect and the fighter continues to fight as normal.

WHEN TO TEST

If a fighter goes down or out of action then each friendly fighter within 2" must take an immediate break test.

BROKEN FIGHTERS

If a fighter fails a break test then the fighter's nerve has broken. For this reason we refer to such fighters as broken and you can indicate this by placing a Broken counter by the fighter if you wish.

The broken fighter is momentarily shaken and will attempt to run for cover. They might recover sufficiently to return to the fray once they have steeled themselves to fight on.

Run to Cover

As soon as a fighter is broken they turn tail and run for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from their enemy and towards cover. Roll the dice to determine how far the fighter runs.

If they can reach a position of cover within this distance where they cannot be seen by enemy fighters then they stop there.

If they are unable to reach cover where they cannot be seen, the fighter runs the full distance rolled. In subsequent movement phases they continue to move 2D6" away from the enemy until they reach such a position. If they can get out of sight by staying where they are and hiding then they will do so instead (see Hiding, pg 27).

A broken fighter can do nothing other than run to cover and remain there while they attempt to recover their nerve as described below. They may not otherwise move and they will not shoot.

Combat with Broken Fighters

Should a broken fighter be charged and forced into a hand-to-hand engagement then they are in deep trouble! While broken a fighter's Weapon Skill counts as 1. If they survive the hand-to-hand phase, even if they win, they automatically break from combat and run for cover at the end of the phase as described below.

Broken counter

Breaking from Hand-to-hand Combat

A fighter who loses their nerve and breaks while fighting hand-to-hand combat turns away from their enemy and runs away 2D6" just like any other broken fighter. Because a broken fighter is turning their back upon the enemy they are very likely to be struck as they turn to flee. To represent this the fighter takes one automatic hit from their enemy, as if they had been hit in close combat. Work this out as soon as the fighter breaks and before they are moved.

Recovering Your Nerve

A broken fighter may attempt to recover their nerve during their recovery phase so long as they are in cover and they cannot be seen by an enemy fighter. Take a Leadership test for the fighter. If they pass the test they are no longer broken and can fight normally from then on. If they fail the test they remain broken.

Broken That Turn

It is not possible for a fighter to be broken and recover their nerve during the same turn – a fighter who loses their nerve during their own side's turn cannot recover in the recovery phase of that turn.

Pinning and Broken

If a pinned fighter is broken then they automatically escape from pinning and make a dash for cover as normal. Broken fighters cannot be pinned.

Down and Broken

Fighters who are down can be broken. However, their injuries mean that they only move 2", rather than 2D6", when they run (crawl) to cover.

THE BOTTLE TEST

A kill team that sustains heavy casualties risks losing its bottle. The bottle test is a special roll the player must make at the start of their turn if a quarter (25%) or more of their kill team is down or out of action, rounding up. For example, in a kill team of 10 fighters a test is required if 3 or more fighters are down or out of action.

In a campaign game, there will be times when only a portion of the kill team goes on a mission. Only the number of fighters that participate in the mission is used to determine when a bottle test is needed.

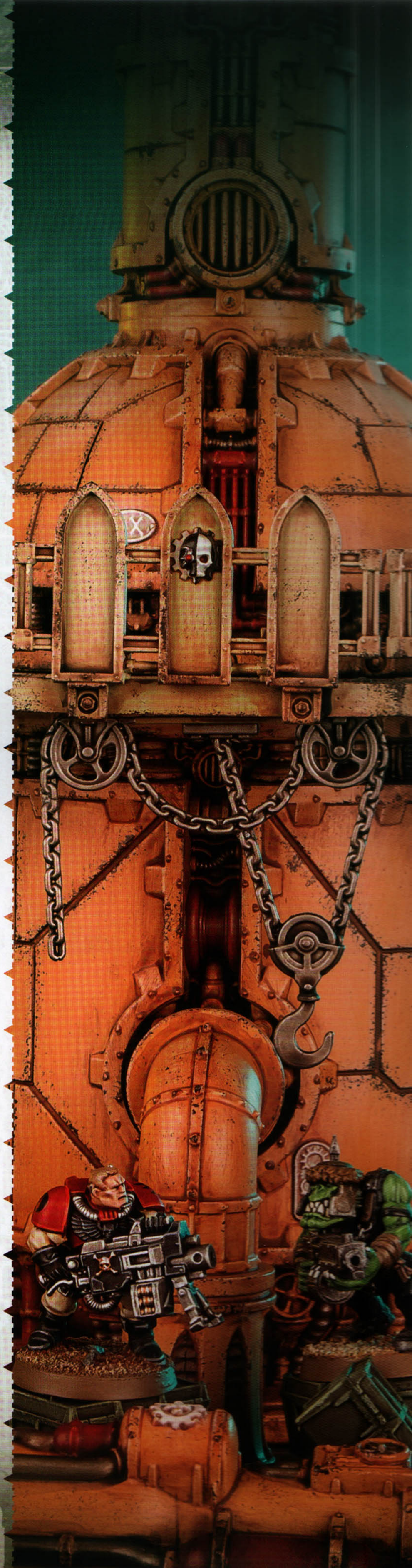
Some missions allow fighters to leave the fight voluntarily – indeed, it might be necessary to complete the mission! For example, attackers in a Hit and Run mission (pg 92) can move off a battlefield edge when they have completed their goal. Fighters that leave a fight voluntarily do not count as down or out of action for the purposes of the bottle test.

To take a bottle test, roll 2D6. If the score is more than the kill team leader's Leadership characteristic then the test is failed and the kill team bottles out of combat. The game ends immediately and surviving fighters retreat from the area. A failed bottle test is the most common way for a game to end. If the score is equal to or less than the Leadership characteristic the player has passed the test and their kill team may continue to fight.

If the kill team leader is out of action or is down, then the player may not use their Leadership to take the test. Instead, use the highest Leadership characteristic amongst those of the remaining fighters who are neither down nor out of action.

THE BETTER PART OF VALOUR

A player may voluntarily fail a bottle test if they wish to do so, in which case there is no need to take the test – the mission simply ends. A player may only do this once the conditions for making a bottle test have been met.



ADVANCED RULES

This section includes a variety of rules which add further detail and complexity to the game. They are not necessary in order to play, so they have been gathered together here for players to use if they wish.

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.

FALLING

The multiple levels and gantries of the Promethium Sprawl afford fighters ample opportunity to fall from a great height.

TEST TO FALL

If a fighter becomes pinned or goes down within 1" of an edge, there is a chance they will slip and fall off. To determine this they must take an Initiative test. If the test is failed then they fall over the edge to the ground.

If a fighter is engaged in hand-to-hand fighting within 1" of an edge then they may fall off if they lose the combat. The fighter must take an Initiative test. If the test is failed then they fall over the edge to the ground.

If a fighter is forced to move in a random direction then there is a chance they may fall if they reach an edge. The fighter must take an Initiative test. If this is failed then they fall over the edge to the ground. If the test is passed then the fighter stops at the edge.

FALLING DAMAGE

A fighter who falls sustains an automatic hit at a Strength equal to the height of the fall in inches. If this hit wounds the fighter, a fall of up to 3" will inflict 1 wound, and a fall of more than 3" will inflict D6 wounds. A fall of 7" or more uses the rules for High Impact (pg 35).

Saving throws can be made against wounds sustained by falling. Save modifiers are the same as for hand-to-hand combat hits from combatants with high Strengths. So, Strength 4 inflicts a -1 penalty, Strength 5 inflicts -2, Strength 6 inflicts -3 and so on.

A dizzying fall of more than 10" takes the fighter out of action automatically – there is no need to make a To Wound roll, and no saving throws can be made.

A fighter who falls without going down or out of action is pinned.

FALLING ONTO ANOTHER FIGHTER

In the unlikely event that someone else lies directly in the path of a plummeting fighter then they may also be hurt. The hapless individual is hit on a D6 roll of 4-6. They sustain a hit at the same Strength as that suffered by the faller, and suffer 1 or D6 wounds depending on the distance of the fall, as described above. If struck by the falling fighter, and assuming they don't go down or out of action, the victim is pinned. Assuming the faller and victim survive, position the fighters 1" apart to make it clear they are not in hand-to-hand combat.

JUMPING DOWN

A fighter can jump down from a higher level to another below. If the fighter elects to do this and the height is 3" or less then they take an Initiative test.

If the test is failed the fighter lands clumsily and suffers a hit just as if they fell. If the test is passed then the fighter lands safely and can continue their move. Each 1" fallen costs ½" of the fighter's movement. For example, if a fighter moved 2" to a ledge and successfully jumped down 2" then they will have used 3" of movement.

If the height is more than 3", or the fighter does not have the necessary movement remaining to cover the distance fallen, then the fighter follows the usual rules for falling.

JUMPING ACROSS

A fighter can attempt to jump across a horizontal gap from one side to the other.

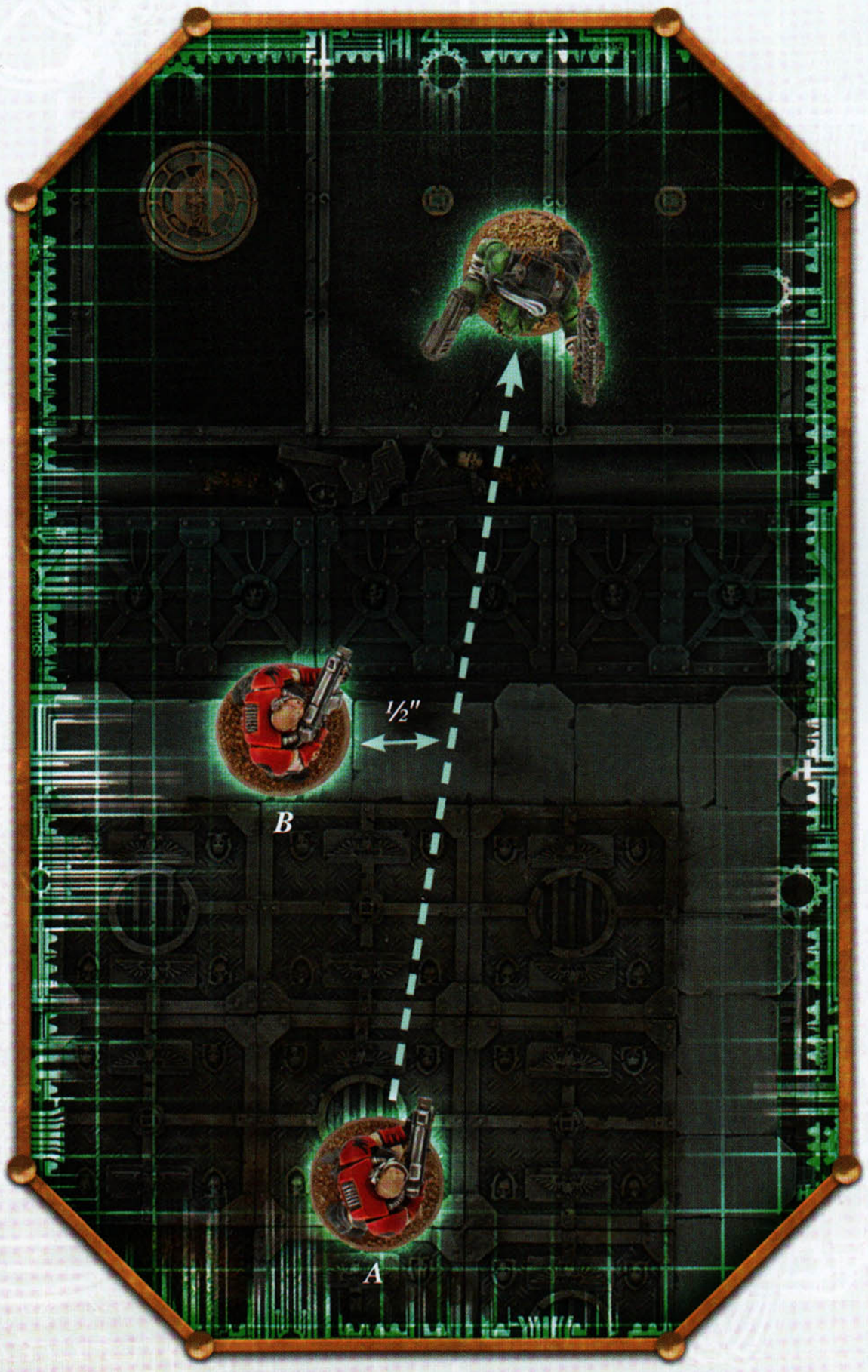
Move the fighter up to the gap and roll a D6. If the number rolled is equal to or greater than the number of inches required to cross the gap then they leap over to the other side, and can continue their move if they have any remaining movement left. Each 1" leapt costs 1" of movement. If the fighter fails to cover the gap, either because the number rolled was too low or they don't have enough movement to cover the distance leapt, then the fighter falls instead, as described above.

STRAY SHOTS

When a fighter shoots and misses it sometimes happens that the path of the shot passes close to one of your own fighters.

If a shot passes within ½" of a friend at any point along its path then there is a chance of accidentally hitting the friend. This can only happen when you roll a To Hit roll of 1, and only if the friend is closer to the target than the firing model is.

Roll a further D6 to determine if the stray shot hits the intervening fighter. On a roll of 1 the intervening fighter is hit. Resolve the shot against that fighter as normal. There may be a choice of more than one fighter who could be hit by a stray shot. In this case randomise which target is hit (pg 23).



Scout A shoots at the Ork, but rolls a 1 on his To Hit roll. As Scout B is within ½" of the line of fire, there is a chance he will be hit by the stray shot.

EXPLODING WEAPONS

Badly maintained weapons, unstable ammunition and old corroded power packs can explode, damaging the weapon and probably harming the shooter. While not as dangerous as a direct hit from the weapon, this is still bad news and can easily take a fighter down or out of action.

Some weapons in the Armoury are noted as 'unreliable'. When a 6 is rolled To Hit for one of these weapons then an Ammo roll is required (pg 36).

If an Ammo roll results in a 2 then the weapon is not only useless for the rest of the game (as a 2 will inevitably fail) but the weapon explodes.

If an unreliable weapon's Ammo Roll rating is 'Auto' then it automatically fails an Ammo roll so none is taken. However, roll 2D6 anyway – the weapon explodes on a roll of 2.

An exploding weapon inflicts an automatic hit on the user as if they were struck by their own weapon but with a Strength value of 1 less than normal. In the case of weapons that use templates, no template is used: the blast is confined solely to the firing fighter.

ATTACKING TERRAIN FEATURES

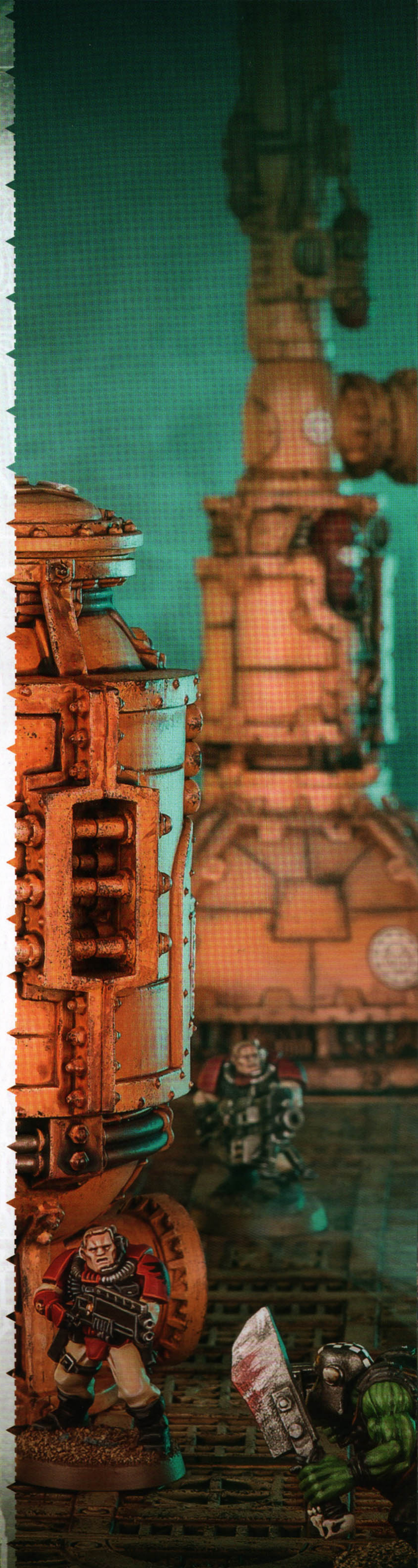
Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps they want to cave in a door, destroy a fuel pipe, rip apart a power cable or smash a promethium tank. These are all terrain features and can be attacked as described below. Note that the following rules can only be used as described in the missions or under special conditions if agreed by both players. You cannot, for example, shoot a template weapon at a piece of terrain next to a fighter simply in order to avoid a cover modifier.

Although not strictly accurate it is convenient to think of terrain features as being able to take a fixed number of 'wounds', just like fighters. Terrain features also have a Toughness value and they can sustain a certain number of wounds before they are destroyed or damaged. For example, the promethium tank in the Hit and Run mission has a Toughness of 6 and 1 'wound'. Obviously, buildings cannot be pinned or broken.

A structure can be shot at just like an enemy fighter. You must therefore roll to hit and score wounds as normal. Many structures will be easier to hit than fighters because they are large targets (+1 to hit).

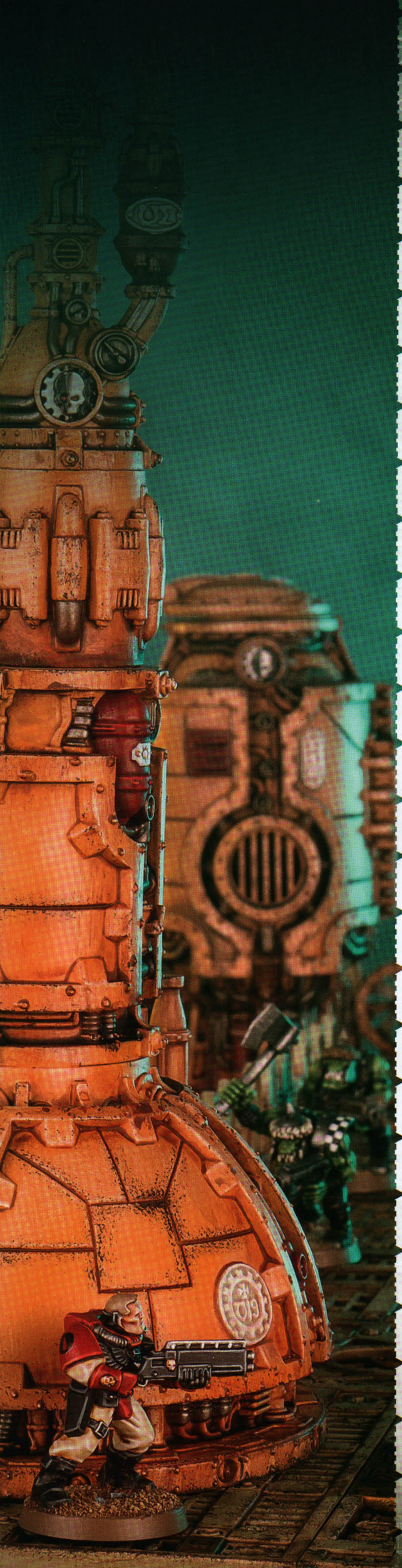
A fighter can also use krak grenades or melta bombs as demolition charges. The device can be placed upon a structure within 1" of the fighter during the shooting phase. This is considered to be shooting although no roll is required to hit. The bomb is fastened to the structure by means of its magnetic casing, it explodes, and the target is hit automatically.

A fighter can strike a structure in base contact in the hand-to-hand phase. They cannot fight hand-to-hand combat against an enemy or shoot their weapon in the same turn. In effect the fighter is attacking the structure during the turn, hacking away at it with whatever weapons they have. A fighter automatically strikes 1 hit on a structure for each Attack on their profile. Work out the result of hits in the normal way.



'We's stomped 'umies, we's blown up stuff and we's driven our traks from one end of da world to da uvva. We's gonna come back next year!'

- BUGSPLATTA DEFNIK OF THE RED WHEELZ SPEED FREEKS



FEAR

Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, fighters must take a Leadership test when confronted by fearsome creatures or circumstances.

If the fighter is charged by a fighter who causes fear then they must take a special Leadership test called a fear test. If the test is failed then the fighter is broken.

If the fighter declares a charge against a fighter who causes fear then they must take a fear test. If the test is failed then the fighter is not broken, but is transfixed by fear. The fighter is unable to move or do anything else for the rest of their turn.

TERROR

Terror is a more potent form of fear. Just as some horrific creatures are so ghastly they cause fear, others are even worse and cause terror instead.

Circumstances which cause terror also cause fear as described above, so you will need to test if a fighter tries to charge a terrifying creature, or if the creature charges your fighter.

In addition, you must make a special Leadership test called a terror test for each fighter who is within 8" of a creature who causes terror at the start of the creature's turn. If the test is failed then the fighter is broken.

FIGHTERS WITH FEAR OR TERROR

Later on you may acquire fighters who are sufficiently frightening to cause fear themselves! Obviously such individuals are not going to be put off by others of their kind.

A fighter who causes fear does not have to test Leadership for fear. They treat any enemy who causes terror as causing fear instead – i.e. they do not have to take a terror test if the terrifying enemy is within 8" at the start of their turn. A fighter who causes terror cannot be affected by either fear or terror.

'Orkses are never beaten in battle... we can always come back for anuvver go...' - **ANON**

HATRED

Hate is a powerful emotion and in the Promethium Sprawl there is plenty of opportunity for kill teams to develop bitter rivalries. This is represented by the special rules for hatred. Hatred can often develop following disturbing injuries.

Most kill teams will have fighters that come to hate an enemy kill team member over the course of a campaign. The following rules apply to fighters who hate their rivals.

If a fighter can see a hated adversary then all break, fear and terror tests are taken as if the fighter had a Leadership characteristic of 10.

A fighter fighting hand-to-hand combat with a hated foe can re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the fighter has vented their pent-up anger and fights as normal. These re-rolls must be made before any parries are declared. Remember that no dice can be re-rolled more than once!

A fighter in hand-to-hand combat must use their 2" follow-up move to engage a hated enemy if possible. Otherwise they must use the follow-up to move towards a hated enemy they can see. They may not use follow-up to move away from hated enemies or take cover if there are any hated enemy fighters in sight.

FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. However this happens, all such wild and dangerous individuals are described as frenzied.

If an individual is frenzied the following rules apply.

- A frenzied fighter must always charge the closest enemy if able to do so.

- The frenzied fighter doubles their Attacks characteristic. For example, a frenzied fighter with an Attacks characteristic of 2 is considered to have an Attacks characteristic of 4.

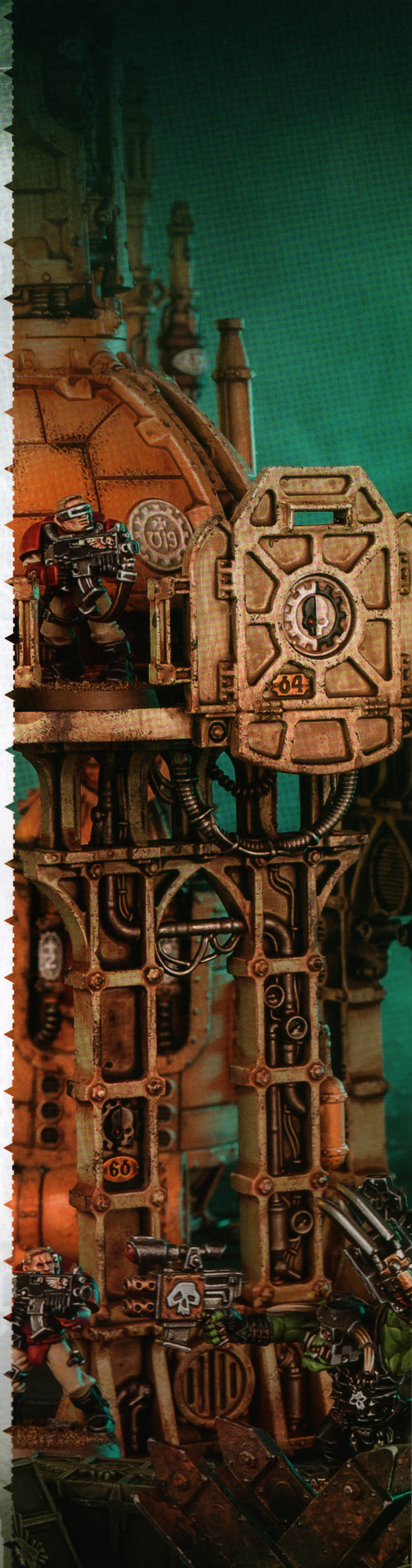
- Frenzied fighters cannot parry.

- Frenzied fighters must use their 2" follow-up move to engage an enemy in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to the closest enemy. They may not use a follow-up move to get behind cover or move away from all enemies.

- Frenzied fighters are never affected by fear or terror, nor are they affected by hatred.

- If a frenzied fighter loses their nerve and is broken as described in the Leadership section, then the Frenzy rules no longer apply. The fighter has taken a beating and their sense of self-preservation asserts itself.

- A player may try to gain full control over a frenzied fighter at the start of their turn. This is purely up to you – you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the fighter take a Leadership test for the fighter. If the test is passed then the fighter is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.



ARMOURY

This section describes the different weapons that fighters carry as well as other equipment such as armour and gunsights. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare devices of various kinds. These much sought-after items are carried only by the most successful kill teams, but they have been collated here for ease of reference.

Don't worry about learning the rules for every weapon and item of equipment as this isn't necessary. The pages that follow provide you with all sorts of information, which can be referred to as and when needed. There is a summary chart for the various weapons for convenience (pg 117). To start with, players should familiarise themselves with the weapons their kill team is armed with. Once players have mastered these, new weapons and unusual items of equipment may be introduced as required.

A kill team may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them. All fighters are assumed to carry a knife even if the model itself does not visibly have one.

TYPES OF WEAPON

All weapons are divided into one of the following broad categories.

HAND-TO-HAND COMBAT WEAPONS

These are weapons designed for use purely at close quarters, such as swords, knives, and crude Ork choppas. Such weapons cannot be used for shooting but only in hand-to-hand combat.

PISTOLS

Pistols are small handheld firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot with such a weapon but it confers no advantage in hand-to-hand fighting.

SPECIAL WEAPONS

Special weapons are similar to basic weapons in terms of their size and the way they are used. However, they are more complex in design, costly, and far more specialised in nature. Due to this, only specialists can use special weapons.

HEAVY WEAPONS

Heavy weapons are even larger and heavier than basic weapons, and are generally more powerful and have a longer effective range. Many can spit out vast amounts of bullets while others are designed to punch holes in tanks or create large blasts. Heavy weapons are difficult to maintain and cumbersome to fire, so only the kill team's specialists can use them, and only if they remain stationary in their movement phase. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

GRENADES

Grenades are small bombs that are thrown by hand and which explode on impact. A model can throw a grenade instead of shooting a weapon but they cannot be used in hand-to-hand combat.

'We stand at a junction, with roads leading to both abject defeat and glorious victory. In order to choose the right path to follow we need first to look back along the road that has led us to this point...'
- COMMISSAR YARRICK

WEAPON PROFILES

HAND-TO-HAND COMBAT WEAPONS

As the name suggests, hand-to-hand combat weapons are used only in hand-to-hand combat, so usually have only a short profile.

CHAINSWORD

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-2

Strength
The Strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack. In this case, the chainsword has a Strength of 4. Some hand-to-hand combat weapons have no Strength of their own, but instead act as a modifier to their wielder's Strength, e.g. 'As user +2'.

Damage
The number of wounds inflicted by a hit – this is usually 1, but particularly dangerous weapons can inflict more. Sometimes the amount of damage will be random, e.g. D6.

Save Modifier
The modifier applied to the target's armour save if they have one. In the case of weapons that act as a bonus to their wielder's Strength, remember to calculate the save modifier using the total Strength after the bonus has been applied to the model itself (see Armour Modifiers, pg 42).

RANGED WEAPONS

Ranged weapons include pistols, basic weapons, special weapons and heavy weapons. These all have a slightly longer profile than hand-to-hand combat weapons, to cover their ability to make a ranged attack by shooting at a target.

LASGUN

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	3	1	-	2+

Range Short/Long
The short and long ranges of the weapon, in this example 0-12" and 12-24" respectively.

To Hit Short/Long
The to hit modifiers applied when shooting at short and long range. The to hit modifier for short range applies when shooting at a target within short range, so in this example the lasgun would gain a +1 'to hit' modifier when shooting at a target within 0-12". Use the short range to hit modifier if a target falls into both range categories.

Strength
The Strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack.

Damage
The number of wounds inflicted by a hit – usually 1 but in the case of larger weapons possibly more. Sometimes the amount of damage will be random, e.g. D6 or even 2D6.

Save Modifier
The modifier applied to the target's armour save if they have one.

Ammo Roll
The 2D6 result needed to pass an Ammo test. The lower the number the more reliable the weapon, so 3+ is good and 7+ not so good. Some weapons fail automatically and are indicated as 'Auto' (automatic fail). Note that although weapons with an 'Auto' Ammo Roll rating automatically fail Ammo rolls, the failed roll can still be negated by items and skills that ignore failed Ammo rolls.

HAND-TO-HAND COMBAT WEAPONS

Hand-to-hand combat weapons include a wide variety of weapons intended to inflict vicious injuries up close and personal. These weapons cannot be used to shoot, they are used exclusively for hand-to-hand fighting.

All fighters carry a knife in addition to whatever other weapons they carry. If not apparent on the model it is assumed to be tucked into a boot or concealed by the fighter's clothes.

ASSAULT BLADE

See Sword.

BIG CHOPPA

A big choppa is a double-handed bludgeon with a blade attached, wielded with an overhead swing that turns most opponents into crumpled, blood-spurting heaps if it connects.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

Two-handed: It requires two hands to swing a massive weapon, so it can never be used together with another weapon.

Mighty Blow: The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If the wielder charged into combat this turn then their opponent rolls one less Attack dice for the duration of the turn (to a minimum of 1).

Draws: Due to the ponderous lurching swing required to wield this weapon, the wielder's opponent is likely to catch them on the upswing. If the combat ends in a draw then the wielder's Initiative is halved when working out which fighter wins.

BUZZ-CHOPPA

Includes Dok's Tools.

A buzz-choppa is a noisy and brutal weapon favoured by some Ork boyz. It is basically a simple Ork choppa that has been improved with the addition of a set of rending saw-teeth that can cut with ease though the toughest armour.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-2

Noisy: This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

CHAINSWORD

The chainsword is a deadly if noisy weapon with a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by Imperial kill team leaders.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-2

Parry: Fighters with swords are able to parry (pg 42).

Noisy: This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

CHOPPA

Includes Wrench.

Orks use a variety of crudely made bladed weapons. The largest single-handed choppas can bisect most foes in a single swing.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

COMBAT BLADE

See Knife.

CUTLASS

See Sword.

DOK'S TOOLS

See Buzz-choppa.

GRABBA STIKK

This device is used most often for keeping grots where the Runtherd wants them, but can also be used to pin a fighter's arms to their sides, to give the Gretchin a fair chance.

Range	Strength	Damage	Save Mod.
Close Combat	As User	1	-

Gotcha: Instead of attacking in the hand-to-hand phase, if this fighter is in base-to-base contact with an enemy model, the fighter can take a Strength test at the beginning of the phase. If they are successful, their opponent can only roll a single Attack dice in any combat until the end of the phase.

GROT PROD

A poking device that can deliver a nasty shock, this is a must-have for the flashiest Runtherds, and quite useful in a melee.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-2

KILLSAW

A killsaw is a makeshift circular saw, used in fashioning the crude vehicles of the Orks but also useful for lopping off limbs.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-2

Noisy: This weapon emits a loud and distinctive sound, so must test to see if the alarm is raised when used during missions such as The Raid.

KNIFE

Includes Combat Blade and Shank.

Every fighter carries a knife of some kind. Heavy-bladed single-edge fighting knives are the most common type, but needle-thin stilettos and long double-edged daggers are favoured by some fighters, while Orks use crude shanks.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

LIGHTNING CLAW

These deadly claws are sheathed in an energy field that makes a mockery of most armour.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-3

Claw: A fighter armed with a lightning claw cannot carry anything else in that hand. If the fighter has two lightning claws, they can re-roll To Wound rolls in the hand-to-hand phase.

POWER AXE

The power axe is a large bladed weapon, often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size and more powerful disruptor generator. Because of its size, the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.

Range	Strength	Damage	Save Mod.
Close Combat	As user +3	1	-

Dual-handed: A power axe can be wielded in one hand using the profile above. Alternatively a fighter can wield a power axe with both hands, in which case it confers a further +1 bonus to their Strength.

POWER FIST

See Power Klaw.

POWER KLAW

Includes Power Fist.

Ork Nobz favour brutal power klaws over the more sophisticated power fists of other races. These huge hydraulic shears are capable of rending and crushing even the toughest foes.

Range	Strength	Damage	Save Mod.
Close Combat	As user +3	D3	-3

POWER MAUL

The power maul is a brutal instrument, taking all of the crushing, bludgeoning power of a mace and sheathing that in a disruptive energy field.

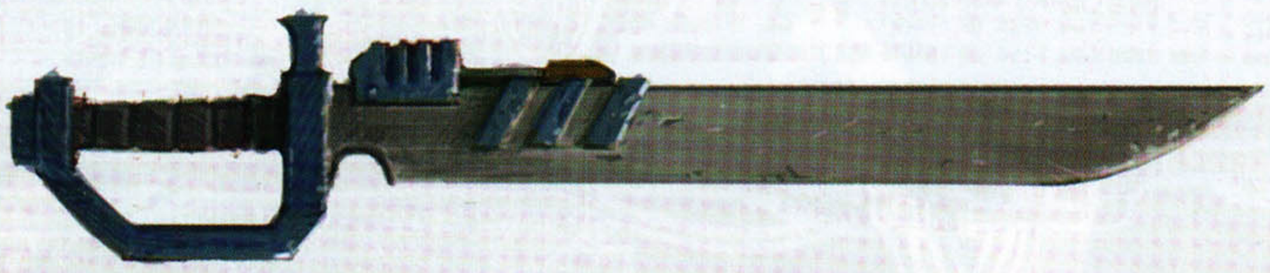
Range	Strength	Damage	Save Mod.
Close Combat	As user +2	D3	-

POWER SWORD

The power sword may look much like an ordinary sword but it is actually a technically sophisticated and very deadly weapon. The sword's hilt and blade incorporate an energy source and a disruptor generator which sheathes the blade in a shimmering energy field.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-3

Parry: Fighters with swords are able to parry (pg 42).



SERVO-ARM

These powerful mechanical arms are used to build and repair structures and vehicles, and at a pinch to crush skulls with horrifying ease.

Range	Strength	Damage	Save Mod.
Close Combat	6	1	-

Extra Weapon: The fighter can use the servo-arm in addition to any other weapons they use in hand-to-hand combat. When they do so, they roll an extra Attack dice. However, only one hit in each hand-to-hand phase can be caused by the servo-arm.

SHANK

See Knife.

SQUIG-HIDE WHIP

This leathery lash is used to keep recalcitrant grots from getting too uppity, or to stop them fleeing for the hills.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Keepin' Order: Gretchin within 3" of a friendly fighter armed with this weapon re-roll any failed Leadership tests of any kind, unless the wielder is broken or down.

SQUIG HOUND

Runtherds are sometimes accompanied into battle by squig hounds that help to keep the grots in line and occasionally take a chomp out of the enemy with their razor-sharp teeth.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-2

Extra Weapon: The fighter can use a squig hound in addition to any other weapons they use in hand-to-hand combat. When they do so, they roll an extra Attack dice. However, only one hit in each hand-to-hand phase can be caused by the squig hound.

SWORD

Includes Assault Blade and Cutlass.

Longer blades are carried by some fighters as well as their knives. These short, broad-bladed weapons are easy to carry and are well suited to fast and bloody combat. Fighters make use of a great variety of other bladed weapons including cleavers and machetes. All of these bladed weapons are essentially similar and they have the same weapon profile.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

Parry: Fighters with swords are able to parry (pg 42).

THUNDER HAMMER

Thunder hammers release a tremendous blast of energy when they strike, slamming the foe to the ground and leaving them stunned (if they survive at all). This, combined with the crushing weight of the hammer itself, makes for an incredibly deadly weapon.

Range	Strength	Damage	Save Mod.
Close Combat	As user +4	D3	-

Concussive: A fighter who goes down as a result of an Injury roll made for this weapon is automatically taken out of action, even if the wielder is fighting other opponents.

'URTY SYRINGE

The concoction in this syringe is, to an Ork, the very definition of 'kill or cure'. For those with a less hardy constitution, it is simply lethal.

Range	Strength	Damage	Save Mod.
Close Combat	(As user)	1	-

Toxic: No To Wound roll is required when a target is hit with this weapon: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If this weapon hits an unliving target, then a normal To Wound roll must be made using the Strength shown in the profile.

A target suffering their final wound from this weapon does not roll on the standard Injury table. Instead, roll on the table below both when the injury is inflicted and in subsequent recovery phases.

D6	Result
1	**No Effect:** The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill.
2-4	**Comatose:** The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.
5-6	**Out of Action:** The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If this weapon hits a model that is already down and inflicts a Comatose result, then the model must roll on the chart above in subsequent recovery phases instead of the standard Injury table.

WRENCH

See Choppa.

PISTOLS

Pistols are small handheld weapons that are especially useful for hand-to-hand combat. At short ranges their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.

BOLT PISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt weapons are hard to maintain, and this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+2	-	4	1	-1	5+

GROT BLASTA

No self-respecting Ork would allow a grot to have a better gun than them, so the only guns that Gretchin get to carry are cobbled-together affairs that are inaccurate, low-powered and unreliable.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	-	-1	3	1	-	5+

Unreliable: Grot blastas are crudely made and often poorly maintained. They may explode (see pg 48).

KUSTOM MEGA-SLUGGA

A Mek's pet project, tinkered with until it boasts a profusion of worky gubbinz and zappy bits, a kustom mega-slugga is its owner's pride and joy. Capable of blasting a hole through a Space Marine Scout at twenty paces, the only drawback of these weapons is their tendency to blow up at the slightest provocation.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-18"	+1	-	8	1	-3	7+

Unreliable: Kustom mega-sluggas are dangerously unstable. They may explode (see pg 48).

LASPISTOL

Laser weapons are manufactured in vast quantities in the hive manufactorums across Armageddon and are exported to the armed forces of the Imperium throughout the galaxy, along with plenty of power packs. Supplies of parts are plentiful and repairs are cheap.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+1	-	3	1	-	3+

'We hold them here or we fight them on the hallowed ground of Terra itself. I for one would rather see a million human lives lost here than allow a single Ork to set foot on Earth.'

- General Pavlov, Armageddon Command Guard

PLASMA PISTOL

Plasma weapons fire torrents of bright glowing plasma – matter in a superheated, energised state. When a plasma blast strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Though bulky by the standards of most handguns, plasma pistols are still light enough to be wielded in one hand, and their destructive capacity more than makes up for the danger they present to their wielder if fired at maximum capacity.

Firing on low energy:

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	+1	-	4	1	-1	7+

Firing on maximum power:

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-18"	+1	-	7	1	-3	7+

Energy Levels: You can choose to shoot the plasma pistol on a low energy setting or maximum power. The profiles for each setting are different. A plasma pistol fired on maximum power is unreliable and may explode (see pg 48).

SLUGGA

The slugga is a primitive Ork handgun that fires solid bullets. Sluggas are readily available, simple to maintain, and fairly reliable, although the quality of individual weapons varies a great deal.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	+1	-1	4	1	-	5+

Unreliable: Sluggas are crudely made and often poorly maintained. They may explode (see pg 48).

This Ork Boy fights with a whirring buzz-choppa in one hand and a hefty slugga in the other.

BASIC WEAPONS

This section covers weapons designed to be carried and used with two hands like an automatic rifle or sub-machine gun. These comprise some of the most common and effective weapons available to the fighters in Hive Acheron.

BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces, the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly.

Bolt weapons fire self-propelled armour-penetrating mass-reactive explosive missiles called bolts, which are very effective indeed.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	4	1	-1	5+

KOMBI-SHOOTAS AND KOMBI-WEAPONS

Kombi-weapons are made by crudely welding, nailing or tying two guns together to ensure maximum dakka at the opportune moment.

A kombi-shoota consists of two shootas lashed together. A model armed with a kombi-shoota uses the shoota weapon profile and rules, but with Sustained Fire: 2 dice, rather than 1 dice, and an Ammo Roll rating of 7+ rather than 5+.

A kombi-weapon consists of a main shoota and a secondary weapon, which will either be a rokkit launcher or a skorcha. A model armed with a kombi-weapon can choose to fire either the main shoota using the normal rules for a shoota, or the secondary weapon, using the rules for a rokkit launcher or kombi-weapon skorcha as appropriate. The shoota can be fired every turn, but the secondary weapon can only be fired once per battle and then automatically runs out of ammunition. You cannot fire both weapons in the same turn. If an Ammo roll is failed for a kombi-weapon before the secondary weapon is fired, then the secondary weapon can be used once (assuming the weapon doesn't explode, of course!), but the shoota can no longer be fired. Weapon reloads only apply to the main shoota, and cannot be purchased for the secondary weapon.

KOMBI-WEAPON SKORCHA

Beloved of Ork arsonists, the skorcha is a huge flamethrower that sprays a great gout of burning fuel over the target area. Skorchas are most commonly mounted to Ork vehicles, though some Meks have been known to build smaller versions of them into kombi-weapons as well.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
Template		-	-	5	D3	-3	Auto

Flamer: The skorcha's shot is represented by the teardrop-shaped template. This is used as described in the Shooting section (pg 39).

LASGUN

The standard-issue weapon for many Astra Militarum regiments including Armageddon's own Steel Legion, lasguns are reliable and easy to maintain. They have longer range and higher ammunition capacity than a Laspistol, but offer all of the smaller weapon's trustworthiness.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	3	1	-	3+

SHOOTA

Shootas fire bullets, explosive shells, or a mixture of both. They fire a burst of shots all at once and make quite a lot of noise. Noise is important, as Orks firmly believe that the louder a weapon is, the more damage it does and the further it can shoot.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	4	1	-	5+

Sustained Fire: 1 dice.

Unreliable: Shootas are crudely made and often poorly maintained. They may explode (see pg 48).

SHOTGUN

A shotgun is a simple low-velocity weapon. Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts.

Shotguns use several recognised types of ammunition, each tailored to a particular type of shot or range. A variety of shell types are available and you can decide which to use before shooting. Their different effects are summarised on the profile. If you fail an Ammo roll the weapon and all ammunition carried cannot be used for the remainder of the game.

Solid Slug

This is the standard type of solid ammunition. It takes the form of a heavy shell that is fairly inaccurate but quite powerful.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4"	4-18"	+1	-1	4	1	-1	5+

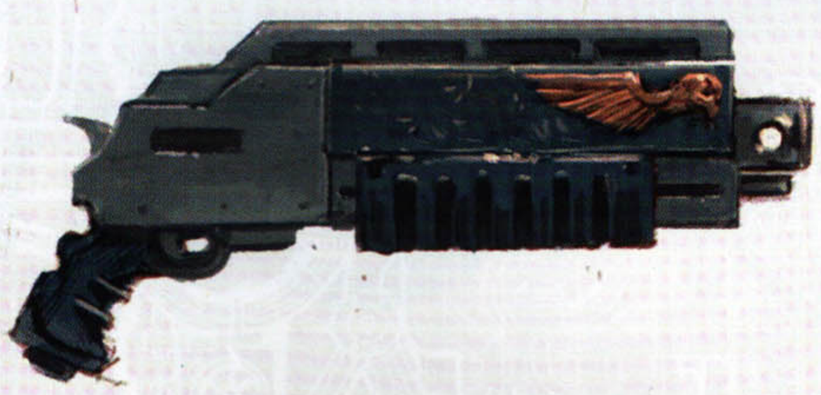
Blastshot

A blastshot cartridge is filled with lots of small pellets. Although it's not as powerful as other types of ammunition it is very useful for taking down groups of enemies, or for hitting targets that are in cover.

If you hit the target with a blastshot, place a small blast template with its centre directly over the target model. The target is hit, and any other model that lies wholly under the template is hit too. If a model lies partially under the template then it is hit on a further D6 roll of 4-6. Roll for wounds and injuries on each model that is hit following the usual rules. Note that blastshot cartridge attacks will not scatter – if they miss, they have no effect.

In addition, blastshot attacks disregard any cover modifiers. The target is attacked as if it were in the open.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4"	4-18"	+1	-1	3	1	-	5+



SNIPER RIFLE

A sniper rifle is a long-ranged weapon that fires toxin-laden high-calibre rounds. A specially designed suppressor system built onto the end of the gun barrel means that it is virtually silent, and consequently the favoured weapon for surprise attacks and long-range assassinations.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-1	-	4	1	-1	7+

Sniper Weapon: A sniper rifle takes time to set up and use. Because of this, a fighter cannot fire a sniper rifle if they moved that turn.

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during missions such as The Raid.

SPECIAL WEAPONS

Special weapons are similar in size and design to basic weapons and like them require both hands to fire. These are expensive and technically sophisticated weapons that require above-average care and skill to use. For this reason not everyone can use such a weapon and they are only carried by specialists.

BIG SHOOTA

Big shootas combine all of the endearing qualities of shootas (loads of noise and explosions when they fire, mind-numbing recoil and plenty of dakka) with even bigger shells and even more dakka. What's not to like?

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-18"	18-36"	-	-	5	1	-2	5+

Sustained Fire: 2 dice.

FLAMER

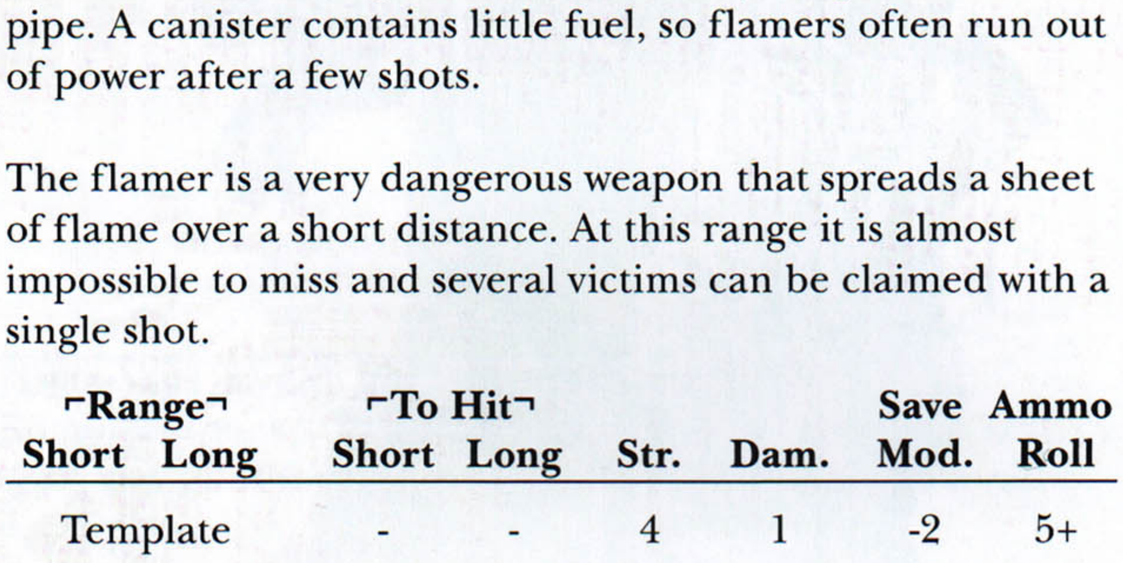
The flamer fires a burst of flaming fuel, an unstable sticky material that ignites upon contact with air. This volatile substance is held within a pressurised container that fits underneath the weapon or is attached by a separate fuel pipe. A canister contains little fuel, so flamers often run out of power after a few shots.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
Template		-	-	4	1	-2	5+

Flamer: The flamer's shot is represented by the teardrop-shaped flamer template. This is used as described in the Shooting section (pg 39).

Ammo Roll: The flamer is required to take an Ammo roll each and every time it fires.



GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing most grenade types by means of a compressed gas charge. The most common grenades are explosive frag grenades and implosive krak grenades which are designed for cracking open tough and well-armoured targets.

The launcher is a very robust and straightforward weapon. Its supply of compressed gas is soon expended, but recharging is a simple matter of using a high-pressure source to fill its internal tank.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-14"	14-28"	-	-1	-	-	-	7+

Ammo: Grenades must be specially modified in order for them to be fired from a launcher, so the grenades purchased for a grenade launcher cannot be thrown during a game. Likewise, grenades not allocated to the launcher cannot be fired from it.

GRENADIER GAUNTLET

These gauntlets are simple enough for Ogryns to use, and with a bit of luck the wielder can use one to lob frag-bombs into the midst of their enemies.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8"	8-16"	-	-1	4	1	-1	7+

Large Blast: A frag-bomb spills its explosive contents over a large area, and so uses the large blast template.

'LET'S STOMP SOME 'UMIES!' - **POPULAR ORK SAYING**

HEAVY FLAMER

Heavy flamers spread a sheet of flame over a short distance. The weapon's volatile fuel is held within pressurised canisters carried in a backpack. These contain a reasonable amount of fuel but can only be expected to make a few short bursts of fire. Due to its short effective range, it is almost impossible to miss with a heavy flamer and several victims can be claimed with a single shot, even those hunkering behind cover.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
Template		-	-	5	D3	-3	5+

Flamer: The heavy flamer's shot is represented by the teardrop-shaped flamer template. This is used as described in the Shooting section (pg 39).

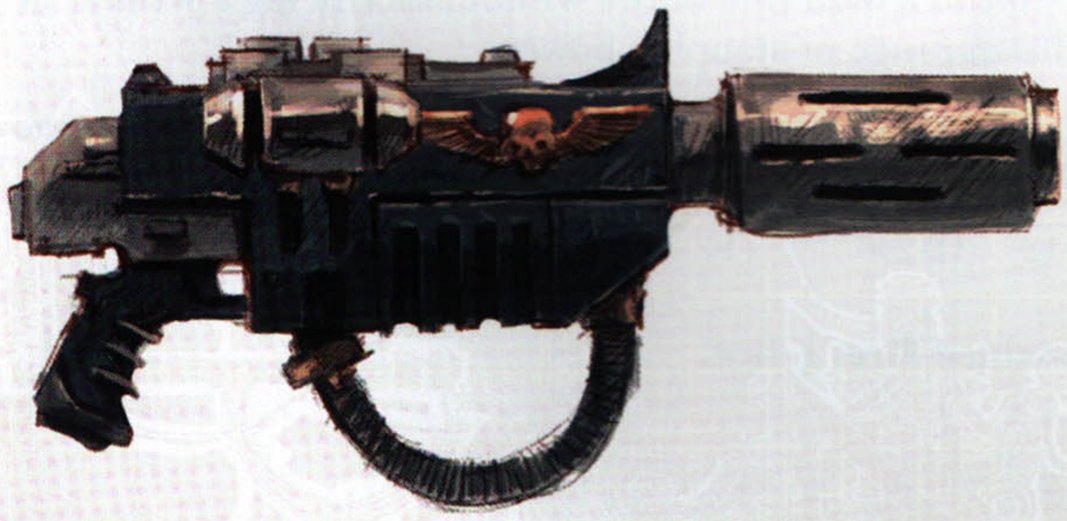
Ammo Roll: The heavy flamer is required to take an Ammo roll each and every time it fires.

MELTAGUN

The meltagun is also known as the melter, cooker or vape gun. It works by means of sub-molecular thermal agitation, literally cooking, and eventually vaporising, the target. A meltagun can melt plasteel and its effect upon living tissue is horrible indeed.

The weapon itself makes no noise when fired. However, the passage of the beam heats the air to super-hot temperatures, causing a distinctive hiss that becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	+1	-	8	D6	-5	5+



PLASMA GUN

Plasma guns hold their fuel suspended in a photonic state, typically in a sturdy flask or backpack container, before it is fed into the weapon's miniature fusion core and energised into a plasma state. They are extremely effective and very dangerous, but they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing as short a blast as possible with slightly reduced effectiveness.

Firing on low energy:

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-24"	+1	-	4	1	-1	7+

Firing on maximum power:

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-24"	+1	-	7	1	-3	7+

Energy Levels: You can choose to shoot the plasma gun on a low energy setting or maximum power. The profiles for the settings are different. A plasma gun fired on maximum power is unreliable and may explode (pg 48).

Sustained Fire: 1 dice. Sustained fire can only be used when shooting on maximum power.

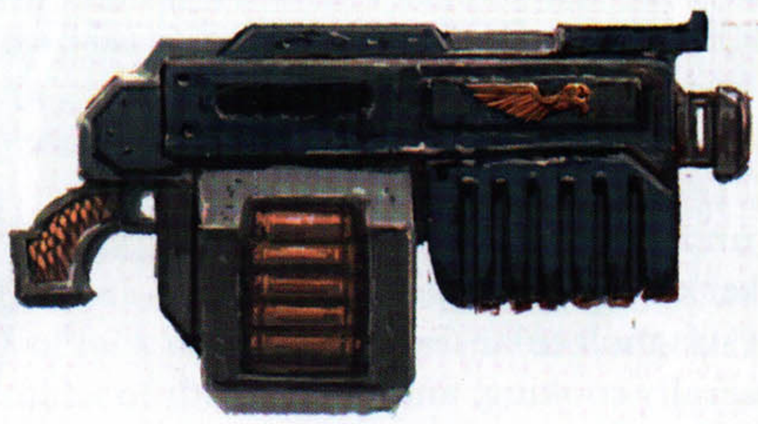
RIPPER GUN

Crude but devastating weapons, ripper guns unleash huge amounts of high-calibre rounds into anyone luckless enough to be in front of the weapon when an Ogryn pulls the trigger. They are fitted with burst limiters so that even the most enthusiastic Ogryn should have enough ammo to see them through their opening salvo.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	-	-	5	1	-2	7+

Sustained Fire: 2 dice.

Ripper Blade: A ripper gun can be used in the hand-to-hand phase as a knife (albeit one that the Ogryn wields in two hands).



ROKKIT LAUNCHA

A rokkit launcha is a large but simple weapon consisting of a primitive launcher and as many rokkits as the Ork can carry. Rokkits tend to be a bit unreliable, but when they work they can blow an enemy fighter to smithereens.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-30"	-	-1	8	D6	-3	7+

STORM BOLTER

A storm bolter is a compact, double-barrelled boltgun, capable of a high rate of fire without sacrificing anything in terms of range or stopping power.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	4	1	-1	5+

Sustained Fire: 1 dice.

HEAVY WEAPONS

This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to operate weaponry of this kind, so heavy weapons are only carried by specialists.

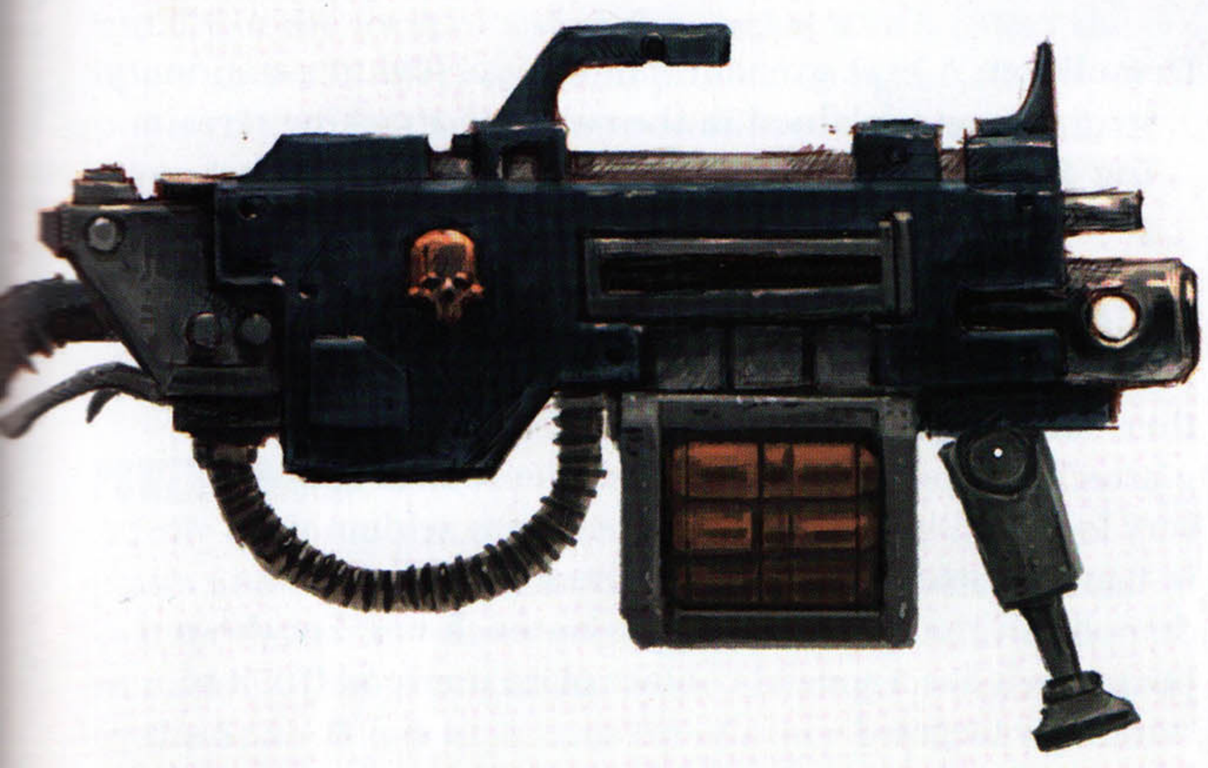
All of the heavy weapons described below are weighty, cumbersome guns which take quite a bit of physical strength and energy to carry and use. Spare parts, ammunition and a basic toolkit all add to the weight its wielder must bear. Because of this, a fighter cannot fire a heavy weapon if they moved that turn. As this rule applies to all heavy weapons it is not included in the special rules for individual weapons.

HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the heavy bolter is a devastatingly effective yet portable weapon of this type. They are extremely bulky, noisy and fire massive shells that explode when they hit their target, causing great devastation.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20"	20-40"	-	-	5	D3	-2	5+

Sustained Fire: 2 dice.



MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery, but highly regarded on account of its versatility. Powered missiles are fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time.

Missile Ammunition: A missile launcher must be supplied with missile ammunition, purchased at additional cost from the ammunition weapon list. The missile launcher can only use the types of missile that have been purchased for it. If an Ammo roll is failed then the missile launcher and any ammunition it has cannot be used for the rest of the mission.

Super Krak Missile

This missile contains a powerful implosive charge designed to crack open heavy armour. As such it is intended to destroy armoured fighting machines and other well-armoured targets.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20"	20-72"	-	-	8	D6	-5	7+

Frag Missile

This missile explodes upon impact, scattering shrapnel over a wide area. The missile is ideal for scything down groups of exposed fighters.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20"	20-72"	-	-	4	1	-2	7+

Large Blast: A frag missile spills its explosive contents over a large area, and so uses the large blast template.

SNAZZGUN

Snazzguns are marvels of Orky know-wotz. Their owners pour countless teef into having additional barrels, drum magazines, and all manner of widgets and gubbinz attached to their prized guns. The resultant weapons have been known to fire clouds of flaming bullets, blasts of plasma or volleys of rocket-propelled grenades.

⌐Range¬		⌐To Hit¬				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	+1	-	5	1	-2	7+

Bullets, Blasts and Grenades: Each time a Snazzgun is fired, you can choose whether it uses the large blast template or Sustained Fire: 2 dice.

Unreliable: Snazzguns are notoriously over-powered, and may explode (pg 48).

GRENADES

Grenades are thrown by hand or can be fired from a grenade launcher, a tubular device powered by compressed gas or an electromagnetic charge. There are many different kinds of grenade, but the most common by far are frag and krak grenades.

Whatever type of grenade you carry, a grenade throw counts as a 'shot', so a fighter can shoot a gun or throw a grenade, but not both. For the rules on grenades see the Shooting section of the main rules (pg 39).

When you equip a fighter with grenades they are assumed to carry enough actual grenades to last an entire encounter. Their supply of grenades will automatically run out if an Ammo roll is required, i.e. the Ammo Roll rating is 'Auto' for all grenades.

DEMOLITION CHARGES

These man-portable explosives excel at destroying enemy armour and defensive structures, though the risks to those operating them are high.

Strength	Damage	Save Mod.
8	2D6	-5

Demolition Only: A demolition charge cannot be thrown like an ordinary grenade. Instead it must be attached to a stationary structure as explained in the rules for attacking terrain (pg 49). Once attached, the demolition charge will explode at the start of the fighter's next shooting phase, giving them one turn to get away.

Large Blast: When the demolition charge explodes, carry out an attack with it by placing the centre of the large blast template over the demolition charge's location. The structure it was attached to and any models caught in the blast are hit by the demolition charge.

One Use Only: A model with a demolition charge can use it once per mission. After it has been used it cannot be used again. You cannot take weapon reloads for a demolition charge.

FRAG GRENADES

Includes Stikkbombs.

A frag grenade contains an explosive charge as well as a casing that is designed to fragment into deadly shrapnel. It is a common weapon, easy to acquire and effective in use.

Strength	Damage	Save Mod.
3	1	-

Large Blast: As the name would suggest, a fragmentation or 'frag' grenade spills its explosive contents over a substantial area, and hence uses the large blast template.

KRAK GRENADES

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. They are very effective at destroying hard targets and structures, and for blasting into defended positions.

Strength	Damage	Save Mod.
6	D6	-3

Unwieldy: A krak grenade is a heavy and cumbersome grenade with a concentrated blast. It is therefore harder to hit a target with a krak grenade than with other grenades and a -1 to hit modifier is imposed when throwing one. This modifier doesn't apply to krak grenades fired from a grenade launcher.

Demolition: A krak grenade can be attached to a stationary structure as explained in the rules for attacking terrain (pg 49). Krak grenades taken as ammunition for a grenade launcher cannot be used in this way.

MELTA BOMBS

Melta bombs or thermal bombs contain a subatomic thermal charge capable of melting through a sheet of plasteel or vaporising flesh. The intense heat caused is very localised in effect, so the weapon is seldom used in conventional fighting – its primary purpose is as a demolition charge to melt doors or machines. For these purposes it has a special contact plate used to affix it to stationary targets.

Strength	Damage	Save Mod.
8	2D6	-5

Demolition Only: The melta bomb cannot be thrown like an ordinary grenade and its size prevents its use in a grenade launcher. Instead a melta bomb must be attached to a stationary structure as explained in the rules for attacking terrain (pg 49).

STIKKBOMBS

See Frag Grenades.

ARMOUR

The armies of the far future make use of advanced powered suits of armour and energy fields to protect themselves against the awesome weaponry of the 41st Millennium.

A fighter can only wear one suit of armour at a time.

CARAPACE ARMOUR

Includes 'Eavy Armour.

Carapace armour is made of rigid plates of armaplas moulded to fit parts of the body, while 'eavy armour is a crude imitation made from battered sheets of metal. The armour offers reasonable protection from low-powered weaponry but is rather heavy.

Armour Save: A fighter wearing carapace armour receives a 4+ armour save.

Initiative: Because of its cumbersome weight, a fighter wearing carapace armour suffers a -1 Initiative characteristic penalty.

'EAVY ARMOUR

See Carapace Armour.

FLAK ARMOUR

Flak armour is made from high-tensile padded fabric, usually in the form of a sleeveless jacket which covers the upper torso. It offers minimal protection against low-powered weapons and is most useful against blasts and explosive impacts from near misses.

Armour Save: A fighter wearing flak armour has a basic armour save of 6+. This is increased to 5+ against weapons that use a template.

POWER ARMOUR

A fully enclosed suit of armour, made of thick ceramite plates and fitted with electronically motivated fibre bundles that enhance the wearer's strength, power armour is the signature of the Adeptus Astartes. Although primarily used by the Space Marines, a handful of other Imperial agents may also be able to acquire one of these suits.

Armour Save: A fighter wearing power armour receives a 3+ armour save.

SCOUT ARMOUR

Scout armour is formed of light plates of specially modified carapace armour. Less cumbersome than standard carapace armour, while still offering the same level of protection, Scout armour is ideal for the subtle infiltration work often carried out by Space Marine Scouts.

Armour Save: A fighter wearing Scout armour receives a 4+ armour save.

SQUIG-HIDE ARMOUR

Squig-hide armour is made out of tough squig skin studded with nuts and bolts and hanging metal plates, and sometimes complemented by a crude metal helmet. It offers rudimentary protection, particularly against simple close combat weapons like knives or swords.

Armour Save: A fighter wearing squig-hide armour receives a 6+ armour save.

TERMINATOR ARMOUR

Incredibly rare and almost impregnable, Terminator armour – or Tactical Dreadnought armour – is worn by the elite of the Space Marines. It is the toughest and most powerful personal armour worn in the Imperium.

Armour Save: A fighter wearing Terminator armour receives a 3+ armour save. However, they take their armour saves with two dice, adding the results together.

Invulnerable Save: A fighter wearing Terminator armour receives a 5+ invulnerable save.

Unshakeable: A fighter wearing Terminator armour cannot be pinned by shooting attacks, unless they are from high-impact weapons.

Like most Space Marines, this Crimson Fist is equipped with power armour. He carries a boltgun, the standard armament of the Adeptus Astartes.

AMMUNITION AND GUNSIGHTS

This section covers special types of gun ammunition and advanced gunsights.

As alternate ammo and sights are specific to individual guns, you must note down which weapon they are for. You can decide not to use a sight, and if alternate ammo is bought for a gun then the fighter will still also have a supply of regular ammo. If a model can make multiple ranged attacks in the same turn then it must use the same sights and/or ammunition for all the shots that are made.

GITFINDA

These can be elaborate ocular bionics, oversized telescopes, or Mork knows what else. The function of a gitfinda is to improve the accuracy of its user to near-average levels.

A gitfinda can be fitted to a snazzgun. A stationary fighter using a snazzgun with a gitfinda adds 1 to their Ballistic Skill characteristic for the duration of that shooting attack.

HELLFIRE BOLTS

The cores of hellfire bolts contain highly corrosive acids that inflict horrendous wounds on unprotected flesh. Poorly maintained hellfire bolts are notoriously explosive as any leaking acid can eat away at the bolt weapon's innards.

A hit from a bolt pistol or boltgun firing hellfire bolts inflicts D3 wounds. However, weapons which use hellfire bolts are unreliable and may explode (pg 48).

HOTSHOT LASER POWER PACK

The hotshot pack uses a rarer and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. However, the risk of burning out the weapon or exhausting the pack itself is much greater.

A laspistol or lasgun firing hotshot packs receives a +1 Strength bonus. However, the weapon's Ammo Roll rating is worsened to 6+.

RED-DOT LASER SIGHT

This sight shines a low-powered red laser beam, placing a red dot wherever it's aimed. Wary fighters look out for the glint of the laser beam, taking cover if they spy the red dot.

A red-dot sight can be fitted to either a pistol, basic weapon or special weapon. A fighter using a weapon with a red-dot sight receives a +1 to hit modifier.

A fighter hit by a weapon with a red-dot sight stands a chance of spotting the red dot and ducking aside. If the shooter is within a 90° arc to the front of the target, then the target receives a 6+ invulnerable save. A fighter who is pinned or down does not receive this bonus. If the target is a sentry and spots the dot by making their invulnerable save, then the alarm will also be raised.

TELESCOPIC SIGHT

A telescopic sight is a simple optical aid to accuracy. The sight can be fitted to most rifle-type weapons to increase the shooter's chances of scoring a hit at extreme range. It requires concentration to use and is only a benefit to shooters who stop and aim carefully.

A telescopic sight can be fitted to a basic weapon or a special weapon. The sight can be used in conjunction with a red-dot sight. A stationary fighter using a weapon with a telescopic sight increases the weapon's Long Range by a number of inches equal to its Short Range – for example, a lasgun's maximum range becomes 36".

TOXIC ROUND

Some weapons, most notably sniper rifles, can be loaded with toxic rounds rather than more conventional bullets. The deadly toxins in these rounds overload the target's nervous system, rendering them unconscious or dead in seconds.

No To Wound roll is required when a target is hit with a toxic round: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note that this only applies against living targets. If a toxic round hits an unliving target, then a normal To Wound roll must be made, resolving the shot at the normal Strength of that weapon.

Injuries: Do not roll on the standard Injury table for a target suffering their final wound from a toxic round. Instead, roll on the table below both when the injury is inflicted and in subsequent recovery phases.

D6	Result
1	**No Effect:** The toxin has no effect or wears off. The target may continue to fight in the same way as if they had suffered a flesh wound except that they suffer no penalties to their Weapon Skill or Ballistic Skill.
2-4	**Comatose:** The target is knocked comatose and falls to the ground. The model counts as down except that they cannot move.
5-6	**Out of Action:** The target slumps lifelessly to the ground. They may be dead or barely living, but are overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If a toxic round hits a model that is already down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury table.

SPECIALISED EQUIPMENT

The fighters in the bowels of Hive Acheron have access to all kinds of specialised equipment, ranging from advanced gear and specially designed items to simple, useful accessories.

BRUTE SHIELD

These shields resemble large and resilient energised bucklers. They are carried by some Ogryns, serving equally well in combat as a defensive measure and handy bludgeon.

A fighter with a brute shield rolls an extra Attack dice in the hand-to-hand phase.

Invulnerable Save: A fighter with a brute shield receives a 5+ invulnerable save.

CAMO GEAR

Scouts and Veterans often wear camo cloaks – loose garments woven from light-reactive material known as cameleoline, which imitates the appearance of nearby terrain – or camouflaged combat garb.

Enemy models must subtract 4" from the maximum range of any shooting attacks they make that are directed at a fighter who is equipped with camo gear. This means that a weapon with a maximum range of 12" can only target a fighter with camo gear when they are within 8". Weapons that use templates are not affected by camo gear.

CLIP HARNESS

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Promethium Sprawl often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened around the body, with a strong steel clip or magnetic clasp that can be attached to a nearby object. If the wearer should fall the harness will save them and enable the fighter to scramble to safety.

The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in its movement phase. The fighter can still perform other actions in addition to fastening the harness, such as shooting or going into overwatch. The harness is automatically unfastened when the model moves or enters hand-to-hand combat.

If a model with a fastened safety line becomes pinned or goes down within 1" of an edge then it does not have to test to fall. The fastened harness prevents the wearer from falling, just as if they had passed an Initiative test.

PHOTO-VISOR

A photo-visor is a special visor that enhances vision in poor light conditions. It is also calibrated to register infrared as well as visible light. The enhanced image appears in the scope and makes it easier to pick out targets that are concealed behind cover.

A stationary fighter equipped with a photo-visor reduces the penalty when shooting at a model in cover by 1. So, partial cover is ignored and cover counts as a -1 to hit modifier rather than -2.

SLABSHIELD

The slabshield is a towering wall of protective armaplas. Fighters can shelter behind it from the worst of enemy fire – its construction is more sturdy than that of most walls.

A fighter equipped with a slabshield is always considered to be in cover against any shooting attack originating from the 90° arc in front of them. A single friendly fighter in the 90° arc to the rear of this fighter, and in base-to-base contact with them, is also considered to be in cover against these shooting attacks. A fighter equipped with a slabshield can never claim the additional Attack for being armed with two weapons in the hand-to-hand phase.

STORM SHIELD

A storm shield is a large, solid shield that has an energy-field generator built into it. Though the bulk of the shield offers physical protection, it is the energy field which is more impressive, as it is capable of deflecting almost any attack. Even blows that would normally cut through Terminator armour are turned aside with ease by the protective energies of the storm shield.

A fighter equipped with a storm shield can never claim the additional Attack for being armed with two weapons in the hand-to-hand phase.

Invulnerable Save: A fighter with a storm shield receives a 3+ invulnerable save.

WEAPON RELOAD

When a fighter carries a weapon such as a shoota or bolter, which fires a great many individual shells in a short burst, they are assumed to carry extra ammunition to last most of the battle. However, a fighter can, if they want, carry additional magazines and fuel over and above the normal amount. This extra ammo is carried in the form of reloads.

If a fighter carries a reload for a weapon, then you can re-roll the first failed Ammo roll made for that weapon. For weapons with an 'Auto' Ammo roll, such as grenades, a weapon reload means that you pass the first Ammo roll made for that weapon on a 3+.

Reloads are specific to individual weapons; when a reload is bought the player must note down exactly which weapon the reload is for. The cost of a reload is half the cost of the weapon, rounding up any fractions. Only the base cost of the weapon is used. The cost of any extra ammunition types bought for the weapon are ignored and you only need to buy a reload for the weapon itself. Reloads that are used during a game will be replaced before the next game as part of the kill team's usual resupply.

CREATING A KILL TEAM

Before you are ready to play Shadow War: Armageddon, you need to recruit your kill team. A kill team can be from any one of the three factions we have already described: Space Marine Scouts, Astra Militarum Veterans, or Ork Boyz.

CHOOSING A KILL TEAM

A Space Marine Scouts or Astra Militarum Veterans kill team consists of 3-10 models, and an Ork Boyz kill team consists of 3-20 models.

To start your kill team you will need to refer to the kill team recruitment list printed at the end of this section. There are three recruitment lists, one for each of the factions.

You have a total of 1,000 points with which to recruit your kill team. Each list explains how many points it costs to recruit and equip the different kill team fighters you can include in your kill team.

KILL TEAM FIGHTERS

There are four types of kill team fighter available for recruitment: kill team leaders, troopers, specialists, and new recruits.

Kill Team Leader
Your kill team must be led by a kill team leader. This model represents the player themselves in their guise as a hardened fighter. A kill team can only have one leader.

Troopers
The ordinary kill team fighters are called troopers. They are experienced, competent and trustworthy fighters who make up the bulk of most kill teams.

Specialists
Fighters armed with heavy weaponry or technical equipment are called specialists. Specialists are often strong – they need to be to carry their weapons – and they can be technicians; good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

New Recruits
New recruits, as their name implies, have just joined the kill team. They are often highly trained, but have not yet gained the same level of experience as the other members of the kill team. This makes them rather less effective in combat.

KILL TEAM ROSTER

You'll need a kill team roster sheet to write down the details of your kill team. You'll find a blank roster sheet on page 120. We suggest you photocopy or copy enough sheets to allow you to keep a neat and accurate record of your kill team as it changes from game to game.

When you have chosen your kill team, take a kill team roster sheet and write down the details of each fighter in the spaces provided. It's a good idea to work out the kill team on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted 1,000 points as possible. Any points not spent are lost.

The kill team roster is a record of your kill team and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and the like.

You will need to give your kill team a name, and also name all your fighters. We leave it to you to invent suitable names, though you'll find examples and ideas for names in this book.
You will also need to choose a sub-faction for your kill team, which will determine how your fighters develop over time (see pg 102).

KILL TEAM RECRUITMENT

The following lists are used to recruit and equip your kill team. To start with you have 1,000 points with which you must recruit at least three fighters including a leader.

CHOOSING THE KILL TEAM

You have 1,000 points to spend on recruiting and arming your kill team within the following guidelines.

Minimum of Three Fighters: A kill team must have at least three models.

Maximum Number of Fighters: A Space Marine Scouts or Astra Militarum Veterans kill team can have up to 10 models. An Ork Boyz kill team can have up to 20 models.

Leader: Your kill team must have one leader. Not more. Not less!

Troopers: You can include as many troopers as you can afford.

Specialists: A kill team can have up to two specialists, except Astra Militarum Veteran kill teams, which can have up to three specialists.

New Recruits: No more than half the kill team can be made up of new recruits.

LEADERS

The kill team leader is unlike the rest of the kill team in that they can fight efficiently even on their own. They always count as having a friend within 2", regardless of whether this is the case or not. This means they can always test to avoid being pinned early.

Any fighter within 6" of the leader can use the Leadership characteristic of the kill team leader when taking break tests and tests to see if the fighter recovers their nerve when broken. In addition, any fighters within 6" of the kill team leader can use the Initiative characteristic of the leader when testing to escape pinning early. This represents the leader's ability to encourage and inspire their fellow kill team members and push them beyond their normal limits.

However, a leader cannot confer these benefits if they are down or broken. The sight of an injured kill team leader bleeding out is far from encouraging.

ARMING YOUR MODELS

Each fighter you recruit can be armed with one or more of the weapons listed on the relevant weapons list for their faction. In addition to being restricted to weapons available to their faction, different types of fighter are restricted to different types of weapon.

A kill team fighter's weapons must be represented on the model itself. The exceptions are knives and grenades, which are assumed to be tucked inside clothing, and holstered pistols, which can represent any type of pistol. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling and painting your models.

A fighter can carry only one heavy weapon – e.g. they can carry a heavy bolter or a missile launcher, but not both. They can have any number of other weapons. The model is always assumed to be using the weapon depicted in their hands unless the player declares otherwise. Remember, any additional weapons the fighter is armed with must be identifiable on the model itself.

A fighter can carry any number of grenades. The cost is the price of equipping the model with a supply of the relevant type of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle.

Unless specifically mentioned otherwise, it's not possible for a kill team fighter to modify or change their equipment during a mission. A fighter who changes their weaponry after a game must be represented by a new model, or converted to carry the appropriate weapons. Other items don't always need to be modelled onto the miniature, such as photo-visors. It's up to the player to decide how much detail they want to add.

DEATH OF A FIGHTER

When a fighter is killed all of their equipment is lost. This is very important to remember as it is not possible to reallocate their equipment once they are dead.

'Being able to read the lie of the land is arguably the most important skill an officer can have. On the attack, a wise commander will use the terrain to mask his advance from the enemy's sight. On defence, he will occupy positions that provide cover for his troops and a clear view of the routes along which the enemy is likely to attack. Using terrain well can give even an inferior force the chance of victory, while using it badly can lead to the defeat of all but the strongest attacker.'

- THE TACTICA IMPERIUM

SPACE MARINE SCOUT KILL TEAMS

Space Marine Scouts are well versed in guerilla warfare. They are also the future of their Chapter, trainee warriors in the final stages of the transformation to become fully fledged battle-brothers.

SPACE MARINE SCOUT SPECIAL RULES

The following special rule applies to all of the members of a Space Marine Scout kill team.

And They Shall Know No Fear: A fighter with this rule never has to take fear or terror tests. In addition, a fighter with this rule can always test to recover early from pinning, even if there is no friendly fighter within 2".

SPACE WOLVES WOLF SCOUTS

The Wolf Scouts of the Space Wolves, unlike those of other Chapters, are fully fledged Space Marines, with a lifetime's experience on the battlefield. If you choose the Space Wolves sub-faction for your Space Marines Scout kill team, you cannot recruit any Novitiate Scouts – new recruits belong in the Blood Claws! However, your Scout Gunners have access to the Space Wolves Special Weapons list, in addition to those they normally have access to.

SCOUT SERGEANT — Kill Team Leader — Cost to recruit: 200 points

	M	WS	BS	S	T	W	I	A	Ld
Scout Sergeant	5"	4	4	4	4	1	4	2	9

Every Space Marine Scout kill team is led by an experienced veteran sergeant. They are deeply respected by the Scouts in their kill team.

Wargear: A Scout Sergeant has a combat blade and Scout armour. In addition, a Scout Sergeant can be armed with items chosen from the Space Marine Scout Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

SCOUT — Trooper — Cost to recruit: 100 points

	M	WS	BS	S	T	W	I	A	Ld
Scout	5"	4	4	4	4	1	4	1	8

Scouts form the bulk of every Space Marine Scout kill team. They are dependable and experienced fighters.

Wargear: All Space Marine Scouts have a combat blade and Scout armour. In addition, a Scout can be armed with items chosen from the Space Marine Scout Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

NOVITIATE SCOUT — New Recruit — Cost to recruit: 75 points

	M	WS	BS	S	T	W	I	A	Ld
Novitiate Scout	5"	3	3	4	4	1	4	1	8

Novitiates are the newest recruits to a Scout kill team, and have only recently finished their indoctrination and training.

Wargear: All Novitiate Scouts have a combat blade and Scout armour. In addition, a Novitiate Scout can be armed with items chosen from the Space Marine Scout Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

SCOUT GUNNER — Specialist — Cost to recruit: 110 points

	M	WS	BS	S	T	W	I	A	Ld
Scout Gunner	5"	4	4	4	4	1	4	1	8

Gunners are usually physically strong individuals, well suited to carrying the kill team's heavy weaponry. They are also technically competent. This is a good thing because their weaponry requires careful maintenance if it is to function properly.

Wargear: All Scouts Gunners have a combat blade and Scout armour. In addition, a Scout Gunner can be armed with items chosen from the Space Marine Scout Pistols, Heavy Weapons, Ammunition, Grenades and Miscellaneous lists.

'Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting.'
- LORD GENERAL SOLAR MACHARIUS

SPACE MARINE SCOUT WEAPON AND EQUIPMENT LISTS

Ammunition

Hellfire bolts*..... *20 points*
Toxic rounds**..... *20 points*
* Can be purchased for bolt pistols or boltguns only
** Can be purchased for sniper rifles only

Grenades

Frag grenades..... *25 points*
Melta bombs*..... *30 points*
Krak grenades..... *40 points*
* Scout Sergeant only

Miscellaneous

Camo gear..... *5 points*
Clip harness..... *10 points*
Photo-visor..... *15 points*
Red-dot laser sight..... *20 points*
Telescopic sight*..... *20 points*
Weapon reload..... *Half cost of weapon in points*
* Cannot be fitted to shotguns

Hand-to-Hand Weapons

Combat blade (knife)..... *5 points*
Assault blade (sword)..... *15 points*
Chainsword..... *25 points*
Power sword*..... *50 points*
* Scout Sergeant only

Pistols

Bolt pistol..... *25 points*
Plasma pistol*..... *50 points*
* Scout Sergeant only

Basic Weapons

Shotgun..... *20 points*
Boltgun..... *35 points*
Sniper rifle..... *40 points*

Heavy Weapons

Heavy bolter..... *180 points*
Missile launcher:
... with frag missiles..... *175 points*
... with super krak missiles..... *190 points*
... with both..... *225 points*

Space Wolves Special Weapons

Flamer..... *40 points*
Plasma gun..... *80 points*
Meltagun..... *95 points*

ASTRA MILITARUM VETERAN KILL TEAMS

Astra Militarum Veterans are hardy and skilful warriors. Such soldiers have faced down horrors that would drive a lesser soul mad, and endured a gauntlet of war that has honed their abilities to exceptional levels.

ASTRA MILITARUM VETERAN SPECIAL RULES

The following special rule applies to all of the members of an Astra Militarum Veteran kill team.

Voice of Command: At the start of their shooting phase, an Astra Militarum leader can choose to direct the shooting of nearby members of their kill team, rather than shooting at the enemy themselves. The leader cannot shoot in the shooting phase, but all other members of the kill team that are within 6" of the leader can re-roll To Hit rolls of 1.

VETERAN SERGEANT

Kill Team Leader — Cost to recruit: 120 points

	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4"	4	4	3	3	1	4	1	8

Every Veteran kill team is led by an experienced Veteran Sergeant.

Wargear: A Veteran Sergeant has a combat blade and flak armour. In addition, a Veteran Sergeant can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

VETERAN GUARDSMAN

Trooper — Cost to recruit: 60 points

	M	WS	BS	S	T	W	I	A	Ld
Veteran Guardsman	4"	3	4	3	3	1	3	1	7

Veteran Guardsman form the bulk of every Veteran kill team. They are dependable and experienced fighters.

Wargear: All Veteran Guardsmen have a combat blade and flak armour. In addition, a Veteran Guardsman can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

GUARDSMAN

New Recruit — Cost to recruit: 50 points

	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4"	3	3	3	3	1	3	1	7

Guardsman are the newest recruits to a Veteran kill team. They have proved their ability in battle, and have been inducted into the kill team to replace casualties suffered in earlier missions.

Wargear: All Guardsmen have a combat blade and flak armour. In addition, a Guardsman can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

SPECIAL WEAPONS OPERATIVE

Specialist — Cost to recruit: 70 points

	M	WS	BS	S	T	W	I	A	Ld
Special Weapons Operative	4"	3	4	3	3	1	3	1	7

Special Weapons Operatives have been trained in the use of various specialised weapons that are used by the Astra Militarum.

Wargear: All Special Weapons Operatives have a combat blade and flak armour. In addition, a Special Weapons Operative can be armed with items chosen from the Astra Militarum Hand-to-Hand Weapons, Pistols, Special Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

'Only faith in the Emperor and the training I am going to give you will save you on the battlefield.'
- VETERAN SERGEANT KESSER

ASTRA MILITARUM VETERANS WEAPON AND EQUIPMENT LISTS

Ammunition

Hotshot laser power pack ..... *15 points*
Toxic rounds* ..... *20 points*
* Can be purchased for sniper rifles only

Grenades

Frag grenades ..... *25 points*
Melta bombs..... *30 points*
Krak grenades..... *40 points*

Miscellaneous

Camo gear..... *5 points*
Clip harness ..... *10 points*
Carapace armour ..... *20 points*
Red-dot laser sight*..... *20 points*
Telescopic sight**..... *20 points*
Weapon reload..... *Half cost of weapon in points*
* Cannot be fitted to flamer, heavy flamer or grenade launcher
** Cannot be fitted to flamer, heavy flamer, grenade launcher, meltagun or shotgun

Hand-to-Hand Weapons

Combat blade (knife) ..... *5 points*
Assault blade (sword) ..... *15 points*
Chainsword ..... *25 points*
Power sword* ..... *50 points*
* Veteran Sergeant only

Pistols

Laspistol ..... *15 points*
Bolt pistol* ..... *25 points*
Plasma pistol* ..... *50 points*
* Veteran Sergeant only

Basic Weapons

Shotgun..... *20 points*
Lasgun..... *25 points*
Boltgun*..... *35 points*
* Veteran Sergeant only

Special Weapons

Sniper rifle..... *40 points*
Flamer ..... *40 points*
Demolition charge ..... *50 points*
Plasma gun..... *80 points*
Meltagun ..... *95 points*
Heavy flamer..... *100 points*
Grenade launcher:
... with frag grenades..... *85 points*
... with krak grenades..... *100 points*
... with both ..... *125 points*

ORK BOYZ KILL TEAMS

Ork Boyz charge into battle in a great mass, crashing into the enemy like a green landslide. Bellowing with the joy of battle, mobs of Ork Boyz excel at close quarters where they can hack, bludgeon and stamp their foes into bloody ruin.

ORK BOYZ SPECIAL RULES

The following special rule applies to all of the members of an Ork Boyz kill team.

'Ere We Go!: Add 1 to the attack rolls of a fighter from an Ork Boyz kill team if they made a charge move in the same turn.

Mob Rule: While there are more fighters from this kill team on the battlefield than there are enemy fighters, add 1 to their Leadership characteristic. When there are double the number of fighters (or more) from this kill team on the battlefield than there are enemy fighters, add 2 to their Leadership characteristic instead. Fighters from this kill team who are down are not included.

BOSS NOB — Kill Team Leader — Cost to recruit: 160 points

	M	WS	BS	S	T	W	I	A	Ld
Boss Nob	4"	4	2	4	4	2	3	3	7

An Ork Boyz kill team is led by a Boss Nob. Ork Nobz are the epitome of the Ork species – large, brutal and possessing a single-minded determination and love of fighting.

Wargear: A Boss Nob has a shank and squig-hide armour. In addition, a Boss Nob can be armed with items chosen from the Ork Boyz Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

BOY — Trooper — Cost to recruit: 60 points

	M	WS	BS	S	T	W	I	A	Ld
Boy	4"	4	2	3	4	1	2	2	7

Boyz are natural warriors and hardened fighters who form the bulk of all mobs.

Wargear: All Boyz have a shank and squig-hide armour. In addition, an Ork Boy can be armed with items chosen from the Ork Boyz Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

YOOF — New Recruit — Cost to recruit: 30 points

	M	WS	BS	S	T	W	I	A	Ld
Yoof	4"	3	2	3	4	1	2	1	7

Yoofs are young, inexperienced Orks. Starting out ham-fisted and unreliable, Yoofs learn fast and soon develop into fully fledged Boyz.

Wargear: All Yoofs have a shank and squig-hide armour. In addition, a Yoof can be armed with items chosen from the Ork Boyz Hand-to-Hand Weapons, Pistols, Basic Weapons, Grenades and Miscellaneous Equipment lists.

SPANNER BOY — Specialist — Cost to recruit: 70 points

	M	WS	BS	S	T	W	I	A	Ld
Spanner Boy	4"	4	2	3	4	1	2	2	7

Spanner Boyz have got what Orks term 'know-wotz' – they know what's wrong when things don't work, and they know how to use things that would leave another Ork scratching their head in confusion.

Wargear: All Spanner Boyz have a shank and squig-hide armour. In addition, a Spanner Boy can be armed with items chosen from the Ork Boyz Pistols, Special Weapons, Grenades and Miscellaneous Equipment lists.

'Half-glimpsed shadows? Orks wearing camouflage? Do you take us for imbeciles? Orks are barbaric and entirely single-minded. Army doctrine, which has served us well for ten thousand years, teaches us this. Orks come on in a great horde, they do not slink and sneak in the shade.'

- EXTRACT FROM TRANSCRIPT OF COURT MARTIAL INVESTIGATING THE FALL OF LATHIR OUTPOST

ORK BOYZ WEAPON AND EQUIPMENT LISTS

Grenades

Stikkbombs ..... *25 points*

Miscellaneous

Clip harness ..... *10 points*
Red-dot laser sight ..... *15 points*
'Eavy armour ..... *25 points*
Weapon reload ..... *Half cost of weapon in points*

Hand-to-Hand Weapons

Shank (knife) ..... *5 points*
Choppa ..... *10 points*
Buzz-choppa ..... *15 points*
Big choppa* ..... *15 points*
Power klaw* ..... *85 points*
* Boss Nob only

Pistols

Slugga ..... *10 points*

Basic Weapons

Shoota ..... *25 points*
Kombi-shoota* ..... *40 points*
Kombi-weapon* ..... *50 points*
* Boss Nob only

Special Weapons

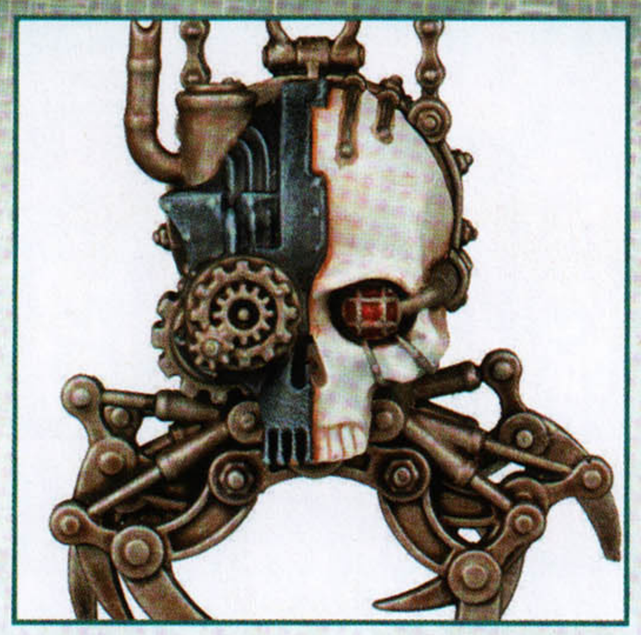
Rokkit launcha ..... *130 points*
Big shoota ..... *150 points*

A WORLD AT WAR

First built as a crucial infrastructure network for Hive Acheron, the treacherous and half-forgotten miles of the Promethium Sprawl now echo to the thunder and screams of guerilla war. The following pages show that conflict in all its desperate glory. From the brutish, bellowing Orks and their scrap-built weapons to the elite warriors of the Space Marine Scouts and the hard-bitten survivors of the Astra Militarum, each kill team has its own warlike look and feel.

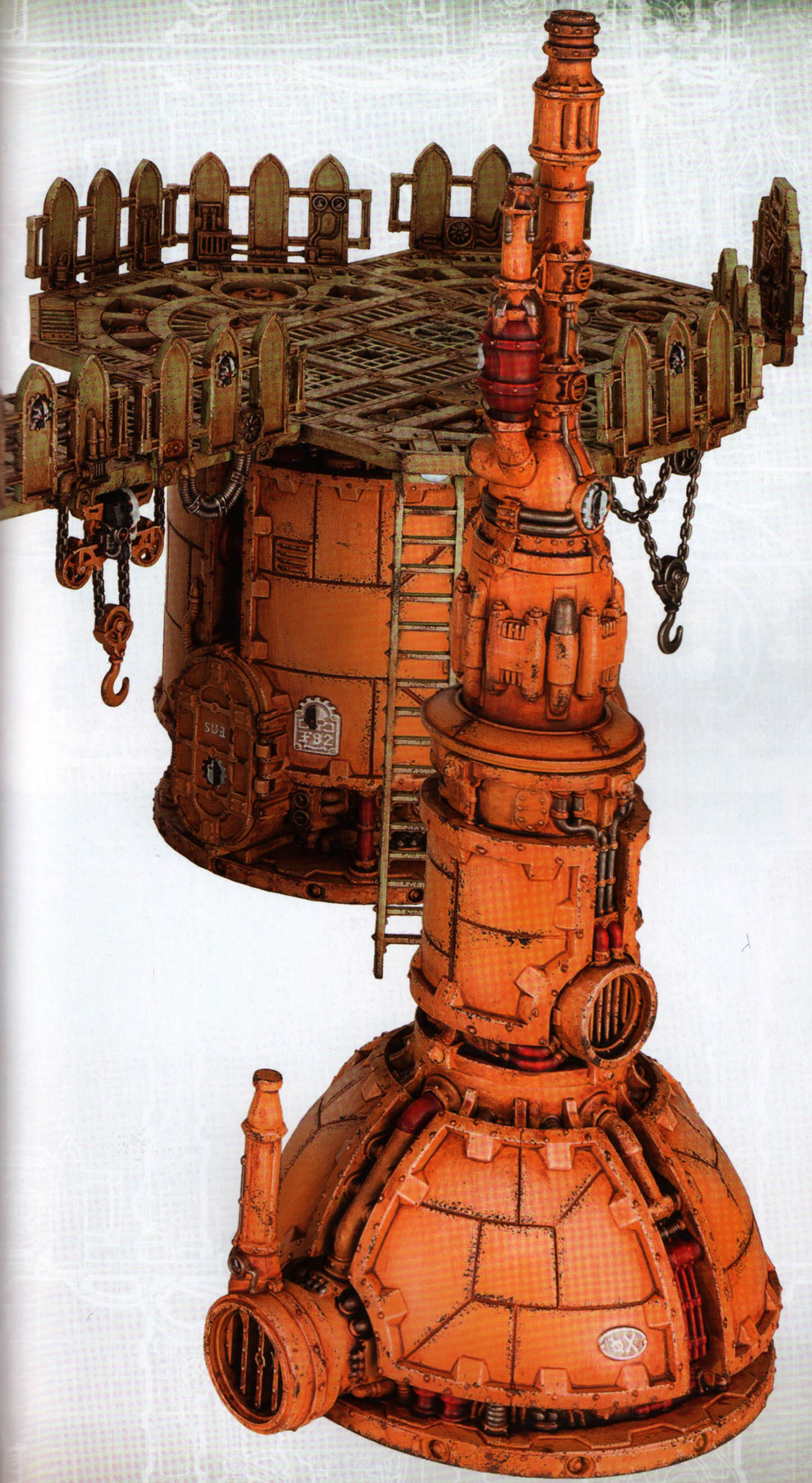
The Promethium Sprawl features endless tracts of tanks and silos; models like these could easily be used in place of the Promethium Tank counter from the Hit and Run mission (pg 92).

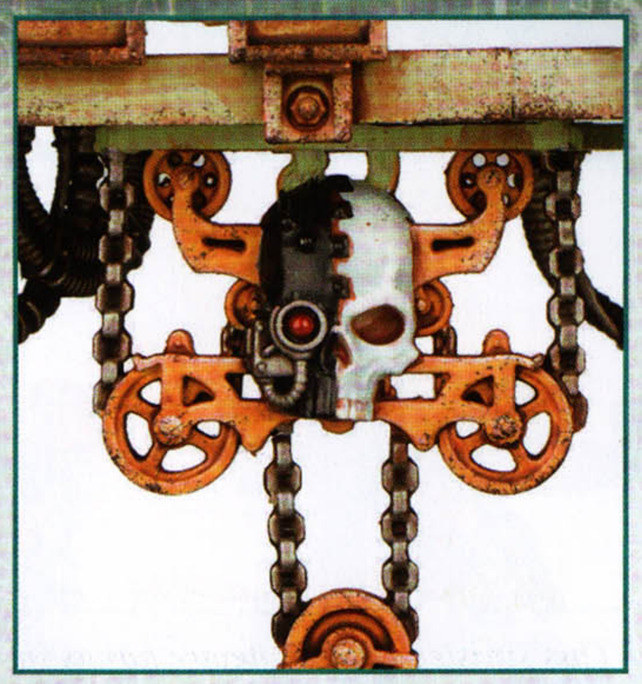
The motif of the Cult Mechanicus adorns this ancient maker's plate.



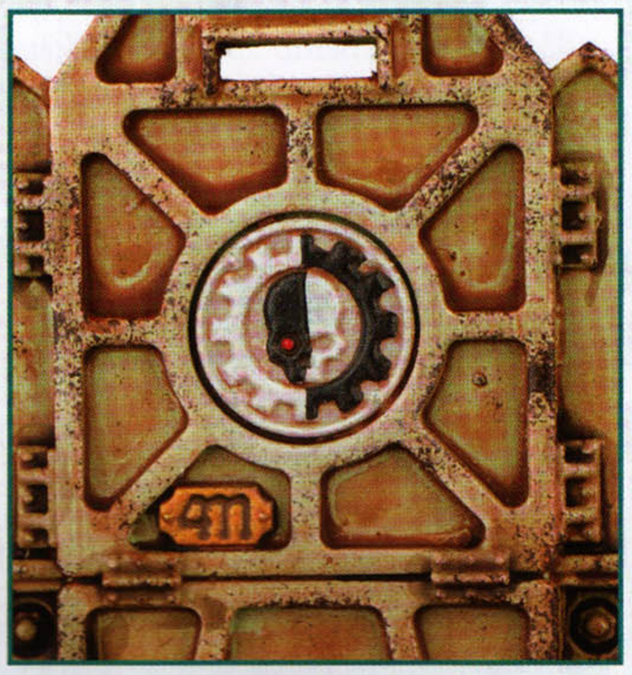
This sinister loading device hangs in the darkness over the battlefield.

The battlefields of Hive Acheron are thick with bubbling fuel tanks, corroded ladders, dangling chains and rusted panelling.

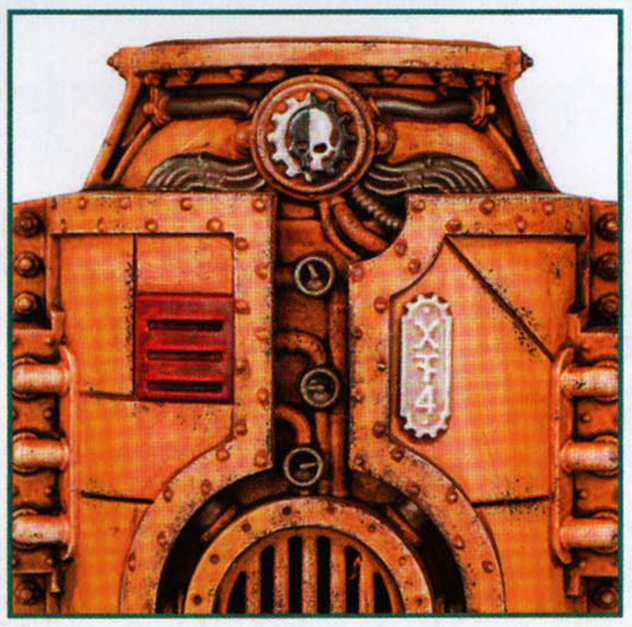




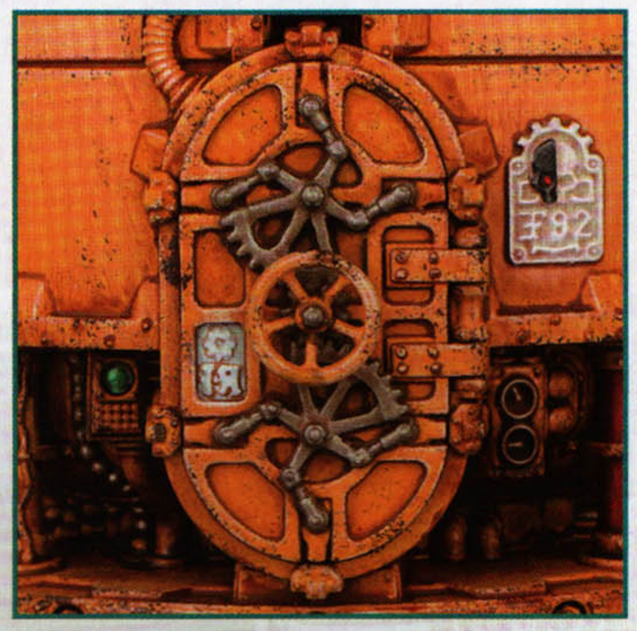
The icon of the Martian Priesthood marks even the lowest machinery.



This rusted bulkhead provides fighters with ideal cover.



The purpose of these vast machines is known to few in the Imperium.



This reinforced hatch could offer a hiding place for a kill team's cache.

SPACE MARINES

Blood Angels Scout Sergeant Raphaeon

Blood Angels Scout Dantael

Blood Angels Novitiate Scout Agnolo

Blood Angels Scout Paolus

Blood Angels Scout Gunner Leonarus

Dark Angels Scout Gunner Aphrael

Dark Angels Scout Zachari

Dark Angels Scout Ezekial

Dark Angels Novitiate Scout Mordekai

Dark Angels Scout Azheran

Blood Ravens Scout Sergeant Michaelos

Blood Ravens Scout Varian

Blood Ravens Scout Sulrias

Blood Ravens Novitiate Scout Nasansis

Special operatives, like this Ultramarines Apothecary and these Deathwatch Veterans, can join your kill team for a mission (pg 108)

Iron Hands Veteran Garrsak

Ultramarines Veteran Orphean

Terminator special operatives armed with lightning claws, a power fist and storm bolter, and a thunder hammer and storm shield

ORKS

Dregskar, Evil Sunz
Ork Boy

Nuzrok, Evil Sunz
Ork Boy

Skragjaw, Evil Sunz
Boss Nob

Nuk da Stabba, Evil Sunz
Ork Boy

Gitfang, Evil Sunz
Spanner Boy

Wrenchfist, Bad Moons Mek

Dok Buzzfist, Goff Painboy

Rugluk, Goff Ork Boy

Badsmasha, Goff Boss Nob

Madteef, Goff Ork Boy

Skraggit, Goff Ork Yoof

Burgutz Gitstabba, Goff Ork Boy

Lugnutz, Goff Ork Spanner Boy

Gorbok, Goff Ork Boy

Wurrskrag Bigdakka, Goff Ork Spanner Boy

Snakebite Runtherd Brog Squiggutz and his Gretchin, Buggi, Narkit, Skrigg and Muk

Three Flash Git special operatives armed with enormous snazzguns

ASTRA MILITARUM

Cadian Special Weapons Operative Vance

Cadian Veteran Guardsman Chenko

Cadian Veteran Sergeant Neils

Cadian Guardsman Weskern

Officio Prefectus Commissar Brost

Tech-Priest Enginseer Molechai

Nunk, an Ogryn

Militarum Tempestus Scion special operatives from the 55th Kappic Eagles

Catachan Veteran Guardsman Stranski

Catachan Guardsman Brostin

Catachan Special Weapons Operative McClaine

Catachan Special Weapons Operative 'Boom' Hauser

MISSIONS

This section includes missions for your games of Shadow War: Armageddon. Simply choose with your opponent which of the following missions you wish to play, or use the table on page 98 to determine one randomly. Each mission tells you how to set up the battlefield, how to deploy your kill teams, how to start and end the game, and any other rules that apply for the mission.

KILL TEAM FIGHT

Kill teams run the risk of encountering one another as they cross the Promethium Sprawl on patrol. Not all encounters end in violence. Sometimes two kill teams meet and, finding common cause, go their own way in peace. Other encounters end in fierce firefights and bloody skirmishes with neither side prepared to cede ground. Ultimately, every kill team must be prepared to defend itself, to seize every opportunity offered by the Promethium Sprawl and to maintain a fearsome reputation.

The Kill Team Fight mission represents one such encounter. Two enemy kill teams meet while travelling through a ruined dome. The kill teams are diametrically opposed – neither is prepared to turn their back and let their opponent get away without a fight. Without further ado, blades are drawn and weapons cocked, and the fighting begins in earnest.

TERRAIN

Each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of 4' by 4', or slightly smaller, so that the kill teams start off a reasonable distance apart.

KILL TEAM DEPLOYMENT

Each player rolls a dice. The low scorer chooses which battlefield edge they wish to set up on, and places all of their kill team fighters within 8" of that edge. Their opponent then sets up within 8" of the opposite battlefield edge.

STARTING THE GAME

The players roll off. The winner takes the first turn.

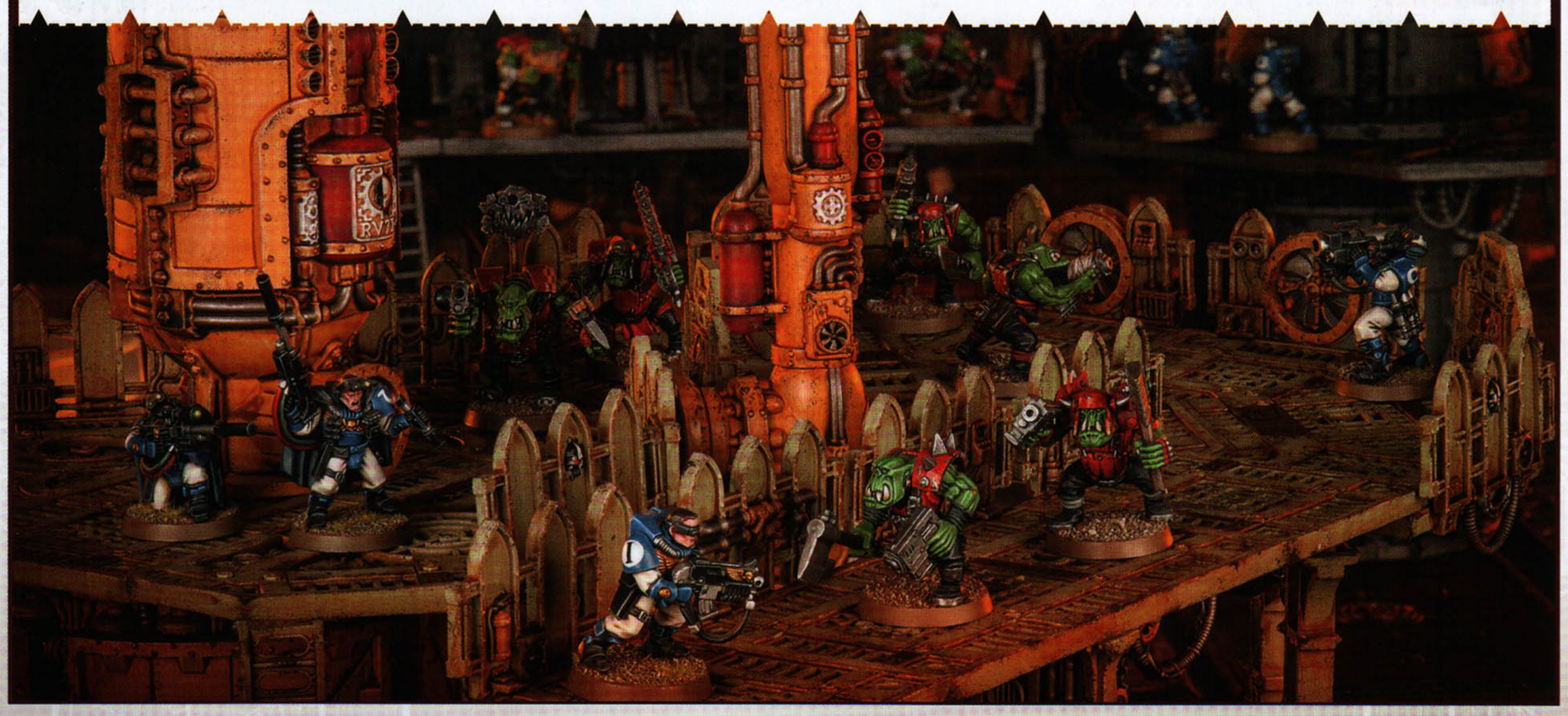
ENDING THE GAME

Kill Team Fight has no specific objective other than to drive off the enemy kill team.

If a kill team fails a bottle test, or one player volunteers to bottle out, the game ends immediately. The kill team that bottles out loses and the other kill team wins.

SPECIAL

If the winning kill team takes at least three enemy models out of action, and inflicts three times as many out of action casualties as it suffers itself, then it earns one additional promethium cache due to the huge amount of territory they have claimed.



SCAVENGERS

The Promethium Sprawl is a near-endless maze of concealed entrances and long-forgotten, crumbling structures. Sometimes these contain valuable caches of supplies or promethium, prizes which kill teams are often tasked with locating. This is not without risk, though, and these isolated places can be home to ferocious mutant creatures.

In this mission two kill teams encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

TERRAIN

Each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of 4' by 4', or slightly smaller, so that the kill teams start off a reasonable distance apart.

Once you have placed the terrain you must place a number of Loot counters on the battlefield to represent items of value. Roll a D6 to see how many counters there are. Each player takes it in turns to place a counter. Roll off – the highest scorer goes first. Loot counters must be placed more than 8" from the edge of the battlefield and at least 4" away from each other. Note that the counters are placed before deciding which edge the kill teams will play from, so it is a good idea to put the counters towards the middle of the battlefield.

KILL TEAM DEPLOYMENT

Each player rolls a dice. The low scorer chooses which battlefield edge they wish to set up on, and places all of their kill team within 8" of that edge. Their opponent then sets up within 8" of the opposite battlefield edge.

STARTING THE GAME

The players roll off. The winner takes the first turn.

THE MONSTER ROLL

Each player rolls a D6 at the start of the opposing player's turn. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival kill team.

The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the battlefield is attacked.

Roll a D6 again to see what happens to the fighter.

1 The fighter manages to beat the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for their main ranged weapon – they have fired off loads of ammo to drive off the attack.

2-5 The fighter manages to beat the creature. The fighter may not do anything else this turn.

6 There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter is automatically taken out of action.

Loot counter

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting their movement or ability to shoot or fight.

Fighters who go out of action drop any Loot counters they were carrying where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during that turn.

If a fighter takes an enemy out of action in hand-to-hand combat they automatically capture any loot their opponent is carrying.

ENDING THE GAME

The fight continues until one of the kill teams is driven off or until one kill team has the majority of the loot in its possession as described below.

If a kill team fails a bottle test, or one player volunteers to bottle out, the game ends immediately. The kill team that bottles out loses and the winner is left in possession of the battlefield. The winner can claim any Loot counters that are loose on the battlefield when the game ends.

If a kill team succeeds in capturing more than half of the Loot counters, and the fighters carrying them are within 8" of their own battlefield edge at the start of their turn, then the game ends and that kill team has won.

SPECIAL

After the game is over, each kill team has the time to examine the loot they have claimed. Players roll a dice for each Loot counter in their possession at the end of the game; if they roll one or more 6s, they earn one additional promethium cache.

HIT AND RUN

Kill teams who want to explore far from their lines rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like.

The Hit and Run mission represents a daring raid on a rival kill team's hideout. The aim isn't to destroy the hideout, just to cause as much damage as possible and hamper their activities in the area.

TERRAIN

In this mission the players should roll off to determine who is the attacker and who is the defender. Whoever scores higher is the attacker.

Starting with the defender, each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. The area of terrain represents the defender's hideout. It is suggested that the terrain is set up within an area of roughly 4' by 4'.

Once the terrain is set up, the defender places a Loot counter to represent a hoard which they plan to take back to their base. The defender also places the Promethium Tank counter, representing the kill team's current cache.

The defender can place the loot anywhere on the battlefield, and can place the Promethium Tank counter on the top surface level of any building. They must place the loot and the Promethium Tank counter at least 8" apart. These are not necessarily going to play an important part in the game. The Promethium Tank counter is only of significance in the Blitz mission, whilst the loot is used in the Stick Up mission.

THE MISSION

After the terrain is placed the attacker secretly rolls a D6 on the table below and notes down what their mission objective is. The defender shouldn't know the mission – it is up to them to guess the attacker's intentions.

1 **Blitz:** The attackers try to destroy the tank. Their mission is to cause any damage to the promethium tank. The tank has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.

2 **Assassinate:** The attackers try to gun down the opposing kill team leader. Their mission is to take the opposing kill team leader out of action. If the opposing kill team leader is unavailable for this mission, roll again on this table.

3 **Neutralise:** The attackers aim to ambush and 'neutralise' an enemy kill team fighter, chosen as described in Kill Team Deployment. The attackers' mission is to put the target fighter out of action in hand-to-hand combat.

4 **Shock Tactics:** The attackers plan to disorient their enemies by striking hard and fast. Their mission is, having set up within 12" of one battlefield edge, to move at least one model off the battlefield from the opposite edge.

5 **Stick Up:** The attackers try to steal the opposing kill team's loot. Their mission is for one of their fighters to leave the battlefield with the loot. The Loot counter can be picked up and moved as described in the Scavengers mission (pg 91). If successful, the attacker rolls a dice at the end of the game; if they roll a 6, they earn one additional promethium cache.

6 **Choose:** The attacker can choose one of the five missions described above.

KILL TEAM DEPLOYMENT

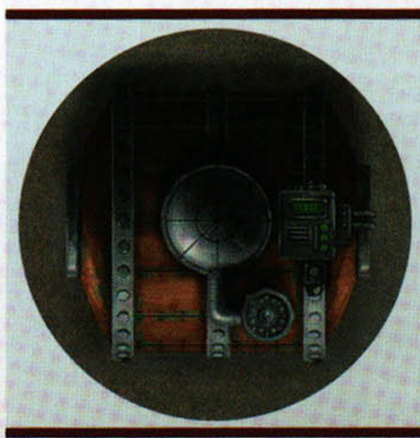
The defender sets up first. They deploy D6 models from their kill team to represent fighters in the immediate area around the kill team's camp. Double this number for Ork Boyz kill teams. The defender chooses which fighters they wish to deploy and may place them anywhere on the battlefield, but they must be placed at least 8" away from all battlefield edges. Special deployment rules such as Infiltration cannot be used by the defenders. Randomly determine one of these models to be the target of the Neutralise mission (regardless of the mission the attacker has rolled).

The attacker has a randomly determined number of kill team fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. Add 4 to this number of fighters for Ork Boyz kill teams. The remaining fighters have been left behind so as not to draw attention to the raiding party and to protect the kill team's own territory against reprisals. The attacker can choose which of their fighters they will commit to the Hit and Run.

The attacker then deploys their kill team anywhere on the battlefield not within 12" of an enemy fighter. Note that in the Shock Tactics mission attackers must be placed within 12" of one battlefield edge.

STARTING THE GAME

The players roll off. The winner takes the first turn.



Promethium Tank counter

REINFORCEMENTS

At the start of each of their turns after the first, the defender can bring reinforcements onto the battlefield. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 = up to 3 fighters. Add 1 to the number of fighters that the defender can bring onto the battlefield for Ork Boyz kill teams. The fighters all arrive on the same battlefield edge, measuring their movement from the edge of the battlefield.

To see what battlefield edge they appear on, first number the battlefield sides 1-4, then roll a D6. On a roll of 1-4 the reinforcements arrive on the battlefield edge that corresponds with the nominated number. On a roll of 5-6 the defender can choose which battlefield edge they appear on. Defenders arriving at the start of the turn may move and fight normally from that turn.

ENDING THE GAME

The game ends once the mission objective is met and all surviving attackers have moved off a battlefield edge. The game also ends if all the attackers or defenders are down or taken out of action or if either player bottles out. If the attackers have achieved their mission objective or the defender bottled out, the attacker wins – if they have not, or if they bottled out, the defender wins instead.

As the attackers have so few fighters and because they are well prepared for the attack, the kill team does not have to take bottle tests until it has lost 50% of its fighters rather than the usual 25%. The defender is protecting their kill team's hideout, vital equipment and supplies, and so doesn't have to take bottle tests at all. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache.

THE RAID

The front lines within Hive Acheron are constantly shifting, and territory previously thought secure enough to build an outpost in can find itself hotly contested days later. Raids are launched as battle lines shift to and fro and the different factions vie for territory.

In the Raid mission, one kill team attacks the territory of another faction. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible.

Designer's Note: *This mission introduces new rules for sentries, which make the game particularly nail-biting. The mission is slightly more complex than earlier ones and for newer players it's worth leaving this mission aside until you have a firm grasp of the game rules.*

TERRAIN

In this mission the players should roll off to determine who is the attacker and who is the defender. Whoever scores higher is the attacker.

Starting with the defender, each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of 4' by 4' or thereabouts.

The battlefield represents an area that the defender has built up into an outpost complete with a bunker, the better to defend their resources and command the surrounding territory.

RAID OBJECTIVE

After the terrain is set up, the defender places the Entrance counter anywhere on the ground level of the battlefield. This represents the entranceway to the bunker. The raiders must destroy the Entrance to win the game.

The Entrance is a structure with a Toughness of 6 and can sustain the equivalent of 3 wounds. Once the Entrance has been reduced to 0 'wounds' it counts as having been destroyed.

KILL TEAM DEPLOYMENT

The defender sets up first. They deploy up to D6 of their kill team as sentries, choosing which fighters they wish to put on sentry duty. Double this number for Ork Boyz kill teams. Sentries can be placed anywhere on the battlefield at least 8" away from all battlefield edges. The remaining fighters will arrive as reinforcements, as described later.

The attacker then deploys their kill team within 8" of a randomly selected battlefield edge. The attacker has a random number of kill team fighters taking part in the raid. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. Add 4 to this number of fighters for Ork Boyz kill teams. The remaining fighters have been left behind. The attacker can choose which of their fighters will commit to the raid. Special deployment rules such as Infiltration cannot be used by either kill team in this mission.

STARTING THE GAME

The attacker takes the first turn of the game.

SENTRIES

Sentries move up to D6-3 inches per turn, rolling separately for each sentry. If the distance is negative then the attacking player can move the sentry model instead, though they cannot move them into an obviously harmful position (such as walk them straight off a ledge). For example, a roll of 1 gives a move of -2, so the attacker moves the sentry up to 2".

SOUNDING THE ALARM

Until the alarm is sounded, sentries move as described above, their Weapon Skill is halved and they cannot shoot or do anything else. After the alarm is sounded sentries can move and attack as normal. The alarm can be sounded in a number of different ways:

Spotting: Roll a D6 at the start of each player's turn. Sentries can try to spot any raiders who are within their Initiative distance multiplied by the dice score so long as they are within the 90° arc in front of the sentry and not hidden. Raiders in the open will be spotted automatically. Raiders in partial cover will be spotted on a D6 roll of 4+. Raiders in cover will be spotted on a D6 roll of 6.

Sentries will spot any raider within their Initiative distance in inches regardless of cover or hiding. Raiders are also spotted if they move within the Initiative distance of a sentry during the raiders' turn.

If a sentry spots a raider or is hit by a ranged attack and isn't taken down then they sound the alarm if they survive the turn. Sentries taken out of action cannot sound the alarm. Sentries who end the turn down sound the alarm on a roll of 4+.

Shooting: If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like sniper rifles. Note that shooting can sound the alarm even if there are no sentries left.

Fighting: A sentry who is attacked in hand-to-hand combat will sound the alarm if they survive the turn. If the raider shoots a pistol or uses a weapon noted as being noisy in the Armoury in hand-to-hand combat then you must roll as described above to see whether the noise causes the alarm to be sounded.

The noise of fighting may also cause the alarm to be sounded even if the sentry doesn't survive to do so themselves. Roll a D6. If the score is equal to or less than the number of raiders fighting in the hand-to-hand combat then the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug a sentry then a roll of 1-3 will sound the alarm.

Entrance: The alarm is automatically sounded if the Entrance is destroyed.

Note that although it's possible to set off the alarm mid-turn, the special sentry rules still apply until the end of that turn.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as they see fit. These fighters are not set up on the battlefield, but can enter as reinforcements.

Once the alarm is sounded the defender can attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the roll equals or beats the number of models in the group, or is a roll of 6, then the group may enter the battlefield. If the roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to bring as many models as they dare into play each turn.

Reinforcements enter together on any of the three battlefield edges other than the edge where the attacker deployed, measuring their movement from the edge of the battlefield. Roll a D6 to determine which edge they enter from as shown on the diagram. Reinforcements cannot be placed within 10" of a raider but can move and fire normally on the turn they are placed.

ENDING THE GAME

The game ends if the Entrance is destroyed and all surviving raiders leave the battlefield by the edge where they originally set up. The game also ends if all the raiders or defenders are down or taken out of action, or if a kill team bottles out.

As the attackers have so few raiders, the kill team does not have to take bottle tests until it has lost 50% of its fighters rather than the usual 25%. The defenders are determined to defend their territory, and don't have to take bottle tests. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache.

If the Entrance is destroyed and the attacker didn't bottle out, or the defenders bottle out, then the attacker wins, otherwise the defender wins.

SPECIAL

If the Entrance was destroyed then roll a D6. On a roll of 1 or 2, the defender earns 1 fewer promethium cache then they normally would at the end of the game (to a minimum of 0).

Entrance counter

3-6

1

2

Attacker's table edge

AMBUSH

The massed refineries and factorums, all connected by the Promethium Sprawl, afford ample opportunity for kill teams to ambush their enemies.

In the Ambush mission one kill team has set a trap for the other. The ambushers must plan their trap very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

TERRAIN

In this mission the players should roll off to determine who is the attacker (the ambusher) and who is the defender (whose kill team is about to be ambushed).

Starting with the attacker, each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area of roughly 4' by 4'.

KILL TEAM DEPLOYMENT

Before setting up their kill team, the defender splits their fighters into one or more groups, each of two or more models. The defender chooses one group and places it within 6" of the centre of the battlefield.

The attacker then sets up their entire kill team. All the attacking fighters must set up behind cover and in hiding. They may not set up within 12" of a defending fighter, but otherwise can be placed where you wish. If it is not possible to set up all the attacking fighters in this way, any remaining fighters must simply be set up at least 18" from all defenders.

The defender then sets up the rest of their kill team one group at a time. They nominate the group they wish to deploy and roll a D6. On a roll of 1-5 the fighters must set up within 4" of one defender who has already been placed. On a roll of 6 the group may be placed anywhere on the battlefield, though they must still set up within 4" of one another. This enables them to ambush the ambushers! Special deployment rules such as Infiltration cannot be used by the defenders.

Note that although attackers may not set up within 12" (or 18" if not in hiding) of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot be set up in hand-to-hand combat.

STARTING THE GAME

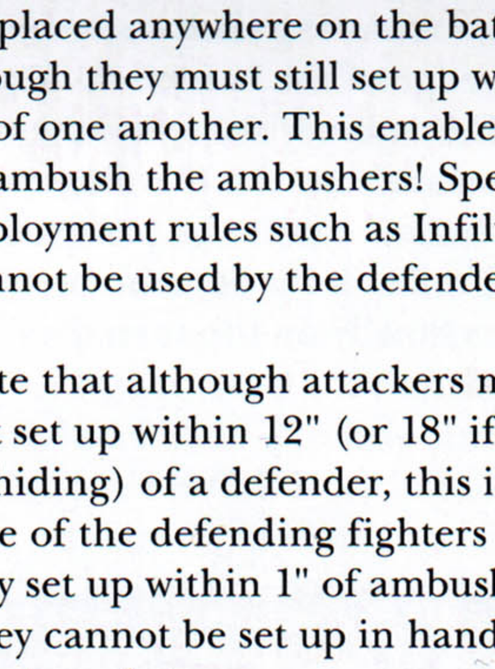
Once both players have completed deployment the defender rolls a D6 for each group that they were able to place anywhere on the battlefield (due to a previous roll of 6) and adds the results together. On a total of 1-5 the attacker takes the first turn. On a total of 6 or more the defender takes the first turn.

ENDING THE GAME

If a kill team fails a bottle test, or one player volunteers to bottle out, the game ends immediately. The kill team that bottles out loses and the other kill team wins.

SPECIAL

If the winning kill team takes at least three enemy models out of action, and inflicts three times as many out of action casualties as it suffers itself, then it earns one additional promethium cache due to the huge amount of territory they have claimed.



RESCUE

Kill team fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious kill team can discover that one of its fighters has staggered unwittingly into the clutches of their enemies. Rather than kill their captives, kill teams will often interrogate them for information using any means available to them, be they verbal, physical, psychological or even psychic if they have access to a psyker of sufficient skill.

This mission represents a rescue mission. One of your kill team fighters has been captured and you have discovered where they are being held. A small group of raiders is poised to mount a daring rescue bid.

This mission can only be chosen when one of your kill team members has been captured by your opponent (pg 101). The player whose fighter has been captured always has the option of playing this mission – no roll is needed. If the player whose fighter has been captured plays a different mission against the opponent whose kill team captured the fighter, it is too late for their lost member and they are killed – remove them from the roster, and the opponent can spend an additional 100 points on their next Recruit or Rearm action (pg 100). This is not necessary if two kill teams each have one or more captives from the other kill team – if they choose not to trade the captives (see right), they may instead play two consecutive Rescue missions, rolling off to decide who gets to attempt to rescue their fighter(s) first.

Unless noted otherwise, the rules are the same as for the Raid mission (pg 94), except that the Entrance counter isn't used.

THE CAPTIVES

When they set up their kill team, the defending player places all their captives from the enemy kill team anywhere they like on the battlefield. The captives may not move until they are freed. The defender is not allowed to attack or 'execute' their captives, but must attempt to drive off the rescuers. Once the captive is freed, they may be attacked or shot at like any other fighter.

A captive is rescued and free to move and fight once cut free by a friendly fighter. The fighter must move into base contact with the captive in the movement phase and spend the rest of the turn cutting them free. They may not shoot, fight hand-to-hand, or do anything else during that turn. Note that the captive has no weapons or other equipment, but is given a knife by their liberator; it's assumed their equipment has been stashed elsewhere and cannot be used during the game.

ENDING THE GAME

The game ends if all the attackers (including any freed captives) are either down, taken out of action or leave the battlefield edge that they were deployed from. The game also ends if a kill team bottles out.

The defenders are guarding their hideout so don't have to take bottle tests. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache in addition to rescuing any surviving captives. The attackers are well prepared for the attack so the kill team does not have to take bottle tests until it has lost 50% of its fighters rather than the usual 25%.

If one kill team bottles out, that team loses and the other kill team wins. Otherwise, if all surviving attackers and captives have left the battlefield via the attackers' battlefield edge, then the attacker wins, while if all of the captives are taken out of action trying to escape, the defender wins. Any rescued captives return with all the equipment that was on their roster. Any captives that are not rescued are lost, and the defender can spend an additional 100 points on their next Recruit or Rearm action.

Designer's Note: *When playing in a campaign with several players, you may find that it will be some time (and many missions) before you and your opponent can fight this mission for the fate of the captured fighter(s).*

Alternatively, you may find that both players have captured one or more of their opponent's fighters, meaning that both sides want to launch a Rescue simultaneously to avoid losing their fighter(s). If both players agree, you may exchange a promethium cache for each captive you want to ransom back from their captor – you should remove the cache(s) traded in this way from your roster, and the captor should add them to their own roster. You can then continue to play in the campaign as normal.

SHADOW WAR CAMPAIGNS

Shadow War campaigns centre around collecting and fighting battles with kill teams in the Promethium Sprawl. Kill team leaders play games of cat and mouse with their foes amidst the monolithic refineries and tangled factorums, leading their squads in daring strikes against their enemies.

Shadow War: Armageddon can be played and enjoyed in one-off missions – you do not need to use these extra rules in your games. However, campaigns of Shadow War: Armageddon are fun and rewarding, giving you and your friends the opportunity to write the story of your own kill teams, charting their successes and failures as they grow in experience. In the end, one of you will be able to claim the glory of total victory!

In order to take part in a Shadow War campaign, you will need two or more players. All players will need to have a kill team, as described in Creating a Kill Team (pg 70).

The players fight missions against each other using the kill teams they have created. These missions will gain their kill team experience and points. The kill team might grow in size as the leader's mettle is proven, and the warriors under their command will become more powerful.

After gaining enough victories, your kill team leader will be set a final mission. If they can complete this mission, control of this area of the Promethium Sprawl will be yours, and you will be crowned the victor of the campaign.

TO WAR!

Having created a kill team, you can now fight missions with it. These missions are fought against other kill teams taking part in the campaign.

You can arrange to fight missions as and when you wish, and can use any Shadow War: Armageddon mission that is available to you. Once both players have mustered their kill teams for battle (see right), either choose a mission that you and your opponent both want to play, or roll on the following table:

D6	Mission
1	Kill Team Fight (pg 90)
2	Scavengers (pg 91)
3	Hit and Run (pg 92)
4	The Raid (pg 94)
5	Ambush (pg 96)
6	Roll-off; the player who wins chooses the mission, and will be the attacker where a mission has an attacker and defender.

MUSTER FOR BATTLE

The fighters you use for a game must be those on your kill team's roster. You may find that as the campaign goes on your kill team suffers injuries, and sometimes your kill team will not be able to fight at full strength. This is covered under Serious Injuries (pg 101). With the exception of injured fighters, you must use your full kill team in each mission you play, unless the mission specifies otherwise. Each kill team may also be accompanied by one or more special operatives (pg 108).

THE WAR FOR ARMAGEDDON

The apocalyptic battle between the forces of the Imperium and Ghazghkull's Orks is the backdrop against which the vicious struggles amongst the Promethium Sprawl are set. If you're taking part in a campaign, it's best to ensure at least half of the players are using kill teams from the Ork clans if you can. Battles between Ork kill teams are common, as Orks love a good fight, but infighting between Imperial kill teams is rarer, though far from impossible amongst the chaos of planet-wide war. Some Astra Militarum Veterans are still sworn to von Strab's service, while others might have spent so long in the darkness of the Underhive that they've forgotten where their allegiance lies.

HUNT IN THE PROMETHIUM SPRAWL

Once you have chosen a mission and mustered your kill team, both players should roll on the table below, which will decide the subplots of the mission you are about to play.

Before any terrain or fighters are set up, each player rolls 2D6 and looks up the result on the subplots table. Both results apply to the mission you are about to fight.

2D6	Subplot
2	**Lost in the Sump:** The player who rolled this result must remove a randomly selected fighter, other than their kill team leader, from their kill team for this mission – they have lost their way.
3	**Toxic Ash:** Any fighters who are down at the end of the mission go out of action on a roll of 1-4, rather than 1-3 (see Rewards of Battle, overleaf). If both players roll this result, then all fighters who are down at the end of the mission go out of action.
4	**Lightning Strike:** The player who rolled this result can choose to take (and fail) a bottle test at the start of any of their turns once an enemy fighter has been taken out of action. The player can do this even if their kill team has not suffered casualties.
5	**Corrosive Slick:** Roll a dice for any fighter who runs or charges in the mission. On a roll of 1, that fighter goes down at the end of their move as they slip in the treacherous slick. If both players roll this result, then fighters go down on a roll of 1 or 2.
6	**Hidden Cache:** The player who wins the mission gets an additional 100 points to spend on their Recruit or Rearm action (pg 100). If both players roll this result, the player who wins the mission gets an additional 150 points instead.
7	**It's Quiet:** No result.
8	**Vital Mission:** The player who wins the mission can re-roll the dice to determine how many promethium caches they receive (pg 100). If both players roll this result, the player who wins the mission will receive 3 promethium caches.
9	**Indomitable:** The player who rolls this result can subtract 1 from their bottle tests in the mission.
10	**Fear and Confusion:** Add 1 to all Leadership tests (including break tests, fear tests, and so on) in the mission for both players. If both players roll this result, add 2 to all Leadership tests instead.
11	**Bitter Rivalry:** The player who rolled this result randomly selects a fighter from their kill team and a fighter from their opponent's kill team. These fighters hate each other (pg 51). Make a note of this on your rosters – this rivalry is eternal!
12	**Friendly Territory:** The player who rolled this result can re-roll Serious Injury rolls of 1-3 for their kill team members (pg 101).

'Do not throw your forces blindly into battle. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your troops best suited to the task in hand.'

- THE TACTICA IMPERIUM

REWARDS OF BATTLE

At the end of each mission both players follow these steps:

1 **Recover Injured Fighters:** Players roll a dice for each fighter who is down at the end of the mission. On a 4-6 the fighter recovers and suffers no further ill effects. On a 1-3 the fighter goes out of action. Players then make a Serious Injury roll for each fighter who is out of action.

2 **Claim Promethium:** Players gain promethium caches according to how well they fared in the mission (see right).

3 **Advance:** A member of your kill team has picked up a new skill, or has been toughened by their time in the Promethium Sprawl. Pick a fighter other than a new recruit from your kill team who was not taken out of action in the mission, and roll on the Advance table opposite for them.

4 **Promote:** Add a Mission Completed mark to the roster for each new recruit in your kill team who was not taken out of action. Any new recruit who has three Mission Completed marks becomes a trooper, losing their previous role and changing their characteristics to match those of a trooper of their faction, but keeping their equipment.

5 **Resupply:** Your kill team receives a supply drop, returns to the Imperial hive stronghold or swaggers back to their clan's warcamp to brag about their latest exploits.

If your leader has been slain, choose one fighter from your kill team, other than a new recruit. They become the kill team leader, losing their previous role but keeping their characteristics, skills and equipment. If you only have new recruits remaining, your kill team is disbanded! You lose all promethium caches, and must pick a new kill team as if starting a new campaign.

If your leader was not slain, you can choose one of the following actions:

Recruit: Add a new fighter or new fighters to the kill team, with a total cost (including equipment) of no greater than 100 points. Any points not spent are lost.

Rearm: Purchase new equipment for fighters in your kill team with a total cost of no greater than 100 points. Any points not spent are lost.

You can trade a single promethium cache to increase the total points available for your Recruit or Rearm action by 100 – if you do so, remove the cache from your roster.

You can switch equipment between the fighters in your kill team at this step, subject to the normal restrictions (weapons must be represented on the model and can only by used by certain fighters, and so on). However, your new recruit(s) cannot switch equipment at this point. Equipment not given to a fighter in your kill team is lost.

CLAIM PROMETHIUM

Kill teams receive promethium caches after a mission is complete. If the kill team tied or lost the mission, it receives 1 promethium cache. If it won the mission, it receives D3 promethium caches. Add the promethium caches you scored to the total recorded on your roster.

TOTAL VICTORY

In order to win a Shadow War: Armageddon campaign, your kill team must first gather 15 promethium caches. This is the maximum a kill team can gather – any excess are lost. They must then fight and win one more mission in order for your kill team to claim control of the region and win the campaign. If the next mission you fight is tied or lost, you do not receive any promethium caches – just keep on fighting missions until you either win the campaign… or another player wins first!

If for any reason your total of promethium caches drops below 15, you must once more gather caches until your total is 15 before attempting a mission to win the campaign. This means you can't use a special operative in a mission to win the campaign.

You can shorten or lengthen a campaign by changing the number of promethium caches a kill team must gather. For example, for a shorter campaign, you could say that a kill team only needs 8 or 10 promethium caches before fighting their final mission, or for a longer one, say that their commanders demand that they secure 20 or even 30 caches!

CALL OF THE PROMETHIUM SPRAWL

It is common for players to get attached to particular fighters, and to want to continue their story beyond a single campaign. You can do this when creating a new kill team by paying the points for the fighter and their equipment as normal, and an additional 15 points for each characteristic advance and 25 points for each skill the fighter has.

SERIOUS INJURIES

After a mission, roll on the following table for each of your fighters that is out of action. This is known as a 'Serious Injury roll'.

SERIOUS INJURY TABLE

D6	Result
1	**Dead... or Worse:** Roll the dice again. On a roll of 1-3, the fighter is slain. Remove the fighter and all of their equipment from your kill team's roster. On a roll of 4+, the fighter is captured by your opponent's kill team! See the Rescue mission (pg 97).
2	**Head Wound:** The fighter gains the Frenzy rule. Make a note of this on your kill team's roster. They must miss your next mission.
3	**Painful Recovery:** The fighter gains Hatred for a fighter from the kill team who put them out of action (the player who owns the injured fighter chooses). Make a note of this on your kill team's roster. They must miss your next mission.
4-5	**Full Recovery:** The fighter recovers in time for your next mission.
6	**What Doesn't Kill You...:** The fighter recovers in time for your next mission. In addition, they gain an advance (right), unless they are a new recruit, in which case they gain a Mission Completed mark. Make a note of this on your roster.

ADVANCE

After a mission, roll on the following table for the fighter you have chosen for an advance. This is known as an 'Advance roll'. Each of a fighter's characteristics can only be increased once – if a fighter already has both characteristic increases from a result, re-roll until you get a different result. Make a note of the result on your roster.

ADVANCE TABLE

2D6	Result
2-3	**Hardy:** Choose one: +1 Toughness or +1 Wound.
4	**Fierce:** Choose one: +1 Strength or +1 Attack.
5-9	**Skilled:** Generate a new skill (see overleaf).
10	**Quick:** Choose one: +1 Move or +1 Initiative.
11-12	**Deadly:** Choose one: +1 Weapon Skill or +1 Ballistic Skill.

SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Space Marine Scouts are agile and trained in stealth, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

The following charts show what kind of skills are available to fighters of the different factions. Each faction is divided into different sub-factions, such as the trigger-happy Bad Moon Orks or the hardy Salamanders. The sub-factions included below represent the main protagonists of the war on Armageddon, but it is not an exclusive list; as the war progresses, more armies are joining the fray. Choose the sub-faction that best suits your collection (for example, if you have a Flesh Tearers kill team, use the Blood Angels sub-faction). To use the chart, look at your sub-faction's entry in the chart, and cross reference the fighter's role against the skill types available. If the column is marked '✓' then you can roll on that skill table. A blank column indicates that you cannot roll for that type of skill.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

		Skill types available						
SUB-FACTION	**ROLE**	**Combat**	**Ferocity**	**Guerilla**	**Agility**	**Muscle**	**Shooting**	**Stealth**
Cadians	Trooper				✓		✓	✓
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Catachans	Trooper	✓				✓		✓
	Specialist	✓		✓		✓		✓
	Leader	✓	✓	✓		✓	✓	✓
Steel Legion	Trooper	✓		✓			✓	
	Specialist	✓	✓	✓			✓	
	Leader	✓	✓	✓	✓		✓	✓

Skill types available								
SUB-FACTION	**ROLE**	**Combat**	**Ferocity**	**Guerilla**	**Agility**	**Muscle**	**Shooting**	**Stealth**
Goffs	Trooper	✓	✓			✓		
	Specialist	✓	✓	✓		✓		
	Leader	✓	✓	✓		✓	✓	✓
Blood Axes	Trooper	✓					✓	✓
	Specialist	✓		✓			✓	✓
	Leader	✓	✓	✓		✓	✓	✓
Deathskulls	Trooper	✓	✓	✓				
	Specialist	✓	✓	✓			✓	
	Leader	✓	✓	✓		✓	✓	✓
Evil Sunz	Trooper	✓	✓			✓		
	Specialist		✓	✓		✓	✓	
	Leader	✓	✓	✓	✓	✓	✓	
Bad Moons	Trooper		✓			✓	✓	
	Specialist		✓	✓		✓	✓	
	Leader	✓	✓	✓		✓	✓	✓
Snakebites	Trooper	✓	✓			✓		
	Specialist	✓	✓			✓		✓
	Leader	✓	✓	✓	✓	✓		✓

		Skill types available						
SUB-FACTION	**ROLE**	**Combat**	**Ferocity**	**Guerilla**	**Agility**	**Muscle**	**Shooting**	**Stealth**
Sons of Guilliman	Trooper	✓			✓		✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Blood Angels	Trooper	✓	✓		✓			
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓	✓		✓	✓
Salamanders	Trooper		✓			✓	✓	
	Specialist		✓	✓			✓	✓
	Leader	✓	✓	✓		✓	✓	✓
White Scars	Trooper		✓		✓			✓
	Specialist		✓	✓	✓			✓
	Leader	✓	✓	✓	✓		✓	✓
Space Wolves	Trooper	✓	✓				✓	✓
	Specialist	✓	✓	✓			✓	✓
	Leader	✓	✓	✓		✓	✓	✓
Angels of Redemption	Trooper	✓					✓	✓
	Specialist	✓	✓				✓	✓
	Leader	✓	✓	✓	✓		✓	✓

COMBAT SKILLS

1 **Combat Master**
If the fighter is attacked by multiple opponents in hand-to-hand combat then the fighter uses their numbers against them. The enemy fighters don't gain the multiple combat bonuses to their Attacks and Combat Score.

2 **Disarm**
The fighter may use this skill against one close combat opponent at the start of the hand-to-hand phase. The fighter must take an Initiative test. If they pass the test then they knock their opponent's weapons aside – their opponent must fight using only a knife in this phase. It's assumed the fighter recovers their weapons in time for the next turn.

3 **Feint**
The fighter can give up one of their Attack dice (before rolling) to make a feint. If they do so, they can add 2 to their Combat Score. They cannot do this in a turn in which they used the Berserk Charge skill.

4 **Block**
During each hand-to-hand combat the fighter can choose one of their opponent's Attack dice and force them to re-roll it.

5 **Counter-attack**
In a round in which this fighter is charged, roll an extra Attack dice for this fighter.

6 **Step Aside**
The fighter has an uncanny ability to dodge blows in close combat. The fighter receives a 4+ invulnerable save against any hits struck during hand-to-hand combat.

FEROCITY SKILLS

1 **Berserk Charge**
This fighter's combat modifier for charging is +2, rather than +1.

2 **Impetuous**
When this fighter makes a follow-up move, they can move up to 4" instead of 2".

3 **Iron Will**
The fighter can re-roll any failed Leadership tests – break tests, fear tests, and so on. If the fighter's Leadership is being used for a bottle test then you can re-roll it if it is failed.

4 **Killer Reputation**
This fighter's reputation has spread far and wide. They cause fear.

5 **Nerves of Steel**
The fighter can always test to recover early from pinning, even if there is no friendly fighter within 2". If the fighter could already do this, you can re-roll the Initiative test if it is failed.

6 **True Grit**
When you make an Injury roll for this fighter in the recovery phase, subtract 1 from the roll, to a minimum of 1.

GUERILLA SKILLS

1 **Armourer**
If this fighter was deployed, you can re-roll the first failed Ammo roll in each mission (regardless of which fighter's weapon is being rolled for).

2 **Scavenger**
As long as the fighter didn't go out of action, after a mission you have 50 extra points to spend on your Recruit or Rearm action (pg 100).

3 **Hunter**
As long as the fighter is not currently injured, you can re-roll the Hunt in the Promethium Sprawl roll (pg 99) before a mission.

4 **Medic**
As long as this fighter didn't go out of action, you can re-roll a Serious Injury roll for one fighter after a mission.

5 **Destined for Greatness**
You can re-roll any Advance rolls for this fighter.

6 **Survivor**
You can re-roll any result on the Serious Injury table (pg 101) for this fighter.

AGILITY SKILLS

1 **Catfall**
If a fighter with the Catfall skill falls then they can take an Initiative test. If the test is passed then they suffer no damage from the fall, though they will still be pinned. The fighter may also jump down distances of greater than 3" without falling, as long as they have sufficient movement.

2 **Dodge**
A fighter with this skill receives a 6+ invulnerable save against hits from shooting. If this saving throw is passed, the fighter is not pinned – they weren't hit!

3 **Jump Back**
At the start of any hand-to-hand combat phase the fighter may attempt to disengage from combat by jumping back. The fighter must take an Initiative test to do this. If the test is passed then they may immediately jump back 2", leaving any hand-to-hand opponents behind. If the test is failed then they must remain and continue to fight as normal.

4 **Great Leap**
When the fighter jumps across a gap, they jump 3+D3" rather than D6". They can use the full distance rolled, even if they do not have sufficient movement remaining to do so.

5 **Catch Grenade**
If the fighter is targeted with a grenade that does not use a template, or is standing under the final position of a template from a grenade, roll a D6. On a roll of 5+ the fighter catches the grenade and hurls it a safe distance. The grenade has no effect. This ability has no effect on grenade launchers.

6 **Sprint**
The fighter may triple their movement rate when they run or charge, rather than doubling it as normal.

MUSCLE SKILLS

1 **Bodycheck**
If the fighter charged this turn then they can reduce the Weapon Skill of an opponent in base-to-base contact by 1 for the duration of the turn.

2 **Burly**
This fighter can gain the bonus for fighting with two weapons in hand-to-hand combat even if they are equipped with a basic, special or heavy weapon in addition to their two hand-to-hand weapons.

3 **Crushing Blow**
When this fighter hits in hand-to-hand combat, their armour modifier is improved by 1. For example, if their hits would normally inflict a -1 armour modifier, this is improved to -2.

4 **Headbutt**
If this fighter's Combat Score is the same as their opponent's, do not compare Initiative characteristics to see who wins. Instead, this fighter wins as they get a brutal headbutt in. If both fighters have this skill, compare Initiative characteristics as normal.

5 **Hurl Opponent**
The fighter may use this skill if they win a combat, in place of hitting their enemy. The fighter must take a Strength test. If they pass the test then the opponent is thrown up to D6" in a direction of your choice. The hurled fighter is unharmed but pinned, unless they are thrown down a drop, in which case they suffer falling damage (pg 47). They can also be hurled at an enemy fighter, in which case they will stop when they collide with the target, and both fighters are pinned.

6 **Iron Jaw**
When this fighter is wounded in hand-to-hand combat, make a Toughness test for the fighter, adding 1 to the dice roll. If the Toughness test is passed, ignore the wound.

SHOOTING SKILLS

1 **Crack Shot**
When you roll an Injury roll for a shooting attack made by this fighter, you can re-roll the dice. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.

2 **Fast Shot**
Any pistol or basic weapon used by this fighter, other than a weapon that uses a template, has Sustained Fire: 1 dice. A fighter with both Fast Shot and Crack Shot must choose which skill to use when they fire.

3 **Gunfighter**
This fighter can use two pistols at once, granting them an extra shooting attack when they shoot, following the usual rules. They can only use this extra attack when armed with a pistol in each hand, and when they do so they cannot use the Crack Shot or Fast Shot skills.

4 **Hip Shooting**
This fighter is allowed to shoot even if they ran in the same turn (except with Heavy weapons). However, if they do so they suffer a -1 to hit modifier. Unmodified To Hit rolls of 6 still cause an Ammo roll, and a fighter cannot use the Crack Shot skill in a turn in which they use this skill.

5 **Marksman**
You can re-roll To Hit rolls for this fighter when they make shooting attacks.

6 **Ammo Hound**
You can re-roll any Ammo rolls you make for this fighter.

STEALTH SKILLS

1 **Ambush**
This fighter can hide in a turn in which they go on overwatch, as long as this is all they do in their turn.

2 **Dive**
A fighter with this skill can run and hide in the same turn.

3 **Escape Artist**
This fighter can never be captured. If a Serious Injury roll would result in this fighter being captured, treat it as a What Doesn't Kill You... result instead.

4 **Evade**
The fighter ducks and weaves as they move, making them very hard to hit. Any enemy shooting at them from short range suffers a -2 to hit modifier, while any enemy shooting at long range suffers a -1 modifier. This penalty only applies if the fighter is in the open and is not benefitting from a cover modifier.

5 **Infiltration**
Once both kill teams have been set up, but before a mission begins, you may make two free run moves with this fighter. They may not do anything during these moves except run, and they may not move within 8" of an enemy.

6 **Sneak Up**
Halve the distance at which this fighter is spotted when in hiding. For example, if an enemy would normally spot this fighter when within 3", they can only spot this fighter when within 1½".

SPECIAL OPERATIVES

Uncountable armies are fighting for the fate of Armageddon, and a kill team may be joined by one or more special operatives – when they can be spared – for the duration of a mission. The presence of one of these battle-hardened fighters can make all the difference in the claustrophobic conflicts in the Promethium Sprawl.

Before a mission is chosen (pg 98), any player with the appropriate model or models can secure the services of a special operative. These powerful warriors come at a steep cost however – the kill team must forfeit 1 promethium cache for each special operative they wish to fight alongside them in the next mission. After the mission the special operative leaves.

A player may take more than one special operative, and may take more than one of the same kind of special operative – a Space Marine Scouts player could secure the assistance of two Space Marine Veterans, for example. However, they may well find that their promethium supplies are depleted even should they succeed in their mission!

Each operative is considered to be part of their kill team (although they do not count towards the maximum size of the kill team), and shares that kill team's special rules. For example, a Veteran who joins a Scouts kill team has the And They Shall Know No Fear rule (pg 72) and is included when working out how many fighters must be down or out of action for bottle tests.

SPACE MARINE SPECIAL OPERATIVES

APOTHECARY

	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4"	4	4	4	4	1	4	2	9

Though formally part of a Command Squad, Apothecaries can nonetheless be found accompanying even the smallest Space Marine strike teams to ensure the gene-seed of the fallen can be harvested.

Wargear: A Space Marine Apothecary has a chainsword, bolt pistol, frag and krak grenades and power armour.

Field Medic: Fighters within 3" of a friendly Apothecary subtract 2 from their recovery phase Injury rolls to a minimum of 1 (including for injuries caused by toxic weapons or toxic rounds). In addition, after the battle, you can choose to re-roll any Serious Injury rolls.

VETERAN

	M	WS	BS	S	T	W	I	A	Ld
Veteran	4"	4	4	4	4	1	4	2	9

The elite 1st Company of each Space Marine Chapter is replete with warriors whose combat prowess has been honed over hundreds of years and upon a thousand battlefields.

Wargear: A Space Marine Veteran has a boltgun with a telescopic sight or red-dot laser sight, bolt pistol, frag and krak grenades and power armour. He may also do any of the following:
Exchange his boltgun for a storm bolter, flamer, plasma gun, meltagun, chainsword, power sword or power fist.
Exchange his bolt pistol for a plasma pistol.
Exchange both his boltgun and bolt pistol for a pair of lightning claws.

TERMINATOR

	M	WS	BS	S	T	W	I	A	Ld
Terminator	4"	4	4	4	4	1	4	2	9

A veteran battle-brother clad in Tactical Dreadnought armour and armed with some of the deadliest weaponry available to Mankind, a Space Marine Terminator is an army unto himself.

Wargear: A Space Marine Terminator has a power sword, storm bolter and Terminator armour. He may also do one of the following:
Exchange his power sword for a power fist.
Exchange his power sword and storm bolter for a pair of lightning claws or for a thunder hammer and storm shield.

Killer Reputation: Space Marine Terminators cause fear.

Bounty: If a Space Marine Terminator is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

DEATHWATCH VETERAN

	M	WS	BS	S	T	W	I	A	Ld
Deathwatch Veteran	4"	4	4	4	4	1	4	2	9

Deathwatch Veterans are the Imperium's foremost xenos hunters, and as many as could be mustered were sent to Armageddon to help contain the grave threat posed by the massive Ork invasion.

Wargear: A Deathwatch Veteran has a boltgun with hellfire bolts and a telescopic sight or red-dot laser sight, frag and krak grenades and power armour. He may also do either of the following:
Take a silencer for his boltgun, giving it the Silent rule (pg 61), or take a power maul, power sword or storm shield.
Exchange his boltgun and hellfire bolts for a power maul and storm shield, a power sword and storm shield, or a shotgun.

Xenos Hunter: When attacking Ork fighters with a Deathwatch Veteran in hand-to-hand combat, you score critical hits on rolls of 5 or 6 instead of 6.

ORK SPECIAL OPERATIVES

PAINBOY

	M	WS	BS	S	T	W	I	A	Ld
Painboy	4"	4	2	4	4	2	3	3	7

A Painboy is the nearest Ork equivalent to something resembling a medic, but the fear of being 'volunteered' for such surgery though injury in battle is often enough to inspire the Orks to fight all the harder.

Wargear: A Painboy is armed with dok's tools, an 'urty syringe and squig-hide armour.

Medic: As long as the Painboy didn't go out of action, you can re-roll a Serious Injury roll for one fighter after a mission.

Wardok: Fighters within 3" of a friendly Painboy subtract 2 from their recovery phase Injury rolls to a minimum of 1 (including for injuries caused by toxic weapons or toxic rounds). In addition, fighters within 6" of a friendly Painboy can use the Painboy's Initiative characteristic when testing to escape pinning early, as long as the Painboy is not down or broken.

MEK

	M	WS	BS	S	T	W	I	A	Ld
Mek	4"	4	2	3	4	1	2	2	7

Ork Meks are instinctively gifted in the art of cobbling together even the most random pile of scrap metal into a technological marvel that has no scientific justification to operate, yet somehow does so regardless!

Wargear: A Mek is armed with a slugga, wrench, stikkbombs and squig-hide armour. They may also do any of the following:
Exchange their slugga for a kustom mega-slugga.
Exchange their wrench for a killsaw.

Armourer: If the Mek was deployed, you can re-roll the first failed Ammo roll in the mission (regardless of which fighter's weapon is being rolled for).

Mekaniak: Fighters within 3" of a friendly Mek can re-roll failed Ammo rolls.

RUNTHERD & D6 GRETCHIN

	M	WS	BS	S	T	W	I	A	Ld
Runtherd	4"	4	2	3	4	1	2	2	7
Gretchin	5"	2	3	2	2	1	2	1	5

The Orks don't trust the diminutive Gretchin to do anything especially useful if left unsupervised, for they are notoriously craven creatures, so a Runtherd will accompany them to poke and prod them in the right direction.

Wargear: A Runtherd is armed with a grabba stikk, a slugga, stikkbombs, a squig-hide whip and squig-hide armour. Gretchin are each armed with a grot blasta and a shank. In addition, a Runtherd may also do any of the following:
Exchange their grabba stikk for a grot prod.
Exchange their squig-hide whip for a squig hound.

Scavengers: As long as the Runtherd didn't go out of action, after a mission you have 50 extra points to spend on your Recruit or Rearm action.

Useless Grots: Gretchin are considered to be new recruits – their presence is in no way encouraging.

Mad Grot: If the Runtherd is only accompanied by a single Gretchin, it's a particularly mean one! Add 1 to the Gretchin's Attacks characteristic.

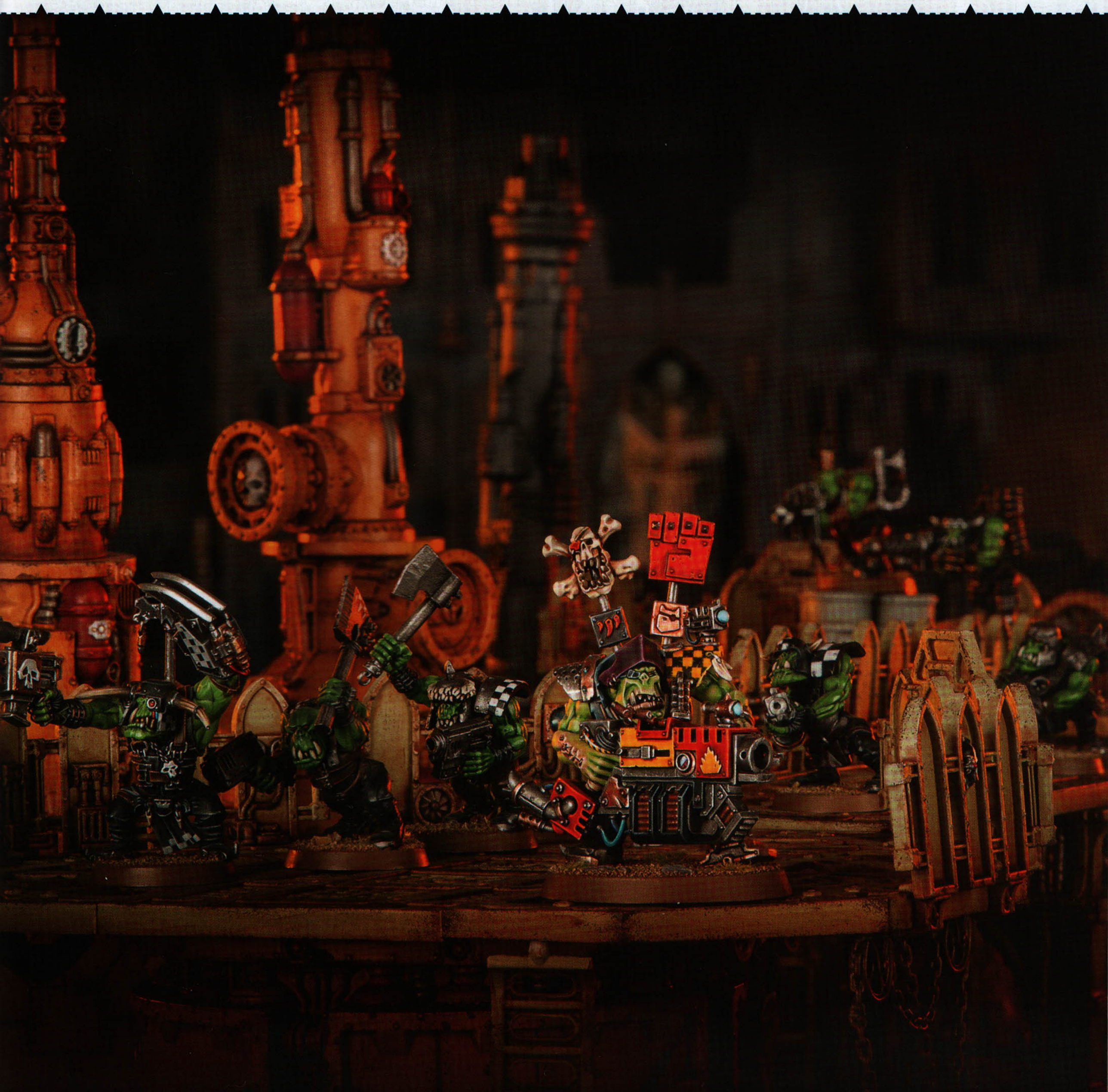
FLASH GIT

	M	WS	BS	S	T	W	I	A	Ld
Flash Git	4"	4	2	4	4	2	3	3	7

The outlandish Flash Gitz carry enormous 'kustomised' hand-cannons that they have retrofitted together and constantly tinker with to ensure that they are the biggest, loudest and shootiest guns of all.

Wargear: A Flash Git is armed with a snazzgun with a gitfinda, a shank, stikkbombs and squig-hide armour. In addition, a Flash Git may exchange their shank for a cutlass.

Crack Shot: When you roll an Injury roll for a shooting attack made by a Flash Git, you can re-roll the dice. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.



ASTRA MILITARUM SPECIAL OPERATIVES

OFFICIO PREFECTUS COMMISSAR

	M	WS	BS	S	T	W	I	A	Ld
Commissar	4"	4	4	3	3	1	3	2	9

The Commissars of the Officio Prefectus are living symbols of Imperial authority, whose mere presence is enough to inspire (and intimidate) all into doing their duty, no matter the cost.

Wargear: An Officio Prefectus Commissar has a bolt pistol, chainsword, frag and krak grenades and flak armour. He may also do any of the following:
Exchange his bolt pistol for a plasma pistol.
Exchange his chainsword for a power sword or power fist.

Fear Me, But Follow: Any friendly fighter within 6" of a Commissar can use the Commissar's Leadership characteristic when taking break tests and tests to see if the fighter recovers their nerve when broken. In addition, any friendly fighters within 6" of the Commissar can use the Commissar's Initiative characteristic when testing to escape pinning early. Finally, a kill team with a Commissar automatically passes any bottle tests (whether you want it to or not!). A Commissar cannot confer these benefits if they are down or broken.

TECH-PRIEST ENGINSEER

	M	WS	BS	S	T	W	I	A	Ld
Tech-Priest Enginseer	4"	3	3	3	3	1	3	1	8

Skilled battle-smiths and custodians of the machines of war that accompany the massed ranks of the Astra Militarum, a Tech-Priest Enginseer can soothe the machine spirit of even the most temperamental weaponry.

Wargear: A Tech-Priest Enginseer has a laspistol, power axe, servo-arm, frag and krak grenades and power armour.

Soothe Machine Spirit: You can choose to re-roll any failed Ammo rolls for friendly fighters within 6" of a Tech-Priest Enginseer.

OGRYN

	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6"	4	3	5	5	3	2	3	6

Abhumans of prodigious size and power, Ogryns are highly sought after as auxiliary assets within the ranks of the Astra Militarum in spite of their rather limited intellectual capacity.

Wargear: An Ogryn has a ripper gun, frag grenades and flak armour. He may also do any of the following:
Exchange his flak armour for carapace armour.
Exchange his ripper gun for a grenadier gauntlet and slabshield or a power maul and brute shield.

Prodigious Power: Generate a Muscle skill (pg 106) for an Ogryn when you muster your kill team.

Bounty: If an Ogryn is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

MILITARUM TEMPESTUS SCION

	M	WS	BS	S	T	W	I	A	Ld
Scion	4"	3	4	3	3	1	3	1	7

Highly trained and utterly dedicated to the completion of their mission, the Tempestus Scions represent the finest soldiers that Humanity has to offer besides the superhuman Adeptus Astartes.

Wargear: A Militarum Tempestus Scion has a lasgun with a hotshot laser power pack and red-dot laser sight, a photo-visor, frag and krak grenades and carapace armour. He may also exchange his lasgun for a flamer, a grenade launcher with frag and krak grenades, a meltagun or a plasma gun.

Crack Shot: When you roll an Injury roll for a shooting attack made by a Militarum Tempestus Scion, you can re-roll the dice. Note that this only applies when making the initial Injury roll for the shooting attack. Injury rolls made during the recovery phase follow all of the normal rules instead.

REFERENCE

CAMPAIGNS – BEFORE MISSION

Pre-mission Sequence

1 Muster Kill Team
2 Determine Mission
3 Hunt in the Promethium Sprawl
4 Play Mission

Mission Table

D6	Mission
1	Kill Team Fight (pg 90)
2	Scavengers (pg 91)
3	Hit and Run (pg 92)
4	The Raid (pg 94)
5	Ambush (pg 96)
6	Roll-off; the player who wins chooses the mission, and will be the attacker where relevant.

Hunt in the Promethium Sprawl

2D6	Subplot
2	**Lost in the Sump:** The player who rolled this result must remove a randomly selected fighter, other than their kill team leader, from their kill team for this mission – they have lost their way.
3	**Toxic Ash:** Any fighters who are down at the end of the mission go out of action on a roll of 1-4, rather than 1-3 (see Rewards of Battle, right). If both players roll this result, then all fighters who are down at the end of the mission go out of action.
4	**Lightning Strike:** The player who rolled this result can choose to take (and fail) a bottle test at the start of any of their turns once an enemy fighter has been taken out of action. The player can do this even if their kill team has not suffered casualties.
5	**Corrosive Slick:** Roll a dice for any fighter who runs or charges in the mission. On a roll of 1, that fighter goes down at the end of their move as they slip in the treacherous slick. If both players roll this result, then fighters go down on a roll of 1 or 2.
6	**Hidden Cache:** The player who wins the mission gets an additional 100 points to spend on their Recruit or Rearm action (see next page). If both players roll this result, the player who wins the mission gets an additional 150 points instead.
7	**It's Quiet:** No result.
8	**Vital Mission:** The player who wins the mission can re-roll the dice to determine how many promethium caches they receive (pg 100). If both players roll this result, the player who wins the mission will receive 3 promethium caches.
9	**Indomitable:** The player who rolls this result can subtract 1 from their bottle tests in the mission.
10	**Fear and Confusion:** Add 1 to all Leadership tests (including break tests, fear tests, and so on) in the mission for both players. If both players roll this result, add 2 to all Leadership tests instead.
11	**Bitter Rivalry:** The player who rolled this result randomly selects a fighter from their kill team and a fighter from their opponent's kill team. These fighters hate each other (pg 51).
12	**Friendly Territory:** The player who rolled this result can re-roll Serious Injury rolls of 1-3 for their kill team members (pg 101).

CAMPAIGNS – AFTER MISSION

Rewards of Battle

After the mission use the following sequence.

1 **Recover Injured Fighters:** Players roll a dice for each fighter who is down at the end of the mission. On a 4-6 the fighter recovers and suffers no further ill effects. On a 1-3 the fighter goes out of action. Players then make a Serious Injury roll for each fighter who is out of action.

2 **Claim Promethium:** Players gain promethium caches according to how well they fared in the mission.

3 **Advance:** A member of your kill team has picked up a new skill, or has been toughened by their time in the Promethium Sprawl. Pick a fighter other than a new recruit from your kill team who was not taken out of action in the mission, and roll on the Advance table for them.

4 **Promote:** Add a Mission Completed mark to the roster for each new recruit in your kill team who was not taken out of action. Any new recruit who has three Mission Completed marks becomes a trooper, losing their previous role and changing their characteristics to match those of a trooper of their faction, but keeping their equipment.

5 **Resupply:** Your kill team receives a supply drop, returns to the Imperial hive stronghold or swaggers back to their clan's warcamp to brag about their latest exploits.

If your leader has been slain, choose one fighter from your kill team, other than a new recruit. They become the kill team leader, losing their previous role but keeping their characteristics, skills and equipment. If you only have new recruits remaining, your kill team is disbanded! You lose all promethium caches, and must pick a new kill team as if starting a new campaign.

If your leader was not slain, you can choose one of the following actions:

Recruit: Add a new fighter or new fighters to the kill team, with a total cost (including equipment) of no greater than 100 points. Any points not spent are lost.

Rearm: Purchase new equipment for fighters in your kill team with a total cost of no greater than 100 points. Any points not spent are lost.

You can trade a single promethium cache to increase the total points available for your Recruit or Rearm action by 100 – if you do so, remove the cache from your roster.

You can switch equipment between the fighters in your kill team at this step, subject to the normal restrictions (weapons must be represented on the model and can only by used by certain fighters, and so on). However, your new recruit(s) cannot switch equipment at this point. Equipment not given to a fighter in your kill team is lost.

Serious Injury Table

D6	Result
1	**Dead... or Worse:** Roll the dice again. On a roll of 1-3, the fighter is slain. Remove the fighter and all of their equipment from your kill team's roster. On a roll of 4+, the fighter is captured by your opponent's kill team! See the Rescue mission (pg 97).
2	**Head Wound:** The fighter gains the Frenzy rule. Make a note of this on your kill team's roster. They must miss your next mission.
3	**Painful Recovery:** The fighter gains Hatred for a fighter from the kill team who put them out of action (the player who owns the injured fighter chooses). Make a note of this on your kill team's roster. They must miss your next mission.
4-5	**Full Recovery:** The fighter recovers in time for your next mission.
6	**What Doesn't Kill You...:** The fighter recovers in time for your next mission. In addition, they gain an advance (right), unless they are a new recruit, in which case they gain a Mission Completed mark. Make a note of this on your roster.

Advance Table

2D6	Result
2-3	**Hardy:** Choose one: +1 Toughness or +1 Wound.
4	**Fierce:** Choose one: +1 Strength or +1 Attack.
5-9	**Skilled:** Generate a new skill (see pages 102-107).
10	**Quick:** Choose one: +1 Move or +1 Initiative.
11-12	**Deadly:** Choose one: +1 Weapon Skill or +1 Ballistic Skill.

Each of a fighter's characteristics can only be increased once – if a fighter already has both characteristic increases from a result, re-roll until you get a different result. Make a note of the result on your roster.

TURN SEQUENCE

1 Movement
During the movement phase you may move your fighters.

2 Shooting
In the shooting phase your fighters may shoot with any appropriate weapons.

3 Hand-to-hand
During the hand-to-hand phase all fighters in hand-to-hand combat fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.

4 Recovery
During the recovery phase your fighters can try to regain their nerve if shaken by enemy fire, or recover from minor injuries.

MOVEMENT

Complete your moves in the following order:

1 Charges
If you want a fighter to charge at an enemy and attack them hand-to-hand then you must do this before moving any other fighters. When you charge, you must declare to your opponent that you are charging and indicate which enemy fighter you are attacking.

2 Compulsory Moves
Sometimes a fighter is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from their enemies and take cover. Make all your compulsory moves before finishing any remaining movement.

3 The Rest
Once you have moved chargers and compulsory movers you can move the rest of your fighters as you wish.

Charging

You can declare a charge against any enemy fighter that your fighter is aware of and can reach with their charge. A fighter is aware of any enemies they can see (see Line of Sight, pg 30) and any enemies that are not hidden and are within a number of inches equal to twice the fighter's Initiative.

A charging fighter can move at double speed, and ends their move touching their enemy base-to-base.

Running

A running fighter can move at double speed, but loses their chance to shoot in the turn. Place a Run counter next to the fighter to remind both players that they are unable to shoot that turn, and that they will be harder to hit with shooting attacks in the opposing player's turn.

Hiding

A fighter can hide anywhere they might reasonably be concealed, and can hide before, after or during their move. A fighter who runs or charges is not able to hide that turn. While hidden a fighter cannot be seen or shot at, even if a portion of the fighter is actually sticking up or out from their cover. A hidden fighter who shoots or moves so that they can be seen is no longer hidden.

An enemy fighter will always detect hidden foes within their Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy fighters within 3".

Terrain

Open Ground – Fighters move across open ground, and through doors or hatches, without slowing.

Difficult Ground – Fighters move over difficult ground at half their normal rate, so 1" of movement across difficult ground counts as 2"

Very Difficult Ground – Fighters move over very difficult ground at a quarter of the normal rate, so each 1" of movement counts as 4".

Impassable Ground – Fighters cannot move across impassable ground.

Walls and Barriers – A fighter can cross a barrier less than 1" high and no more than 1" deep without it impeding their movement at all. A barrier between 1" and 2" high, and no more than 1" deep, can still be crossed, but a fighter must use half of the distance they can move to do so. A barrier higher than 2" is too tall to climb over and is effectively impassable.

SHOOTING

Attack Sequence

1 Roll To Hit
2 Roll To Wound
3 Saving Throws
4 Resolve Injuries

To Hit Chart

This chart shows you the number you need to roll (before modifiers) to hit your target, based on the firer's Ballistic Skill.

BS of shooter	1	2	3	4	5	6	7	8	9	10
D6 score	6	5	4	3	2	1	0	-1	-2	-3

Hit Modifiers

-1 In Partial Cover
Up to half the target is obscured (see Cover, pg 32).

-2 In Cover
More than half the target is obscured (see Cover, pg 32).

-1 Overwatch
The shooter is firing at a target whilst on overwatch (see Overwatch, pg 36).

-1 Charging
The shooter is firing at a target that is charging them.

-1 Running
The target ran in their previous movement phase.

-1 Small Target
The whole target is less than ½" tall or wide.

+1 Large Target
The whole target is at least 2" tall or wide.

7+ To Hit

If, after modifiers, you need to roll a 7 or more to hit, there is still a chance to hit the target if you roll a 6. Following a To Hit roll of 6, this chart shows you the number you need to roll on a second dice to hit:

Score Required to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Roll To Wound

Compare the Strength (S) of the weapon with the Toughness (T) of the target on this chart to see what score you need to wound the target.

Injuries

1 **Flesh Wound:** The target has sustained a minor wound. Subtract 1 from both their Weapon Skill and Ballistic Skill for the rest of the game.

2-5 **Down:** The target falls down to the ground where they lie wounded and barely conscious. Turn the model face down.

6 **Out of Action:** The target has been badly wounded and falls to the ground unconscious. Remove the model from play immediately – it takes no further part in the game.

Ammo Rolls

When rolling To Hit, a result of 6 means an Ammo roll is required after firing: roll 2D6. If you roll less than the number indicated in your weapon's profile, the weapon is useless for the rest of the game.

TARGET'S TOUGHNESS

STRENGTH	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	6	N	N	N	N	N
3	2	3	4	5	6	6	N	N	N	N
4	2	2	3	4	5	6	6	N	N	N
5	2	2	2	3	4	5	6	6	N	N
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

LEADERSHIP

When to Take a Break Test

If a fighter goes down or out of action then each friendly fighter within 2" must take an immediate break test.

Broken Fighters

As soon as a fighter is broken they run for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from their enemy and towards cover. If they can reach a position of cover where they cannot be seen by enemy fighters then they stop there, otherwise they run the full distance rolled. In subsequent movement phases broken fighters continue to move 2D6" away from the enemy until they reach such a position. If they can get out of sight by staying where they are and hiding then they will do so instead (see Hiding, pg 27).

The Bottle Test

A player takes a bottle test at the start of their turn if a quarter (25%) or more of their kill team is down or out of action. They roll 2D6. If the score is more than the kill team leader's (or highest other fighter's) Leadership characteristic then the test is failed and the kill team bottles out – the game ends immediately.

HAND-TO-HAND COMBAT

Attack Sequence

1 **Roll Attack Dice**: Both players roll a number of D6 equal to their fighter's Attacks characteristic.

2 **Determine Winner:** Each player picks their single highest scoring dice and adds their fighter's Weapon Skill to the score. They then add any modifiers. The total is the Combat Score. The player with the highest Combat Score wins. In the case of a tie the fighter with the highest Initiative characteristic wins. If there is still a tie, the combat is a stand-off.

3 **Number of Hits:** The difference between the Combat Scores is the number of times the winner hits the loser. If a fighter wins the combat on a tie they cause 1 hit.

4 **Roll To Wound:** For each hit scored the winner rolls To Wound in exactly the same way as for hits from shooting (pg 33). The Strength value will depend upon the weapon used.

5 **Saving Throw:** Fighters who are wearing armour or who have an invulnerable save can make saving throws in the same way as troops hit by shooting attacks (pg 33).

6 **Resolve Injuries:** Resolve injuries in the same way as you would for wounds inflicted by shooting (pg 34).

Combat Score Modifiers

+1 Opponent Fumbles
Add 1 for each of your opponent's fumbled dice (rolls of 1).

+1 Critical Hit
Add 1 for each critical hit inflicted (additional rolls of 6).

+1 Charging
Add 1 if your fighter charged into combat this turn.

+1 Higher Up
Add 1 if your fighter is standing on higher ground.

-1 Encumbered
Subtract 1 if your fighter is carrying a heavy weapon or other heavy piece of equipment.

-1 Obstacle
Subtract 1 if your fighter has charged an enemy who is sheltering behind cover. This penalty only applies during the turn in which your fighter charges.

Armour Modifiers

This chart shows you the modifier to the target's Armour Save based on the attacking model's Strength.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

Multiple Combat

Each subsequent opponent rolls an extra Attack dice and adds an additional 1 to their combat score (cumulative).

Pinned Fighters

Fighters cannot be pinned in hand-to-hand combat – a pinned fighter who is charged recovers immediately.

Fighters Down

In a one-on-one combat any fighter who goes down is automatically out of action. In multiple combats where all fighters on one side go down they are automatically taken out of action. Where two or more fighters are fighting on the same side, some can go down as described on the Injury table.

RECOVERY PHASE

Recovering Your Nerve

A broken fighter may attempt to recover their nerve during their recovery phase so long as they are in cover and they cannot be seen by an enemy fighter. Take a Leadership test for the fighter. If they pass the test they are no longer broken and can fight normally from then on. If they fail the test they remain broken. However, a fighter who loses their nerve during their own side's turn cannot recover in the recovery phase of that turn.

Fighters Down

A player must find out what happens to any of their fighters who are down at the end of their recovery phase. Make an Injury roll. If you roll a 1, the fighter suffers a flesh wound, and they are pinned for one turn (see the full Pinned Fighters rules, pg 35). Turn the model face up to show this. If you roll 2-5, the fighter's situation is unchanged. If you roll a 6, the fighter is taken out of action.

Pinned Fighters

A fighter who is pinned at the start of their turn will automatically recover from pinning at the end of that turn.

PROFILES

PISTOLS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
Bolt pistol	0-8"	8-16"	+2	-	4	1	-1	5+	-
Grot blasta	0-8"	8-16"	-	-1	3	1	-	5+	Unreliable
Kustom mega-slugga	0-6"	6-18"	+1	-	8	1	-3	7+	Unreliable
Laspistol	0-8"	8-16"	+1	-	3	1	-	3+	-
Plasma pistol									
- Low energy	0-6"	6-12"	+1	-	4	1	-1	7+	-
- Maximum power	0-6"	6-18"	+1	-	7	1	-3	7+	Unreliable
Slugga	0-8"	8-16"	+1	-1	4	1	-	5+	Unreliable

BASIC WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
Boltgun	0-12"	12-24"	+1	-	4	1	-1	5+	-
Kombi-shoota	0-12"	12-24"	+1	-	4	1	-	7+	Sustained Fire 2, Unreliable
Kombi-weapon skorcha	Template		-	-	5	D3	-3	Auto	Flamer
Lasgun	0-12"	12-24"	+1	-	3	1	-	3+	-
Shoota	0-12"	12-24"	+1	-	4	1	-	5+	Sustained Fire 1, Unreliable
Shotgun									
- Solid slug	0-4"	4-18"	+1	-1	4	1	-1	5+	-
- Blastshot	0-4"	4-18"	+1	-1	3	1	-	5+	-
Sniper rifle	0-18"	18-36"	-1	-	4	1	-1	7+	Silent, Sniper Weapon

SPECIAL WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
Big shoota	0-18"	18-36"	-	-	5	1	-2	5+	Sustained Fire 2
Flamer	Template		-	-	4	1	-2	5+	Ammo Roll, Flamer
Grenade launcher	0-14"	14-28"	-	-1	-	-	-	7+	Ammo
Grenadier gauntlet	0-8"	8-16"	-	-1	4	1	-1	7+	Large Blast
Heavy flamer	Template		-	-	5	D3	-3	5+	Ammo Roll, Flamer
Meltagun	0-6"	6-12"	+1	-	8	D6	-5	5+	-
Plasma gun									
- Low energy	0-6"	6-24"	+1	-	4	1	-1	7+	-
- Maximum power	0-6"	6-24"	+1	-	7	1	-3	7+	Sustained Fire 1, Unreliable
Ripper gun	0-6"	6-12"	-	-	5	1	-2	7+	Ripper Blade, Sustained Fire 2
Rokkit launcha	0-12"	12-30"	-	-1	8	D6	-3	7+	-
Storm bolter	0-12"	12-24"	+1	-	4	1	-1	5+	Sustained Fire 1

HEAVY WEAPONS

Weapon	Range Short	Range Long	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Ammo Roll	Special
Heavy bolter	0-20"	20-40"	-	-	5	D3	-2	5+	Sustained Fire 2
Missile launcher									
- Super krak missile	0-20"	20-72"	-	-	8	D6	-5	7+	-
- Frag missile	0-20"	20-72"	-	-	4	1	-2	7+	-
Snazzgun	0-12"	12-24"	+1	-	5	1	-2	7+	Unreliable, Bullets, Blasts and Grenades

HAND-TO-HAND COMBAT WEAPONS

Weapon	Str.	Dam.	Save Mod.	Special
Assault blade	User	1	-	Parry
Big choppa	User+2	1	-	Draws, Mighty Blow, Two-handed
Buzz-choppa	4	1	-2	Noisy
Chainsword	4	1	-2	Noisy, Parry
Choppa	User+1	1	-	-
Combat blade	User	1	-	-
Cutlass	User	1	-	Parry
Dok's tools	4	1	-2	Noisy
Grabba stikk	User	1	-	Gotcha
Grot prod	User	1	-2	-
Killsaw	User+2	1	-2	Noisy
Knife	User	1	-	-
Lightning claw	User+1	1	-3	Claw
Power axe	User+3	1	-	Dual-handed
Power fist	User+3	D3	-3	-
Power klaw	User+3	D3	-3	-
Power maul	User+2	D3	-	-
Power sword	User+1	1	-3	Parry
Servo-arm	6	1	-	Extra Weapon
Shank	User	1	-	-
Squig-hide whip	User	1	-	Keepin' Order
Squig hound	4	1	-2	Extra Weapon
Sword	User	1	-	Parry
Thunder hammer	User+4	D3	-	Concussive
'Urty syringe	(User)	1	-	Toxic
Wrench	User+1	1	-	-

GRENADES

Weapon	Str.	Dam.	Save Mod.	Special
Demolition charge	8	2D6	-5	Demolition Only, Large Blast, One Use Only
Frag grenade	3	1	-	Large Blast
Krak grenade	6	D6	-3	Demolition, Unwieldy
Melta bomb	8	2D6	-5	Demolition Only
Stikkbombs	3	1	-	Large Blast

ARMOUR

Armour	Armour save	Special
Carapace armour	4+	-1 to Initiative
'Eavy armour	4+	-1 to Initiative
Flak armour	6+	5+ against weapons that use templates
Power armour	3+	-
Scout armour	4+	-
Squid-hide armour	6+	-
Terminator armour	3+	Unshakeable, Armour saves taken with 2D6, 5+ invulnerable save

FACTION:			KILL TEAM NAME:		
NAME	**ROLE**	**CHARACTERISTICS**	**EQUIPMENT, SKILLS AND NOTES**	**MISSION COMPLETED**	**MISS NEXT MISSION**
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
		M WS BS S T W I A Ld		☐ ☐ ☐	☐
PROMETHIUM CACHES					

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SHADOW WAR

ARMAGEDDON

SHADOW WAR: ARMAGEDDON

The Imperial hive world of Armageddon is engulfed in planetwide war. As countless hordes of ferocious Ork warriors surge across the jungles, mountains and ash wastes, they are met in fierce combat by the amassed soldiers of the Astra Militarum and the mighty Space Marines of the Adeptus Astartes. The bloodiest and most gruelling conflicts are fought within the hives: the ancient, towering cities that are the last strongholds of Humanity.

In and around Hive Acheron, a site of endless battle, elite squads of soldiers are deployed on search and destroy missions. These guerilla fighters operate where larger armies are unable, creeping though the siege lines into the twisting pipes and gantries that snake throughout the hive. They stalk the darkness, striking deep within enemy territory before fading into the shadows. They are assassins and saboteurs, scavengers and predators, they are the kill teams of Armageddon.

Inside you will find:

A PLANET BESIEGED: The history of the bloody wars fought for control of Armageddon, detailing the invasions of the Ork Warboss Ghazghkull Thraka and the defences of the mighty forces of the Imperium.

DEPLOYING A KILL TEAM: A comprehensive set of rules for creating and playing with a kill team of Astra Militarum Veterans, Space Marine Scouts or Ork Boyz, as well as a variety of missions and a campaign structure for recruiting, rearming and promoting your fighters.

WARRIORS OF ARMAGEDDON: A stunning showcase of the warriors battling deep within the decaying infrastructure of Hive Acheron, including colour schemes for various Space Marines Chapters, Ork clans and Astra Militarum regiments.

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ENGLISH LANGUAGE