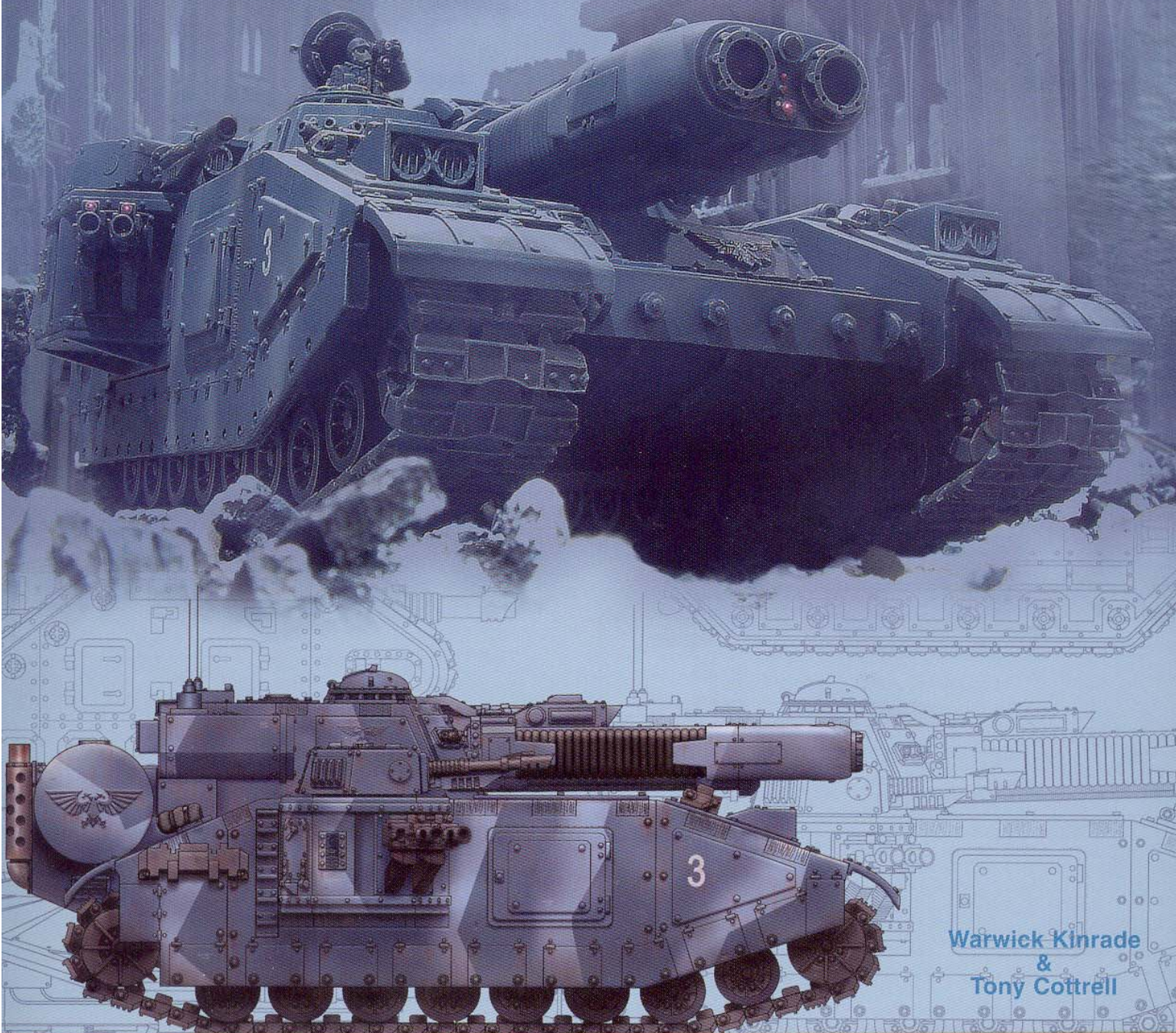


# IMPERIAL ARMOUR

VOLUME ONE - IMPERIAL GUARD & IMPERIAL NAVY



Warwick Kinrade  
&  
Tony Cottrell







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# FORGE WORLDS OF THE IMPERIUM

*A brief archive of some of the Adeptus Mechanicus' principal Forge Worlds and, where present, their honoured Titan Legions.  
Aggregate: 1,000 Aestimare: A1-C500 Tithe Grade: Aptus Non.*

**ACCATRAN:** Ultima Segmentum. Situated on the edge of the Ork Empire of Charadon. Homeworld to Legio Destructor (Beasts of Steel).

**Production Grade:** IV-Secundi

**AGRIPINAA:** Segmentum Obscuras. Close to Cadia and the Eye of Terror. Principle supplier to forces holding the Cadia Gate.

**Production Grade:** I-Extremis

**ANTIOC:** Segmentum Obscuras. In the Prath Veil subsector. Captured by Chaos incursion from the Prath Nebula.

**Production Grade:** IV-Secundi / Non.

**ARTEMIA MAJORIS:** Segmentum Pacificus. Scene of the Hieronymite Heresy.

**Production Grade:** I-Tertius

**ESTABAN III:** Ultima Segmentum. Third planet of Estaban system. Homeworld of Legio Tempestor (Stormlords).

**Production Grade:** II-Prima

**ESTABAN VII:** Ultima Segmentum. Seventh planet of the Estaban system. Homeworld of the Legio Magna (Flaming Skulls).

**Production Grade:** II-Prima

**GRAIA:** Segmentum Tempestus. Homeworld to Legio Astramana (Morning Stars).

**Production Grade:** I-Secundi

**GRYPHONNE IV:** Segmentum Tempestus. Threatened by approach of Hive Fleet Leviathan. Homeworld to Legio Gryphonius (War Griffons).

**Production Grade:** II-Extremis

**INCALADION:** Ultima Segmentum. Incriminated in a conspiracy connected to techno-heretics and worship of proscribed xenos-lores.

**Production Grade:** III-Secundi

**LUCIUS:** Segmentum Obscuras. Homeworld to Legio Astorum (Warp Runners).

**Production Grade:** III-Prima

**MARS:** Segmentum Solar. The largest Forge World in the Imperium. Centre of the Cult of the Machine and seat of the ruling Fabricator-General. Mars controls the entire archives of the Adeptus Mechanicus and as such is the repository of the sum total of Mankind's technological knowledge.

Homeworld of three Titan Legions. Legio Ignatum (Fire Wasps) and two other legions (classified).

**Production Grade:** I-Maximus

**METALICA:** Ultima Segmentum. Situated close to the Ork Empire of Charadon. Homeworld of the Legio Metalica (Iron Skulls).

**Production Grade:** IV-Prima

**MEZOA:** Segmentum Obscuras. Gothic sector. Cyclops subsector. Also a naval shipyard.

**Production Grade:** II-Tertius

**M'KHAND:** Segmentum Pacificus.

**Production Grade:** IV-Secundi

**MPANDEX:** Segmentum Obscuras. Gothic sector. Gethsemane subsector.

**Production Grade:** III-Tertius

**PHAETON:** Segmentum Solar. Originator of a common Leman Russ pattern.

**Production Grade:** IV-Extremis

**RYZA:** Segmentum Solar. Renowned for plasma reactor and magnetic containment field technology. Once was unsuccessfully invaded by Orks. Homeworld of Legio Crucius (Warmongers).

**Production Grade:** I-Prima

**STYGIES VIII:** Ultima Segmentum. Large moon orbiting massive ringed gas giant on the outer fringes of the Vulcanis system. Home to the best munition weapon artisans, and producers of a Leman Russ Vanquisher pattern.

Once homeworld of Legio Vulcanum I and II, which both turned traitor. Now homeworld to the Legio Honorum (Deathbolts).

**Production Grade:** II-Extremis

**TIGRUS:** Ultima Segmentum. Overrun by Orks of the Warlord Arrgard the Defiler in M35. Originally developed the Vanquisher cannon. Still under Ork dominion.

**Production Grade:** IV-Prima / Non

**TOLKHAN:** Segmentum Tempestus. Homeworld to Legio Pallidus Mor (Pale Riders).

**Production Grade:** III-Tertius

**TRIPLEX PHALL:** Ultima Segmentum. On the Eastern Fringe, threatened by Hive Fleet Kraken. Homeworld of Legio Victorum (Foe Slayers).

**Production Grade:** I-Extremis

**URDESH:** Segmentum Pacificus. Principal supplier of the Sabbat Crusade.

**Production Grade:** III-Prima

**VOSS PRIME:** Segmentum Solar. Closest Forge World to the Armageddon system. Lacks good knowledge of plasma reactor technology. Homeworld of Legio Invigilata (Emperor's Guard).

**Production Grade:** II-Extremis



# VEHICLES OF THE IMPERIUM

## STC TECHNOLOGY

Many, many thousands of years ago Humanity expanded into the stars, spreading throughout the galaxy, exploring and colonising distant planets and first encountering alien races. For mankind it was a golden age of technology and scientific achievement, when many of the basic designs still commonly used in the 41st millennium were first developed. There must have been a time when these technological wonders were fully understood and, aided by the great discoveries of science, mankind became the dominant species in the galaxy. This time is now referred to as the Dark Age of Technology, it is a time forgotten to all but the most learned scholars of the 41st Millennium - a mythical past, a time of legends.

One of the greatest and most enduring legends of the Dark Age of Technology is that of Standard Template Construction or STC. STC was a system developed to aid isolated settlers on distant planets to maintain a high technology base and avoid them slipping back into a subsistence existence and barbarism. It was a great store of knowledge which enabled colonists to build efficient shelters, power plants, communication equipment, transports, weapons and the like, by using local materials and without requiring vast amounts of highly technical and specialist knowledge.

This Age of Technology eventually passed into an age of ignorance and most of its great discoveries were forgotten. The Age of Strife tore Humanity apart in terrible wars. The galaxy fragmented into local empires and civil war. Mankind was beset by dangerous aliens from all sides. As anarchy and bloodshed threatened to engulf the human race, STC technology was lost or lapsed into disuse. It decayed to the point where it became unreliable. Cut off and fending for themselves, human colonists adapted their STC constructs to their own needs, often changing the designs beyond recognition. STC technology began to be lost and, before long, it was all but forgotten.

Despite its decline, many practical STC creations endured and were copied, passed down from generation to generation. The familiar machines were still discernible in the common shapes and utilitarian designs. Of course, the millennia wrought their changes but the basic designs were always retained. The science required to re-invent such technology had been lost, there could no longer be any technological progress. The Imperium could not hope to create an entirely new vehicle, all it could do was replicate what had gone before.

## STC AND VEHICLES IN THE 41st MILLENNIUM

Many of the vehicles and weapons of the 41st Millennium have their roots in the STC system. For their day, STC designs were large, brutish, hard to damage, dependable, easy to repair and with a high level of standardisation from one machine to another. They were adaptable, so a power plant might run off any fuel. They had to be able to operate in any environment, so simplicity and efficiency was key over considerations of form.

Most vehicles still reflect this outlook. Large, brutish but very hardy, they are proven designs which have changed very little down the years. They also retain a lot of standardised features, for example a Chimera's track links are still exactly the same as a Leman Russ battle tanks. Power plants also have many similar or standard features and can easily be adapted to run on different fuels.

But the influence of STC runs deeper than this. Such is the reverence in which the Adeptus Mechanicus, the guardians of

science and technology, hold STC designs, many features that were originally modifications have now been accepted as STC and duplicated as such. In this way, what the Techno-Magi currently think of as pure STC designs are not, but lost in the mists of time. It is now impossible to separate original from adaptation. The 'canon' of STC designs has been widened to include many similar vehicles.

The legacy of the STC system now provides the Imperium with solid, dependable vehicles, often based upon similar hulls. They are designs that have stood the test of time like no others. They are not sleek, efficient war machines but noisy, clanking, behemoths, belching fumes from roaring engines. Chimeras and Leman Russ are the obvious examples. Once, in the Dark Age of Technology, perhaps Mankind could have improved upon them, made them faster, quieter or added extra labour saving devices to make a crew man's job easier, but now they cannot. Often there is not the knowledge and even when there is, there is not the will.

## THE ADEPTUS MECHANICUS AND ATTITUDES TO TECHNOLOGY

In the 41st Millennium, technology is not widely understood, and most of those who can understand it have been gathered together under the auspices of the Adeptus Mechanicus, the Tech-Priests, servants of the Cult of the Machine God and one of the key organisations supporting the Imperium of Mankind.

Technology, lost in the depths of time, which is re-discovered is revered in a manner more akin to a religious artefact than a simple electric generator or fuel pump. Knowledge has become so debased that advanced systems are more comparable to witchcraft or magic. Working machines are always treated with reverence, it has a will or soul of its own, or as a manifestation of the Machine God.

The Adeptus Mechanicus see anything involving STC designs as reflections of the will and divinity of the Machine God and, ultimately, the Emperor himself. To change them would be heresy, a challenge to the will of the gods, and is unthinkable for a faithful servant. Innovation is seen as deeply suspicious and strongly discouraged, even for those few who might have the skills to attempt it. Many of the most advanced forms of technology are considered as 'black' technology and outlawed, surrounded by superstition. Any who dabble in forbidden technology risk the strongest sanctions. All offences carry harsh penalties. With such an attitude, new or better technology is not seen as the solution to the dangers facing Mankind, many sub-cults within the Adeptus Mechanicus actually seem to fear it as one of the dangers. Simply developing better, bigger, more accurate weapons does not occur to the Adeptus Mechanicus. Problems are solved by brute force (i.e. use more men, manpower being one of the Imperium's greatest resources) or through blind faith (the Emperor will eventually protect Mankind, and if he does not then it was because our faith was weak!). The obtaining of knowledge through experimentation and scientific method has been replaced by faith, which requires no proof or evidence, only trust in the truth of the doctrine of the Machine God.

The upper echelons of the Techno-Magi, whilst dogmatic and rigid in their demands for adherence to the Cult of the Machine, know that Mankind once commanded technology far in advance of their own. Rather than striving to emulate former achievements through experimentation and research, science is



now an archaeological study. Tech-Priests seek hidden or forgotten traces of past machines. Those found are replicated slavishly, but this can only happen once it is established that STC systems are present and thus the Machine God's blessing is given. Understanding how or why things function is not seen as important, just that, (by the will of the Machine God) it does function is enough for the Adeptus Mechanicus.

In this way, nearly all the vehicles currently fielded by the fighting forces of the Imperium came into being. Handed down through the years as the heirs of past STC designs or pieced together from discoveries on backwater planets. Some of the latest re-discoveries include the Lightning Fighter, the designs for which were found on the planet Karnak II but still took nearly 500 years to verify, and the Sisters of Battle Immolator, a variant on the common Rhino hull. These are the great discoveries of the Explorator teams that scour the galaxy in a long quest to find lost STC machinery and slowly rebuild Mankind's technical knowledge. For the Adeptus Mechanicus, recovering STC's is their holy grail. It is a painstakingly slow process, which has already been ongoing for over 10,000 years.

At the same time as new discoveries are made, older technological knowledge is lost. When a final piece of working machinery breaks down there may no longer be the knowledge to repair it. If blessings and praise cannot revive the machine's spirit, there is nothing the Adeptus Mechanicus can do, such is the will of the Machine God. For every new discovery, there is also a piece of knowledge lost forever.

This decay and rediscovery makes for very eclectic technology. There is no uniform technology level across the Imperium. Some technology is very advanced, others very primitive. Many vehicles incorporate both extremes. This creates vehicles that might include sophisticated targeting systems or mind-impulse links, whilst being driven by a steam-powered turbine! Imperial starships are a good example of this fusion, whilst capable of sophisticated astro-navigation and warp jumps, many other onboard tasks have to be accomplished by manpower alone, such as men hauling upon chains to position guns.

## THE FORGE WORLDS

Forge Worlds are planets ruled by the Adeptus Mechanicus. They do not pay tithes to the Administratum as other planets in the Imperium must. Instead, they supply the Imperium with a

### THE MONSK CONSPIRACY

In the late 40th millennium work was well advanced on a new design for a heavy escort vessel. The adepts of the orbital shipyards of Monsk had spent many generations gathering information from archives, cross checking with the central archive on Mars, slowly piecing together tens of thousands of parts of a vast jigsaw, to create a new class of ship. The new design was due for consideration by the Fabricator-General and his minions on Mars, but the omens seemed good and Monsk was preparing to put the vessel into production. It never happened. Before ever reaching Mars the detailed plans were stolen, and all other records destroyed, perhaps by a spy or traitorous sub-cult within the Adeptus Mechanicus, perhaps by a disaffected Adept or Magos who feared his rulers might not allow his work to proceed to its rightful conclusion.

Several years later a new class of enemy raider was identified in the Damocles sector, not far from Monsk. It was a remarkably similar configuration to the Monsk vessel. The Imperial Navy hierarchy classified the vessel as an 'Infidel' class raider. The Infidel has continued to threaten Imperial space lanes and outposts ever since.

major proportion of the arms and munitions it requires to maintain its vast armies and continual wars of conquest and defence.

Forge Worlds are the industrial heart of the Imperium. Ruled and maintained by the Adeptus Mechanicus they are planet-sized factories, producing the raw materials of war. Each world has billions upon billions of servitor slaves working in manufactorums that never cease production. Everything from simple lasguns, powercells, bullets and shells to Chimeras, Leman Russ, Baneblades and massive Warlord Titans roll from the production lines of the Forge Worlds.

The lifeblood of each Forge World is the raw materials it consumes. Each world imports massive amounts of minerals and chemicals from mining planets across the galaxy. These must be refined before being turned into the weapons of war. To support the planet's factories, there are also space docks for inbound cargo ships and outbound transports, refineries, fuel





depots and storage facilities, foundries, warehouses, power stations and massive scrap yards hundreds of miles square. These have spread to create entire continents covered in the trappings of heavy industry. On the greatest Forge Worlds, industry has spread to cover the entire planet's surface.

There are thousands of Forge Worlds dotted across the entire galaxy. All are the sovereign domain of the Adeptus Mechanicus and many are also bases for the Adeptus Mechanicus' own fighting forces, the Titan Legions and Skitarii. Each Titan Legion is based upon a Forge World, from where it is supplied and equipped and from where Titan battle groups are sent to join the other armies of the Imperium in wars across the galaxy.

The largest and most productive Forge World is Mars. Mars is the centre of the Cult of the Machine, the high temple of the Adeptus Mechanicus and the seat of the Fabricator-General, the ruler of the entire Adeptus Mechanicus and a High Lord of Terra. From its ancient hive factories to its orbital dockyards Mars is revered as the fount of all technical knowledge. Mars is also unique in being the homeworld of three Titans Legions, such is its eminence.

Although all Forge Worlds are ultimately governed from Mars, stellar distances mean that centralised control is all but impossible. Whilst all Forge Worlds strive to adhere to the dictates of the Cult of the Machine, one world's idea of faithful adherence can differ from another, especially if separated by thousands of light years. One Forge World may interpret the laws differently, believing their version is correct. This affects vehicle designs from one Forge World to the next. Slight changes and variations of style do occur. Theologists within the Cult of the Machine will argue the validity of any changes, but try as he might, the Fabricator-General cannot control what happens on every far-flung Forge World.

One of the worst cases of deviation from cult rules resulted in the infamous 'Contagion of Ganymede', when unlawful experimentation with warp coil technology resulted in the creation of a warp gate. On the Forge World of Artemia Majoris the Hieronymites, followers of High Magos-Alchemys Hieronymus, were outlawed and eventually destroyed for their investigations into prescribed bio-chemical compounds. Such innovators are shown little mercy.

Most Forge Worlds, small variations apart, only seek to faithfully replicate the designs that have gone before. The will of the Machine God is such that some Forge Worlds have more success in replication than others and, as a result, have developed reputations for specialist knowledge in certain areas. For instance, Ryza excels in the replication of plasma technology, including the complex art of magnetic containment fields. The munition artisans of Stygies VIII produce the best gun barrels, recoil dampners and finest quality propellant chemicals. Only Mars is the master of all technical arts and can command access to the archives of any Forge World. It suits the lords of Mars that no other Forge World should be able to threaten its *pre-eminent* place as the great repository of all Mankind's technical knowledge.

## VEHICLE PATTERNS

Through thousands of years, no vehicle has remained completely unchanged. The galaxy is vast and 10,000 years is a very, very long time. Adaptations, eventually officially sanctioned, have evolved into new patterns.

A pattern is the title given to a vehicle design discovered by a particular Forge World. For example, the Ryza pattern Leman Russ turret was a design pieced together from the archives of Ryza Forge World. After long debates and much testing, the Adeptus Mechanicus decided that there was evidence of STC technology within the design and hence it became part of the official canon of sanctioned Leman Russ designs. Ryza was given the go ahead to start production and the plans were

## SECRET WEAPONS OF THE ADEPTUS MECHANICUS

As sole guardians of technology, the Adeptus Mechanicus have no difficulty in regulating what vehicles are made for whom. Whilst Leman Russ and Chimeras are manufactured in huge numbers for the Imperial Guard, the largest vehicle entrusted to Imperial Guard commanders (whose loyalty has sometimes proved questionable) are the super-heavy tanks and the Leviathan command vehicle.

The Adeptus Mechanicus keep the largest and most potent engines of war for themselves. The Titans remain firmly under the command of the Adeptus Titanicus, the Adeptus Mechanicus' military division, which includes the Titan Legions and Skitarii regiments. Other more exotic war engines are also kept under their own control, especially those using very advanced or alien weaponry. These machines are rarely seen, such as the Ordinatus. Ordinatus are huge rumbling war machines towing large arrays of exotic weaponry, such as sonic weapons, Vortex missiles or massive Nova cannons. Each is irreplaceable, a weapon from another age whose mysteries have been lost. There are also many other one-off vehicles, failed experiments, captured alien technology or unique vehicles recovered from long lost backwater planets. What hidden weapons the Adeptus Mechanicus keep securely stored away is a matter of speculation, secrets well guarded against the prying eyes of the Inquisition. In the most extreme circumstances, such as in defence of their home world, Skitarii regiments have fielded exotic weapons and vehicles to devastating effect.

handed over to Mars and added to their archives. From Mars, these plans can be distributed as they see fit. In this way other Forge Worlds can produce the Ryza pattern, not just Ryza itself. There is often fierce competition between Forge Worlds, as each believes they should be re-producing any design sanctioned by the Machine God, not to do so could be seen as failing in their duty.

So despite their rigid dogma, the Adeptus Mechanicus can actually produce a wide variety of broadly similar vehicles. A Forge World might produce a Mars Alpha pattern hull, onto which is added a Ryza pattern turret, inside which is placed a Phaeton pattern engine. In the end, it is still a Leman Russ battle tank but with superficial differences.

So vast, complex and fragmented are the technical archives of the Adeptus Mechanicus that who knows what ancient STC designs have been lost or lie long forgotten, only to be rediscovered, sanctioned and eventually go back into production again?

## OTHER MANUFACTURING SITES

### HIVE WORLD FACTORIES

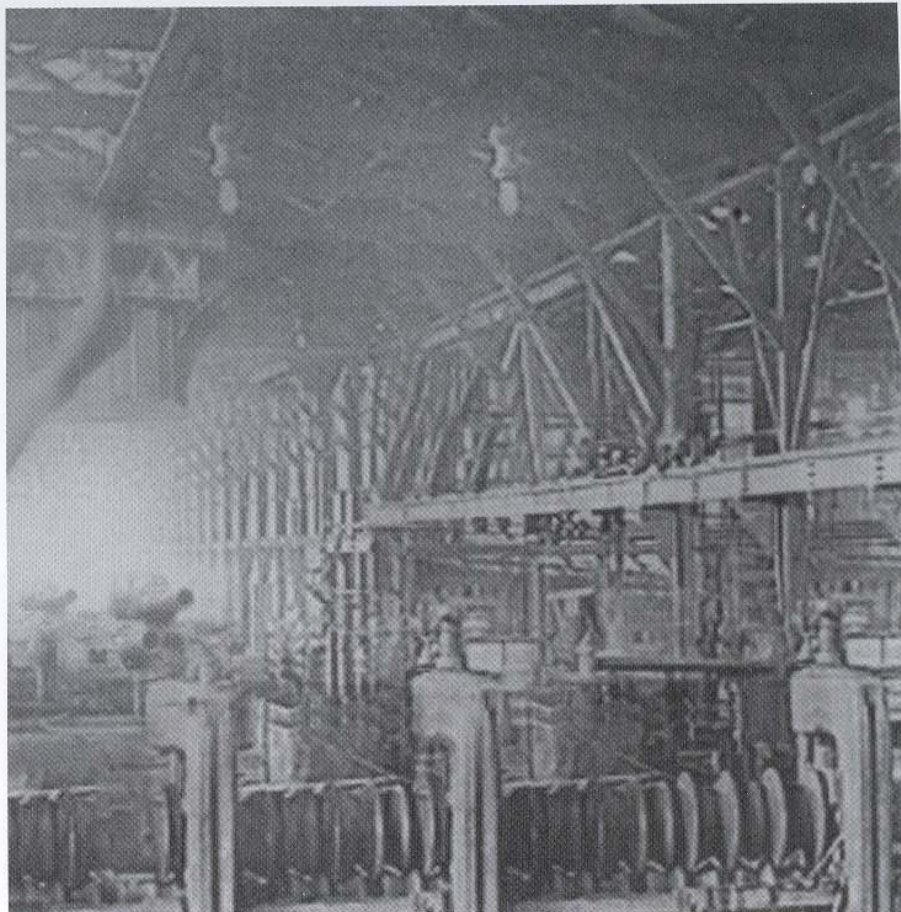
Whilst Forge Worlds are the powerhouses of the Imperium military machine, they are not the only manufacturing sites. Most well populated planets have their own industries and the highly developed planets are capable of manufacturing vehicles and weapons to supply their own planetary defence regiments and 'tithed' Imperial Guard forces. Hive worlds have huge factory complexes, employing millions of hive-workers, often run by autocratic merchant cartels or representatives of the Hive's ruling aristocracy.

These secondary sites lack specialised technical knowledge but are fully capable of replicating plans granted to them by the Adeptus Mechanicus. These plans must be strictly adhered to and the Adeptus Mechanicus monitors output closely. Non Adeptus Mechanicus worlds only ever produce the commonest weapons and vehicles, such as lasguns or Leman Russ and the Adeptus Mechanicus make sure that they cannot exceed their mandate by altering the design.



By necessity those planets closest to dangerous war zones, Ork Empires or approaching Hive Fleets, often produce and export more vehicles and military equipment for shipment directly to that warzone. An example is Armageddon's production of Chimera armoured carriers. The Hives of Armageddon are a major manufacturing site for Chimeras because of the planet's close proximity to dangerous and unstable Ork space. The neighbouring system of Golgotha is already an Ork domain. The thousands of Chimeras which roll off production lines are used to equip the Armageddon Steel Legion regiments and the large Armageddon Planetary Defence regiments, whilst many others are transported off-world to other Imperial Guard regiments already facing the Ork threat. As such the Hive-factories of Armageddon act as a re-supply facility closer to the frontline (in this case too close to the frontline, given the massive Ork invasion). This means that the most vital equipment can be easily and quickly transported to where it is needed and does not face months or years of long warp journeys from distant Forge Worlds.

During the invasion of Armageddon, the many Chimera's produced in the Hive-factories were also put to a new use. The basic Chimera chassis was converted to create a tank to bolster the planetary defence force against the overwhelming Ork threat. Called the APDS-6a 'Defender', it mounted a laser destroyer in a Chimera hull and was a stop gap measure which proved effective.



#### ADEPTUS ASTARTES CHAPTER FORGES

Separate from the entire Departmento Munitorum system of production and supply are the Adeptus Astartes Space Marine Chapters. Each Space Marine Chapter is an independent, self-sufficient force, which provides its own fighting forces and weapons of war from the Chapter forges. For the most part, these are constructed by Techmarines and servitors under the watchful eye of the Chapter's 'Master of the Forges', but for some Chapters, the largest vehicles must come from the Adeptus Mechanicus.

Some Forge Worlds, bound to supply Space Marine Chapters by ancient charters and mutual oaths of service to the Imperium, do manufacture Rhinos, Land Raiders and Thunderhawk gunships, but each vehicle can only be supplied to the specific Chapter it is meant for and strict monitoring ensures they do not fall into the wrong hands. Space Marine vehicles, unlike the mass-produced vehicles of the Imperial Guard, contain much classified technology and complex internal systems, making them the foremost weapons of war in the Imperium. They cannot be allowed to fall into the wrong hands.

Most Techmarines are trained by the Adeptus Mechanicus and serve an apprenticeship on a Forge World, learning the ancient lores of machines, before returning to the Chapter. They become responsible for servicing the Machine-Spirit of the Chapter's vehicles and keeping the Chapter armouries stocked with all the weapons the fighting companies will need, from bolter shells to drop pods and Thunderhawk gunships.

Many Chapter forges have the ability to manufacture the STC Codex vehicles, Rhinos, Land Raiders, and Predators. Being descendants of STC technology, these vehicles often use the same standardised parts. The Chapter forges are also capable of making one-off vehicles for special operations or environments, such as siege equipment. This is a prospect that would appal any Tech-Priest, but the Adeptus Mechanicus have no power to intervene or dictate what happens within the walls of a Chapter fortress-monastery.

#### DEPARTMENTO MUNITORUM FIELD WORKSHOPS

When Imperial Guard armies go to war, they are supported by a vast array of rear echelon services. Tanks need fuel, men need food and water, weapons need ammunition and battle damaged vehicles need repairing. The Departmento Munitorum provides all these.

Field workshops are part of this support system. They provide armoured regiments with the technical knowledge to keep vehicles running. Manned by Departmento Munitorum specialists they can repair battle damage, fix simple mechanical problems or replace entire parts if a malfunction is beyond them. They also salvage and cannibalise equipment and parts from destroyed vehicles.

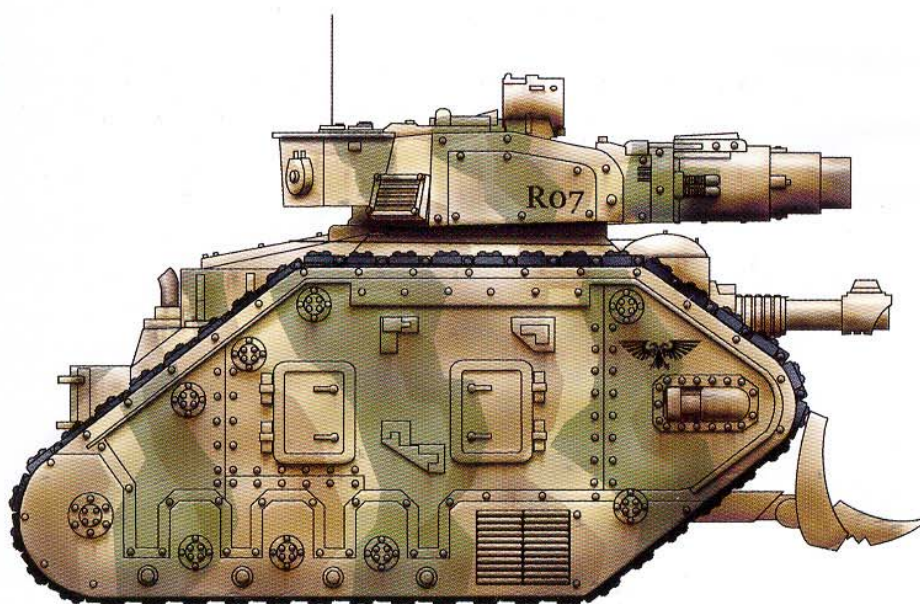
A field workshop will usually have Adeptus Mechanicus advisors attached to it to provide specialist knowledge, protect the technology and service the Machine spirits, as is their holy duty.

In the course of its repairs, a field workshop can create its own hybrid vehicles. Salvaged hulls can be repaired, have new weapons added or replacement weapons 'jury-rigged' in place. Any Adeptus Mechanicus advisor is likely to take a dim view of this kind of meddling with STC designs, but hard pressed Imperial Guard commanders take a more pragmatic view. Expedient field conversions are not uncommon, welding new weapons to old hulls to create a new vehicle. The Thunderer is believed to have been originally created in this manner, and over the years has become an accepted vehicle - some Adeptus Mechanicus have even claimed to have evidence for its inclusion in the canon of STC designs. The Thunderer probably started out as a Destroyer, but when its weapon was lost, a Demolisher cannon was added as a replacement. Sometimes such 'unique' vehicles prove popular and more are made, sometimes they last for a single campaign. Often they remain unique vehicles which once destroyed are gone forever.





# **IMPERIAL GUARD ARMoured VEHICLES**



*Conqueror, 212th Cadian Armoured Regiment*



# LEMAN RUSS

## BATTLE TANK



**T**he Leman Russ is easily the most widely deployed battle tank currently in the service of the Emperor. It is the mainstay of Imperial Guard armoured regiments, produced in its millions on Forge Worlds and Hive Factories across the galaxy, to provide the Imperial Guard and Planetary Defence Regiments with a powerful backbone of armoured support.

The Leman Russ is not a sophisticated vehicle and contains little in the way of advanced targeting or control devices. What it lacks in technology, it makes up for in ruggedness and reliability. A Leman Russ can survive the most extreme of climates and keep operating. From the freezing chill of methane swamps and ice worlds to the blistering heat of sulphur deserts. Through snow, sand or jungles the Leman Russ never fails. It can withstand all but the very worst nature can throw at it and keep fighting.

Although the Leman Russ is a slow, lumbering vehicle in comparison to many vehicles in the Imperium's armoury, its efficient engine will run on any available fuel. Secondary weapons, electrics and life support systems run from the tank's internal generators.

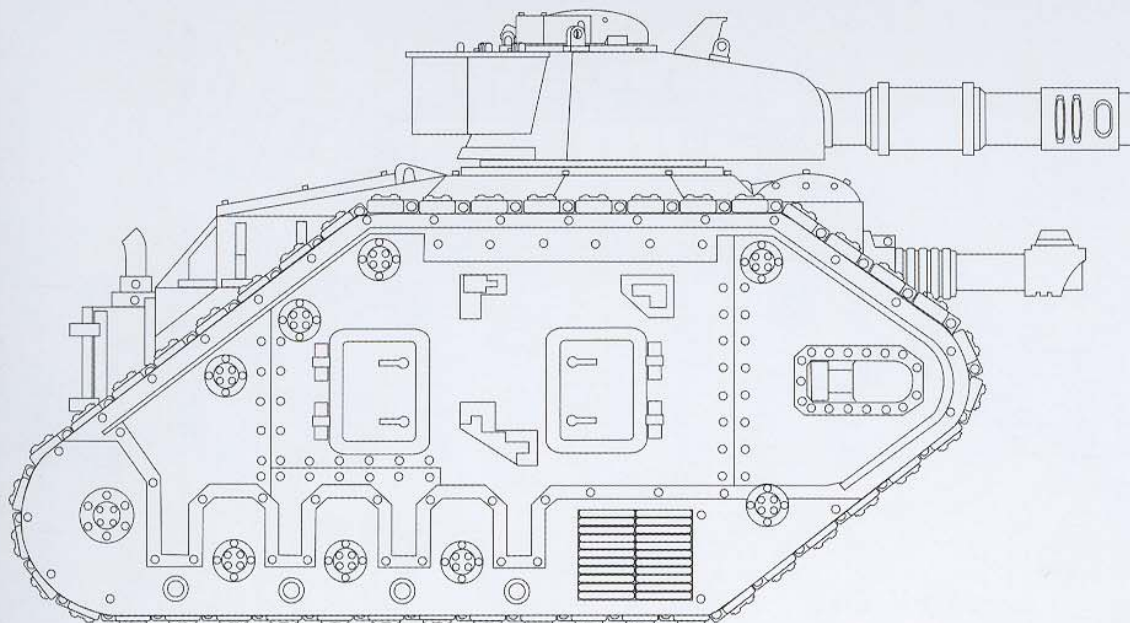
The tank is robustly constructed with a reinforced cast plasteel hull and turret, strong enough to withstand the impact of most enemy shells and weapons. Most of the tank's armour is on the forward facings, thinner on the

sides and thinner again on the rear. This allows the engine to move the chassis' weight without overheating or overstraining the transmission. The tank can be constructed of different materials as local availability dictates. The Mars Alpha pattern hull is constructed by riveting armour plates together. There are many different patterns of the basic Leman Russ design, stretching back thousands of years. The basic design is also easily adaptable to other roles and the proven hull design is also used in many other vehicles.

The most common Leman Russ variant is the Demolisher Siege tank, re-gunned to carry a large Demolisher cannon for close support and bunker-busting. Other variants range from the Exterminator, the Vanquisher, the Atlas Recovery tank to bridging vehicles and minesweepers (many of which are detailed later in this book).

It requires a minimum of four crew to operate a Leman Russ, with another two gunners added to this number if the tanks has sponsons fitted for close defence. Due to the tanks simple and functional design, it requires minimal training for new crews to become familiar with the tank's operations. This is no substitute for hard-earned battlefield experience though. Inside the Leman Russ, there are few crew comforts. It is cramped, hot and very noisy. Due to the din, communication is only possible through the tank's intercom system.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

DVLA 6724930



Vehicle Designation 0427-941-1876-LR 657/514

Vehicle Name LEMAN RUSS BATTLE TANK

Forge World of Origin MARS

Known Patterns I-XXXIII

Crew COMMANDER, GUNNER, DRIVER, LOADER, 2 SPONSOR GUNNERS

Powerplant HL230 V12 MULTI-FUEL

Weight 60 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed = On Road 35 KPH

Max Speed = Off Road 21 KPH

Main Armament BATTLE CANNON

Secondary Armament LASCANNON OR HEAVY BOLTER

Traverse 360°

Elevation -8° TO +22°

Main Ammunition 40 ROUNDS

Secondary Ammunition UNLIMITED OR 600 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

Hull 150 MM

Gun Mantlet 100 MM

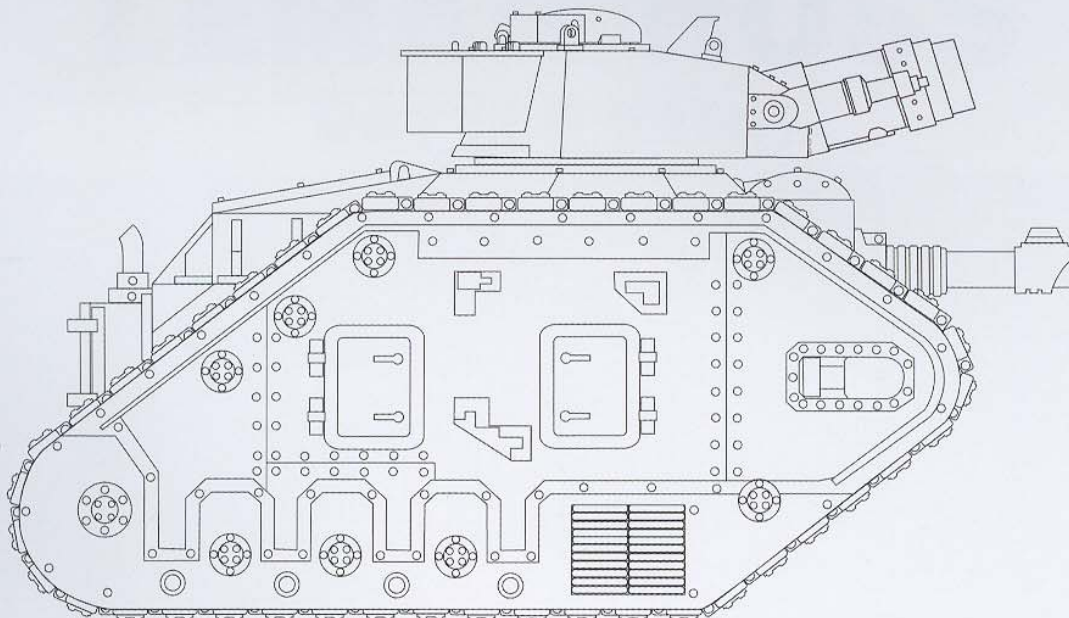
Date 1760010.1138

signature *Jack Frost*

Magos Fabricator

Dominus Ex Machina





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-1877-LR0297

Vehicle Name LEMAN RUSS DEMOLISHER SIEGE TANK

Forge World of Origin PHAETON

Known Patterns I-XII

Crew COMMANDER, GUNNER, DRIVER, LOADER, 2 SPONSOR GUNNERS

Powerplant HL230 V12 MULTI-FUEL

Weight 62 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed - On Road 28 KPH

Max Speed - Off Road 17 KPH

Main Armament DEMOLISHER CANNON

Secondary Armament LASCANNON OR HEAVY BOLTER

Traverse 360 °

Elevation -6° TO +22°

Main Ammunition 25 ROUNDS

Secondary Ammunition UNLIMITED OR 600 ROUNDS

Armour

Turret 200 MM

Superstructure 200 MM

Hull 180 MM

Gun Mantlet 120 MM

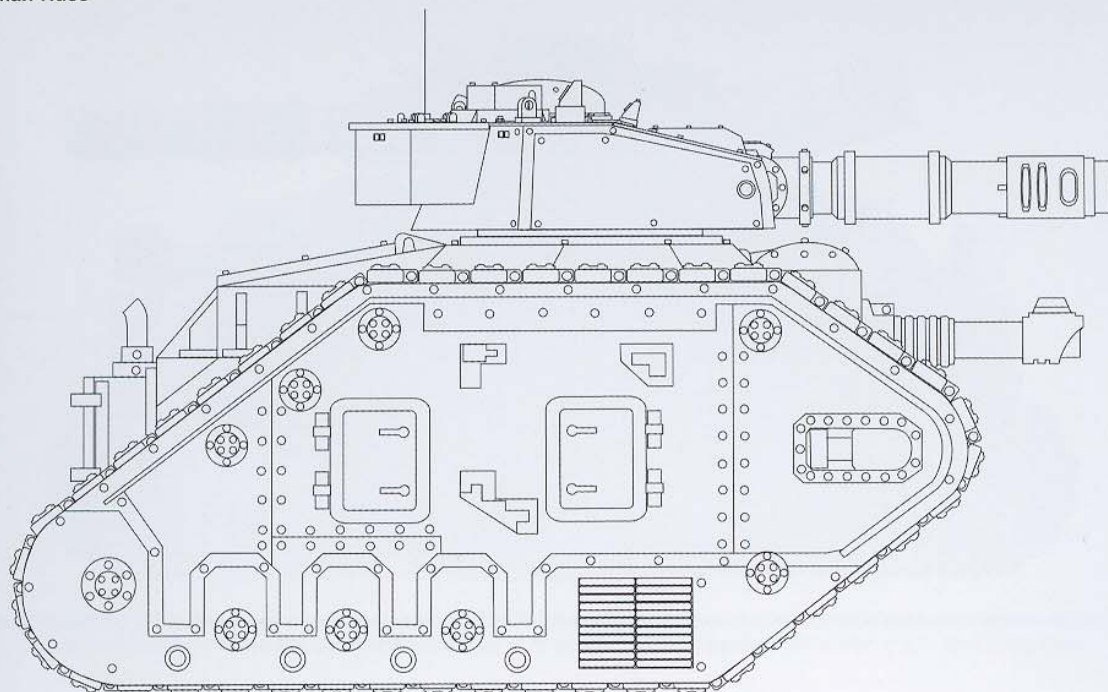
Date 1762010.1138

signature

Magos Fabricator

Dominus Ex Machina





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-1876-LR0058

Vehicle Name LEMAN RUSS BATTLE TANK

Forge World of Origin RYZA

Known Patterns II-XI

Crew COMMANDER, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS

Powerplant HL232 V12 MULTI-FUEL

Weight 60 TONNES

Length 7.08 M

Width 4.86 M

Height 4.38 M

Ground Clearance 0.45 M

Max Speed - On Road 35 KPH

Max Speed - Off Road 21 KPH

Main Armament BATTLE CANNON

Secondary Armament LASCANNON OR HEAVY BOLTER

Traverse 360°

Elevation -8° TO +22°

Main Ammunition 40 ROUNDS

Secondary Ammunition UNLIMITED OR 600 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

Hull 150 MM

Gun Mantlet 100 MM



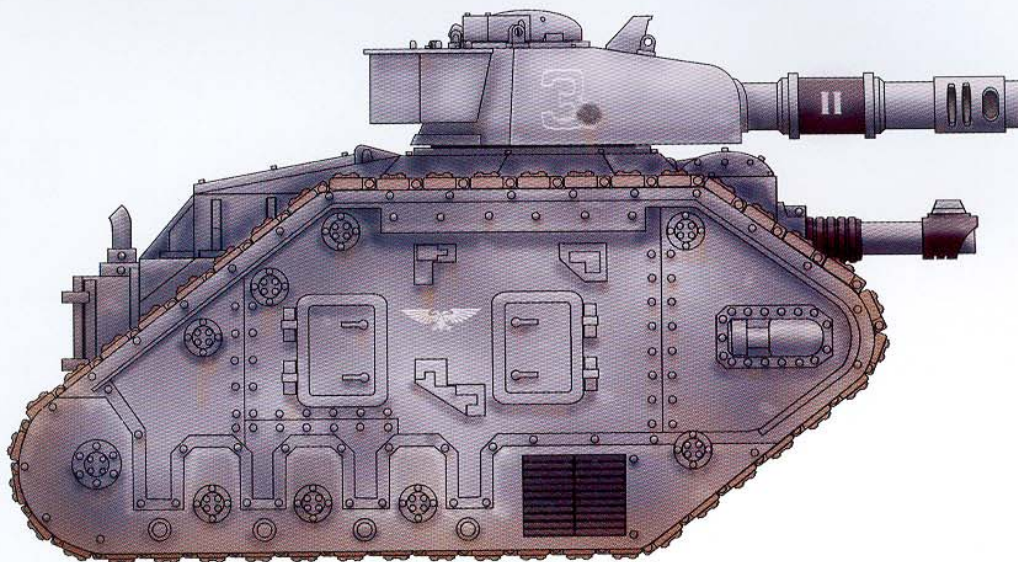
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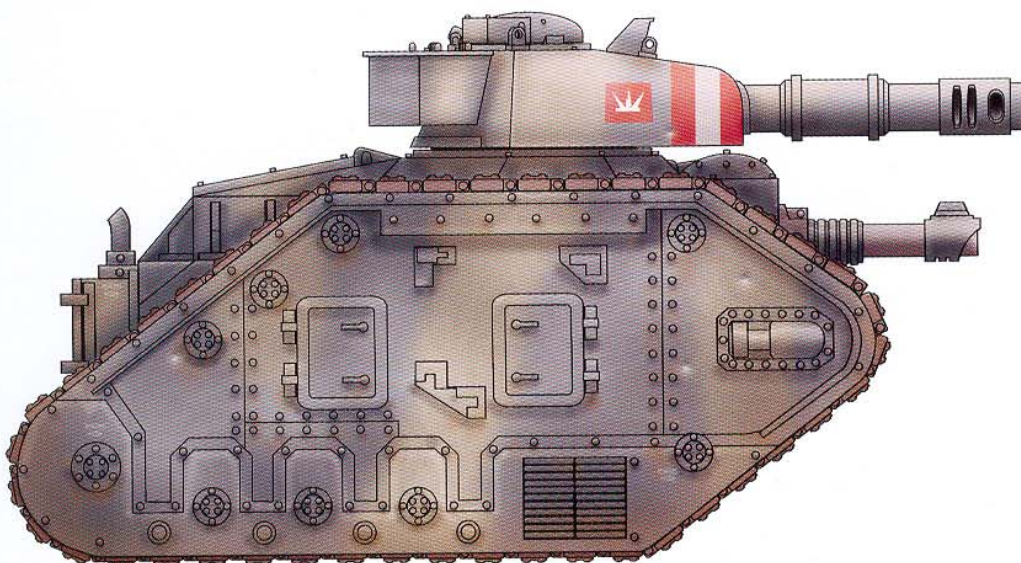
Magos Fabricator

Domitus Ex Machina

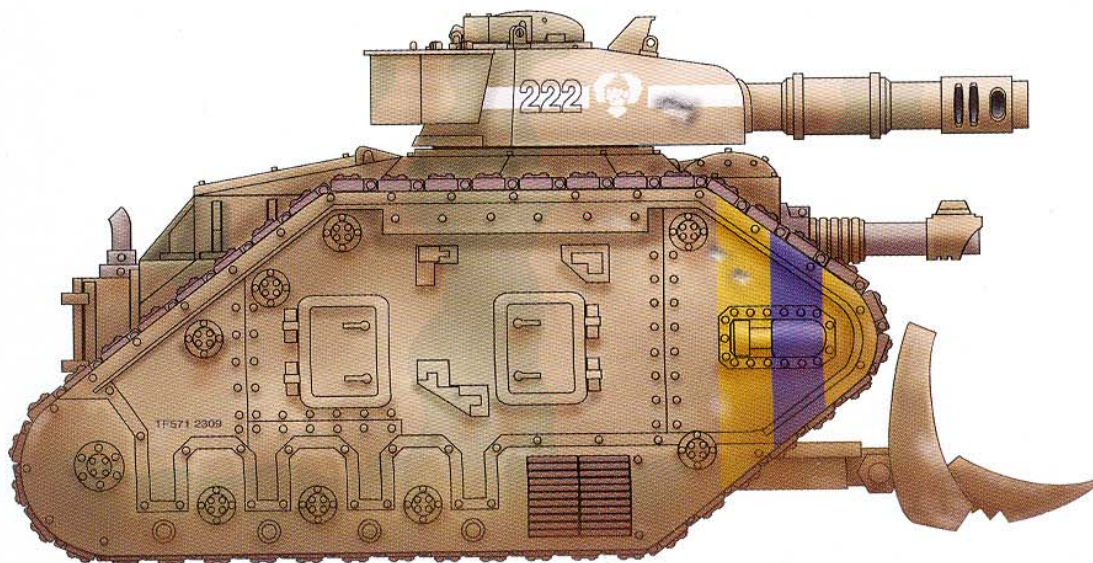




A Leman Russ of the 14th Phyressian Armoured Regiment in codex grey. The large number three shows this to be a vehicle of third company, whilst the roman numerals show it to be from second squadron.

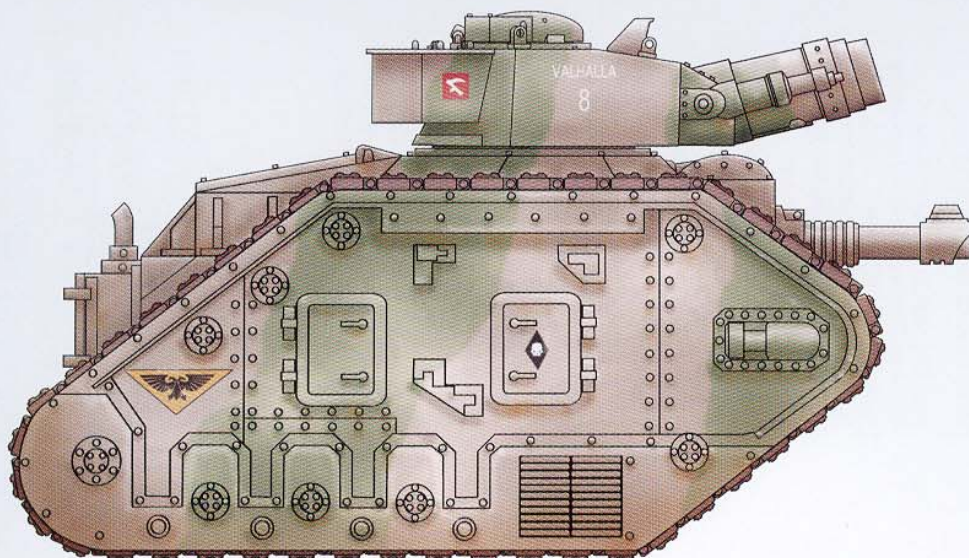


A Leman Russ of an unidentified unit of the Armageddon Steel Legion. The camouflage scheme is that used for fighting in the ash wastes during the Third Armageddon War. The red and white banding indicate first company, whilst the insignia on the turret is a campaign badge. This symbol shows that this tank was engaged in the battles to re-capture the Stygies river bridges.

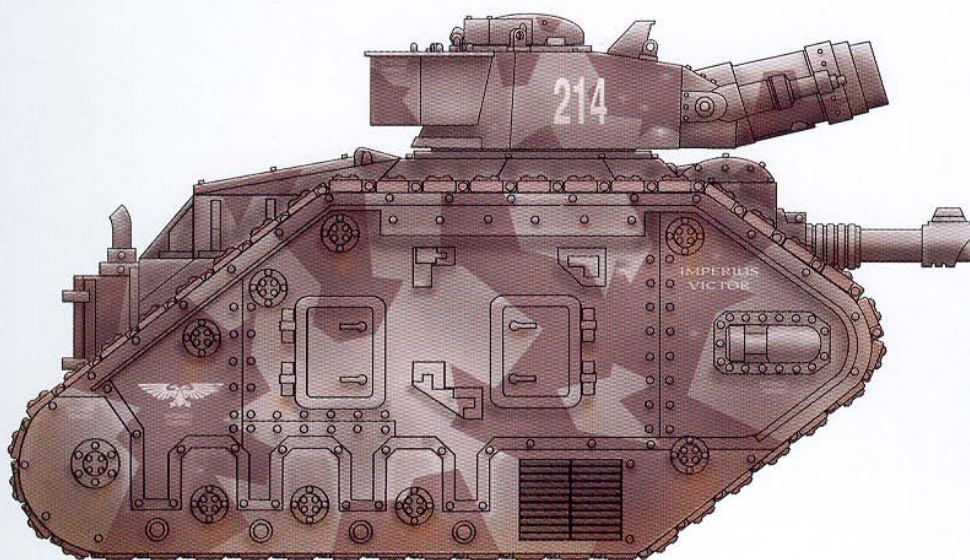


A Leman Russ of the 113th Mortant Armoured Regiment. The regiment uses a distinctive white band around the turret, along with the regiment badge on the turret side. Within the 113th identification stripes are always painted over a yellow base, red for first, blue for second (as in this case) and black for third company.

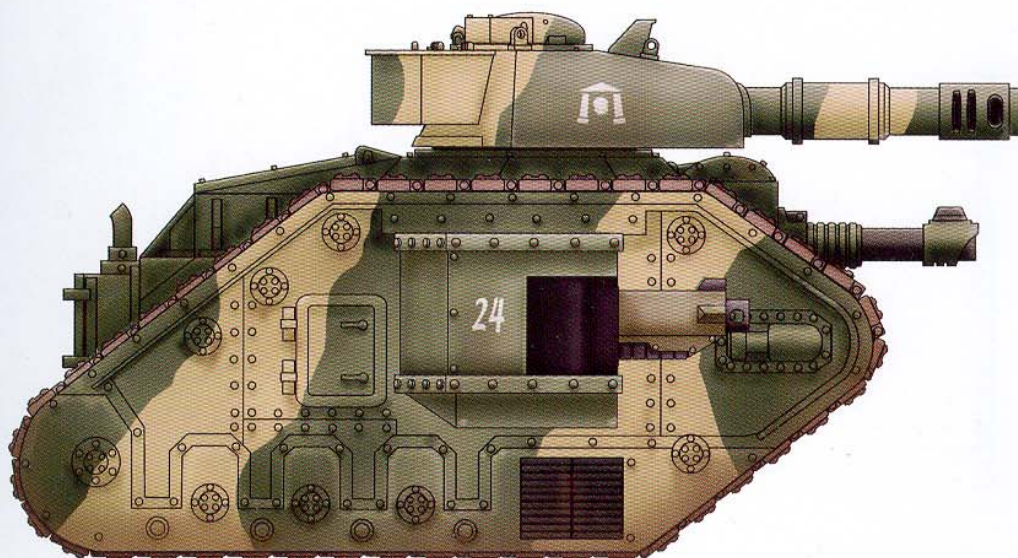




A Demolisher of the Valhallan 8th Armoured Regiment. This tank is camouflaged for the sub-arctic pine tundra of Sallan's World. The campaign badge is the Imperial Eagle on a yellow field, borne by all vehicles serving in this campaign.



A Demolisher of the Kovnian 1st Armoured Regiment, 'the Black Knights'. This tanks bears an urban camouflage scheme from the Shadowworld of Adun. Note the vehicle's name 'Imperious Victor' on the hullside.



A Leman Russ of the Cadian 8th Regiment. This tank bears a camouflage scheme from the Defence of Cadia against the 13th Black Crusade. Note the 'Cadian Gate' symbol on the turret side.

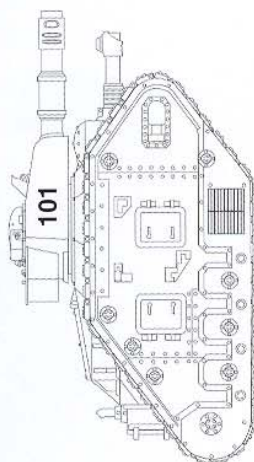


# 1st TANK COMPANY, 22nd KRIEG ARMOURED REGIMENT EXAMPLE OF TANK COMPANY ORGANISATION AND NUMBERING

## COMPANY HEADQUARTERS

### COMMISSARS TANKS

Some companies have a Commissar tank attached. A Commissar is free to attach himself to any unit or operate independently. Most attach themselves to the HQ and forego an identification number, instead adopting a personalised colour scheme for easy recognition.



Captain Mahler  
Company Commander

## COMPANY NUMBERING

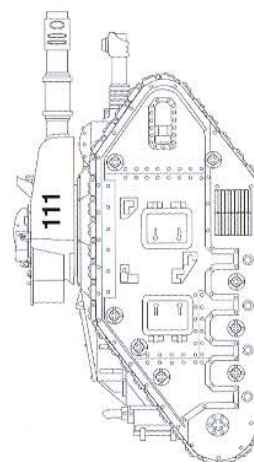
Commonly each tank carries a three digit identification number. The first digit is the Company number. The regiment will generally operate with between 3 and 5 companies, with the Regimental HQ taking the number 0 as the first digit.

The second digit is the Squadron number. The Company Headquarters usually adopts the number 0 as the second digit.

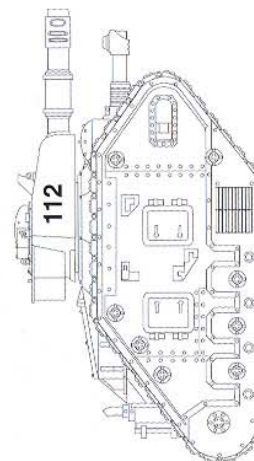
The third digit is the tank number. Each squadron will have 3 tanks, but more tanks may be attached to a squadron. Likewise, an over-strength company may have a fourth Squadron.

Many Armoured Regiments restrict Companies to operating with a single tank type, for ease of maintenance and logistics. Other Regimental commanders prefer to mix tank types for tactical flexibility.

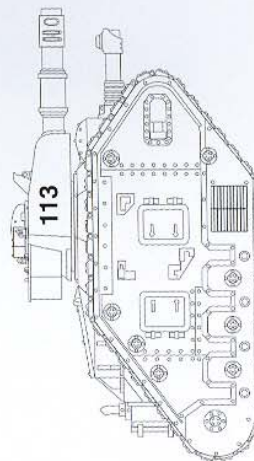
## FIRST SQUADRON



Lieutenant Jentz  
Squadron Commander



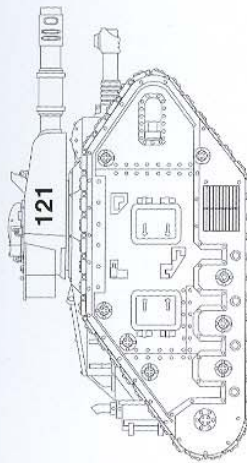
Snr Sergeant Wilhelm  
Squadron 2-i-c



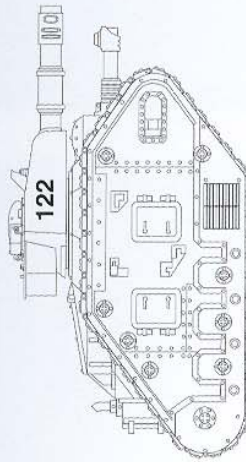
Sergeant Wiesengrund



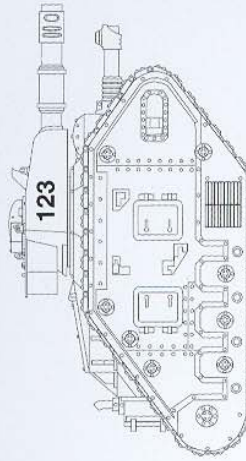
## SECOND SQUADRON



Lieutenant Kant  
Squadron Commander

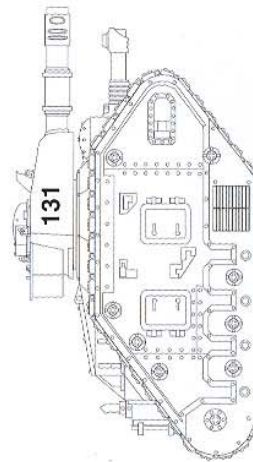


Snr Sergeant Cassir  
Squadron 2-i-c

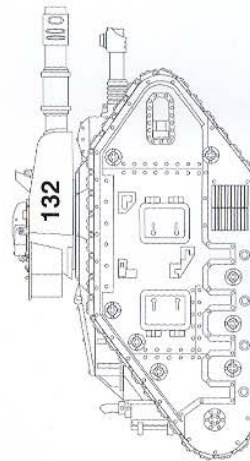


Sergeant Jena

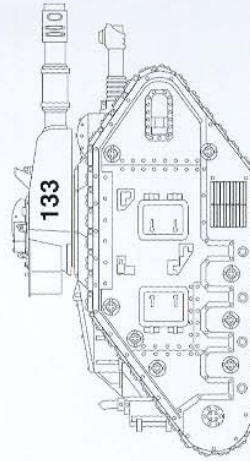
## THIRD SQUADRON



Lieutenant Kierkegaard  
Squadron Commander



Snr Sergeant Oswald  
Squadron 2-i-c



Sergeant Theodor





**Top:** A Leman Russ dug-in as part of the main line of resistance. Many commanders employ battle tanks in this role when on the defensive, as static hardpoints alongside the concrete bunkers.

**Above:** Unidentified Leman Russ on station. The tank crewman, sheltering in the lee of the tank, gives a good impression of the size of the tank.

**Opposite Top:** A Ryza pattern Leman Russ operating in winter conditions. The clenched fist insignia may indicate that this vehicle is from a Narmenian armoured regiment.

**Opposite:** A squadron of three Leman Russ counter-attack past their own trenches under cover of a smoke screen. Note what appears to be an Imperial Guard forward observer team in the frontline trench, directing the artillery barrage.



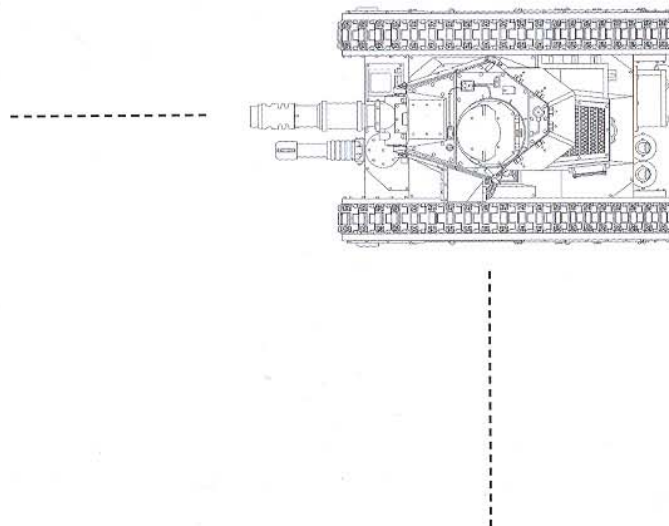




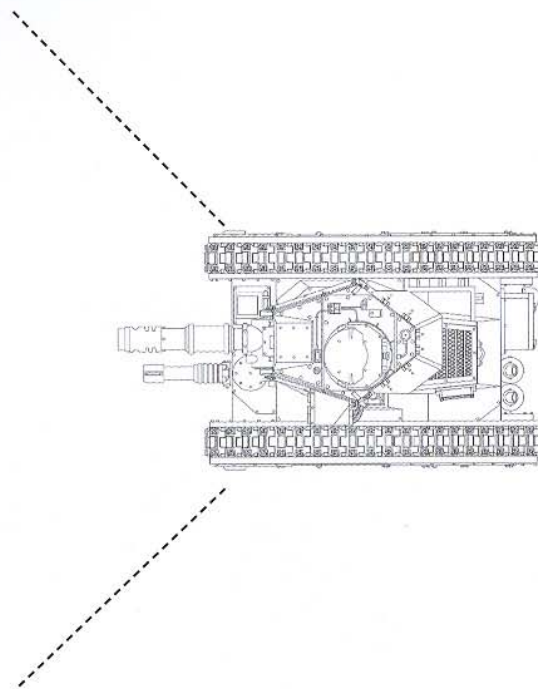
## COMBAT FORMATIONS

### Squadron advancing, line abreast

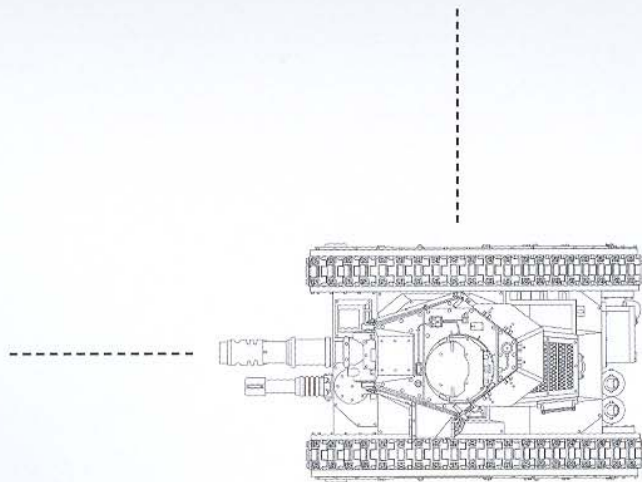
A standard formation for advancing to contact with an enemy, giving excellent firepower forwards whilst providing some flank protection against unexpected enemy moves or unidentified positions.



3. Cover half left



1. Cover forwards



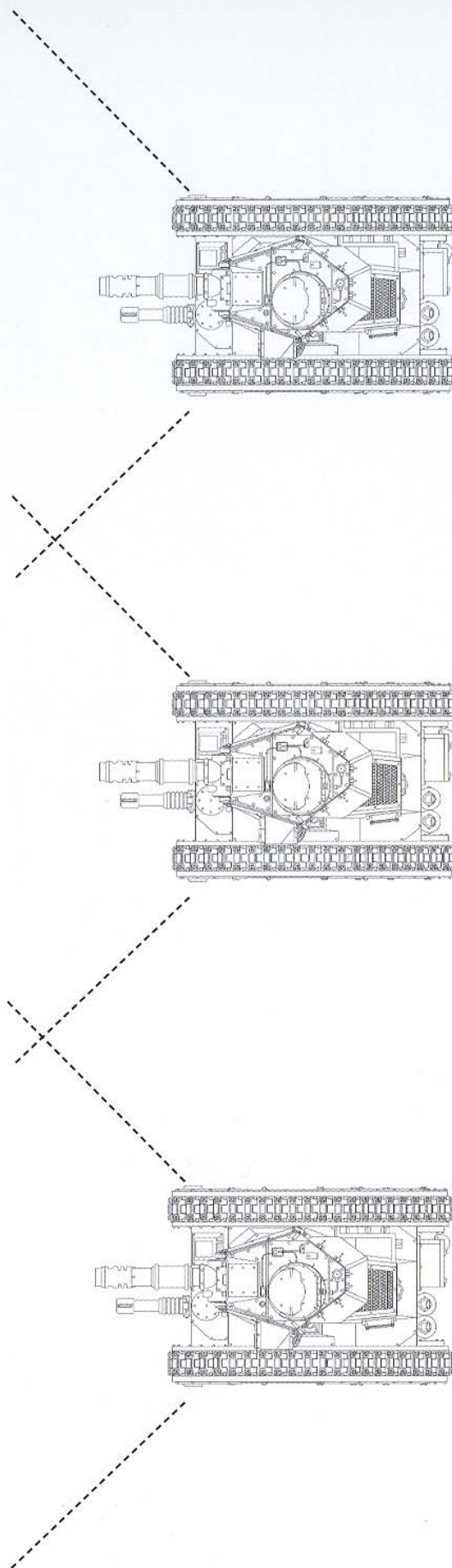
2. Cover half right



# COMBAT FORMATIONS

## Squadron stationary, in firing line

Formation used for prolonged bombardments or providing overwatch cover to another squadron advancing. Provides maximum firepower forwards but no flank cover.



3. Cover forwards

1. Cover forwards

2. Cover forwards



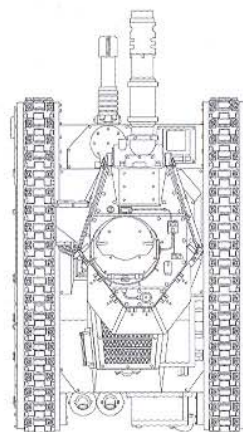
# COMBAT FORMATIONS

## Squadron advancing, in column

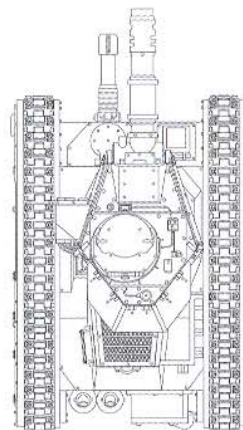
Formation used for road marches or movement through dense terrain. Provides cover to forwards, left and right flanks and allows for best speed, but is not a combat formation. Contact with the enemy will usually mean the column 'shakes-out' into a line, if the terrain permits.

Note: The lead and rear positions are interchangeable. Crews will usually take turns leading the column. Many squadron leaders also take their turn 'on point', although doctrine maintains that the best position for the squadron commander is always in the centre of the formation. In practice, many prefer to lead.

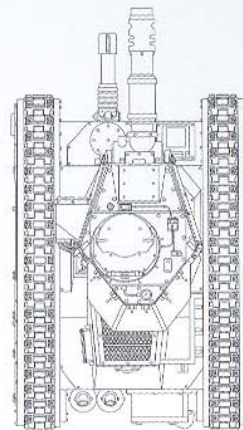
Cover left and right positions are also interchangeable, depending upon which direction the main enemy threat is perceived to be from.



3. Cover left



1. Cover right



2. Cover forwards



# COMBAT FORMATIONS

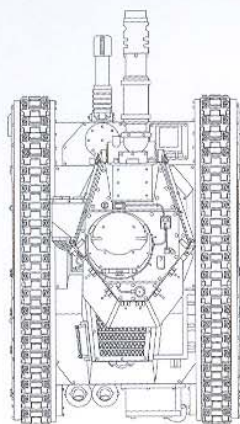
## Squadron in echelon right (invert for echelon left)

Provides excellent firepower to the flanks, but poor firepower forwards.

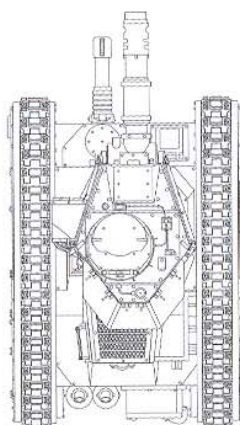
Echelon formations are used if the squadron is providing flank protection to a wider formation movement, such as a company or the entire regiment.

Typically, a company on the move in open ground might move as a squadron echelon right, a squadron line abreast (or wedge, thus forming a company wedge) and a squadron echelon left. The commander would join the centre squadron.

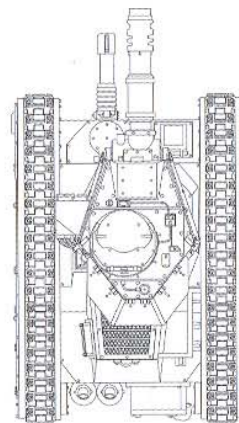
In the case of a regimental formation, only the extreme left and right squadrons of the formation would move in echelon.



2. Cover forwards



1. Cover half right



3. Cover right



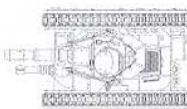
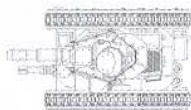
## COMBAT FORMATIONS

### Company advancing, in wedge

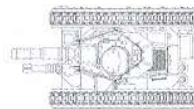
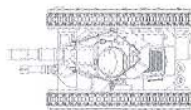
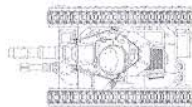
Basic squadron formations are combined to create company formations. Shown here is the standard company attack formation of a wedge, with the commander in the centre. Many commanders and commissars prefer to join the centre squadron at the point of the attack.

The precise location of attached artillery or tank hunters varies. Some commanders place them on the flanks, some protect them in the centre of the wedge, others leave them out altogether, positioning them to give covering fire as the wedge advances.

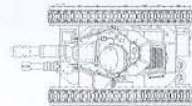
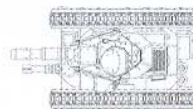
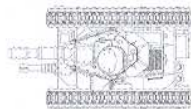
Supporting infantry carriers will be placed in the centre of the wedge.



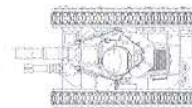
Squadron attacking in wedge



Company HQ



Squadron in echelon right



Squadron in echelon left



**EXTRACTS FROM WAR DIARY No.476 (LAMMAS CAMPAIGN)  
OF THE 13th VALSTADT ARMoured REGIMENT**

**4540987.M41:** Hervat Colony **Weather:** Overcast, strong winds

The entire regiment is occupying defensive positions in the vicinity of Hervat colony. At 540 headquarters received a priority communication from Army headquarters requesting the attendance of the regimental commander, Colonel Kessen, for a briefing with the General. Colonel Kessen, Commissar Freud and a security escort went to Army Headquarters.

In expectation of new orders, a command meeting was organised for 542, at Regimental Headquarters, all company commanders to attend. In preparation for a potential move 1st Reconnaissance Company was placed on stand-by to move at short notice.

All other companies passed the day in routine maintenance of weapons and equipment and attendance at company masses, led by preachers of the Adeptus Ministorum. All companies continued to occupy well-camouflaged positions as per standing orders for defence against air attack. No enemy air activity reported all day.

At 541 fuel and ammunition carriers move to 1st Reconnaissance Company positions to re-supply.

At 542 the Regimental commander returned. Company commanders briefing. New orders received. The regiment is to make an advance to the Karsundi River, to begin in two days time. Preparations for the advance to begin immediately.

Maintenance report from Tech-Prest Engineer Dagnus-Zek.

Serviceable tanks: 36  
Short-term repair: 4  
Long-term repair: 0

**4543987.M41:** Hervat Colony **Weather:** Unchanged.

Preparations for the regiment's move were made. Captain Gurrian, commanding 1st Reconnaissance Company was ordered to report on potential routes of advance to the Karsundi River, in the vicinity of the Karsundi Alpha settlement. At 543 Reconnaissance elements moved out.

For the first part of the advance by road, the regiment was arranged into five march units, and a forward headquarters was to be established at Karsundi Alpha for transfer of command once the regiment was in transit. These March units would then form into three task forces for the approach to the river itself. The March units were arranged as follows.

March unit A: 1st Tank Company. 1st Armoured Fist Company. One Recovery section. One AA squadron. Convoy commander: Captain Heer

March unit B: 2nd Tank Company. 2nd Armoured Fist Company. Tank Destroyer Squadron. One Recovery section. One AA squadron. Convoy commander: Captain Horan

March Unit C: Artillery Company. One recovery section. One AA squadron. 1st Supply section. Convoy commander: Captain Dagmar

March Unit D: 2nd supply section. Medical section. Regimental Headquarters. Convoy commander: Captain Mehhan

March unit E: 3rd Tank Company. 1st Super Heavy Tank Company. 3rd Supply section. Maintenance section. Convoy commander: Captain Ostalan

Following a pre-determined plan, the March units will move incrementally, starting tonight, to set locations in the environs of Karsundi Alpha where they will establish bivouacked and well-camouflaged positions before closing to the river line.

At 544 reconnaissance reports enemy air activity but no ground resistance. At 545 the Reconnaissance Company was attacked north of Karsundi Alpha by enemy aircraft, identified as Nightwing fighters. Preliminary loss report.

a. Complete Loss: 2 Sentinel Scout walkers. 1 Trojan and supply trailer (plus all supplies being carried).  
b. Badly damaged: (recovered and transported to workshop): 1 Salamander Scout vehicle. 1 Sentinel Scout walker.  
c. Casualties: 3 KIA, 2 seriously wounded, 3 lightly wounded.

At first darkness, March unit A began move towards Karsundi Alpha.

Maintenance report.

Serviceable tanks: 38  
Short-term repair: 2  
Long-term repair: 0

**4546987.M41:** Hervat Colony **Weather:** Cloudy, humid, slight wind.

At 546 the lead elements of Regimental Headquarters was on the move with all haste towards Karsundi Alpha, to establish the forward headquarters. During the move command of the regiment was transferred to Captain Vodden, regiment 2-i-c.

The Reconnaissance Company reported enemy ground forces contacted at Karsundi Alpha. Enemy units had deployed into the city from three aircraft identified as 'Vampire Raiders'. Initial skirmishes with enemy units by recon elements identified them as 'Guardian' and 'Ranger' infantry units. Initial Losses reported.

a. Complete Loss: 4 Sentinel Scout walkers.  
b. Badly damaged: 1 Sentinel Scout walker. 1 Salamander Scout vehicle.  
c. Casualties: 4 KIA, 5 seriously wounded, 3 lightly wounded.

A halt order was issued to all March units whilst enemy strength was established. 1st and 2nd platoon/1st Armoured Fist Company was detached and moved to reinforce forward reconnaissance elements and clear Karsundi Alpha before forward headquarters could be established.

At 547 Captain Vodden rescinded the halt order and all March units began to advance again. March unit A came under attack from enemy aircraft. The Hydra battery returned fire. No losses were reported.

Continued fighting in Karsundi Alpha reported. Enemy units withdrawn via airborne evacuation. Captain Gurrian was wounded in the fighting by enemy sniper fire. Lieutenant Talbor, company 2-i-c, was given command.

Loss report

a. Complete Loss: 2 Chimera Armoured carriers. 1 Salamander Scout vehicle.  
b. Badly Damaged: 1 Chimera Armoured carrier.  
c. Casualties: 10 KIA, 16 seriously wounded (including Captain Guerrian), 18 lightly wounded.  
d. Enemy loss: 15 KIA (unconfirmed)

Headquarters unit moved into Karsundi and established forward HQ. Command of regiment was transferred to Colonel Kessen at Karsundi Alpha.

At 548 March unit A arrived at positions east of Karsundi. March unit B arrived in positions to the west. March units C and D arrived in positions north of Karsundi. March unit E moves into Karsundi Alpha.

Remaining regimental headquarters left Hervat for Karsundi Alpha.

During the road march two vehicles were reported with mechanical breakdowns.

Maintenance report.

Serviceable tanks: 36  
Short-term repair: 4  
Long-term repair: 0

**4549987.M41:** Karsundi Alpha **Weather:** Unchanged.

During the night, Karsundi Alpha was attacked by enemy 'Phoenix' bombers. A Hydra battery returned fire.

Loss report

a. Complete Loss: 2 Sentinel Powerlifters.  
b. Badly damaged: 1 Salamander Command vehicle, 1 Trojan  
c. Casualties: 4 seriously wounded, 4 lightly wounded.

At 549 Colonel Kessen issued the following Regimental Orders.

1) Order concerning the establishment and positioning of regimental anti-aircraft defence, in the light of increasing enemy air activity. Reference was made to the supply status of the Hydra batteries and that these should take priority for the next two days.

2) Order concerning security and establishment of forward sentry posts and guard units for positions currently occupied by all the regiments companies. Reference was made to the regiment's proximity to last reported location of several enemy units and the threat of enemy infiltration and sabotage. Men to carry arms at all times.

3) The establishment of three Battle Groups for the coming advance to the Karsundi River. These taskforces would be formed as followed.

Battle Group Heer: Formed up to the east of Karsundi, around 1st Tank Company. See Regimental Order 549987-I 'Establishment of Regimental Battle Group for advance to Karsundi River' for full details.

Battle Group Ostalan: Formed up in Karsundi, around 3rd Tank Company and the 1st Super Heavy Tank Company. See Regimental Order 549987-II 'Establishment of Regimental Battle Group for advance to Karsundi River' for full details.

Battle Group Horan: Formed up to the west of Karsundi, around 2nd Tank Company, and was designated the regiment's tactical reserve unit. See Regimental Order 549987-III 'Establishment of Regimental Battle Group for advance to Karsundi River' for full details.

The Reconnaissance Company scouted the terrain in the regiment's sector, and reported light enemy contact, most likely with enemy reconnaissance units.

At 550 the order was given for Battle Groups Heer and Ostalan to commence their advance.

The Artillery Company commenced firing at prospective targets on the river's far bank.

Battle Group Heer, with 11 battle tanks, came under sustained attack from enemy aircraft identified as 'Phoenix' bombers. Two vehicles were damaged in the attack and the tank company moved into better concealed positions. Dismounted infantry continued the advance, faced by enemy infantry.

Battle Group Ostalan, with 10 battle tanks and 2 super heavy tanks, reported enemy sniper fire. One tank was disabled by an enemy proximity fused plasma mine, left as a booby trap.

At 551 reconnaissance elements identified a fast moving formation of 12 enemy 'skimmer' vehicles moving over the Karsundi River - most likely 'Falcon' and 'Wave Serpent' types. Lieutenant Talbor requested and was given permission to withdraw. Lead elements of Battle Group Ostalan moved to engage the enemy. The enemy counter was headed off in fierce fighting. Reports of enemy infantry with heavy weapon support halted the Battle Group's advance.

Battle Group Ostalan Loss Report

a. Complete Loss: 2 Leman Russ battle tank, 3 Chimera armoured carriers.  
b. Badly Damaged: 3 Leman Russ battle tanks, 2 Chimera armoured carriers, 1 Salamander Scout vehicle.  
c. Slight Damage: 1 Baneblade, 1 Chimera carrier.  
d. Casualties: 14 KIA, 13 seriously wounded, 30 lightly wounded.  
e. Enemy Losses: (Unconfirmed) 3 Falcons, 44 Infantry. (Confirmed) 2 Falcons, 19 Infantry.



## LEMAN RUSS

	Points	Front Armour	Side Armour	Rear Armour	BS
Leman Russ	140 + wpns	14	12	10	3

**Type:** Tank

**Crew:** Imperial Guard

**Weapons:** The Leman Russ is armed with a turret-mounted battle cannon. In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Leman Russ may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** The Leman Russ is a Heavy Support choice for an Imperial Guard army.

Thought for the day:  
Blessed is the mind too small  
for doubt.

## LEMAN RUSS DEMOLISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Demolisher	150+ wpns	14	13	11	3

**Type:** Tank

**Crew:** Imperial Guard

**Weapons:** The Leman Russ Demolisher is armed with a turret-mounted Demolisher cannon. In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Demolisher may be upgraded with two side sponsons armed with a pair of heavy bolters at + 10 pts, multi-meltas at +30 pts, plasma cannons at +20 pts or a pair of heavy flamers at +10pts.

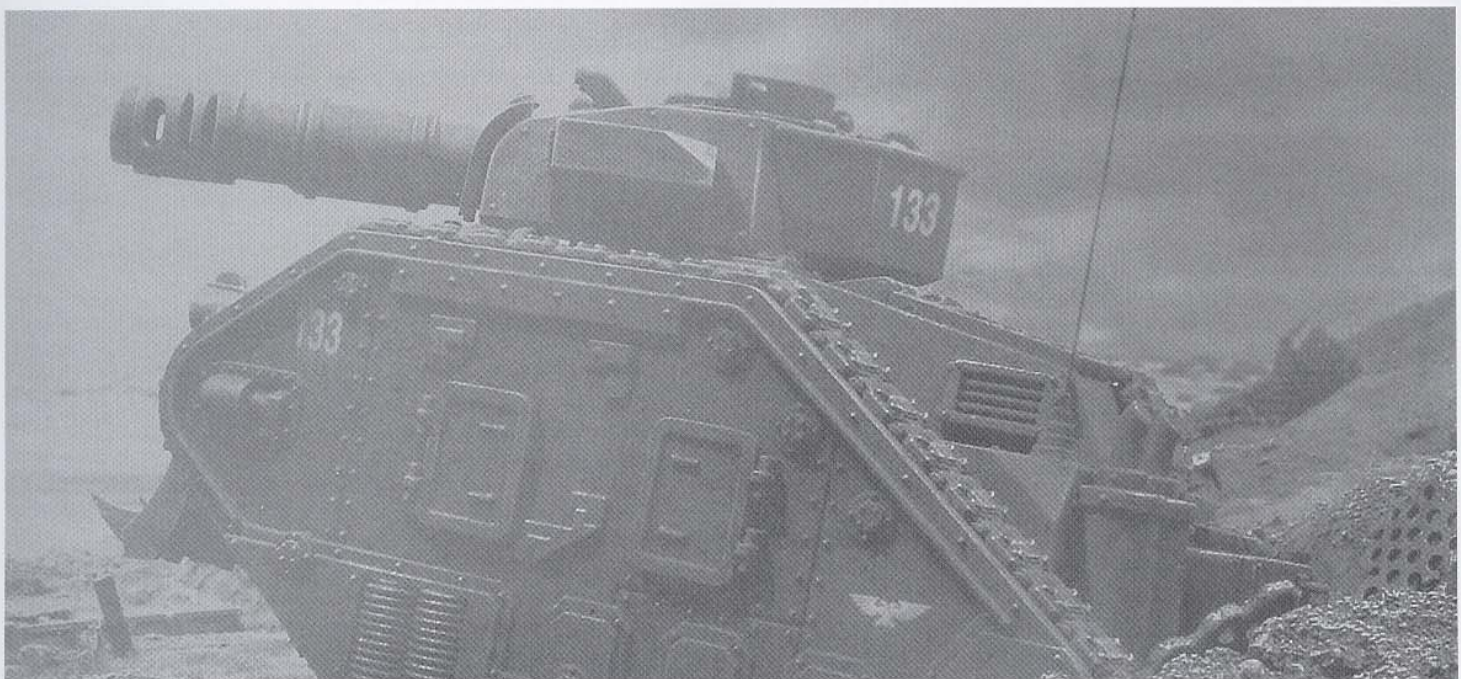
The tank may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** The Demolisher is a Heavy Support choice for an Imperial Guard army.

### SPECIAL RULES

**Siege Armour:** The Demolisher is expected to fight in cities and come under fire from above. When a Demolisher is being fired at from above hits are resolved against their Side Armour value instead of their Rear.

Thought for the day:  
Let faith protect your mind and  
metal your flesh.





# LEMAN RUSS VANQUISHER



The Leman Russ Vanquisher is a more sophisticated version of the basic battle tank. The Vanquisher is becoming increasingly rare as the skills and technology required for the construction of the long Vanquisher battle cannon were lost when the Forge World of Tigrus was overrun and scoured by Ork Warlord Arrgard the Defiler in M35. Those Vanquishers that remain in service are carefully maintained and only granted to tank crews who have proved themselves in the heat of battle.

Since the loss of Tigrus, the Adeptus Mechanicus has made strenuous efforts to reproduce surviving Vanquisher cannons on selected Forge Worlds, those renowned for devotion and favoured by the Machine God with the most skilled munition-adepts. By the will of the Machine God, these Forge Worlds have been granted some success. Although progress has been slow and fraught with difficulty, Gryphonne IV and Stygies VIII have both resurrected their own versions of the Vanquisher cannon. Other Forge Worlds still continue their own work and pray for similar success.

The Stygies VIII Vanquisher utilises a version of the Vanquisher cannon that, whilst lacking the immense length of the Gryphonne IV guns to generate shell velocity, utilises a slightly smaller calibre shell with no barrel rifling. Secret knowledge, jealously guarded by the Adeptus

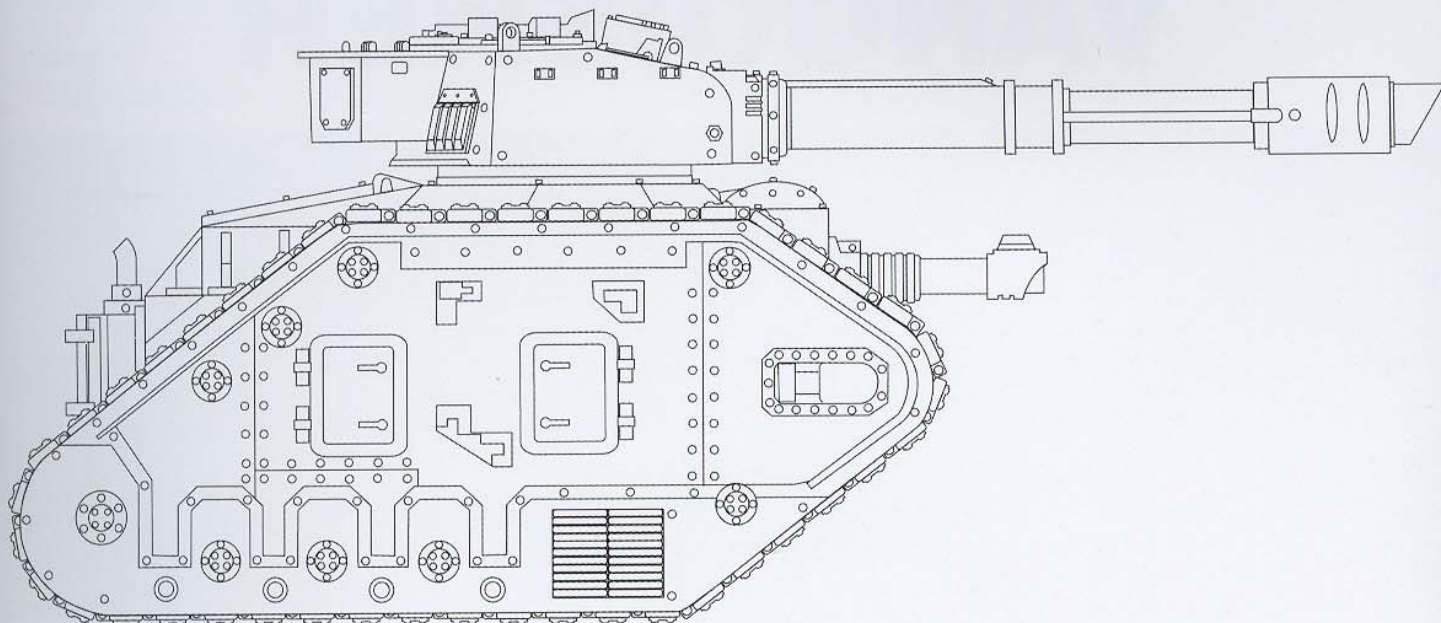
Mechanicus of Stygies VIII, is used for better gun stabilising and recoil dampening after each shot to counteract the worst effects of the weapon's violent kick. Crews report that the increased velocity from the smoothbore gun aids accuracy with the first shot, but due to increased barrel movement does not aid follow-up shots. The rulers of Gryphonne IV and Stygies VIII have never allowed comparative tests to take place. Such accurate data is the reserve of the Adeptus Mechanicus.

The Vanquisher has developed a fearsome reputation amongst the Imperial Guard tank regiments that are lucky enough to field them. The gun's high level of accuracy, long range and high first-hit kill ratio make it the anti-tank weapon of choice for most commanders. Many of the Imperium's foes have come to recognise the danger a Vanquisher represents, and any Vanquisher will become a priority target for enemy tank crews and heavy weapons.

Such is the power of the gun and the sophistication of the ammunition that there is no known armour a Vanquisher cannon cannot penetrate, even the thick armour of a Titan can be punctured.

Imperial Guard regiments equipped from Gryphonne IV or Stygies VIII are now starting to field small but increasing numbers of Vanquishers again.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-1880-LR0065

Vehicle Name LEMAN RUSS VANQUISHER

Forge World of Origin STYGIES VIII

Known Patterns I-VI

Crew COMMANDER, GUNNER, DRIVER, LOADER, & SPONSOR GUNNERS

Powerplant HL230 V12 MULTI-FUEL

Weight 63 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed = On Road 32 KPH

Max Speed = Off Road 19 KPH

Main Armament VANQUISHER BATTLE CANNON

Secondary Armament LASCANNON OR HEAVY BOLTER

Traverse 360 °

Elevation -8° TO +25°

Main Ammunition 28 ROUNDS

Secondary Ammunition UNLIMITED OR 600 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

Hull 150 MM

Gun Mantlet 100 MM

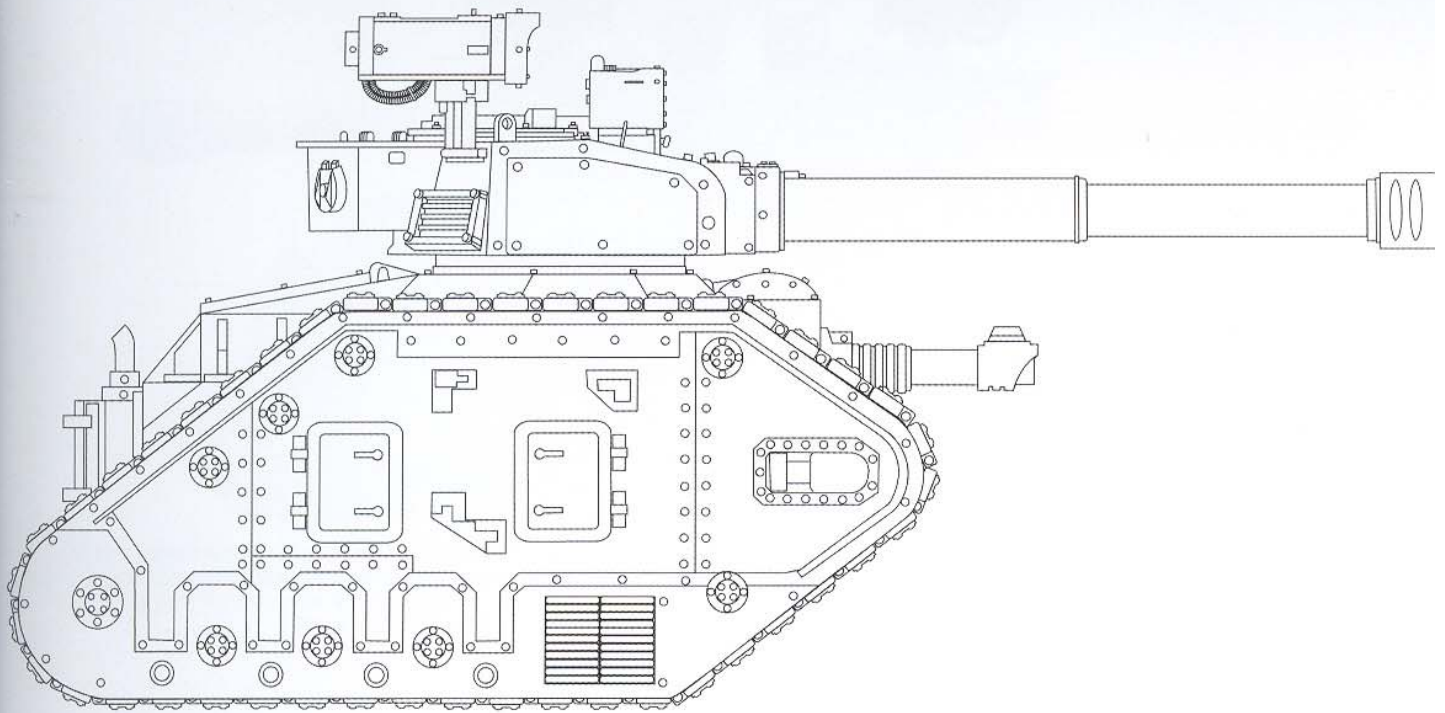
Date 1771013.M38

signature

Magos Fabricator

Dominus Ex Machina





# ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

Vehicle Designation 0427-941-1880-LR0066

Vehicle Name LEMAN RUSS VANQUISHER

Forge World of Origin GRYPHONNE IV

Known Patterns I-VI

Crew COMMANDER, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS

Powerplant HL230 V12 MULTI-FUEL

Weight 63.5 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed - On Road 30 KPH

Max Speed - Off Road 18 KPH

Main Armament VANQUISHER BATTLE CANNON

Secondary Armament LASCANNON OR HEAVY BOLTER

Traverse 360 °

Elevation -8° TO +25°

Main Ammunition 28 ROUNDS

Secondary Ammunition UNLIMITED OR 600 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

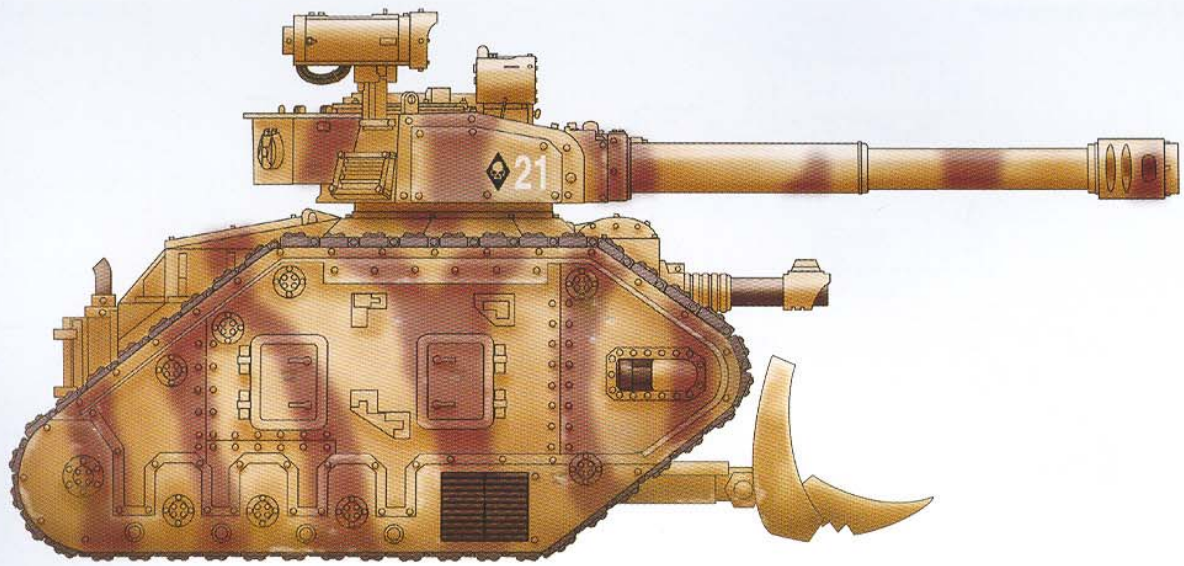
Hull 150 MM

Gun Mantlet 100 MM

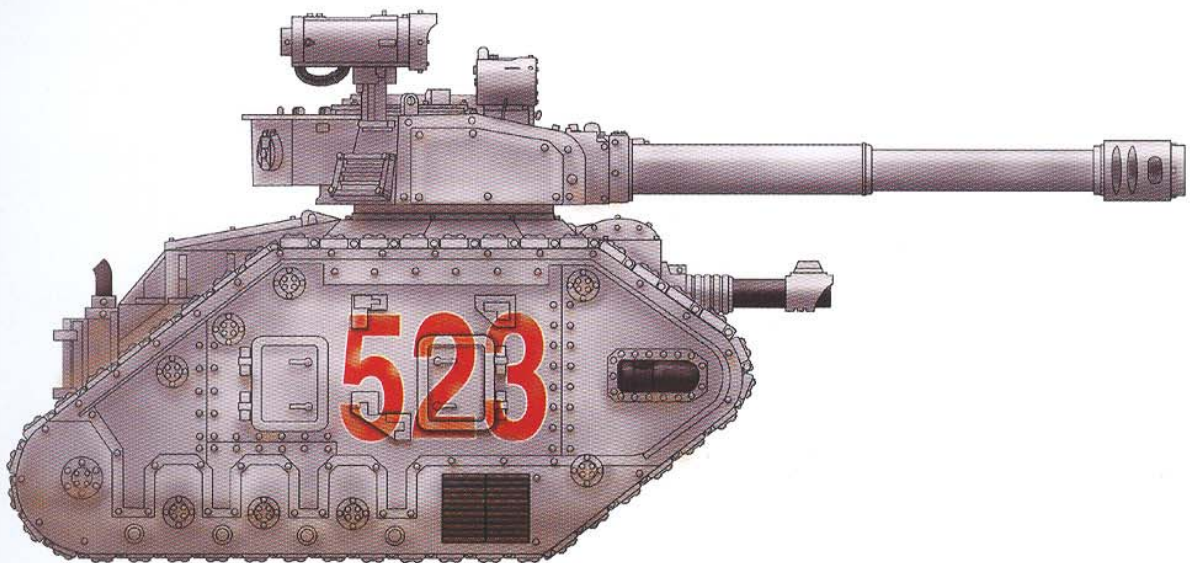
Date 1802014 M38

signature *John Kuy*  
Magos Fabricator

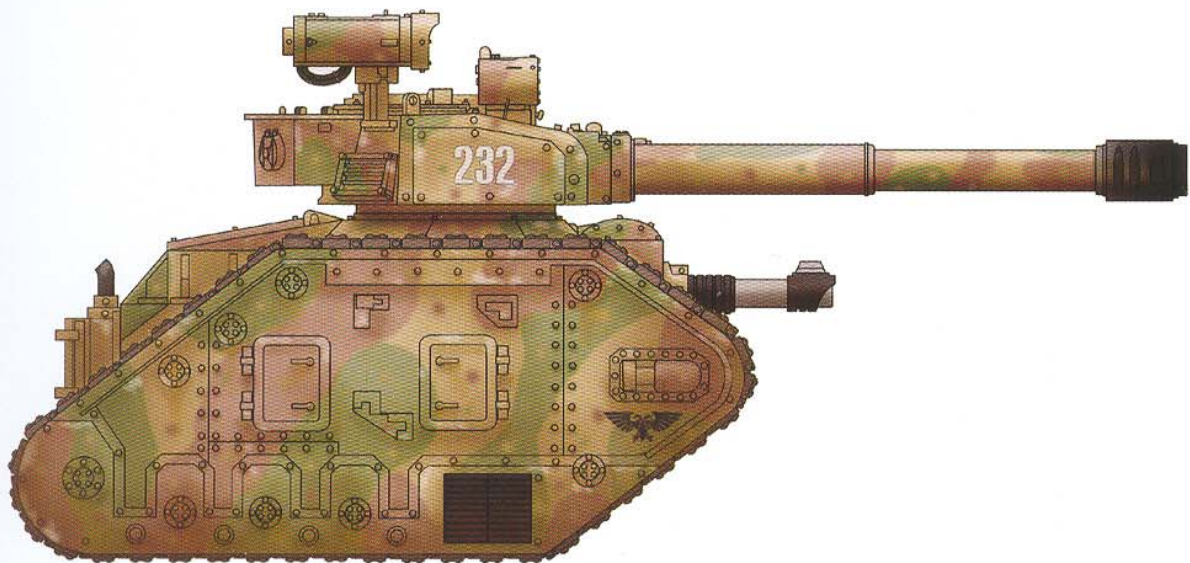




A Gryphon IV Vanquisher of the Tallarn 3rd Armoured Regiment, 'Desert Storm'. The two digit identification number indicates this is the first tank of the second squadron. The bold striped camouflage scheme is that used on some vehicles of the first company during the Defence of Balle Alpha.

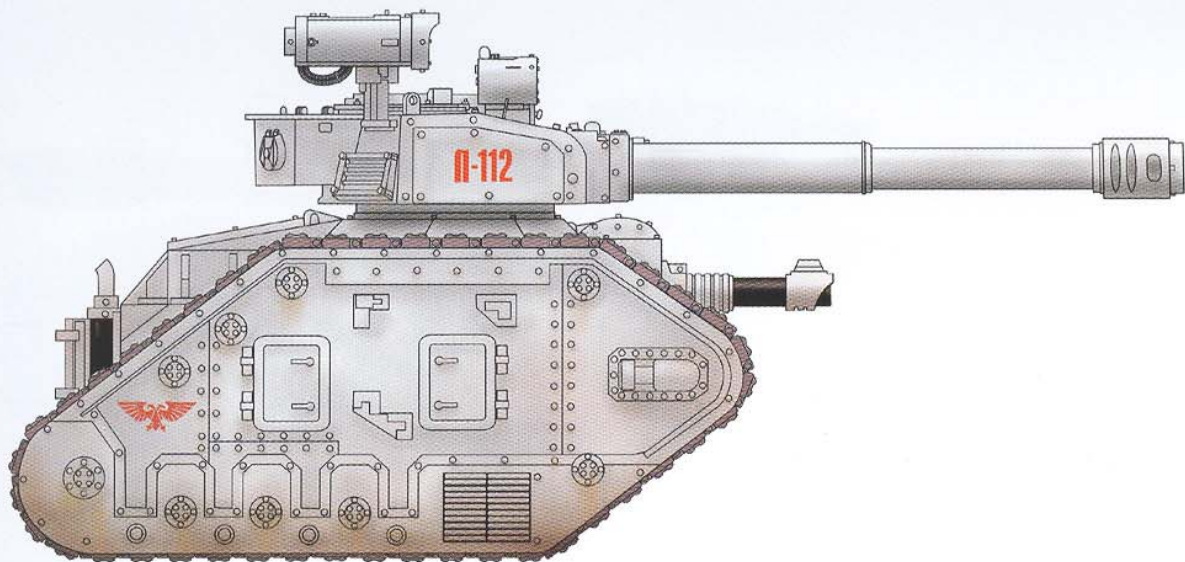


A Gryphon IV Vanquisher of an unidentified Teutonian Armoured Regiment. The famously rigid discipline of regiments raised on Teutonian includes use of plain colour schemes, in this case – codex grey and the distinctive use of bold numbering. This vehicle is the third tank of second squadron, fifth company.

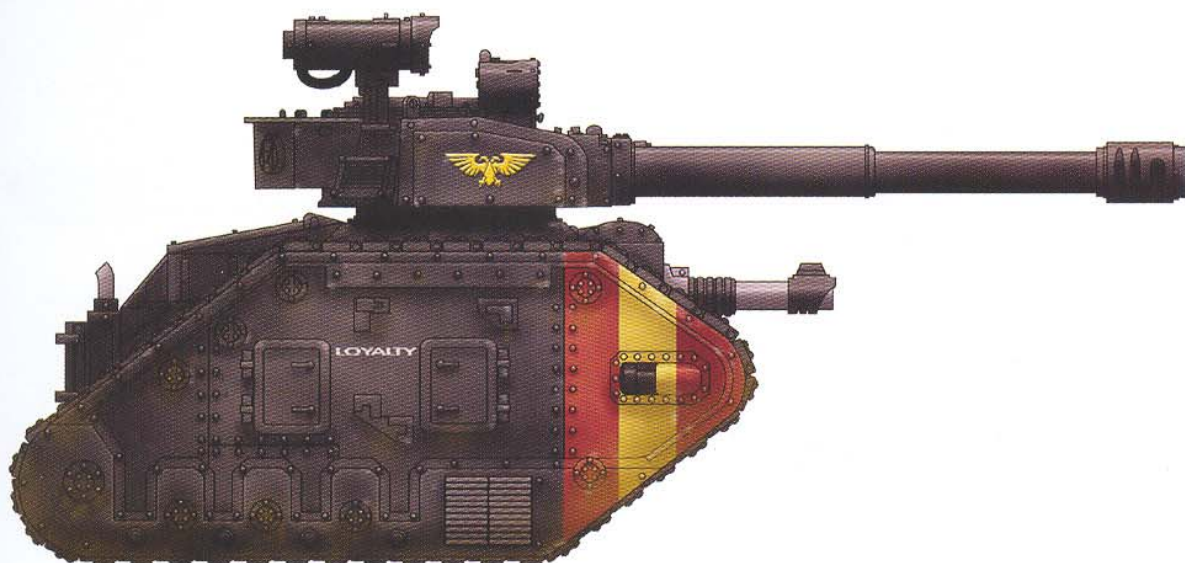


A Gryphon IV Vanquisher of an unknown armoured regiment. This is a more complex camouflage pattern devised for use in temperate and woodland environments.





A Gryphon IV Vanquisher of the Valhallan 28th Armoured Regiment. A simple flat white colour scheme is often the best camouflage when operating on ice worlds. As well as being the second vehicle of first squadron, first company, the identification number is preceded by a letter. It is common practice for each company within the Valhallan 28th to adopt a letter of the Valhallan alphabet as its insignia. In addition, for loyal service to the Emperor, any vehicle of the 28th is allowed to carry a red eagle honour badge.

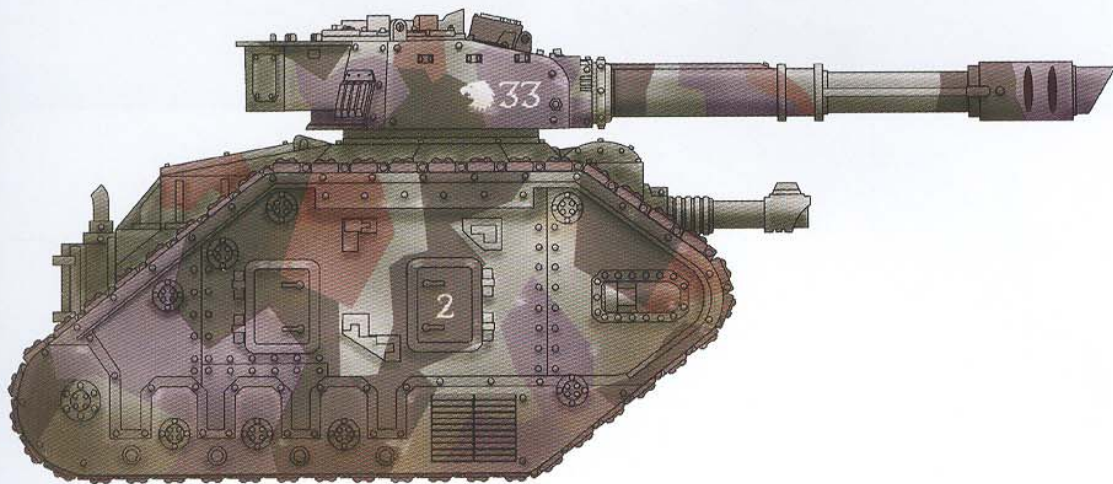


This imposing black colour scheme indicates this is a Commissar tank. It has no identification number, but the vehicle's name 'Loyalty' shows it to belong to the infamous Commissar Konstantin Garrick of the 76th Krieg Armoured Regiment. Note the embossed golden eagle on the turret. A Commissar's personal vehicle can be any colour, characteristically most are black!

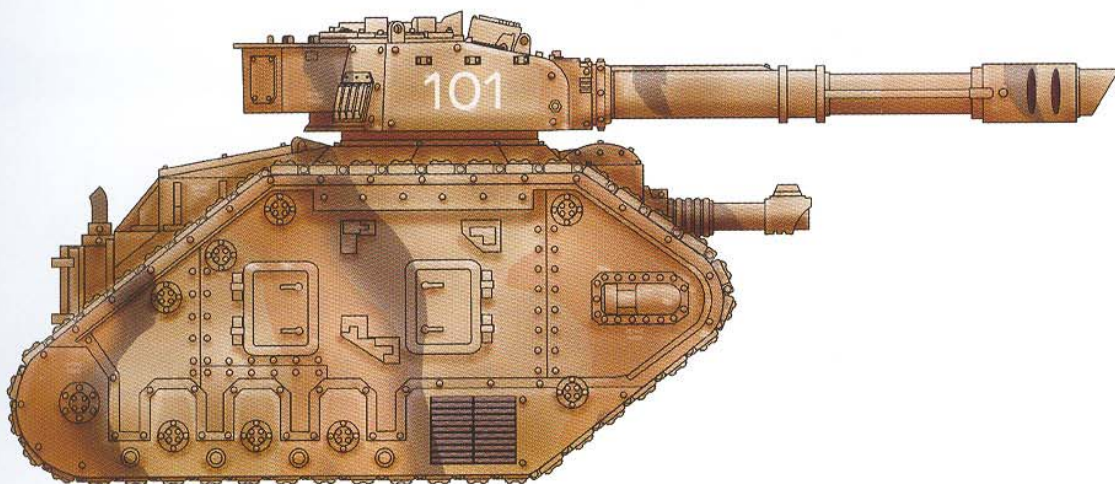


A Gryphon IV Vanquisher of the Magdellan 6th Armoured Regiment. This vehicle is shown in the dark, dappled colour scheme used during the battle to recapture the city of Tsaragrad from heretic forces. The three digit numbering system has been altered. The company and squadron number are shown on the turret rear (here 11), whilst the tank number is shown as a roman numeral on the barrel (here I), making this the first squadron's command tank.

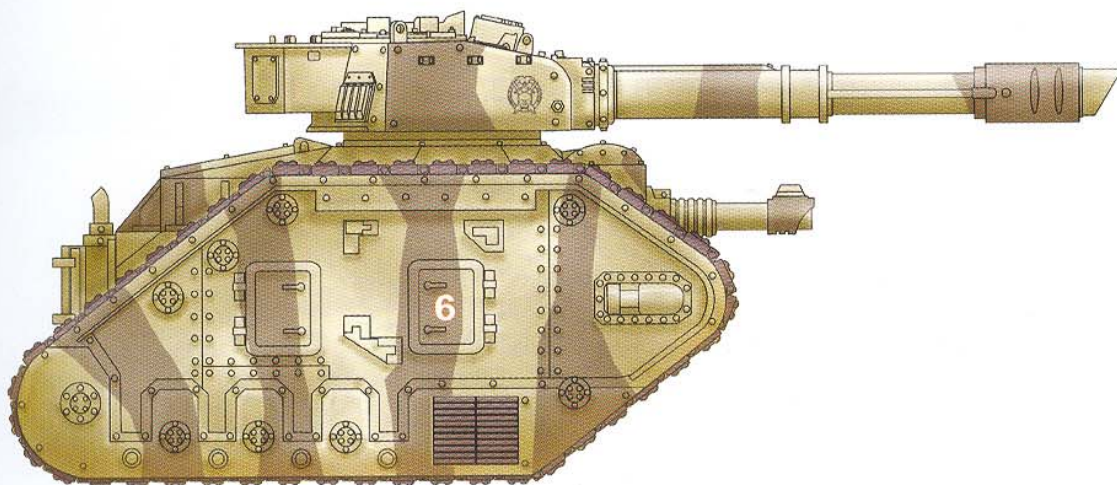




A Stygies VIII Vanquisher of the Cthonian 2nd Armoured Regiment. This vehicle bears the regimental insignia of a heraldic eagle's head next to its company and squadron numbers. The camouflage scheme is a unique pattern devised by the Regimental HQ during the defence of Veridian Prime.

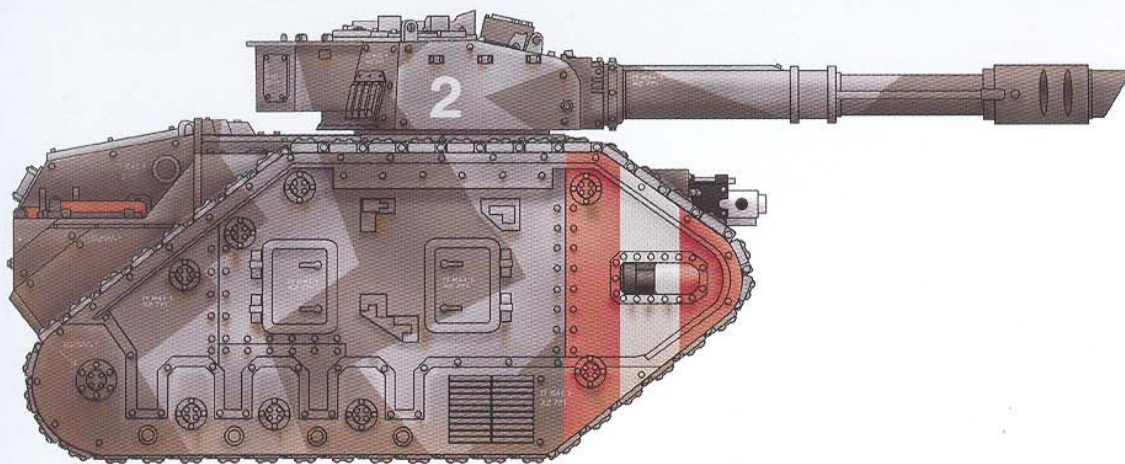


A Stygies VIII Vanquisher of the 256th Varolian Regiment 'the Ironsides' bearing an unusual camouflage scheme believed to be for operations in the fire deserts of Ferrum-Primus. This is the first company command vehicle of Captain Solomon Stanz, a hero of the campaign.

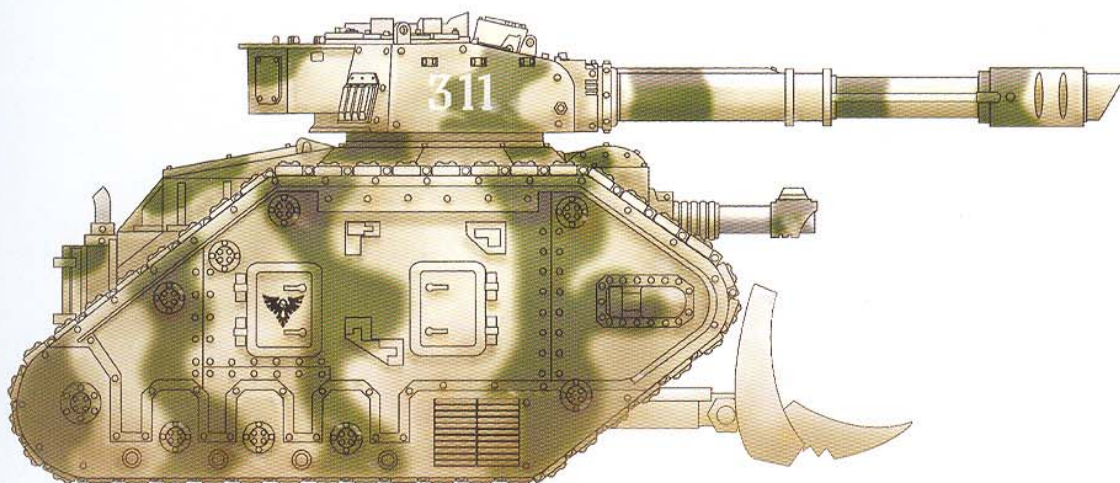


A Stygies VIII Vanquisher of the Mortant 7th Regiment 'Headhunters'. The regiment was support by a single tank company during the infamous 'Sacking of Colonia', of which this is the 6th vehicle. Note the regiment badge carefully added to the turret front.

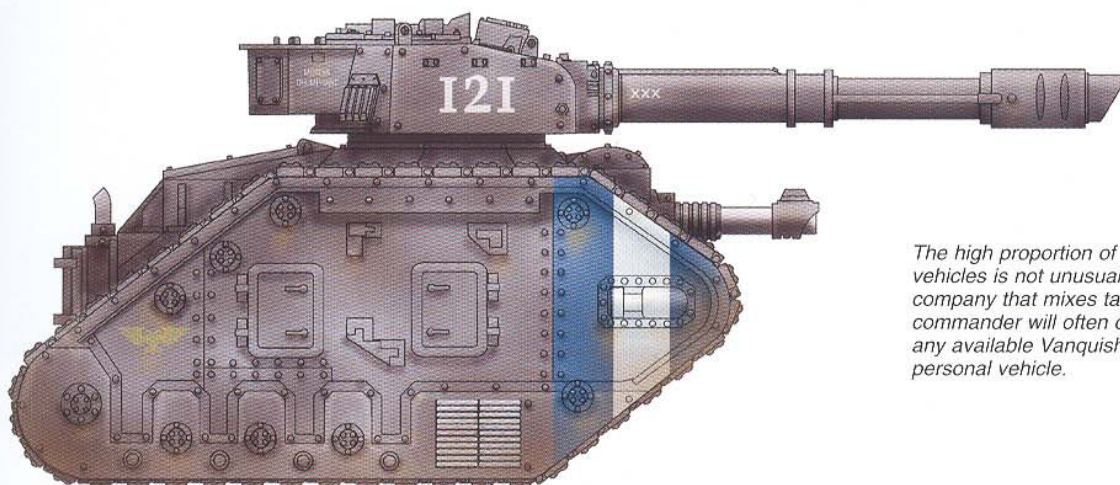




A Stygies VIII Vanquisher utilising the larger Mars Alpha pattern hull. This vehicle is of the Cadian 142nd Armoured Regiment, shown here in the defence of Cadia against heretic forces of the 13th Black Crusade. The red and white banding identifies the vehicle as of first company. It is unknown whether the single number on the turret is the squadron or vehicle number.



A Stygies VIII Vanquisher of the Valhallan 193rd Armoured Regiment. This vehicle has a dark green and white camouflage pattern, used during the defence of Canaan's World. The company badge, a winged skull, is carried on the hull. This tank is the first vehicle of the first squadron, of the regiments third company.

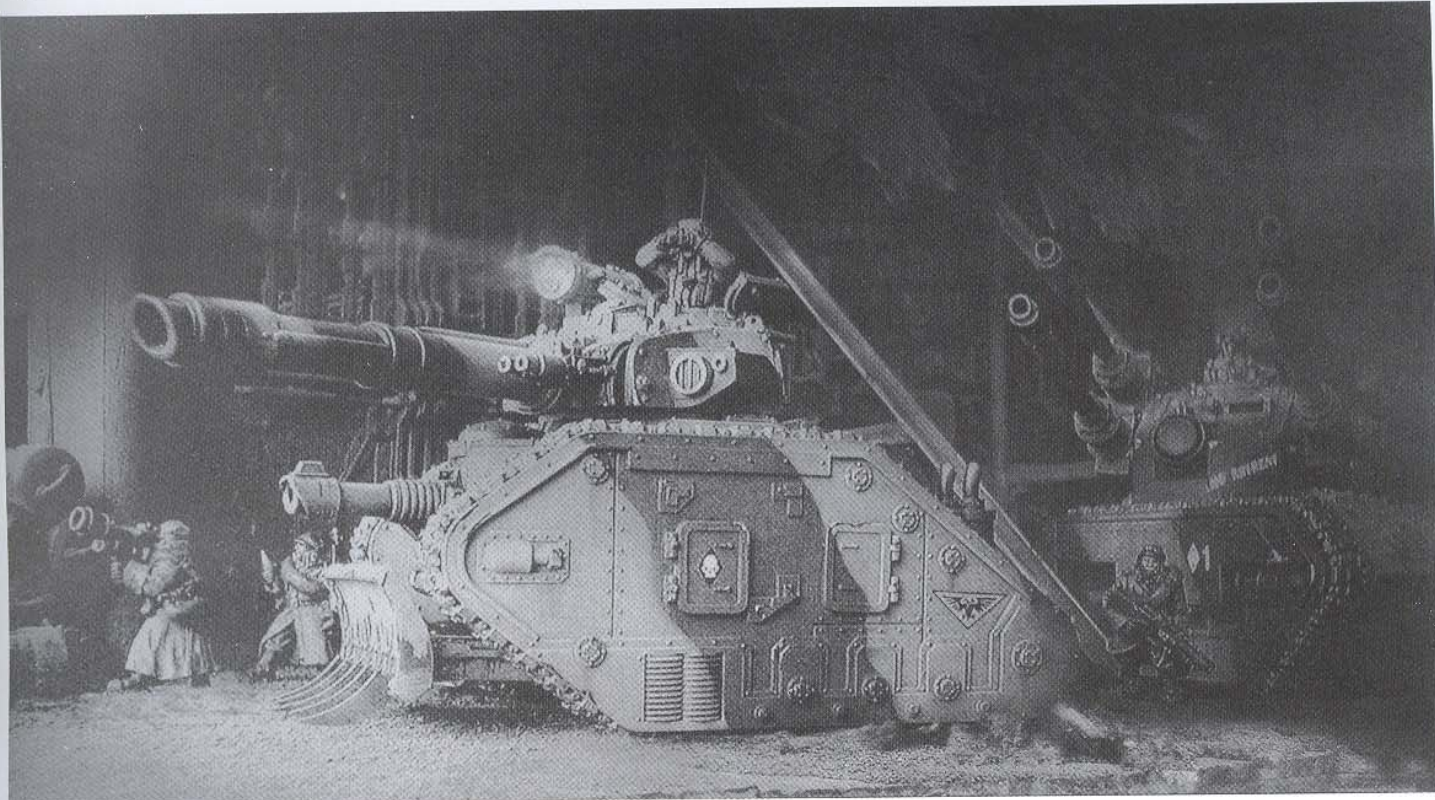


*The high proportion of command vehicles is not unusual. In a company that mixes tanks the commander will often choose any available Vanquisher as his personal vehicle.*

A Stygies VIII Vanquisher of the Mordian 16th Armoured Regiment. It has a basic codex grey colour scheme. The blue banding is the cause of some confusion, with blue usually indicating a vehicle of third company, but the number 121 indicating first. It may be that this vehicle has recently been transferred and not repainted, or that the 18th utilises a non-standard colour recognition system.

Note the kill markings on the barrel, added by the crew.





**Top:** Stygies VIII Vanquisher of the Valhallan 8th Armoured Regiment, during night fighting, with infantry in close support. Note the Hydra flak tank from the Anti-Aircraft Company in close attendance.

**Above:** Muzzle flash as a Stygies VIII Vanquisher opens fire. This is probably the same vehicle as shown above, during the Sallan's World campaign.





**Top:** Unidentified Vanquisher burning after a catastrophic ammunition explosion. +++ *Further information restricted by order of the Inquisition* +++

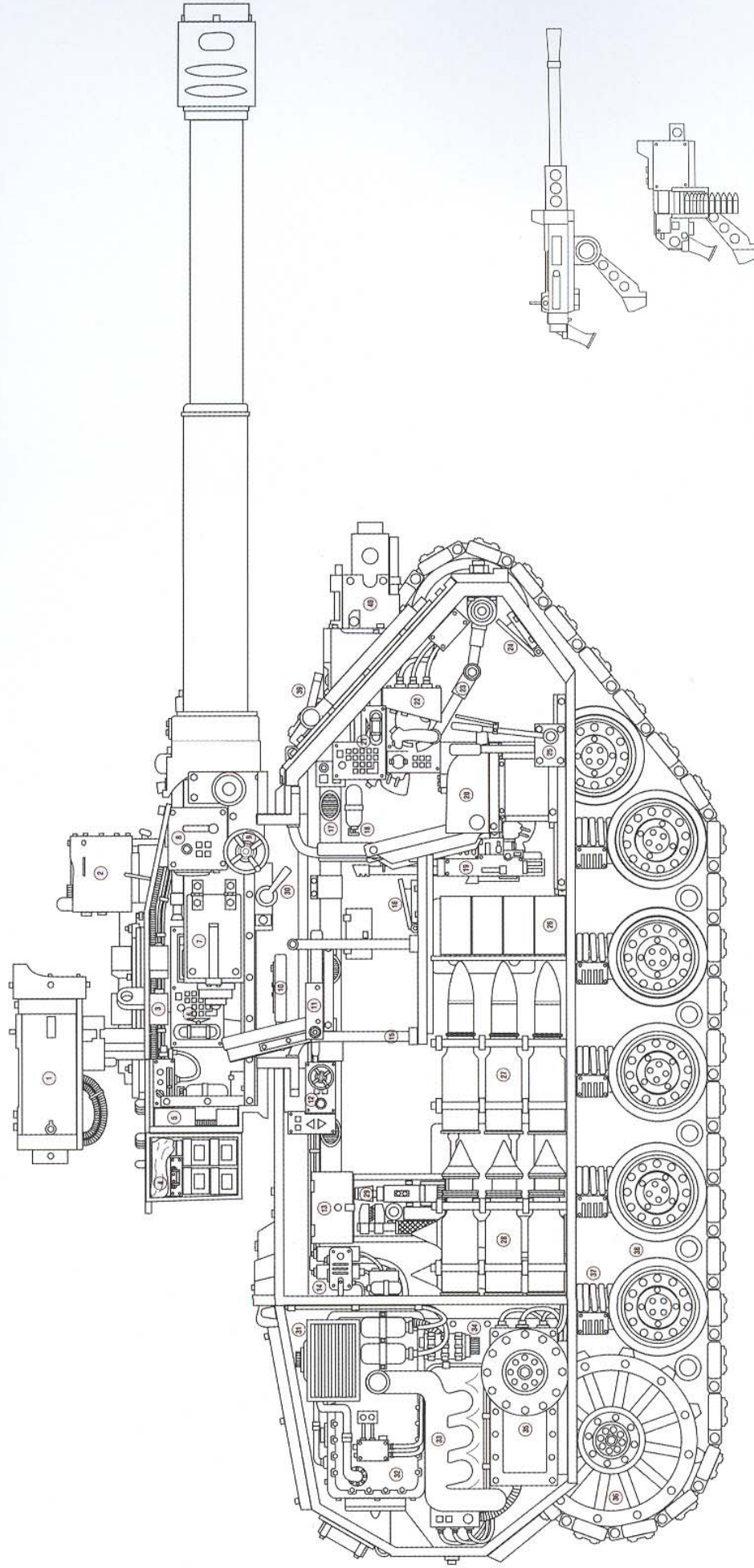
**Above:** This picture illustrates the immense barrel length of a Gryphon IV Vanquisher in comparison with a Stygies VIII vehicle. Both tanks are from the Tallarn 3rd Armoured Regiment, stationed as part of the defence of Balle Alpha.



# LEMAN RUSS VANQUISHER - INTERIOR DETAIL

GRYPHONNE IV PATTERN TURRET

MARS ALPHA PATTERN HULL



Pintle-mounted heavy stubber and storm bolter, commonly mounted on the cupola of any armoured fighting vehicle for additional anti-infantry defence.



## CREW DUTIES

*Whilst all tank crew have training in all positions, each crewman has his own duties in and out of combat.*

### LEMAN RUSS INTERIOR DETAIL KEY

- 1 Primary searchlight, optional
- 2 Secondary searchlight, can also be used for communication
- 3 Turret vision block
- 4 Stowage bin. Used to store camouflage nets, rations and crew's personal equipment
- 5 Primary radio and communication equipment, including crew inter-comm controls
- 6 Commander's systems control panel
- 7 Gun breach
- 8 Weapon targeter console. Primary sights and range finder console
- 9 Gun elevation mechanism and manual override
- 10 Commander's seat
- 11 Gunner's seat
- 12 Turret traverse power unit and manual override
- 13 Air filtration unit
- 14 Main electrical power supply
- 15 Turret cradle
- 16 Gunner's firing pedal, controls main gun and co-axial storm bolter
- 17 Air duct, sealable against hostile environments
- 18 Fire extinguisher
- 19 Crew lasgun (stowed)

- 20 Driver's seat
- 21 Driver's systems control panel
- 22 Driver's console
- 23 Steering stick and column
- 24 Driver's foot pedals
- 25 Gear stick and brake lever
- 26 Heavy bolter ammunition boxes  
(replaced by lascannon batteries if required)
- 27 High explosive ammunition
- 28 Vanquisher anti-tank ammunition
- 29 Toolbox
- 30 Turret traverse lever
- 31 Radiator
- 32 Power plant
- 33 Exhaust pipe
- 34 Generator
- 35 Gearbox and power transmission to driver wheel
- 36 Driver wheel
- 37 Suspension unit
- 38 Road wheel
- 39 Driver's vision slit
- 40 Hull mounted heavy bolter

**Driver:** Controls and manoeuvres the vehicle in response to the orders of his tank commander and squadron commander. The driver should keep the tank in formation, and find the best available cover for the vehicle. Also primarily responsible for basic maintenance of the vehicle's running gear (drive wheels, road wheels, return wheels and power transmission as well as track tension). The driver has the most technical position in a tank crew and as such is always well respected. When in a stationary firing position the driver can take over control of the hull mounted weapon whilst the loader is busy in the turret. This leaves the tank immobile and many commanders discourage the tactic as too risky.

**Gunner:** Usually the tank's second-in-command and most likely to take over command of the vehicle should the commander be incapacitated. The gunner must aim and fire the main weapon and, if present, any co-axial weapons. He also has the controls to the smoke launchers. Between battles the gunner is responsible for cleaning of all the tank's weapons, including hull and sponson mounted and pintle-mounted weapons, as well as the correction of all sights. He will be aided in this by other crew members.

**Loader:** The most junior position within a tank crew, unless it has sponson gunners. Most newly recruited tank crew start out as loaders. The loader must manually load the main weapon with the ammunition type dictated by the tank commander. As needed the loader also mans the hull mounted weapon.

Whilst not in combat the loader is responsible for the tank's supply status. The loader keeps check on ammunition, batteries and fuel levels and will re-arm and refuel the tank before action.

**Commander:** The commanders main task is observation, seeking out the enemy, movement routes and cover, then instructing his crew. He retains a complete overview of the tanks operations. The driver follows his move orders, the gunner follows his target directions, the loader follows his ammunition demands. The commander has the tank's main external communications equipment, allowing him to talk to other tanks in the squadron and company. He also controls any pintle-mounted weapon.

Outside of combat, the commander must attend orders and tactical briefings. He is also responsible for all aspects of his crew's well-being, training, morale, discipline and spiritual health.

**Sponson Gunners:** The most junior role on a tank. The sponson gunners have the unenviable task of crawling into the cramped sponson gun seat. Access is via a crawl-way through the side hull hatches. The sponson gunner's only duty is to man his weapon, seek targets and providing close protection to the tank. Outside of combat a sponson gunner must aid the other crew members with maintenance, cleaning and re-supplying duties.



# AKHAR BASIN MASSACRE

Tallarn 3rd Armoured Regiment. 'Desert Storm'

Balle 132nd Regiment. 'Fighting 132'

Defence of Balle Alpha, Balle Prime 4541942.M40

The defence of Balle Prime against the Ork invasion of Warlord Ugskraga da Mighty was centred around the planet's main city, Balle Alpha. The sprawling metropolis is situated in the planet's equatorial deserts, the only inhabitable part of Balle's scorched surface and contains all the planet's important resources.

Since the Ork fleet had overwhelmed the orbital defences, Imperial Guard garrison forces had been preparing and reinforcing the city's defences. Minefields, gun emplacements and anti-tank ditches were constructed using mass-conscripted civilian labour. These defences were manned by local Imperial Guard regiments, whilst the 3rd Tallarn Armoured Regiment was held as the mobile reserve, ready to counter-attack any threatened breakthrough.

The 3rd was a regiment native to the harsh deserts of Tallarn, and was already well honoured with a long tradition of loyal service to the Emperor. The 'Desert Storm', as the regiment is known, was under the command of General Hasso Ras-Aziz.

The eastern approaches to the city were dominated by the Akhar Basin, a rift valley crossed by the main highway, route Alpha 26. Under Balle's savage twin suns, a series of

roadblocks were constructed and minefields laid in the desert scrublands. Each defensive sector was centred on a turret gun emplacement. Constructed locally, the turret gun were each equipped with a lascannon. The roadblocks and defensive lines were manned by infantry of the 'Fighting' 132nd Balle regiment.

Ugskraga's warbands, having almost encircled the city, began their assault simultaneously from the north and east. The approach of boyz, Battlewagons, Stompas and Big Gunz was forewarned by huge dust clouds on the horizon. The defenders stood-to in their defences and braced to meet the attack. The first Ork waves swept down the rift valley, directly along Alpha 26. Heavy fighting ensued at the first road blocks, with the turret guns inflicting many losses on the Battlewagons.

Dismounted Orc Boyz bypassed the roadblocks to the south, used a Gretchin screen to cross a minefield and assaulted the main defence lines. Trenches and bunkers were overrun after a short but bitter hand-to-hand fight. Roadblock 61 reported it was finally being overrun, and its turret gun destroyed, whilst two other road blocks, 62 and 63, were cut off but making desperate last stands. Sensing success, Ugskraga committed a second of his Battlewagon mounted warbands to the assault.



*Vanquisher 121 (first company, second squadron, first tank - the command vehicle) pauses in the scrublands next to one of the 132nd Balle regiment's gun turrets. It is believed that this picture was taken during a brief halt in the 2nd squadron's successful flank march, whilst the gun turret was still operational, although it seems to have already come under fire. This turret was later destroyed. Tank 121 was commanded by Lt. Marduk and was credited with nine kills, the most of any single tank during the battle.*



Reports from the front forced General Ras-Aziz to act. He released his first Tank Company (entirely equipped with Vanquishers), with a supporting company of Armoured Fist infantry and a reconnaissance squadron, to move to block the threatened breakthrough. Captain Valden Adad directed these forces along route Alpha 26 and into battle.

The lead scout elements of Adad's forces reached the steep edge of the Akhar Shelf and looked down into a hellish cauldron of battle. The main Ork force of battlewagons was advancing down the road, against the fire of the few remaining turret guns, whilst Ork boyz cleared the last brave defenders of the 132nd. Colonel Adad quickly devised a plan for his counter-attack. The first tank squadron would deploy on the high ground, using their long range cannons to engage the Battlewagons below. The second squadron would sweep down into the valley and swing north, whilst the third squadron would swing eastwards, each closely supported by a Chimera-borne infantry platoon. Meanwhile, he contacted the regimental artillery company, twelve Basilisks standing by on the outskirts of Balle Alpha. He directed their fire down onto the overrun sectors of the main defence line. The remaining Armoured Fist infantry and reconnaissance elements would be held as a reserve, forming a new road block where the road climbed the shelf.

The first tank squadron deployed into line abreast and opened fire, knocking out several battlewagons and a Stompa on the road below. As the Ork vehicles began to burn, heavy shells started to land. Ork Boyz sort shelter in the ruined bunkers and trenches. Under this covering fire second and third tank squadrons began their pincer move, with Chimeras following in their dusty wake. Reaching emplacement 64, second squadron encountered the advancing Ork reinforcements. The Orks raced to close the

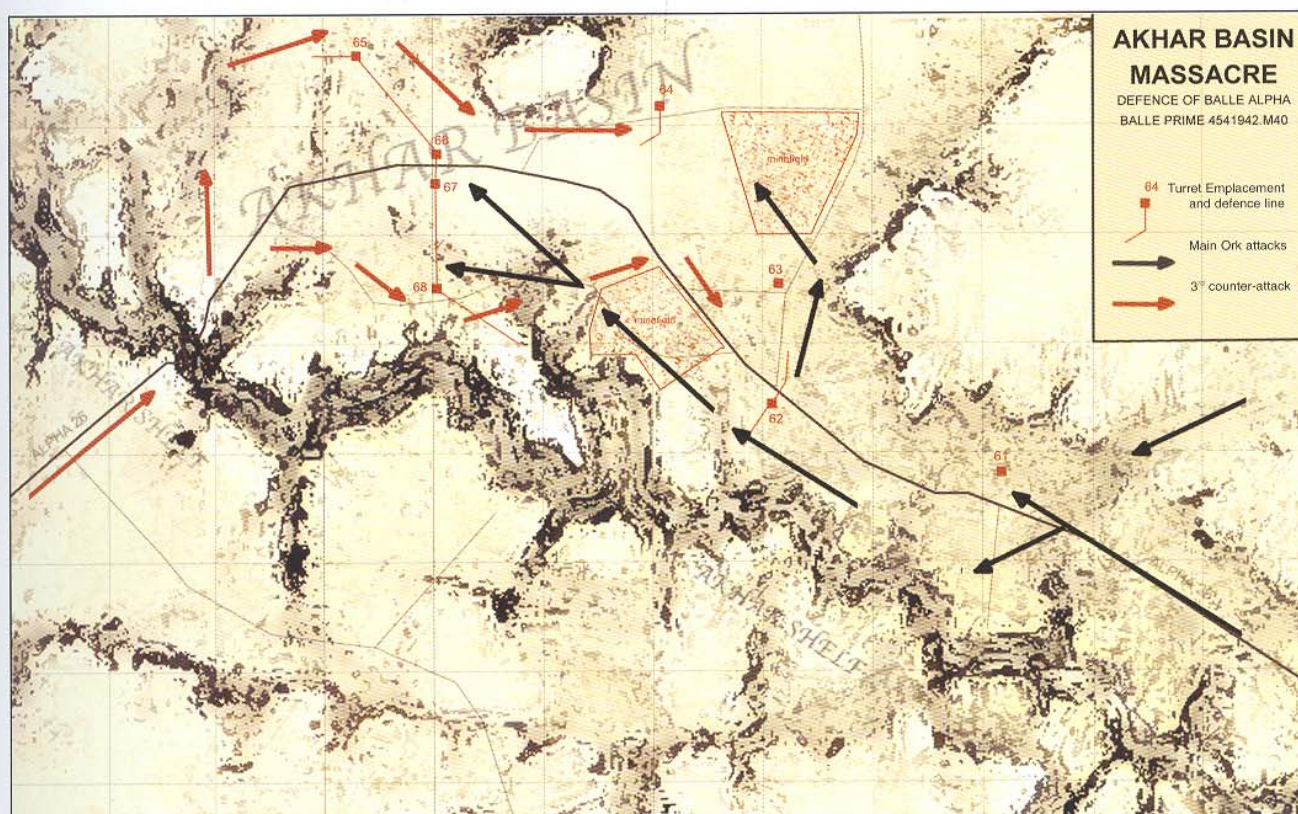
range with the Vanquishers, only to be caught in a minefield. Second squadron halted and began the systematic destruction of the warband. The Armoured Fist infantry deployed to form a screen in front of the tanks, whilst Chimeras gunned down the Ork boyz as they attempted to advance over flat, open ground. In a hail of fire, the mobs began to withdraw in disarray.

Third tank squadron moved around the Orks and navigated around a minefield to cut the road, sealing the surviving Ork warbands into the basin. Surveying from his command Salamander Captain Adad requested more troops. He had the Orks trapped but needed the forces to finish them off.

As Balle's short night descended the Leman Russ of the 103rd Regiment's second tank company and their support arrived. They moved into the valley to begin the annihilation of the remaining Ork forces. The battle became a massacre. Over the next two days, the remaining Orks were hunted down and destroyed, few escaped the basin.

It was a heavy reverse for Warlord Ugskraga but not the end of his campaign to capture Balle Alpha, which would continue for months. Ork losses were very high - 41 Battlewagons and four Stompa wrecks littered the valley.

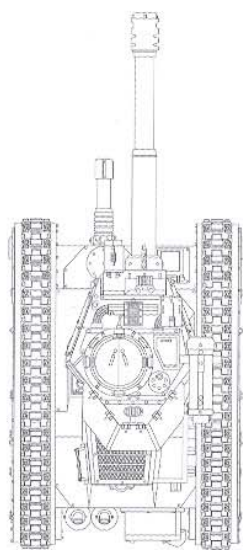
The Balle 132nd took the brunt of the Imperium's losses. The regiment taking 68% casualties amongst its infantry platoons. Seven of the gun turrets were destroyed. The Tallarn 3rd losses were relatively light. Four Vanquishers were lost from first company, of which one was later recovered for repairs. Second company lost three Leman Russ tanks in the mopping up operation. In all, ten Chimeras were lost to enemy fire.



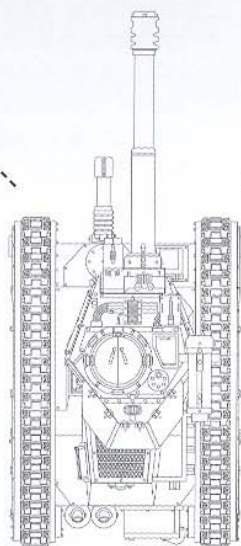


## COMBAT FORMATIONS

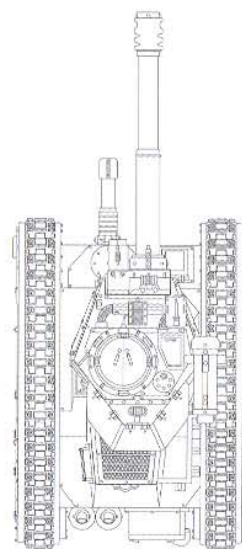
### Squadron in staggered line right



3. Cover half left



2. Cover forwards



1. Cover half right

This is a rarely used formation, but provides better forward firepower than a column whilst allowing the squadron to maintain good speed and all round protection.

Used during breakthrough operations when enemy units may have been bypassed in favour of a quick advance and exploitation.

Can also be deployed as staggered line left.



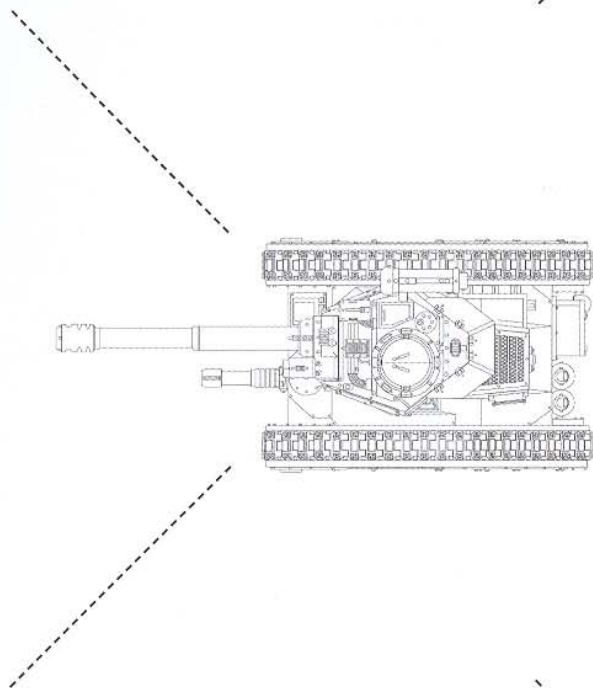
## COMBAT FORMATIONS

### Squadron advancing in wedge

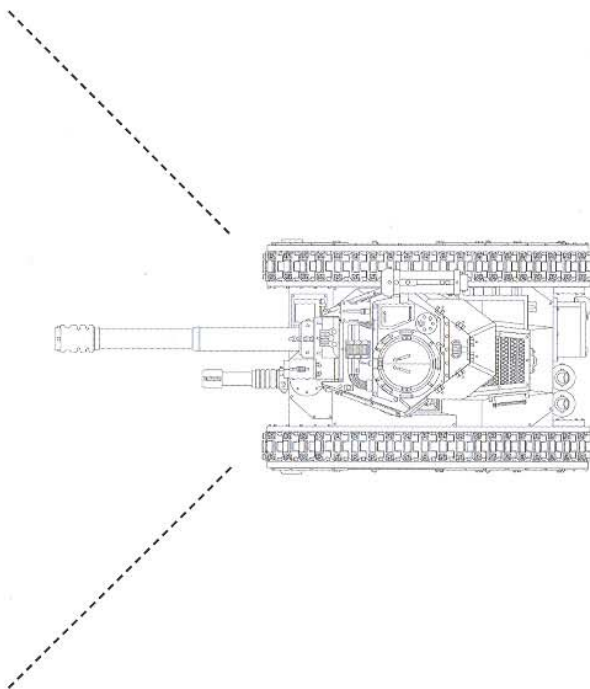
This is the classic aggressive attack formation, providing excellent firepower to the forward arc and support for the lead tank.

Usually used by the centre squadron when the company is attacking, with the left and right squadrons in echelon formation to extend the sides of the wedge.

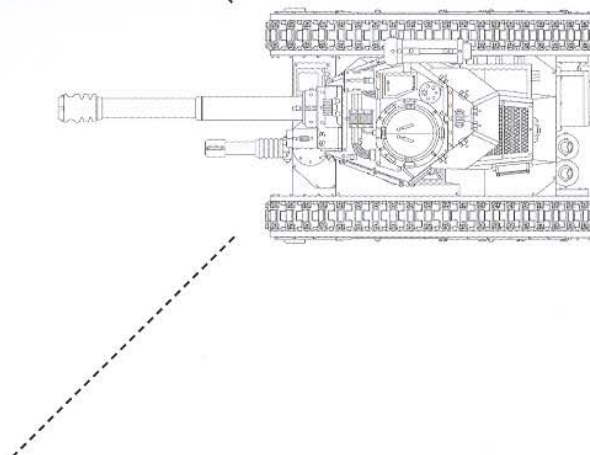
If accompanied by mechanised infantry, then the Chimeras will usually form the centre of the wedge.



1. Cover forwards



3. Cover forwards



2. Cover forwards





## LEMAN RUSS VANQUISHER

	Points	Front Armour	Side Armour	Rear Armour	BS
Vanquisher	175 + wpns	14	12	10	3

Thought for the day:  
Pity ye Not!

**Type:** Tank

**Crew:** Imperial Guard

**Weapons:** The Leman Russ Vanquisher is armed with a turret-mounted Vanquisher battle cannon and a co-axial storm bolter. In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Vanquisher may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** The Vanquisher is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

**Vanquisher Battle Cannon:** The Vanquisher has a longer, more powerful, version of the standard Leman Russ battle cannon. It has the following profile.

Vanquisher Cannon: Range	Str	AP	Type
96"	8	3	Ordnance Blast

**Vanquisher Anti-Tank shells:** This cannon can fire special Anti-Tank (AT) shells that can smash through the thickest of armour. Declare that you will fire an AT shell before you fire the cannon. AT shells have a range of 96" and a Strength of 8. Don't use the Ordnance blast template. Instead, roll to hit using the crew's BS. If a hit is scored, roll 2D6 for Armour Penetration and add the scores together.

**Veterans:** The crew may be upgraded to Veteran status at a cost of +20 pts. A Veteran crew has one Battle Honour which is rolled for at the start of each battle from the Vehicle Battle Honours table in the Warhammer 40,000 rulebook.



# LEMAN RUSS EXTERMINATOR



**T**he Exterminator assault tank is a common variant of the standard Leman Russ tank, replacing the battle cannon with twin-linked autocannons. Generally equipped with multiple heavy bolters mounted in sponsons and the hull for extra firepower, the Exterminator can lay down a withering hail of shells. It surrenders its anti-tank effectiveness for increased anti-infantry firepower, and comes into its own when deployed to face a lightly equipped enemy such as Ork mobs or Tyranids swarms.

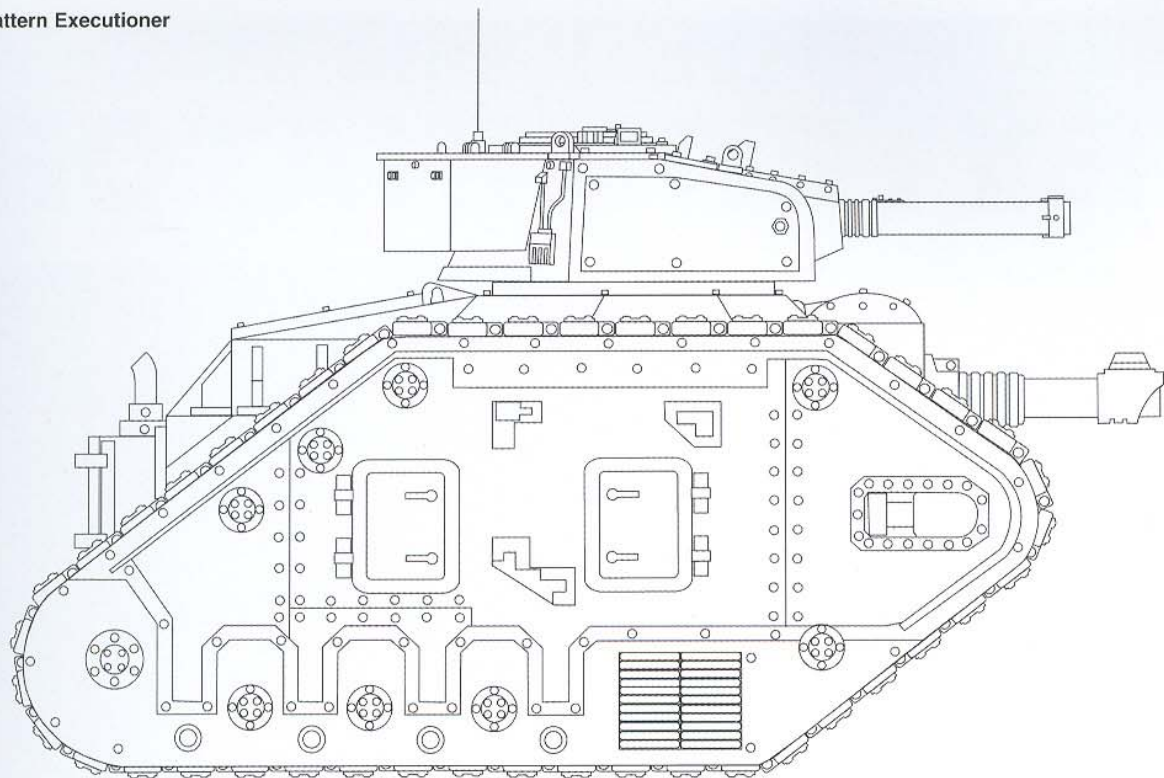
As well as bristling with rapid firing weapons, the Exterminator is also slightly faster than a Leman Russ, the reduced size of its main weapons allowing for a higher top speed. A tank company commander will often look to include at least one Exterminator in his unit and utilise it in a reconnaissance role, as the lead tank of the company seeking out the enemy for the following tanks. Exterminators are often attached to the regimental reconnaissance company to add heavy firepower without overly affecting the company's all important speed and mobility. It is thought that the heavier firepower and armour of an Exterminator will give the reconnaissance unit a vital edge in their initial engagement with forward or screening enemy units.

The versatility of the Exterminator has seen it fulfil many

roles within an armoured regiment. Its rapid firing weapons can be used as a stopgap measure for anti-aircraft defence. Whilst lacking the elevation and targeters to fulfil this role effectively, when needed tank commanders have used Exterminators to throw up a wall of fire against enemy air attacks with some success. Most commanders would still look to Hydras to provide true cover, but they are not always available and other means must be utilised.

As with most Leman Russ designs, different patterns of the Exterminator are known to exist. Shown above is a Gryphon IV pattern turret, distinguishable by the shape of the turret with its heavily armoured gun mantlet guard and additional armour plates bolted onto the turret sides. The twin autocannons have recoil dampeners (just visible where the mantlet ends) but lack any muzzle brake or flash suppressor.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

DVLA 6724930



Vehicle Designation 0427-941-1907-LR0072

Vehicle Name LEMAN RUSS EXTERMINATOR

Forge World of Origin GRYPHONNE IV

Known Patterns IV-XVI

Crew COMMANDER, GUNNER, DRIVER, LOADER, 2 SPONSOR, GUNNERS

Powerplant HL230 V12 MULTI-FUEL

Weight 58 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed - On Road 40 KPH

Max Speed - Off Road 24 KPH

Main Armament 2 X AUTOCANNONS

Secondary Armament LASCANNON OR HEAVY BOLTER

Traverse 360°

Elevation -8° TO +26°

Main Ammunition 360 ROUNDS

Secondary Ammunition UNLIMITED OR 800 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

Hull 150 MM

Gun Mantlet 100 MM

Date 1819014.M38

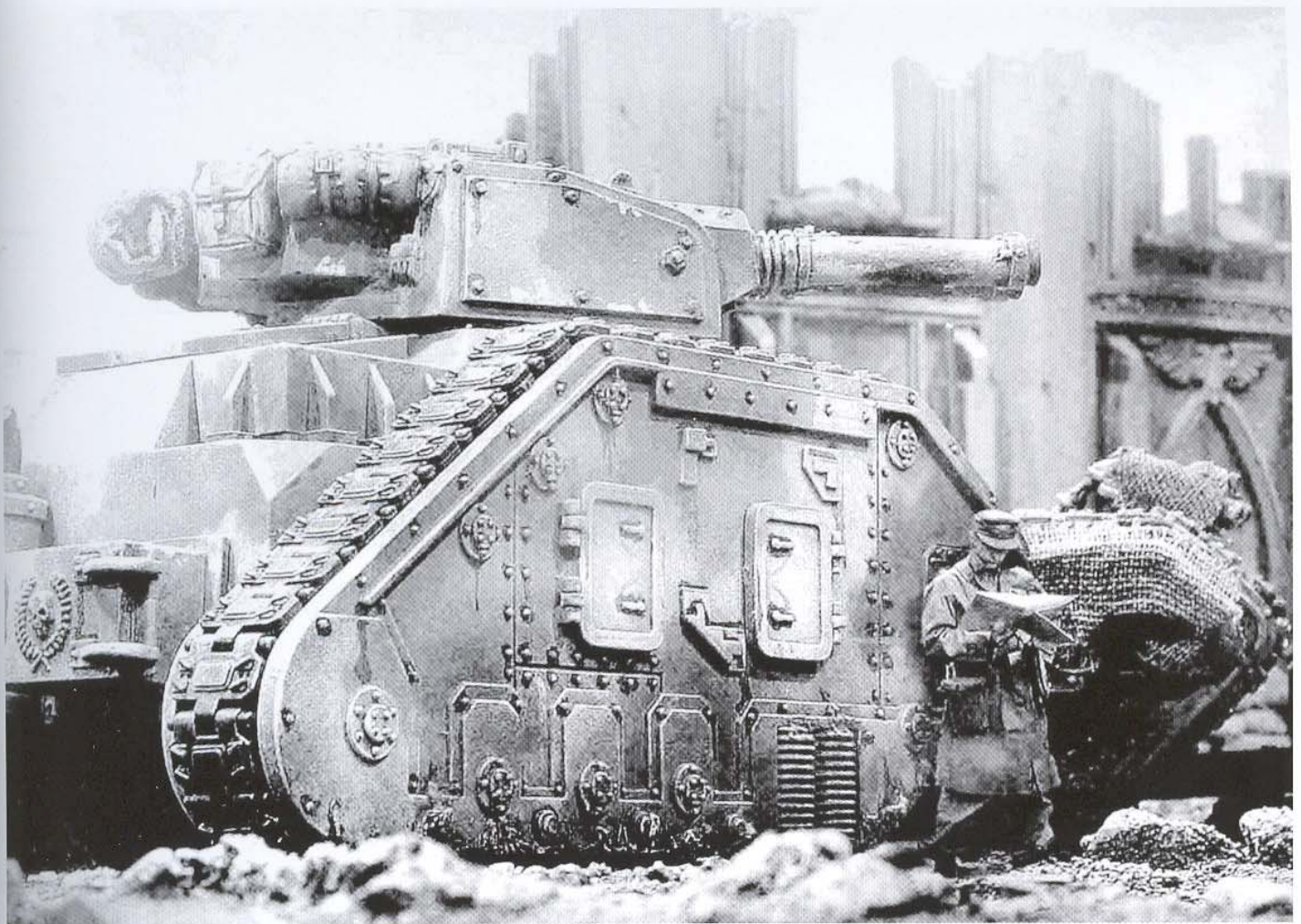
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*Frank Kroll*

Magos Fabricator

Imprimatur Ex Machina

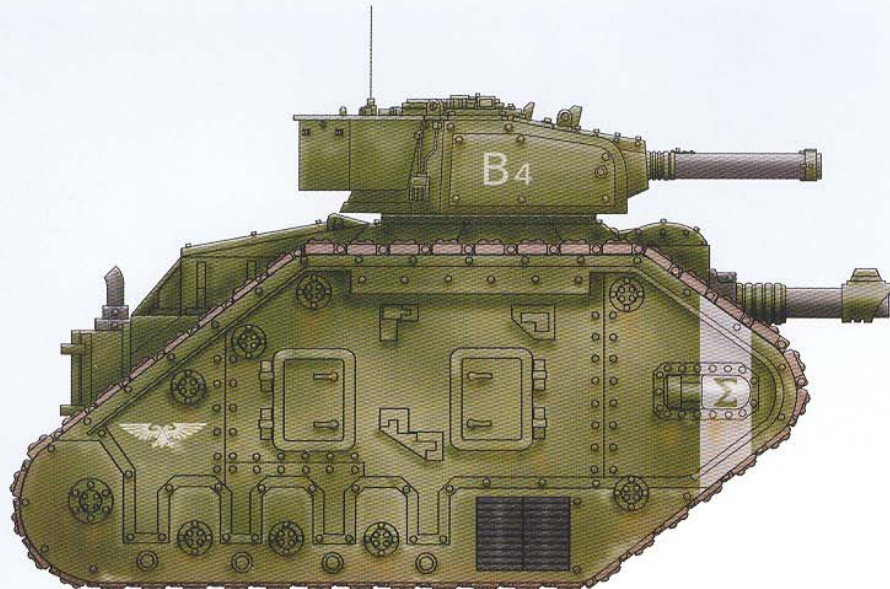




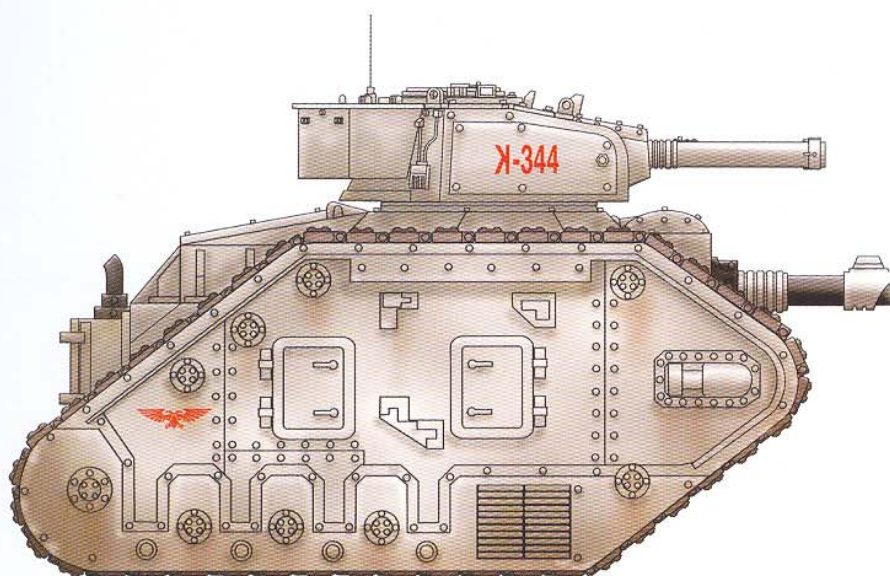
**Top:** A Gryphon IV pattern Exterminator awaits new orders. The vehicle's commander gives a good impression of the size of the tank.

**Above:** Acting as a scout tank, an Exterminator leads the way down a narrow alley. This is dangerous terrain for a tank, especially as no infantry can be seen in close support.

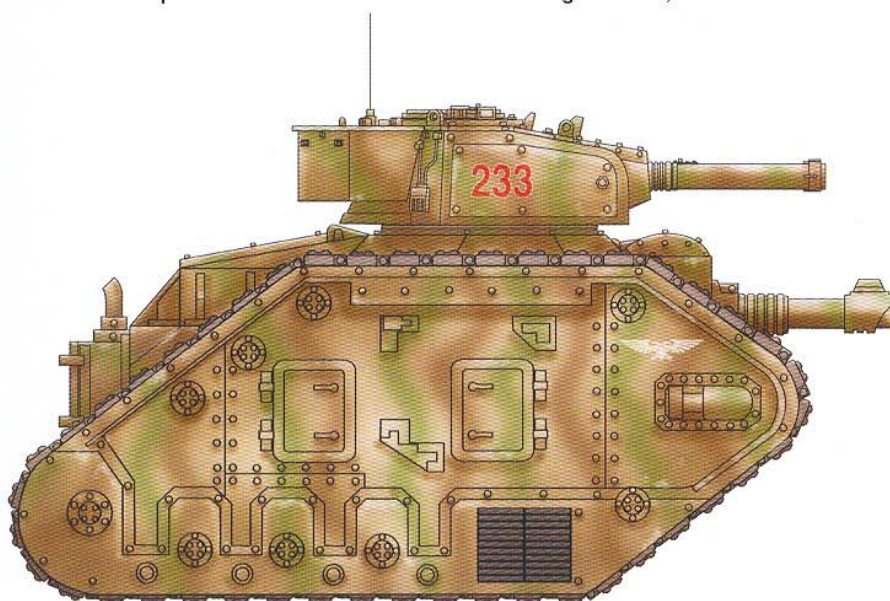




Gryphon IV pattern Exterminator of the Cadian 98th Armoured Regiment, during the Luxor Uprising. Note the distinctive white band and company symbol. The B4 may indicate that each company has designated its squadrons with a letter rather than a number, but this is speculation.

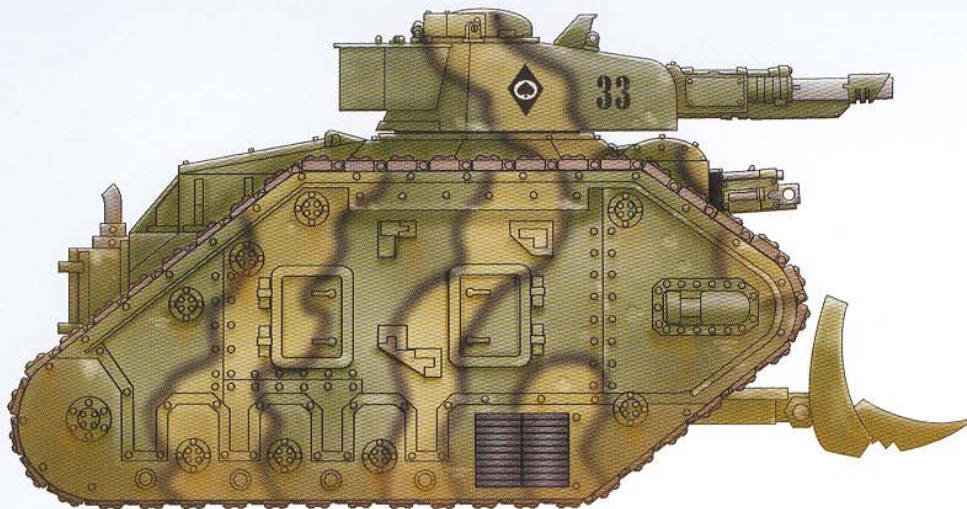


Gryphon IV pattern Exterminator of the Valhallan 28th Armoured Regiment. Basic winter paint scheme from the retreat to the Auriga Parallel, Ice World of Adhara.

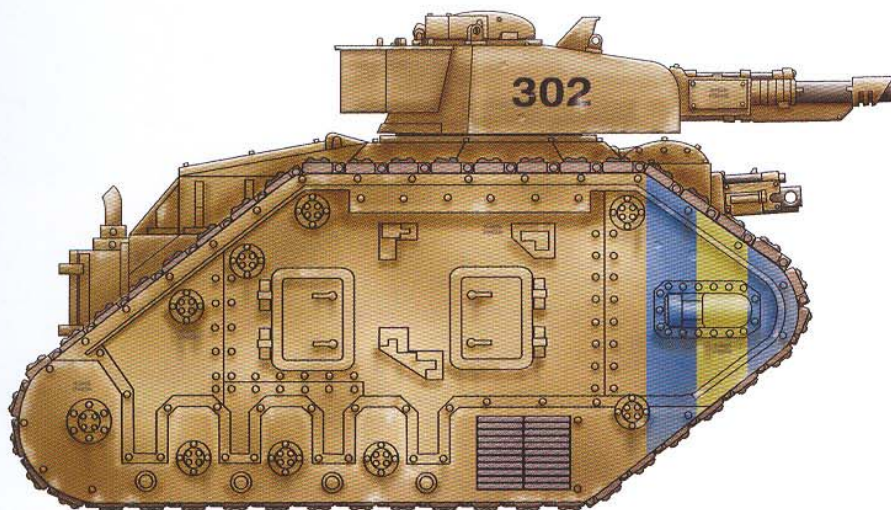


Gryphon IV pattern Exterminator of the Palladius 8th Armoured Regiment, Atria Wilderness campaign.

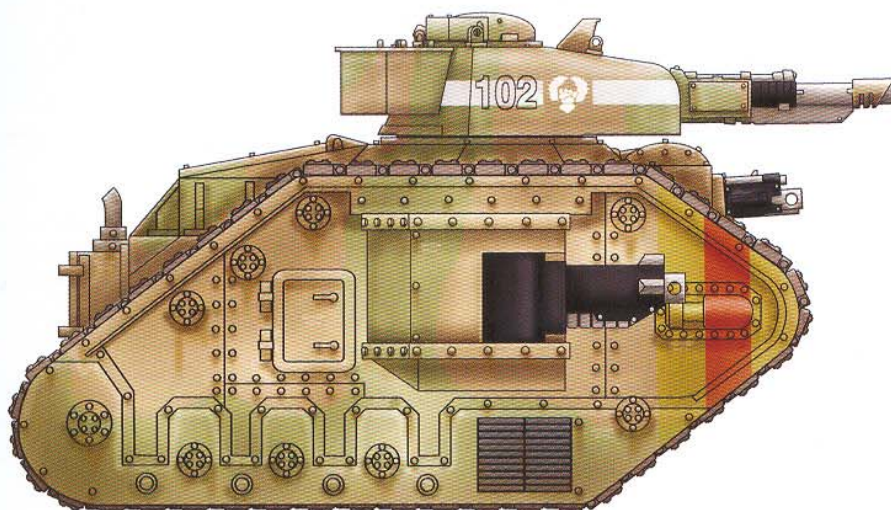




A Mars pattern Exterminator of the 19th Catachan Regiment 'Scorpion Fangs', equipped with a dozerblade to assist operations in the jungles of Armageddon Secundus. This is the third vehicle of the third squadron of the regiment's only armoured company. The company symbol is borne on the turret's side.



A Mars pattern Exterminator of an unknown armoured regiment. A basic brown colour scheme is useful in many environments, from desert to swamplands. The lack of markings make this vehicle impossible to identify.



A Mars pattern Exterminator of the 113th Mortant Armoured Regiment. The regiment uses a distinctive white band around the turret, along with the regiment badge on the turret side. This is the second vehicle of first company's HQ section. Note it is fully equipped with sponson mounted heavy bolters for close defence.





### LEMAN RUSS EXTERMINATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Exterminator	120 + wpns	14	12	10	3

**Type:** Tank

**Crew:** Imperial Guard

Thought for the day:  
Victory through superior firepower.

**Weapons:** The Leman Russ Exterminator is armed with turret-mounted twin-linked autocannons. In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Exterminator may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** The Exterminator is a Heavy Support choice for an Imperial Guard army.



# LEMAN RUSS CONQUEROR



The Leman Russ Conqueror is not a common variant of the standard Leman Russ. Records show that it is currently only being produced in significant numbers on the Forge World of Gryphon IV, where the original pattern blue-prints were rediscovered sometime in the 38th Millennium. The plans currently reside with Mars, though several other Forge Worlds are lobbying for access to them.

Original fears that the smaller Conqueror cannon would produce an excessive loss in firepower and result in poor battlefield performance were allayed when field testing showed the reduced recoil from the gun's torsion bar counter-balance gave the tank better accuracy for firing on the move. This allowed the Conqueror greater mobility and the smaller shell size allowed loaders to keep up a high rate of fire. The turret space saved by smaller shells also allowed for greater ammunition storage, meaning the Conqueror was less reliant on re-supplying during offensive operations.

Specific features of the Conqueror turret include additional armour plates riveted on the forward turret sides. There is a co-axial mounted storm bolter for anti-infantry defence, alleviating the need for a pintle-mounted storm bolter and thus the tank commander's exposed firing position. A small searchlight is always included, which can also be used for night time communications in the event of radio failure or interference from atmospheric conditions. There are also

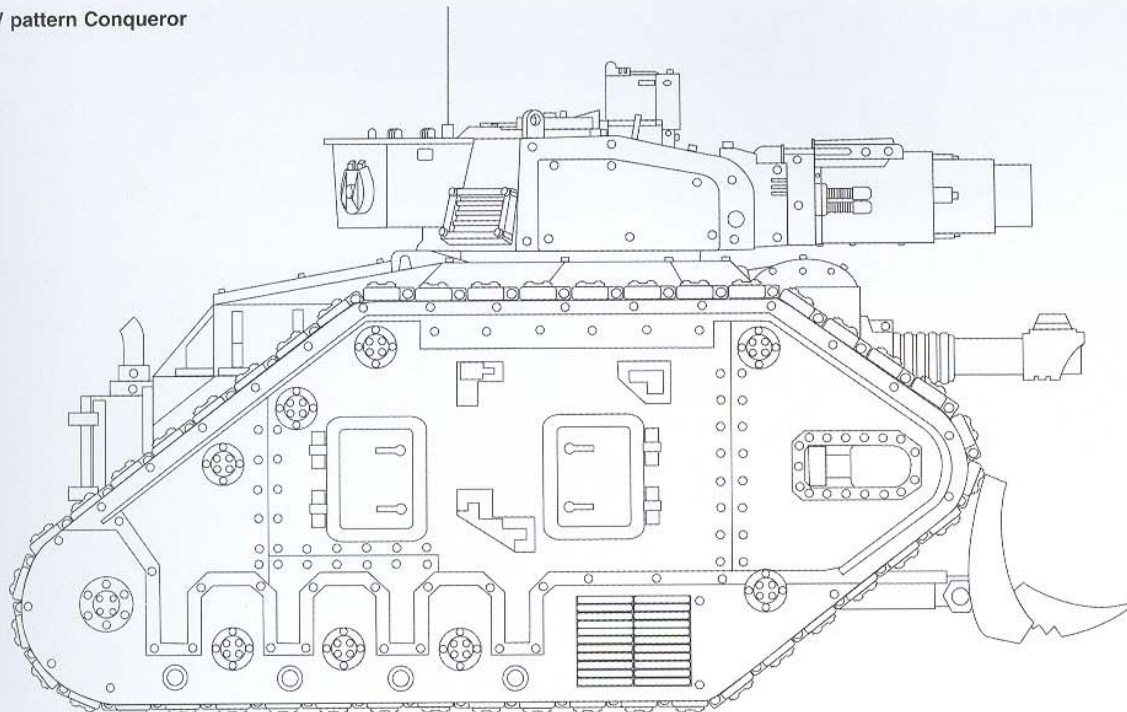
improved air-intakes and venting, sealed against environmental hazards by modified mufflers and closure valves. The turret rear includes an armoured ammunition access hatch, which makes re-arming the tank fast and easy. This hatch also doubles for disposing of spent shell casings without the need for a crew member to exit the tank.

The entire first production run was issued to the Skitarii of Gryphon IV for the Castra campaign. Operating in conjunction with a battle-group of War Griffon Titans, the Conqueror equipped units were easily capable of keeping up with the Titans as they encircled and trapped the besiegers of Hive Castra Septus. Once sealed within the pocket, the traitors were annihilated.

After this success, production was stepped up and Conquerors began to be exported to equip Imperial Guard regiments. Well liked by frontline crews for its speed, mobility and high rate of fire, it has become unofficially known as a 'breakthrough' tank because of its common tactical deployment, advancing to exploit gaps in the enemy lines.

Sometime in the 39th Millennium, an attempt was made by Gryphon IV's munition-adepts to increase the tanks firepower with the use of advanced 'Augur' shells. This was considered a failure and Augur shell production is no longer permitted.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-2002-LR0085

Vehicle Name LEMAN RUSS CONQUEROR

Forge World of Origin GRYPHONNE IV

Known Patterns IIL-VI

Crew COMMANDER, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS

Powerplant GH230 V12 TRM MULTI-FUEL

Weight 62 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed - On Road 34 KPH

Max Speed - Off Road 24 KPH

Main Armament CONQUEROR CANNON

Secondary Armament STORM BOLTER

Traverse 360°

Elevation -8° TO +20°

Main Ammunition 46 ROUNDS

Secondary Ammunition 1000 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

Hull 150 MM

Gun Mantlet 100 MM



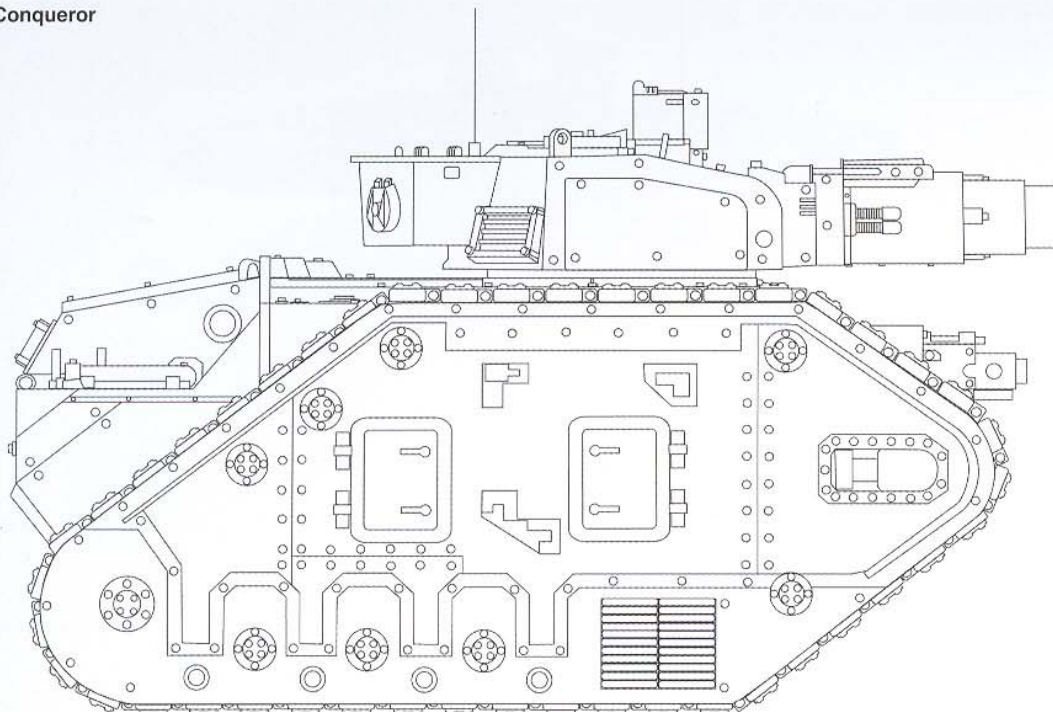
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Magos Fabricator





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-2002-LR0085

Vehicle Name LEMAN RUSS CONQUEROR

Forge World of Origin GRYPHONNE IV

Known Patterns VI MARS ALPHA PATTERN HULL

Crew COMMANDER, GUNNER, DRIVER, LOADER, SPONSOR, GUNNERS

Powerplant MR230 V12 MULTI-FUEL

Weight 63 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed - On Road 34 KPH

Max Speed - Off Road 24 KPH

Main Armament CONQUEROR CANNON

Secondary Armament STORM BOLTER

Traverse 360°

Elevation -8° TO +20°

Main Ammunition 49 ROUNDS

Secondary Ammunition 1000 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

Hull 150 MM

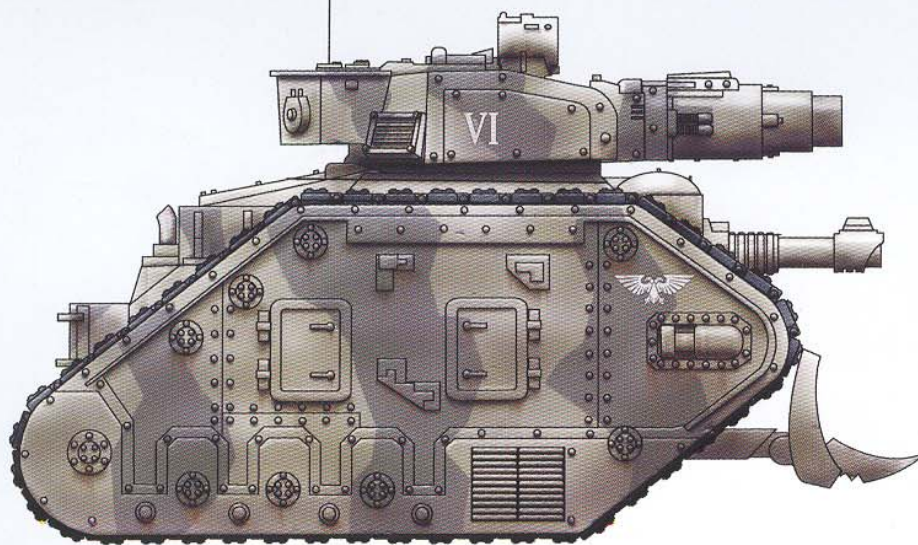
Gun Mantlet 100 MM

Date 1006014.438

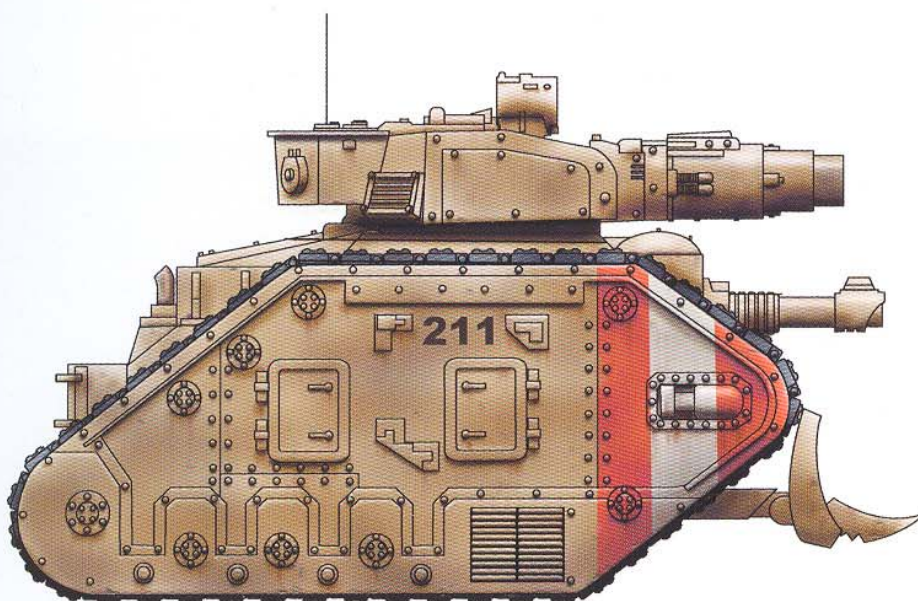
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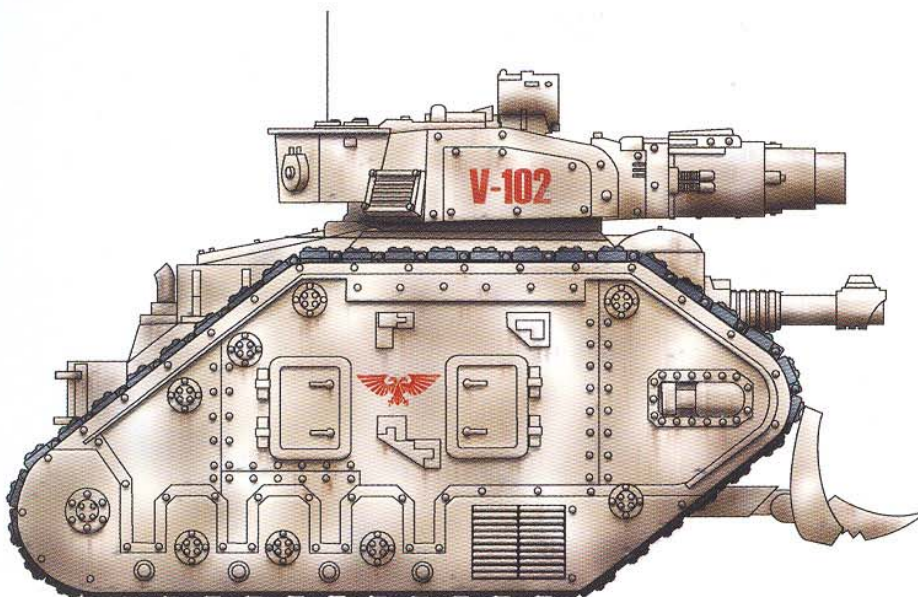




Conqueror of Cadian 74th Armoured Regiment. Camouflaged for the temperate highlands of Hamman's World, during the defence of the planet against Hive Fleet Kraken.

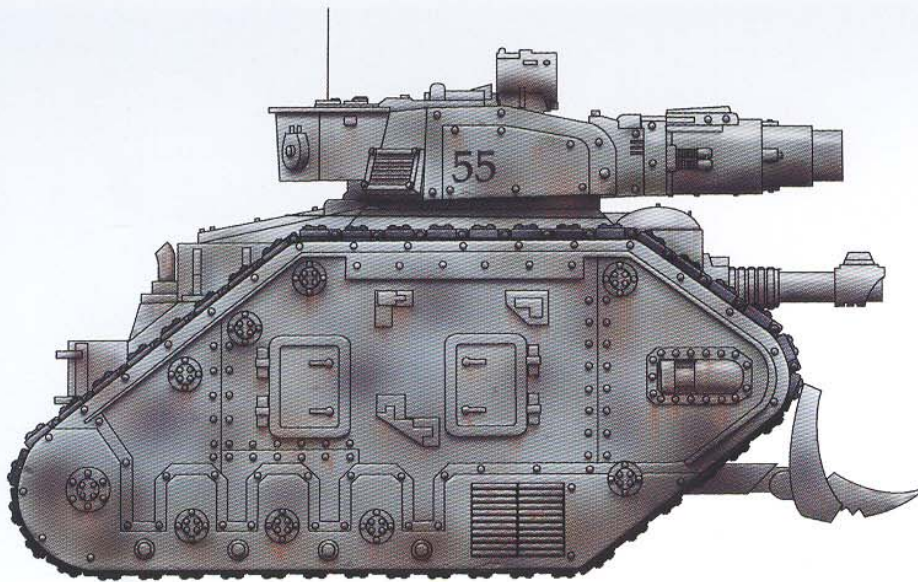


Conqueror of Tallarn 101st Armoured Regiment. Confusingly, this tank has a red and white banding, traditionally a mark of first company, but is numbered as a vehicle of second company. This may be because either the vehicle has recently been transferred between companies and not been re-painted, or the 101st use a different system for colour banding.

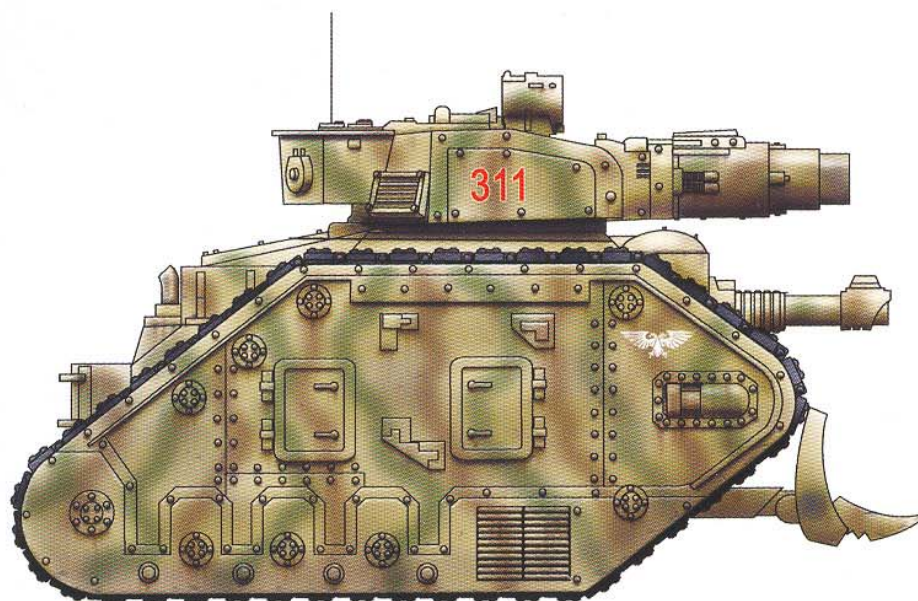


Conqueror of the Valhallan 28th Armoured Regiment. This vehicle has had a subtle camouflage banding added. Many of the regiment's other vehicles are a flat white colour, but there seems to be no standardisation even within a company or squadron.

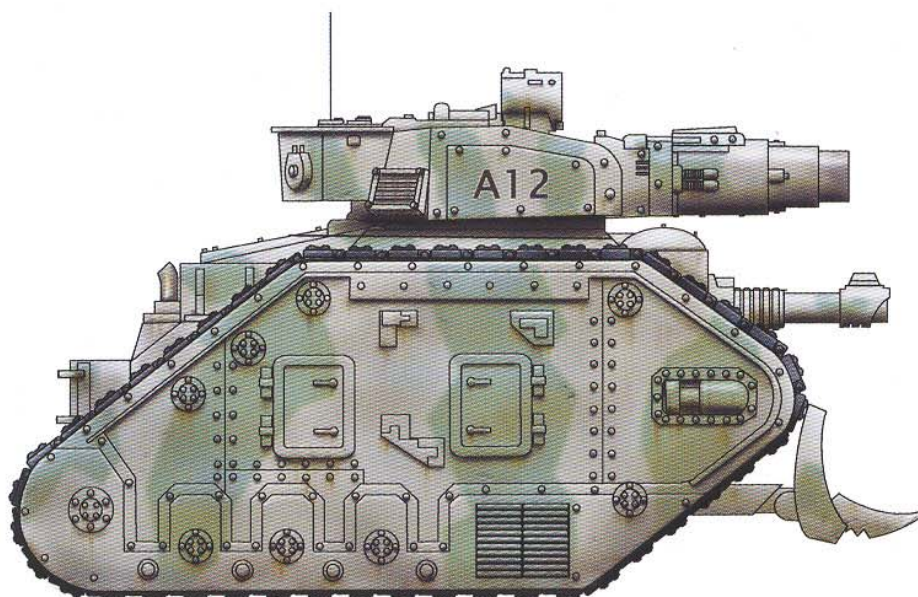




Conqueror of Konig's 27th Armoured Regiment. Caleb Reclamation Force.

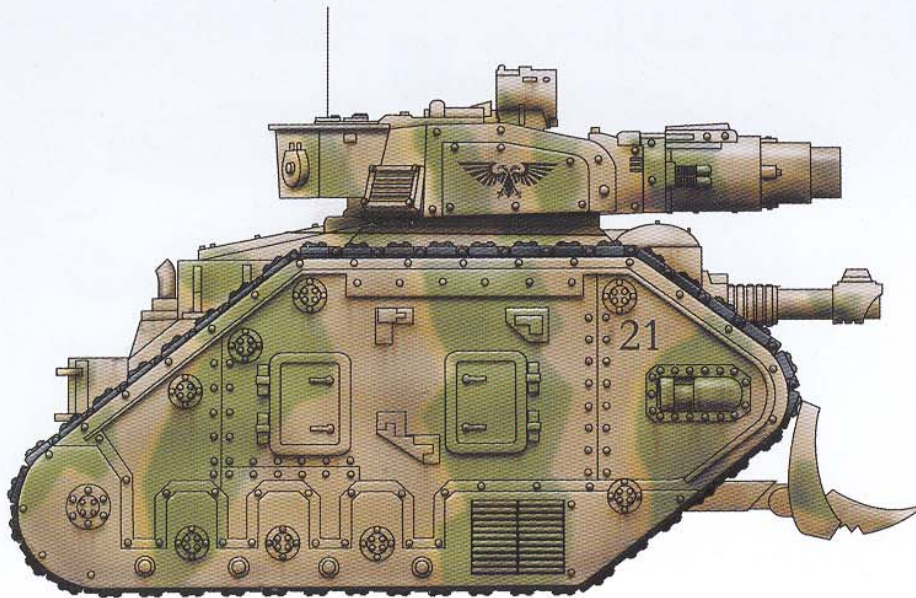


Conqueror of Palladius 8th Armoured Regiment, Atria Wilderness campaign.

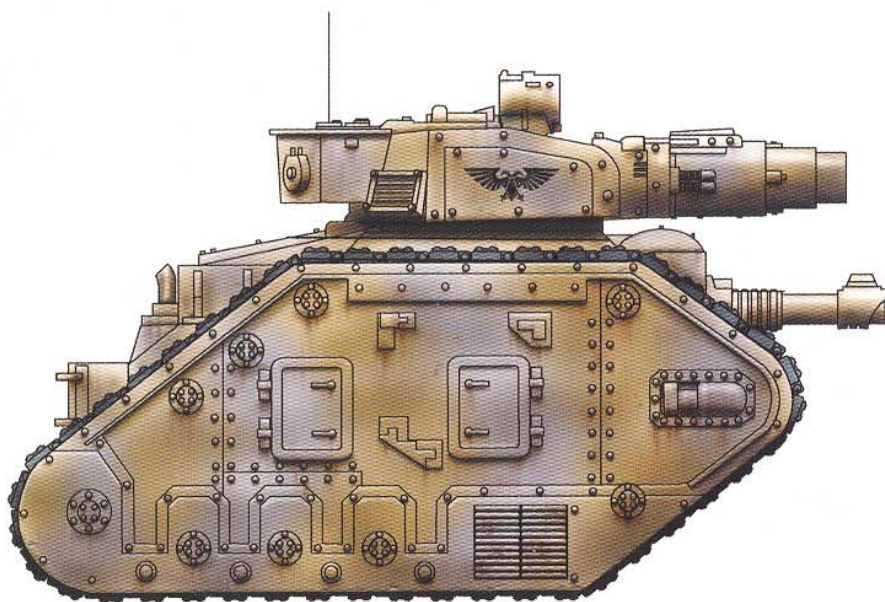


Conqueror of the Arcadian 66th Armoured Regiment. Woodland camouflage scheme for the Toal III Invasion Force. Alpha Company, first squadron, second tank.

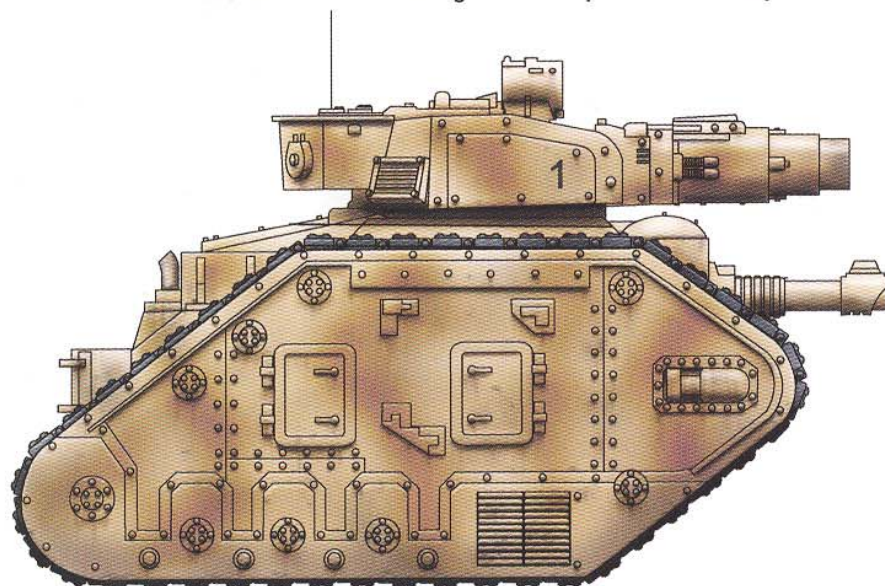




Conqueror of the Mortant 11th Armoured Regiment, camouflaged for the grasslands of Hellion V.

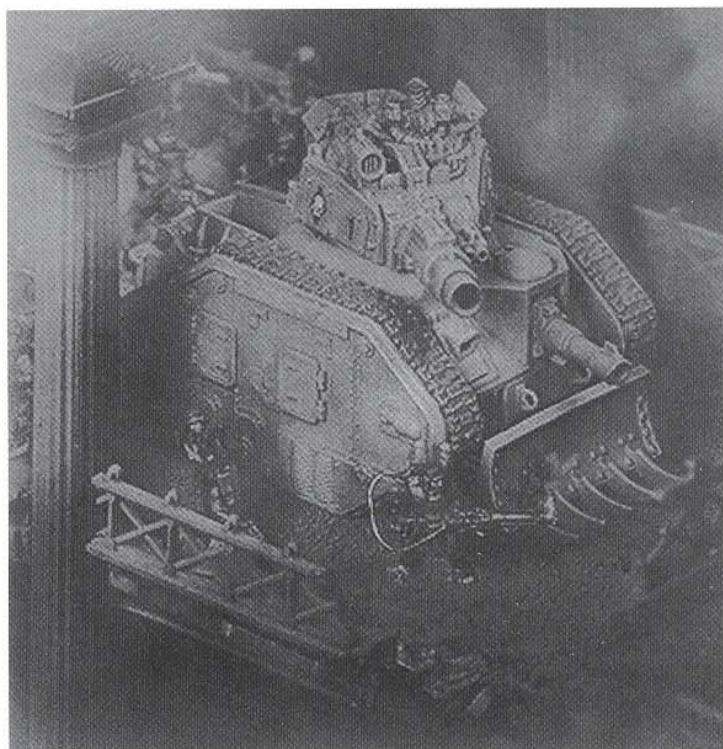


Conqueror of an unknown unit. The camouflage scheme is that commonly used in the ash wastes of Armageddon. This may be a rapidly painted Steel Legion tank, or more likely from another Armoured Regiment utilising the same camouflage scheme. The lack of unit numbering makes it impossible to identify.



Conqueror of Tallarn 3rd Armoured Regiment. Defence of Balle Alpha.





**Top:** A squadron of Conquerors in the street fighting during the Siege of Castra. The far vehicle, '00' is probably a Commissar's tank. The vehicles are likely to be from a regimental command unit.

**Above:** A Conqueror waits on-station, its route forward blocked by tank traps. The Conqueror's lighter gun is not well suited to the rigours of urban combat. A Demolisher might be capable of clearing its own path, but the Conqueror must wait for aid.

**Above Right:** A Conqueror command tank leads the way across a bridge. Infantry are in close support as the tank commander issues directions.





## LEMAN RUSS CONQUEROR

	Points	Front Armour	Side Armour	Rear Armour	BS
Conqueror	145 + wpns	14	12	10	3

**Type:** Tank

**Crew:** Imperial Guard

Thought for the day:  
Vengeance is your sword.  
Hatred is your shield.  
Loyalty is your Armour.

**Weapons:** The Leman Russ Conqueror is armed with a turret-mounted Conqueror cannon and a co-axial storm bolter. In addition it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

All Conquerors have the Searchlight vehicle upgrade.

**Options:** The Conqueror may be upgraded with two side sponsons armed with a pair of heavy bolters at + 10 pts or a pair of heavy flamers at + 10pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, track guards, smoke launchers.

**Heavy Support:** The Conqueror is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

**Conqueror Cannon:** The Conqueror replaces the standard turret weapon with a shorter barrelled version of the battle cannon, firing a smaller, less destructive shell. The reduced recoil allows the vehicle to keep firing whilst on the move, making this Leman Russ variant more mobile when leading an assault.

Conqueror Cannon: Range	Str	AP	Type
48"	7	4	Heavy 1/ Blast



# LEMAN RUSS EXECUTIONER



The Executioner is one of the oldest variants of the standard Leman Russ tank. Ancient records from the archives of Mars show that during the Great Crusade the Executioner equipped entire Imperial Army armoured regiments. Gradually, over thousands of years, plasma weapon technology has been lost. Now the Executioner is rarely fielded.

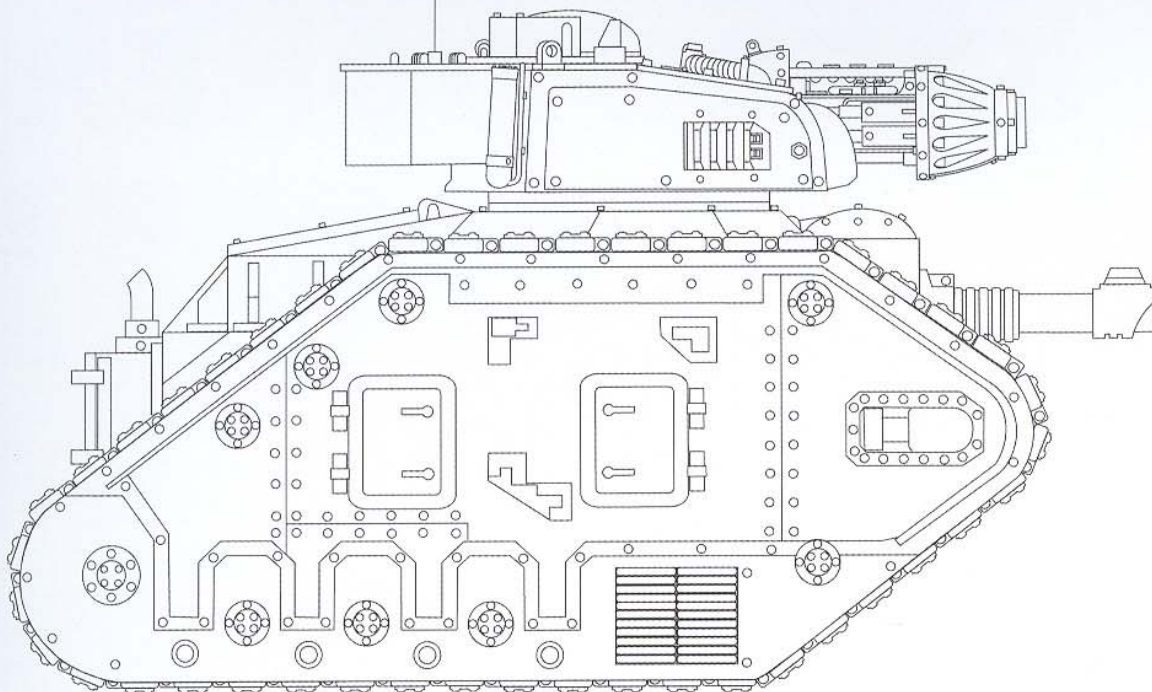
Only one Forge World still manufactures the Executioner for issue to the Imperial Guard: Ryza, renowned within the Adeptus Mechanicus for its devout worship of the mystical arts of plasma reactor and magnetic containment field construction. Ryza's own Skitarii regiments are almost exclusively equipped with Executioners.

As with its smaller cousins, the Plasma Destroyer cannon is a temperamental piece of equipment, relying on ancient technologies that are barely understood. Difficulty in containing the vast energies make the Executioner an unreliable but potentially devastating weapon of war. Commanders complain that the photonic fuel cell lacks the power to maintain the plasma weapon's efficiency over an extended engagement, and reloading the cell is overly time consuming in the heat of battle.

The Ryza pattern turret incorporates emergency vents to disperse the heat from each shot, these are positioned on the forward turret sides. The crew are screened from the weapon by protective heat shielding. This shielding is enough to save them in the event of catastrophic containment field failure, allowing them time to escape. In the worst cases the field failure can result in the destruction of the entire vehicle. Many Ryza pattern turrets incorporate a chemical coolant flask towards the rear, for use in emergencies. Twin coolant feed lines run across the top of the turret to the weapon, but these are exposed to battle damage and can be severed by enemy fire. This makes the emergency cooling system less than reliable, and is a factor contributing to green tank crews willingness to abandon an Executioner at the first sign of problems. Any crewman willing to bail out of his tank will face harsh punishment from the regiment's Commissars if his crime is discovered.

Imperial Guard tank crews do not favour this vehicle. Many old superstitions surrounding the blessing of the gun are still ritually observed before battle. Most tank crews prefer the tried and tested battle cannon, but those men who do ride to battle as Executioner crews enjoy a reputation for foolhardy (many would say insane) bravery.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-2010-LH0103

Vehicle Name LEMAR RUSS EXECUTIONER

Forge World of Origin RYZA

Known Patterns III-VI

Crew COMMANDER, GUNNER, DRIVER, LOADER, 2 SPONSON GUNNERS

Powerplant HL230 V12 MULTI-FUEL

Weight 63 TONNES

Length 7.08 M

Width 4.86 M

Height 4.42 M

Ground Clearance 0.45 M

Max Speed - On Road 30 KPH

Max Speed - Off Road 18 KPH

Main Armament PLASMA DESTROYER

Secondary Armament LASCANNON OR HEAVY BOLTER

Traverse 360°

Elevation -8° TO +22°

Main Ammunition 12 SHOTS FROM PHOTONIC FUEL CELL

Secondary Ammunition UNLIMITED OR 600 ROUNDS

Armour

Turret 200 MM

Superstructure 180 MM

Hull 150 MM

Gun Mantlet 100 MM

Date 1777012 M38

signature

*Jack Frost*

Magos Fabricator

Dominus Ex Machina

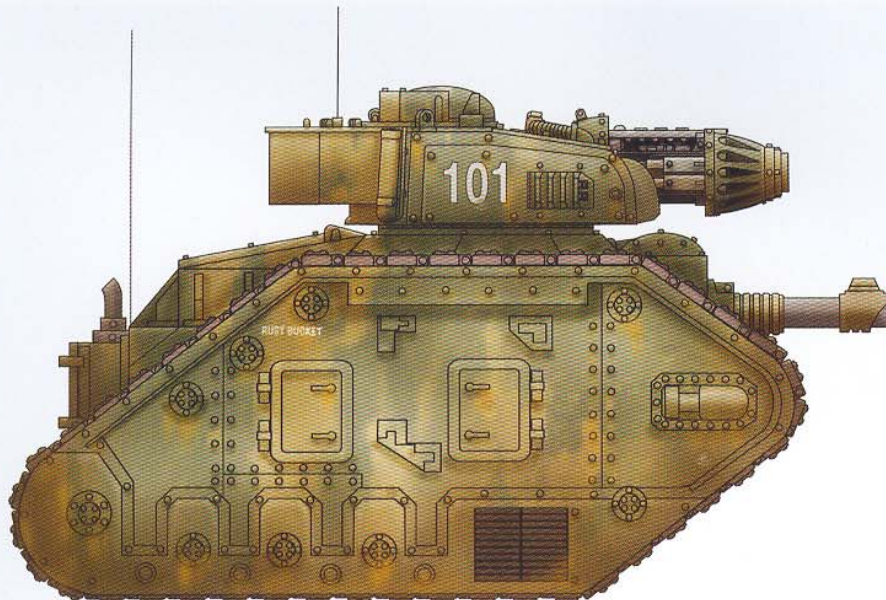




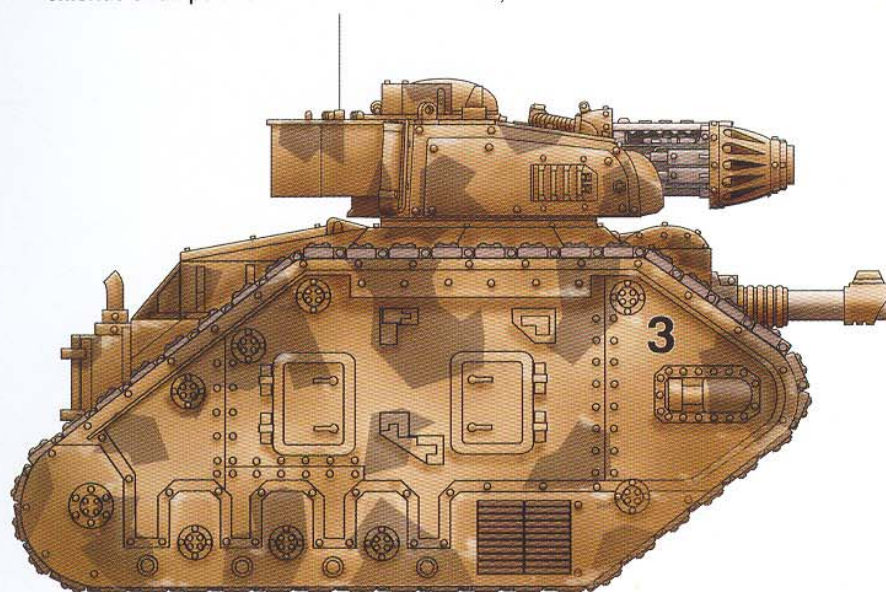
**Top:** An Executioner moves forward as part of an 8th Valhallan armoured column as they advance on Sallan's Point.

**Above:** An Executioner of the Palladius 46th Armoured Regiment. This tank has been equipped with track guards.

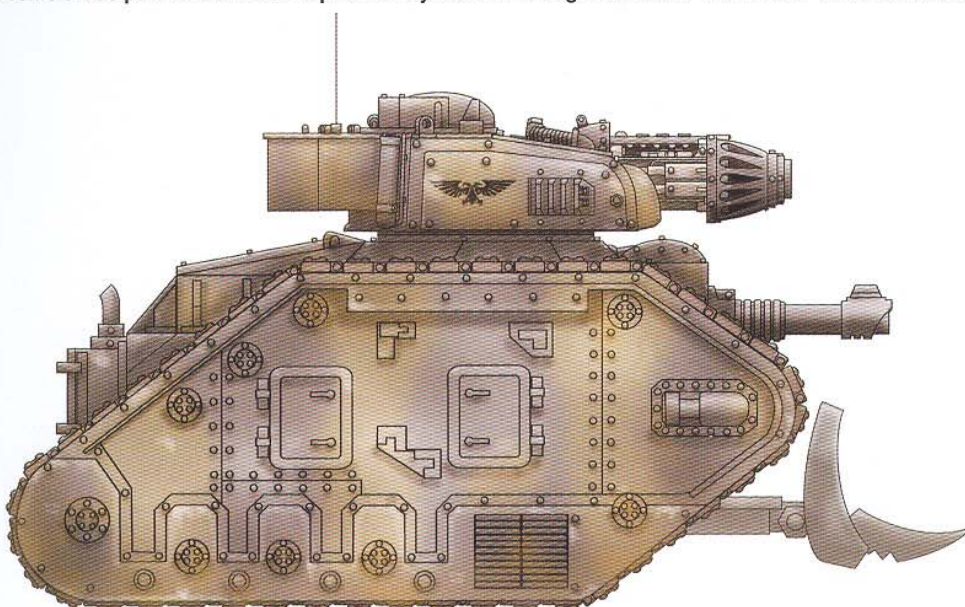




Executioner of the 71st Regiment, Savlar Chem-Dogs. This vehicle has had a hastily applied green wash scrubbed over the base brown colour by the crew, with the tank's number stencilled over in white. This vehicle is probably a survivor from the ill-fated campaign in the chloride-swamps of Goru. As a command tank, it has had an extra radio and aerial fitted.

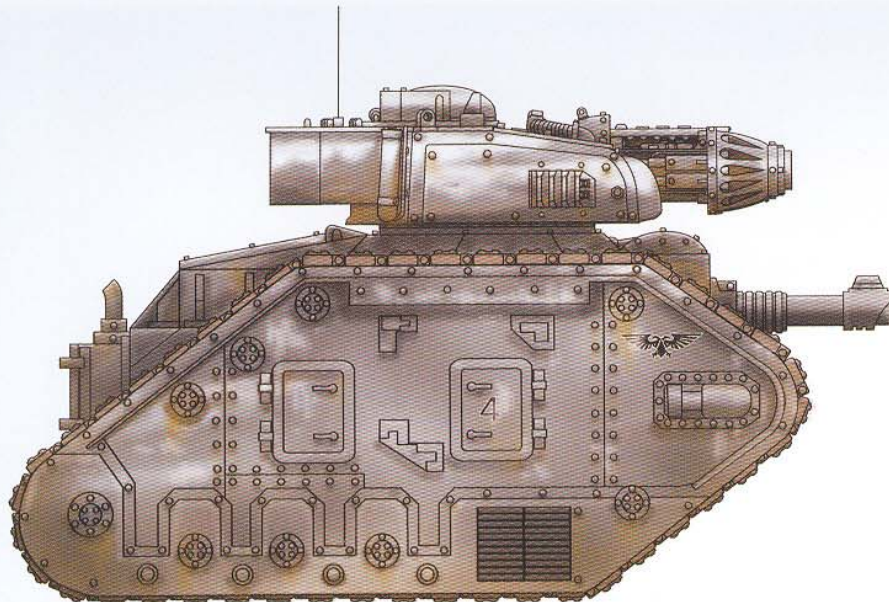


Executioner of the Krieg's 28th Armoured regiment. The camouflage scheme is an adaptation of a common pattern for desert warfare. This vehicle was part of the Galan Expeditionary Force. The significance of the number three is not known.

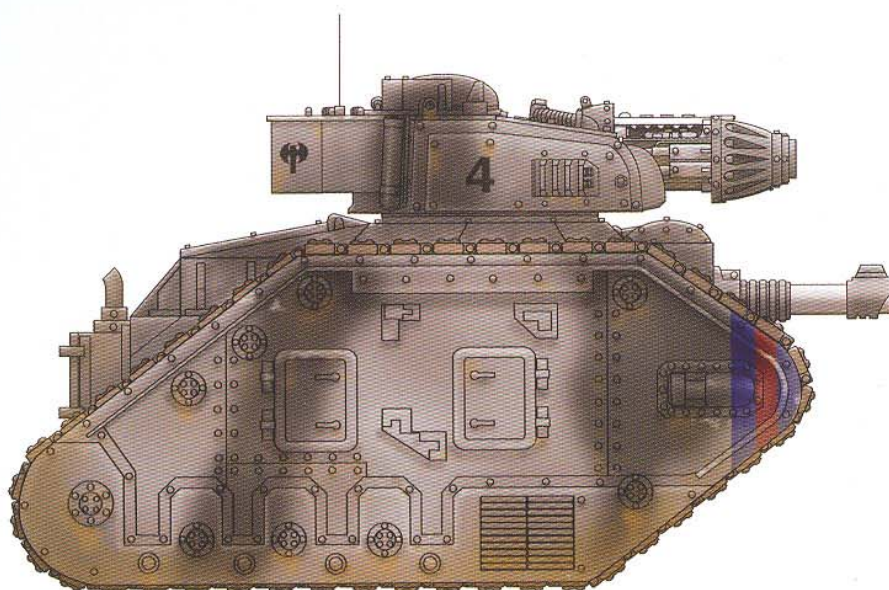


Rare Executioner of the Armageddon Steel Legion. Few Steel Legion Armoured Regiments fielded the Executioner and the lack of markings makes this tank difficult to identify. The camouflage scheme is that used throughout the 3rd Armageddon War by Steel Legion units operating in the ash wastes. The lack of numbers may indicate that this vehicle was hastily painted before being committed to battle.

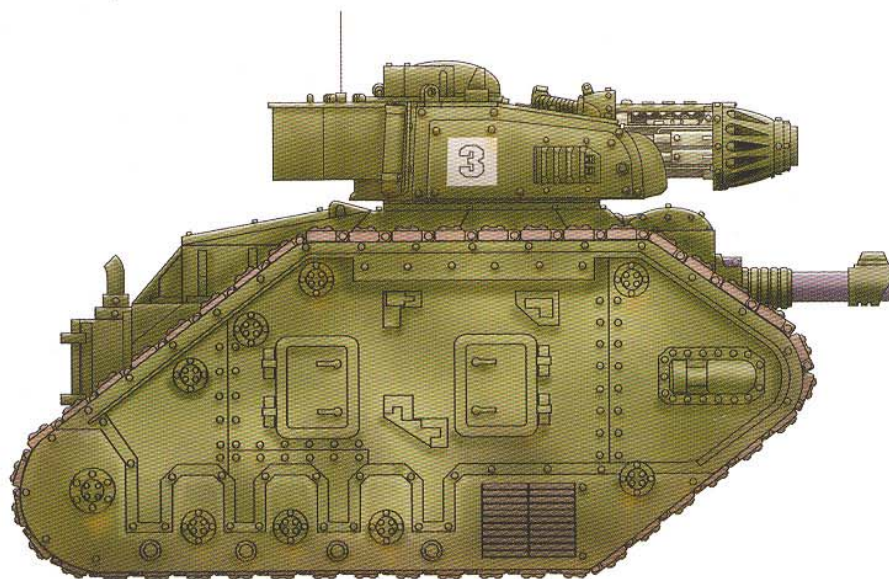




An Executioner of the Phyressian 42nd Armoured Regiment. The white camouflage applied by the field workshop has faded. This tank is the fourth vehicle of its squadron.



An Executioner of the Cadian 122nd Regiment, here camouflaged for the street fighting in Vogen City on Zai-Khann. During the protracted battle of Vogen the regiment adopted three colour banding for each of its armoured companies. The red and blue shown here signify the second company. Squadrons adopted their own insignia, in this case the axe of second squadron, painted on the turret rear. The tank is the fourth of its squadron.



Executioner of the Cadian 31st Armoured Regiment. The regiment utilised a basic drab green colour scheme whilst fighting on Levilnor IV. Identification markings are stencilled over a white square.





### LEMAN RUSS EXECUTIONER

	Points	Front Armour	Side Armour	Rear Armour	BS
Executioner	165 + wpns	14	12	10	3

**Type:** Tank

**Crew:** Imperial Guard

Thought for the day:  
Burn the Unclean with the fires of Purity.

**Weapons:** The Leman Russ Executioner is armed with a turret-mounted Plasma Destroyer. In addition, it must have one of the following hull-mounted weapons: lascannon at +15 pts; heavy bolter at +5 pts.

**Options:** The Executioner may be upgraded with two side sponsons armed with a pair of heavy bolters at +10 pts or a pair of heavy flamers at +10 pts.

The tank may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** The Executioner is a Heavy Support choice for an Imperial Guard army.

### SPECIAL RULES

Plasma Destroyer: Range	Str	AP	Type
54"	7	2	Heavy/Blast



# DESTROYER

## TANK HUNTER



The Destroyer Tank Hunter is a relic. Once it was a common vehicle amongst Imperial Guard armoured regiments, now it is rarely seen and numbers are still declining. Whilst the hull can be mass produced, the Laser Destroyer cannot be easily reproduced, and only a few Forge Worlds have the skills to be able to hand-craft each weapon. This is a painstaking and laborious process, resulting in demand far outstripping supply.

The Destroyer utilises the old Mars Alpha pattern hull design, modified due to the removal of the standard Leman Russ' turret ring. In place of the turret ring, the roof includes the main crew hatch along with forward and rear maintenance access hatches. There is also the primary gun sight, fitted front and centre and accessible by both the vehicles gunner and commander. The gun is positioned off-set to the left side of the hull in a limited traverse mount. The Destroyer retains the same engine, transmission and drive train components as the standard Mars Alpha pattern hull.

Destroyers are generally issued to specialist tank destroyer squadrons, and occasionally enough vehicles are gathered to form an entire Tank Destroyer Company. An armoured regiment is lucky to have a single squadron attached, and most do not, relying on their tanks or infantry anti-tank teams to fulfil the same role. Those Imperial Guard units that do still possess Destroyer Tank Hunters

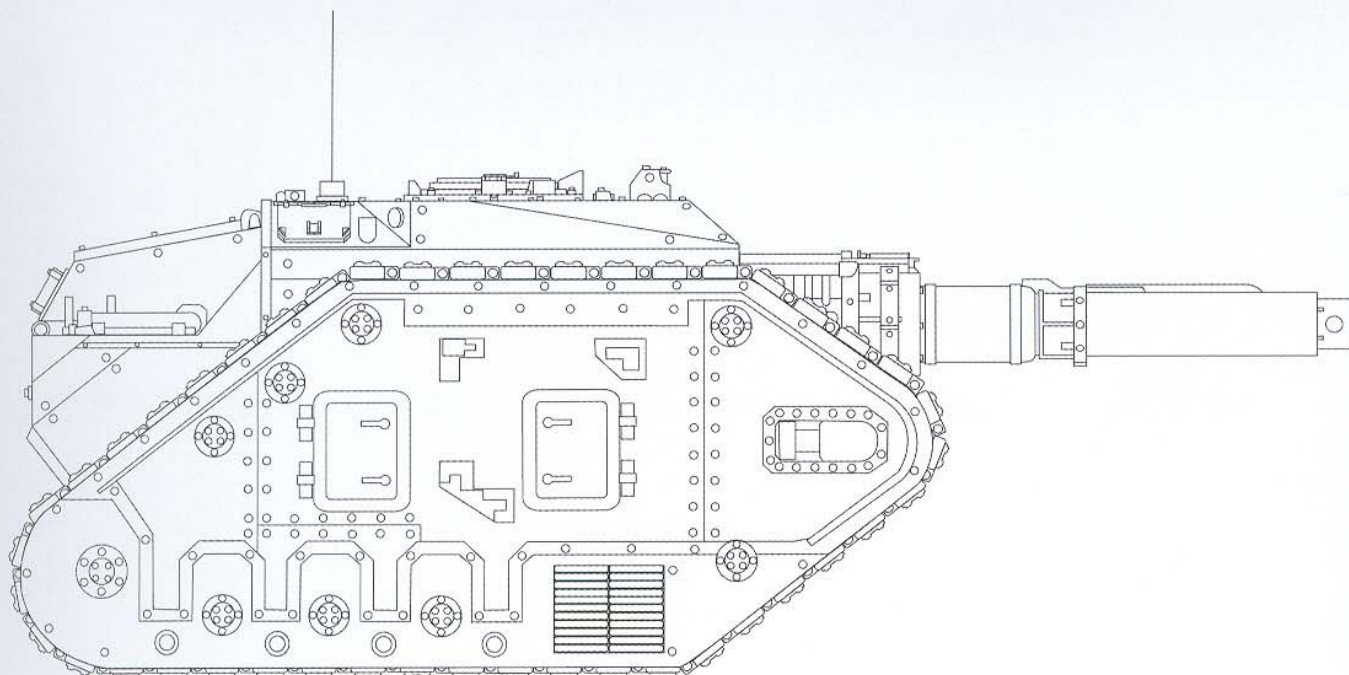
guard them jealously and each vehicle is continually patched up and repaired to keep it operational. Once lost, a regimental commander knows he is unlikely to get any replacements. Wrecks which can be reconstructed are high priority salvage after a battle. Even if the wreck cannot be repaired, the hull can be patched up and a new weapon added. In this way, there are many field conversions of the basic Destroyer hull, replacing the Laser Destroyer with a Demolisher cannon or a Battle cannon. Even the Vanquisher cannon has been used in this way.

The Destroyer's main role on the battlefield is to seek out and eliminate enemy tanks.

Tactical doctrine dictates that Destroyers are best used on the defensive, deployed well back, in hiding, weapons trained ready to ambush enemy armoured columns. After a couple of long range shots, the Destroyer will quickly change firing positions to avoid return fire should they have been spotted. This tank 'sniping' makes the Destroyer a notorious hazard to tank crews, who value a confirmed Destroyer kill far greater than other vehicles.

The Destroyer is less useful during an assault, lacking the turret or secondary weapons means it is vulnerable to flank attacks or enemy infantry assaults. Wise commanders know that it lacks the versatility of a true tank and it is generally relegated to a supporting role behind the spearhead units.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-1877-LR0297

Vehicle Name DESTROYER TANK HUNTER

Forge World of Origin MARS, STYGIES VIII, TRIPLEX  
PHALL, TOLKHAM, ESTABAN VII,  
LUCIUS, M'KHAND, VOSS

Known Patterns I-IX

Crew COMMANDER, GUNNER, DRIVER

Powerplant MR230 V12 MULTI-FUEL

Weight 52 TONNES

Length 7.08 M

Width 4.86 M

Height 3.4 M

Ground Clearance 0.45 M

Max Speed = On Road 50 KPH

Max Speed = Off Road 36 KPH

Main Armament LASER DESTROYER

Secondary Armament NONE

Traverse 5°

Elevation -3° TO +12°

Main Ammunition 20 SHOTS FROM POWER PACK

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 200 MM

Hull 150 MM

Gun Mantlet 150 MM

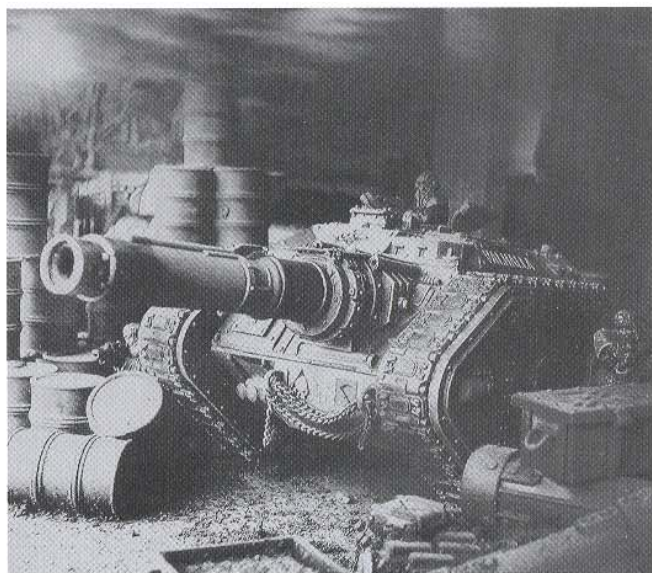
Date 1762010.1438

signature

Magos Fabricator

Dominus Ex Machina



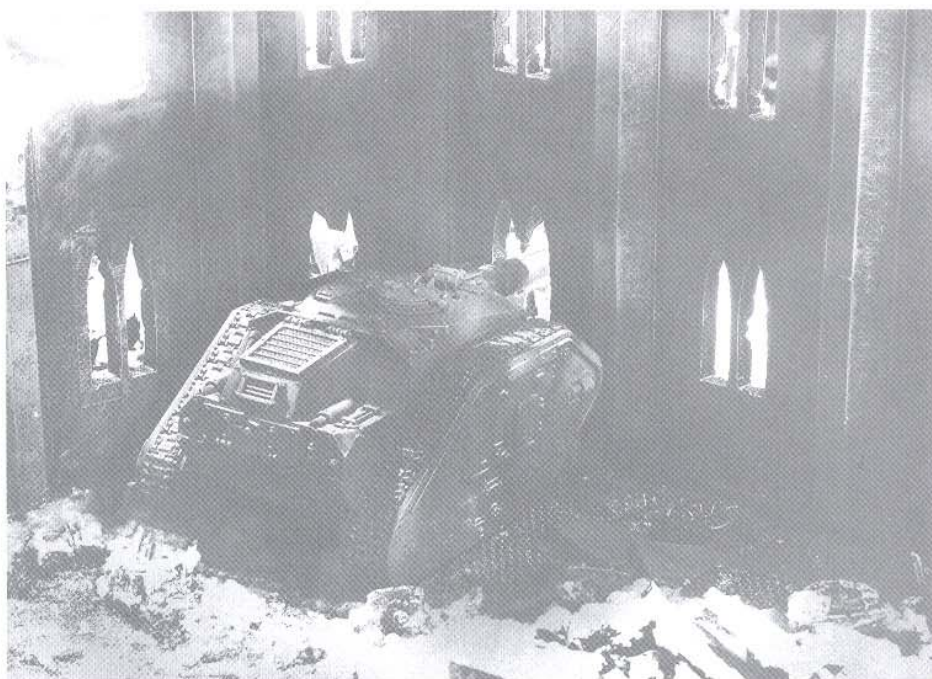


**Top:** An unidentified Destroyer operating in winter conditions.

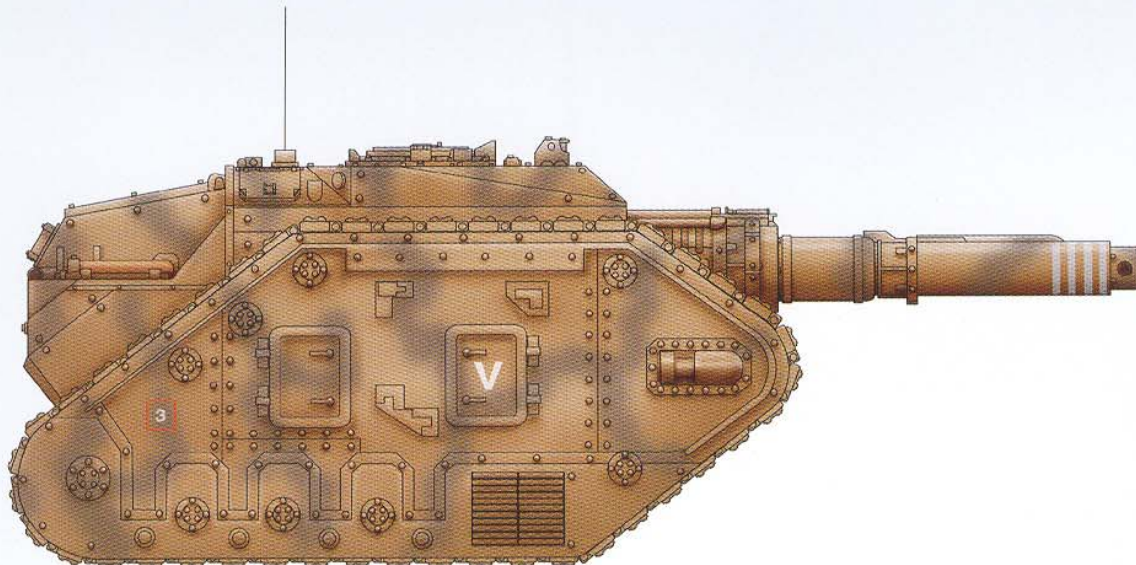
**Above Left:** Night sniping. A Destroyer opens fire at long range.

**Above Right:** A Destroyer of the 8th Valhallan Armoured Regiment on sentry duty. Here the vehicle seems to be positioned to defend a fuel or ammunition dump.

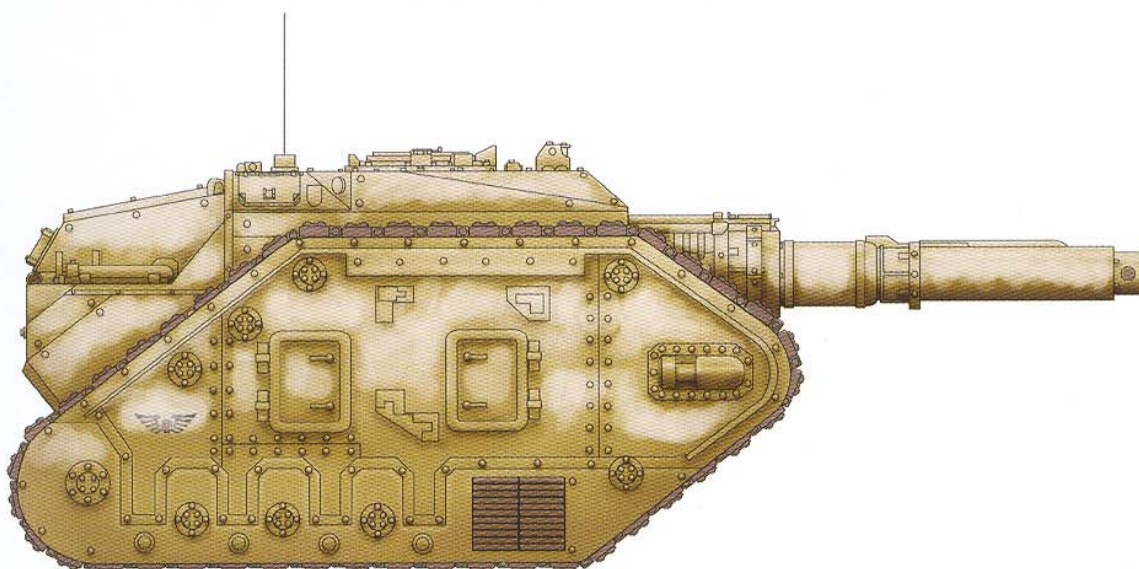
**Right:** A Destroyer lies in waiting having found itself a well concealed firing position in the ruined shell of a building. This demonstrates classic Destroyer ambush tactics.



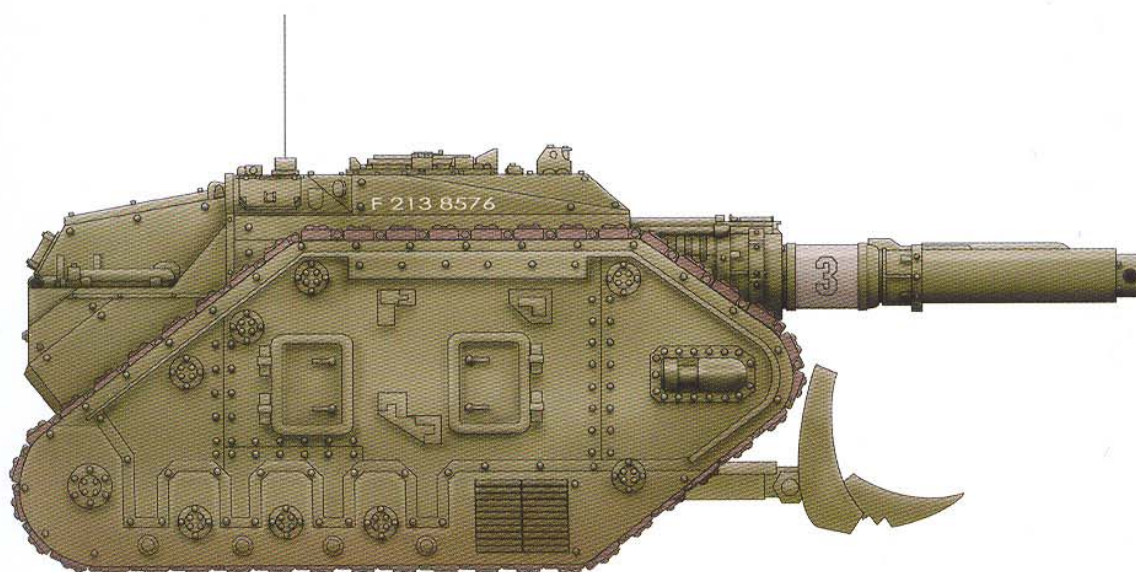




A Destroyer of the Palladius 46th Armoured Regiment. The vehicle is the fifth of its squadron, which would indicate that the 46th is fortunate to have an overstrength squadron attached to it. The number three may indicate that the Tank Destroyer squadron is attached to the regiment's third company. Note the four kill rings added to the barrel.

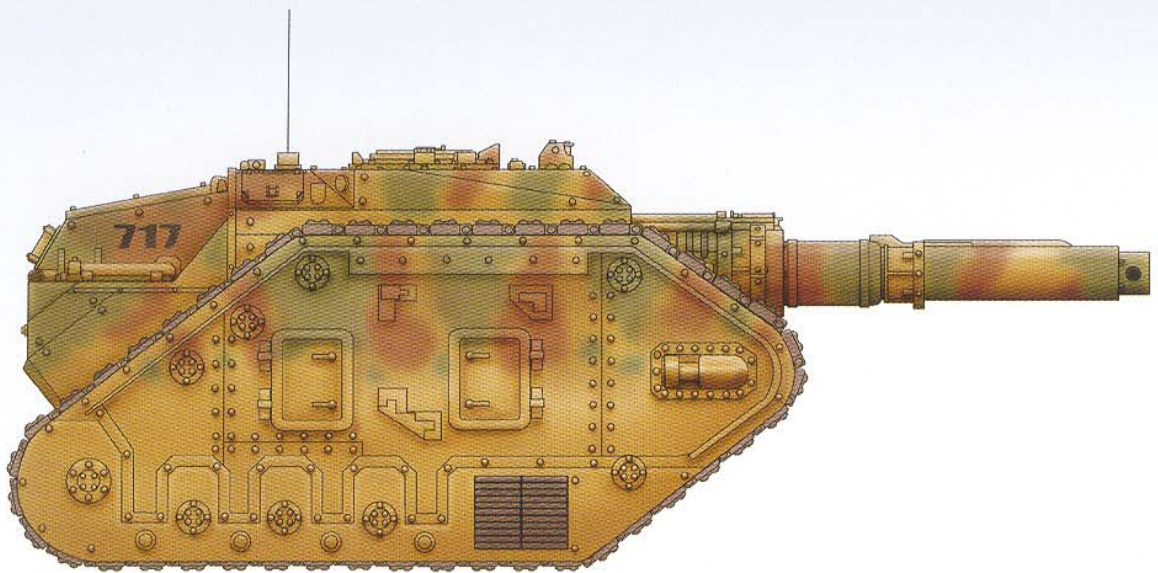


A Destroyer of an unknown unit. Any identification numbers have been obscured by the addition of a hasty white-wash by the crew. This white washing by hand is the fastest way to achieve a new winter camouflage scheme.

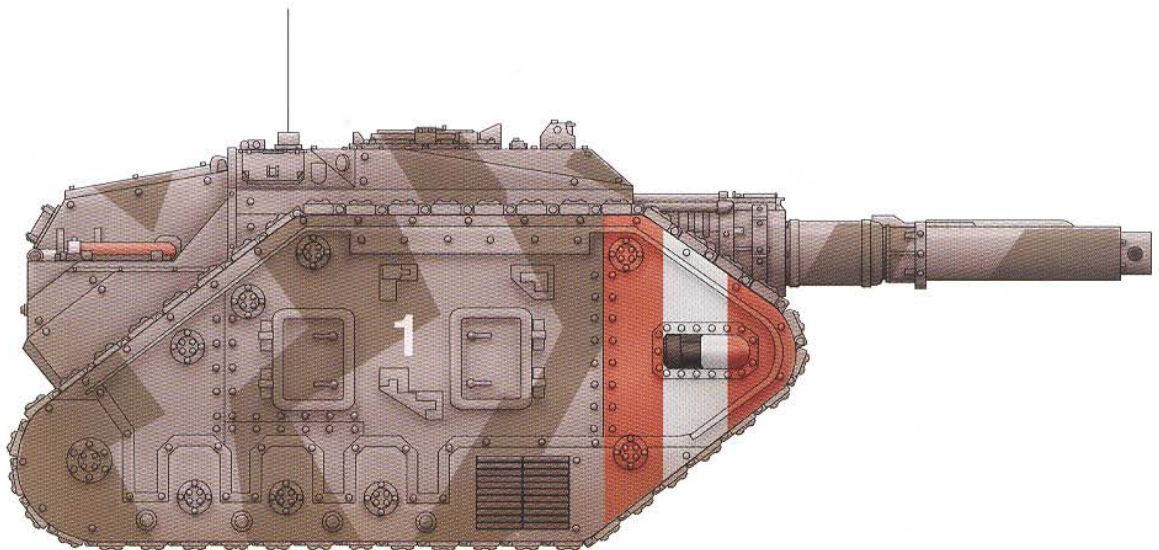


A Destroyer of the Dniepr 9th Tank Corp. This, the squadron's third vehicle, has had a dozerblade fitted. Although there is no standard practice for fitting such additional equipment, veteran commanders often equip one in three vehicles with a dozerblade. The meaning of F213 8576 is not known, although it is likely to be a temporary shipping number that was not removed when the unit received the vehicle.

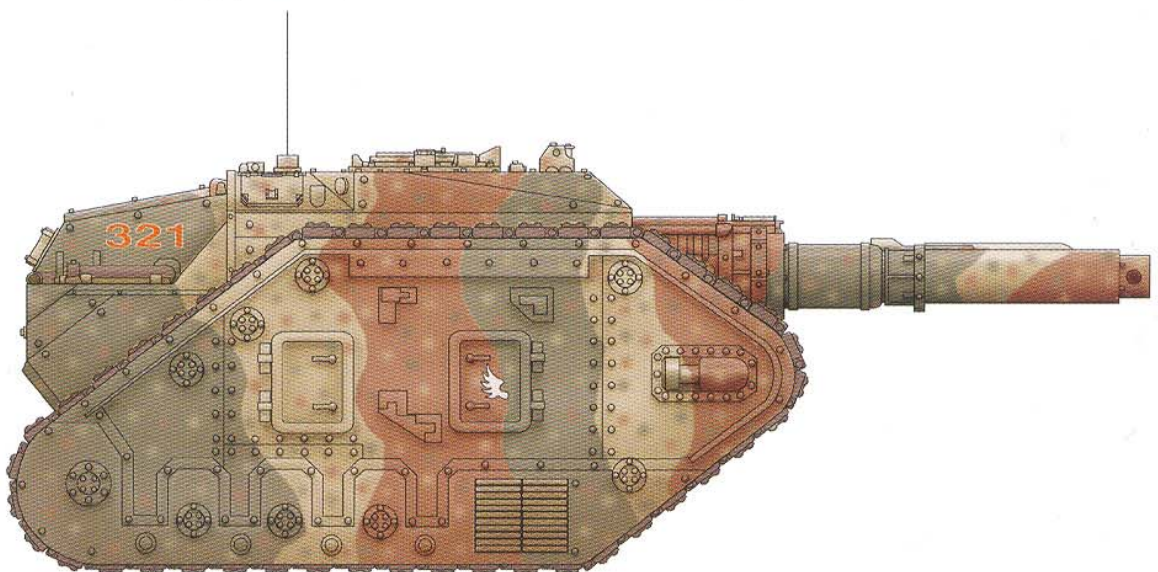




A Destroyer of the Valstadt 13th Armoured Regiment, during the Karsundi river crossing on Lammas. This unique camouflage scheme has been devised mainly with defence against aerial reconnaissance and attack in mind.

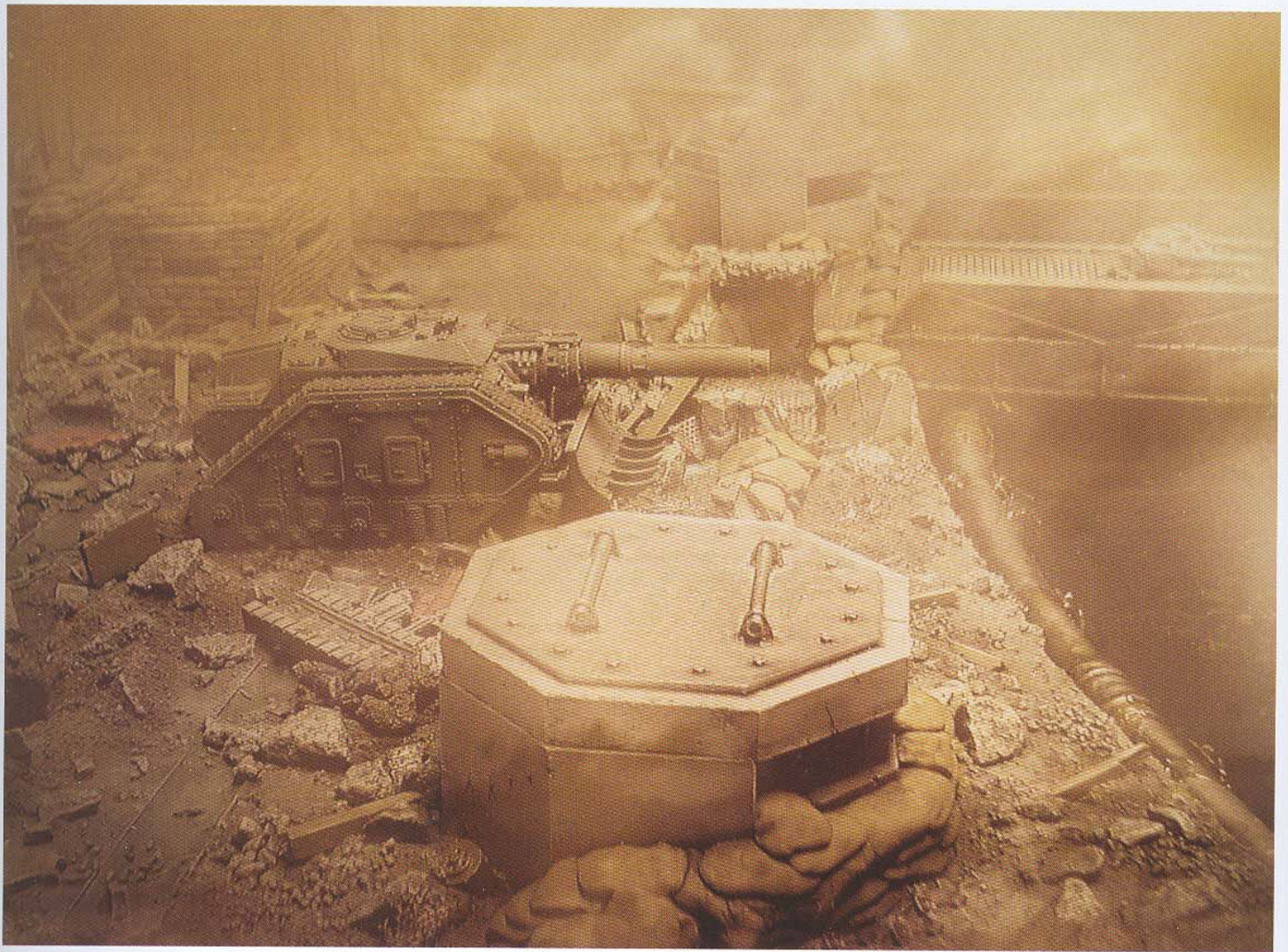


A Destroyer of the Cadian 142nd Armoured Regiment during the defence of Cadia. The red and white banding indicates a vehicle attached to the first company. As the 142nd only had a single Tank Destroyer squadron listed on its order of battle for the campaign, it is likely to mean the first vehicle of that squadron.



A Destroyer of the 5th Deneb Armoured Regiment. It is not unusual, given the Destroyer's mainly defensive role, for crews to lavish more time on a convincing camouflage scheme. This scheme has been devised for use in woodland environments.





## DESTROYER TANK HUNTER

	Points	Front Armour	Side Armour	Rear Armour	BS
Destroyer	170	14	12	10	3

**Type:** Tank

**Crew:** Imperial Guard

Thought for the day:  
Faith grows from the  
barrel of a gun.

**Weapons:** The Destroyer is armed with a single Laser Destroyer. It has no other weapons.

**Options:** The Destroyer may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm-bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** The 0-1 Destroyer is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

**Laser Destroyer:** The Destroyer's weapon is an ordnance weapon but does not use the Ordnance template. Instead of using the Scatter Dice, roll to hit using the crew's BS as normal. If the shot hits, then resolve the damage as an ordnance hit. If the shot misses then it doesn't deviate, it just misses.

<b>Laser Destroyer:</b>	<b>Range</b>	<b>Str</b>	<b>AP</b>	<b>Type</b>
	72"	10	2	Ordnance



# THUNDERER

## SIEGE TANK



The Thunderer Siege tank is a conversion of the Destroyer Tank Hunter hull. The Thunderer probably originated in a Departamento Munitorum field workshop as a stop-gap armoured vehicle for use in close quarters street fighting. In such situations, there are often not enough Demolisher Siege tanks to support all the front line infantry platoons. Infantry units lacking the heavy supporting firepower of the large Demolisher cannon find attacking through dense terrain very hard going. The inclusion of the Demolisher cannon on the Destroyer hull went some way to alleviating this problem.

Because the Destroyer's main weapon is difficult to manufacture and almost impossible for field workshop units to repair when it is damaged or malfunctions, it was found that an otherwise fully functional Destroyer chassis could be retro-fitted with another weapon. Once the Laser Destroyer was stripped out, along with its capacitors and batteries, enough space could be created for a battle cannon or demolisher cannon and ammunition. Due to the size of the Demolisher cannon's shells, ammunition storage within the Thunderer has always been problematic. Fully loaded, only 18 rounds can be squeezed in; significantly reducing the time a Thunderer can remain fighting before requiring re-supplying.

As a stop-gap vehicle the Thunderer fulfils its role well, although the Demolisher is still the close support weapon of choice for most commanders, due to its turret and many

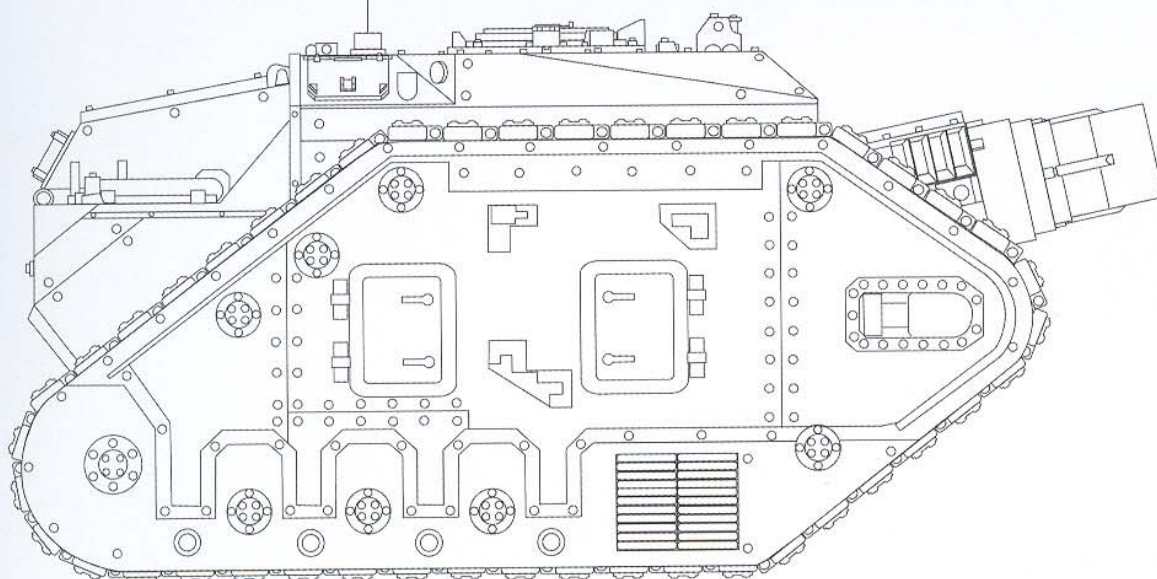
secondary weapons. The Demolisher cannon's role is to engage enemy-held buildings or bunkers, using its armour tipped shells to pierce the defender's walls before the delay fused high-explosive detonates within, causing massive damage to the occupants and the structure itself. It is not unknown for a single Demolisher shell to cause an entire building to collapse. The weight of the shell can easily destroy enemy vehicles, but its size reduces its accuracy, making it an ineffective tank-killing weapon at anything but close range.

Because the Thunderer is a replacement vehicle, no unit's codex 'Orders of Battle' include it. Siege Tank companies are equipped with Demolishers and as such are most likely to command any Thunderers, as direct replacements for losses or as additional tank squadrons.

The Thunderer retains all the hull features of the Destroyer, but extra bracing and armour plates are welded inside the roof. This provides protection from attacks from above whilst the vehicle is operating in urban terrain.

It is possible that, given the difficulty of manufacturing Destroyers, some Thunderers have been produced as newly built vehicles.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-2020-LH011

Vehicle Name THUNDERER SIEGE TANK

Forge World of Origin FIELD CONVERSION

Known Patterns I-II

Crew COMMANDER, GUNNER, DRIVER

Powerplant HL230 V12 MULTI-FUEL

Weight 52 TONNES

Length 7.98 M

Width 4.86 M

Height 3.40 M

Ground Clearance 0.45 M

Max Speed - On Road 32 KPH

Max Speed - Off Road 22 KPH

Main Armament DEMOLISHER CANNON

Secondary Armament NONE

Traverse 5°

Elevation -3° TO +12°

Main Ammunition 18 ROUNDS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 200 MM

Hull 150 MM

Gun Mantlet 150 MM



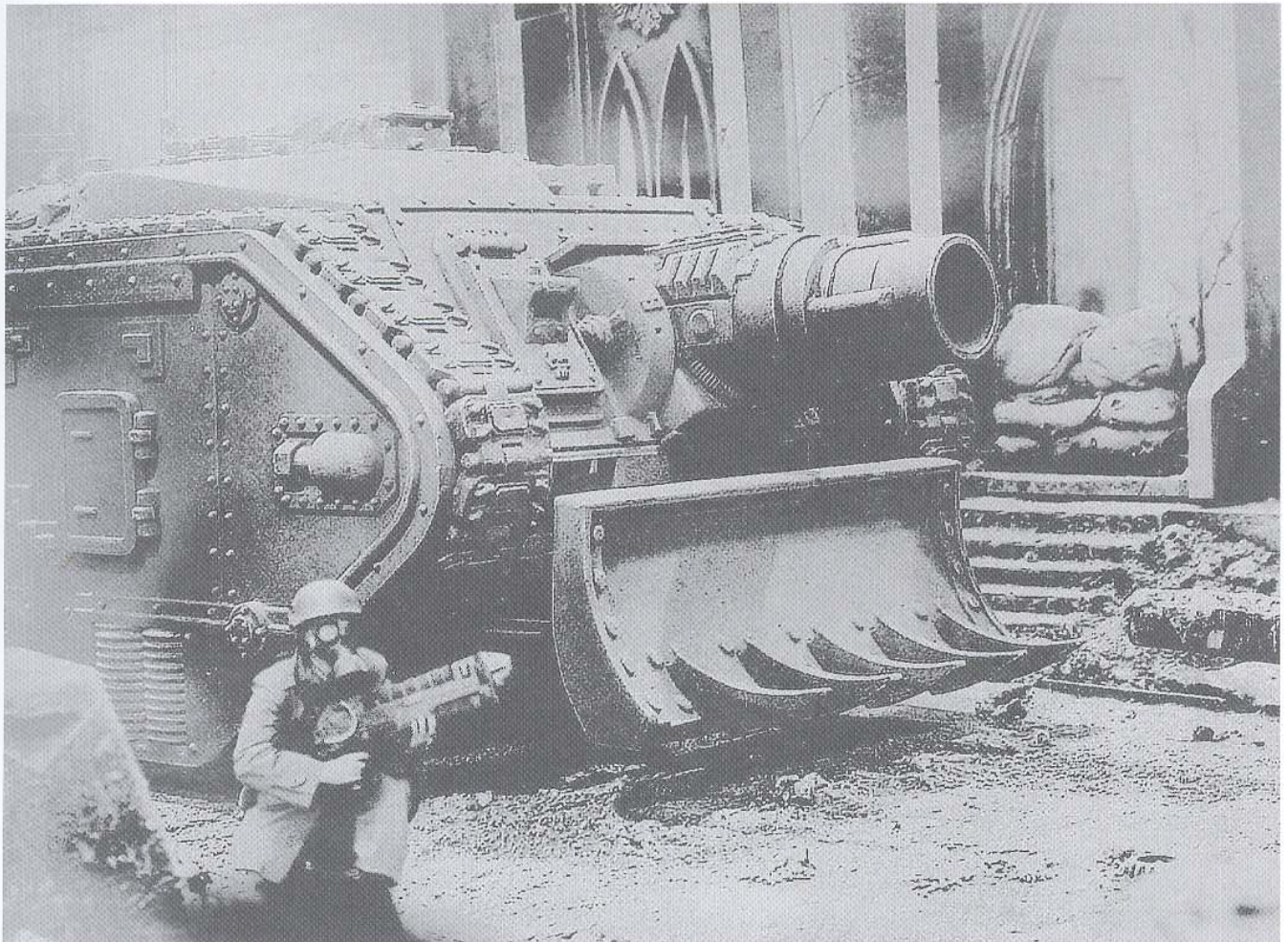
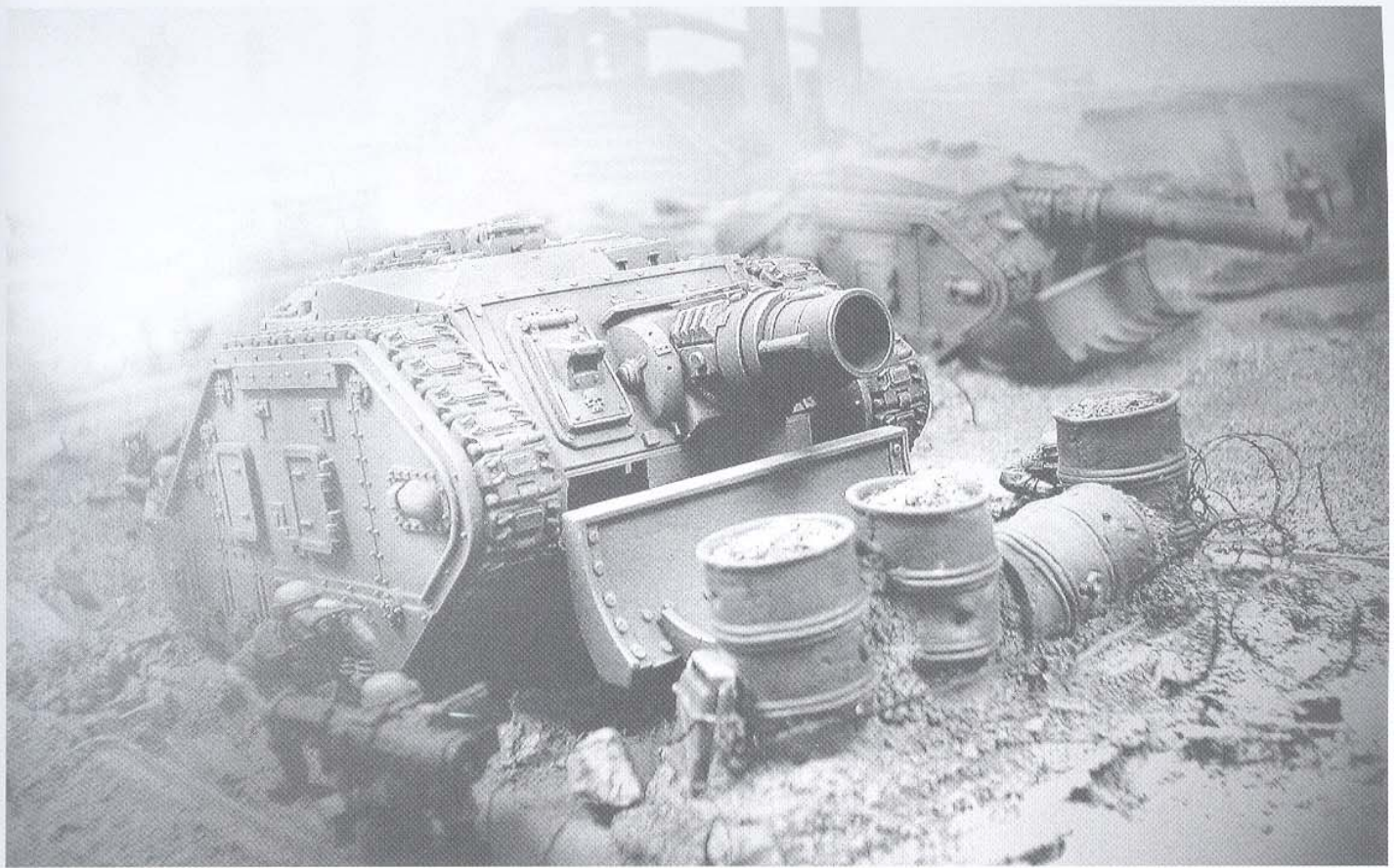
Date 1760010.M38

signature *Frank*

Magos Fabricator

Dominus Ex Machina

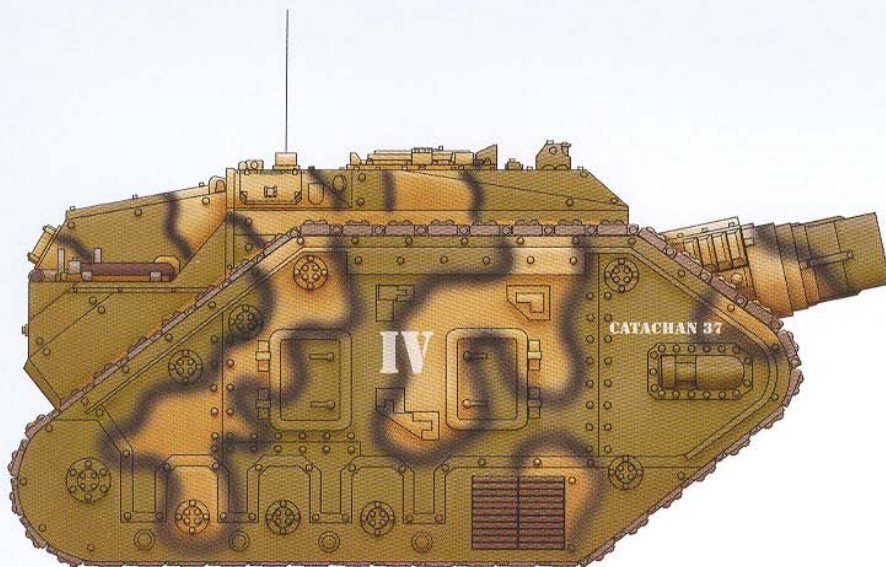




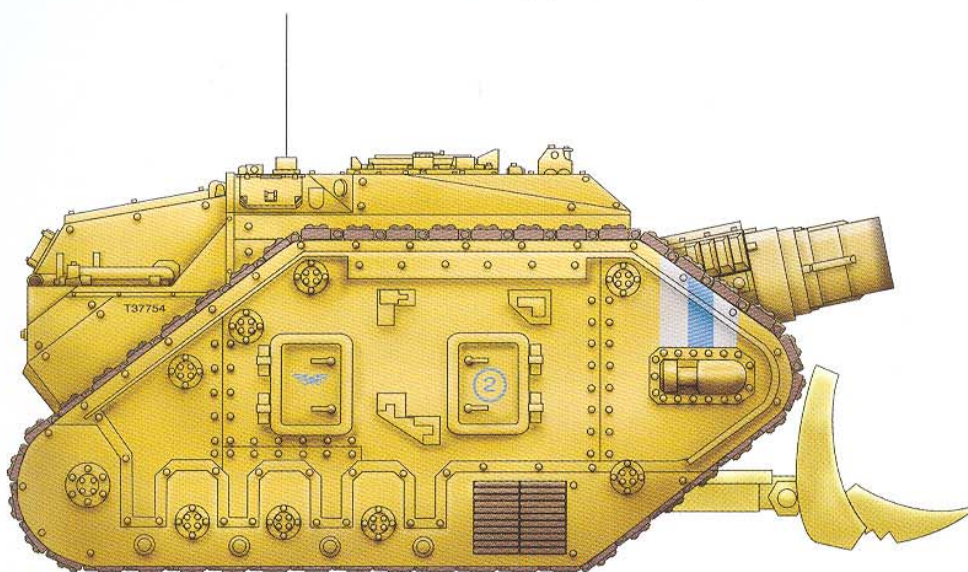
**Top:** Thunderer with an infantry heavy weapons team in close support. Note the enemy bunker behind - probably this vehicles main target.

**Above:** A Thunderer of an Armageddon Steel Legion unit (given the uniform of the plasma gunner in the foreground), engaged in streetfighting, location unknown.

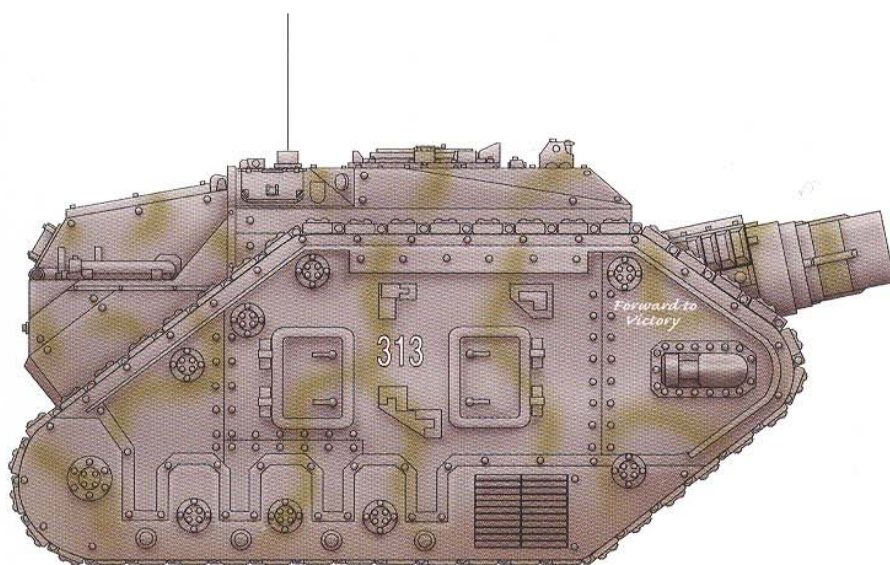




A Thunderer of the Catachan 18th Regiment 'the Swamp Rats'. Although not an armoured unit, Catachan jungle fighters do sometimes utilise armoured vehicles to support their guerilla operations. A siege tank is an unusual choice, more common are close support vehicles such as Hellhound flame tanks or Chimeras equipped with heavy flamers.

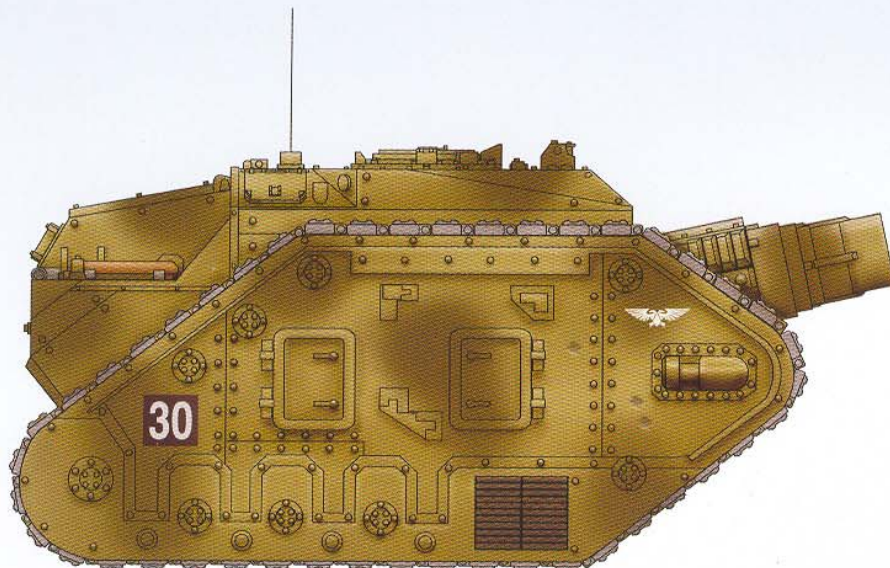


A Thunderer of the Tallarn 17th Armoured Regiment, painted in a flat yellow desert colour scheme. The blue and white bands indicate second company, with the number 2 in a blue circle identifying it as a vehicle of second squadron.

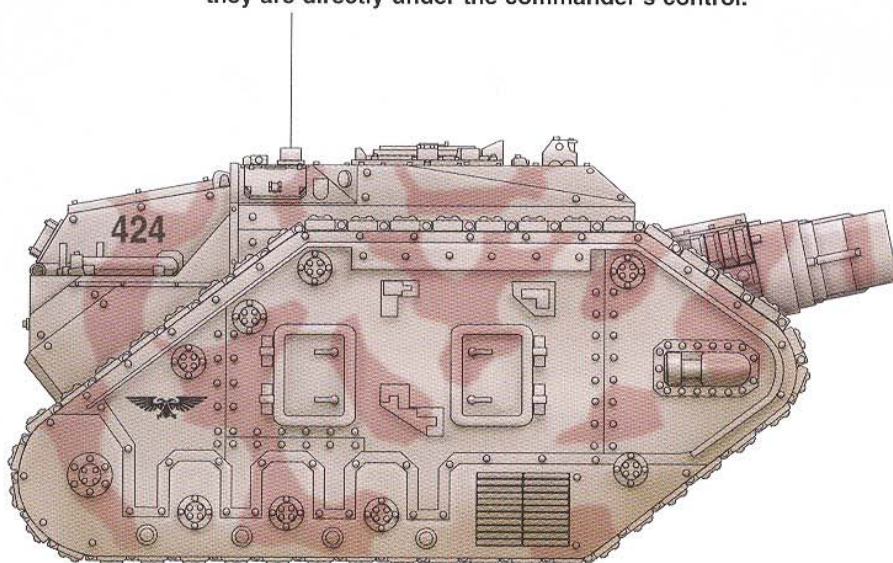


A Thunderer of the Palladius 2nd Armoured Regiment. Note the vehicle's slogan, 'Forward to Victory', an unofficial addition by the crew which the regiment's Commissars would approve of. Crews individually naming vehicles is common practice in many Imperial Guard regiments.

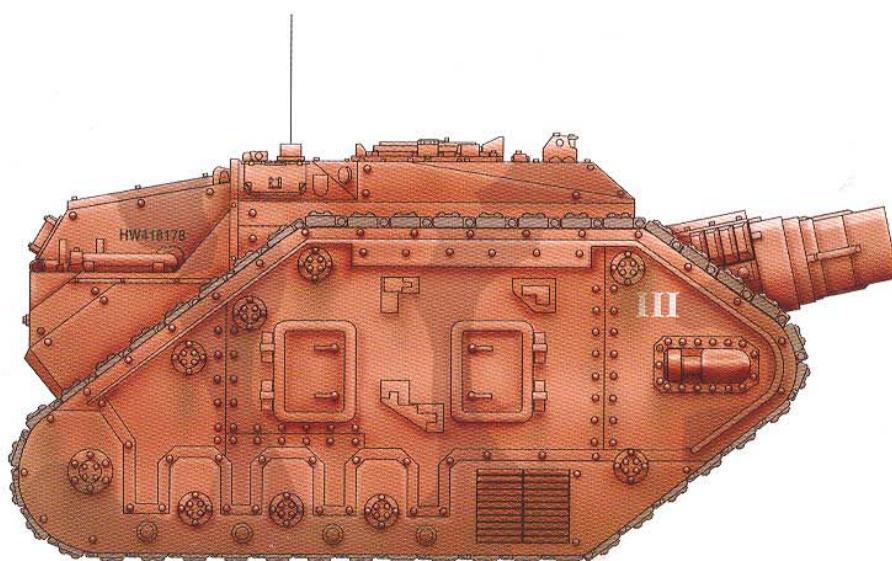




A Thunderer of the Krieg 21st Armoured Regiment, camouflaged in dabbled muddy-green colours during fighting in the extensive wetlands of Vorenz III. The stenciled number indicates that this tank is attached to the command squadron(0) of the regiment's third company (3). It is not uncommon for a tank company to attach additional specialist vehicles to the command squadron where they are directly under the commander's control.



A Thunderer of an unknown armoured regiment. The unusual camouflage scheme may be a variant on a winter pattern, or may be designed to blend in with an alien environment.



A Thunderer of a Mars Skitarii regiment. Like the vehicle above this has an unusual colour scheme to blend in with its surroundings, in this case the red deserts of Mars.





## THUNDERER SIEGE TANK

	Points	Front Armour	Side Armour	Rear Armour	BS
Thunderer	140	14	12	10	3

**Type:** Tank

**Crew:** Imperial Guard

Thought for the day:  
Obedience is not enough.

**Weapons:** The Thunderer is armed with a Demolisher cannon. It has no other weapons.

**Options:** The Thunderer may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** A Thunderer is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

**Siege Armour:** Just like the Demolisher and Vindicator, the Thunderer is expected to fight in cities and come under fire from above. When a Thunderer is being fired at from above, hits are resolved against their Side Armour value instead of their Rear.

<b>Demolisher Cannon:</b>	<b>Range</b>	<b>Str</b>	<b>AP</b>	<b>Type</b>
	24"	10	2	Ordnance 1/Blast



# BANEBLADE



The Baneblade and its variants are amongst the oldest Imperial tank designs still in use. Created using Dark Age Standard Template Construct technology, it uses many systems that are now unique to its construction. This ancient STC data is limited to only a handful of Forge Worlds, and most of the original Baneblades come from Mars itself.

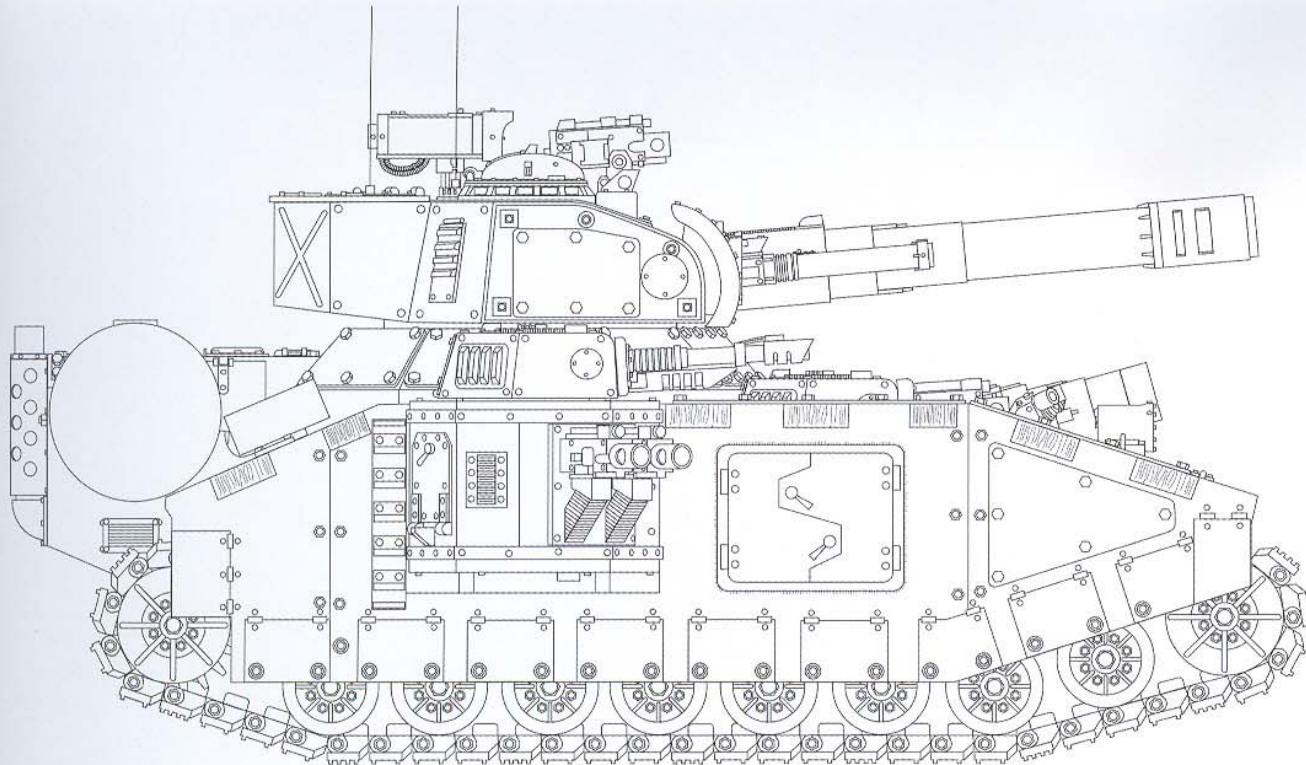
It is claimed that in the past there were whole divisions of Baneblades in the Emperor's service, but today an Imperial army is fortunate to have a company of three, and more usually only a single Baneblade will be available. This is because there is immense demand for the Baneblade, both for its highly destructive abilities and survivability, and also for the morale boost seeing such a behemoth gives the troops. For these reasons, the millennia have seen a slow but sure increase in the number of 'counterfeit' Baneblades seeing service in the Imperial army.

These Baneblades, produced by Forge Worlds eager to secure large military contracts and trade concessions, do not incorporate all of the available STC data that is on those from Mars and the few other favoured Forge Worlds. While a true Baneblade uses much more powerful rocket-propelled shells in its main battle cannon, a second

generation Baneblade (as the Adepts of Mars refer to these tanks) uses only standard battle cannon ammunition. Similarly, the reinforced mount of the Demolisher cannon in a true Baneblade allows it to lay down a devastating bombardment as it advances, while second-generation Baneblades normally mount a second battle cannon in the hull. These are not the only differences, for the original Baneblade design has improved internal armour bracing, greater engine performance and transmission, superior comms and tactical logic engines, and all manner of other secondary systems which are far superior to those of the second-generation war machines.

There is one sure way for a commander to know if he has a true Baneblade placed under him. Each Baneblade constructed and consecrated on those forge worlds that have the original STC is logged and registered with Mars, and is given its own identity number and name. Its whereabouts, the warzones it has fought in, the crew rosters and all its other history are reported regularly to the originating Forge World so that the fate of each and every Baneblade might be known – if one knows where to look...





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-658-0435-BB018

Vehicle Name BAKEBLADE

Forge World of Origin LUCIUS

Known Patterns 1-IV

Crew COMMANDER, DRIVER, 3 GUNNERS, 3 LOADERS,  
COMMS-OPERATOR, ENGINEER

Powerplant LC503 V18 P4 MULTI FUEL

Weight 319 TONNES

Length 13.5 M

Width 8.4 M

Height 6.3 M

Ground Clearance 1.2 M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament BATTLE CANNON, DEMOLISHER CANNON

AUTOCANNON, 2 LASCANNONS  
Secondary Armament 6 HEAVY BOLTER

Traverse 360 ° AND 6 °

Elevation -2° TO +28°

Main Ammunition 22 ROUNDS AND 18 ROUNDS

Secondary Ammunition 300 ROUNDS AND 4000 ROUNDS

Armour

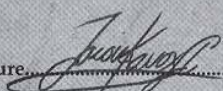
Turret 220 MM

Superstructure 210 MM

Hull 190 MM

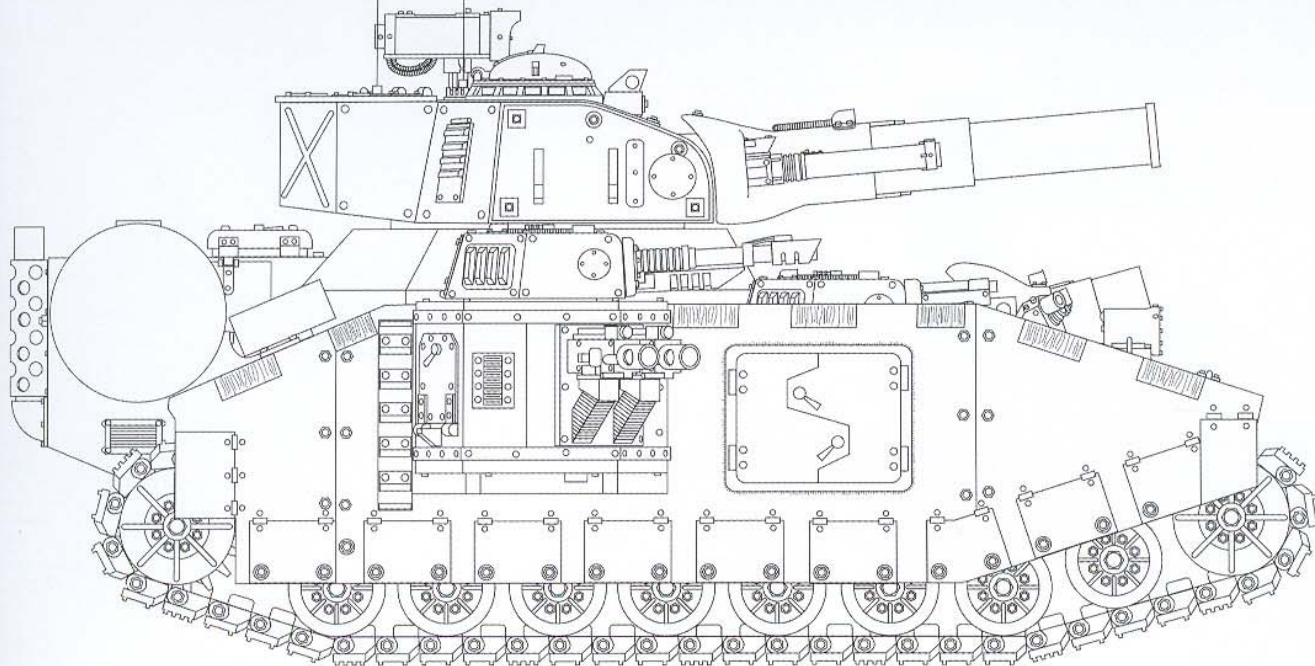
Gun Mantlet 180 MM

Date 1433009.M38

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Magos Fabricator

Dominus Ex Machina





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-658-0430-BB010

Vehicle Name BANEBLADE

Forge World of Origin MARS

Known Patterns I-X

Crew COMMANDER, DRIVER, 3 GUNNERS, 3 LOADERS,  
COMMS-OPERATOR, ENGINEER

Powerplant MB507 V18 MULTI FUEL

Weight 316 TONNES

Length 13.5 M

Width 8.4 M

Height 6.3 M

Ground Clearance 1.2 M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament BATTLE CANNON, DEMOLISHER CANNON

Secondary Armament AUTOCANNON, 40MM GUNS  
6 HEAVY BOLTER

Traverse 360 ° AND 6 °

Elevation -2° TO +28°

Main Ammunition 22 ROUNDS AND 18 ROUNDS

Secondary Ammunition 300 ROUNDS AND 1000 ROUNDS

Armour

Turret 220 MM

Superstructure 200 MM

Hull 180 MM

Gun Mantlet 180 MM

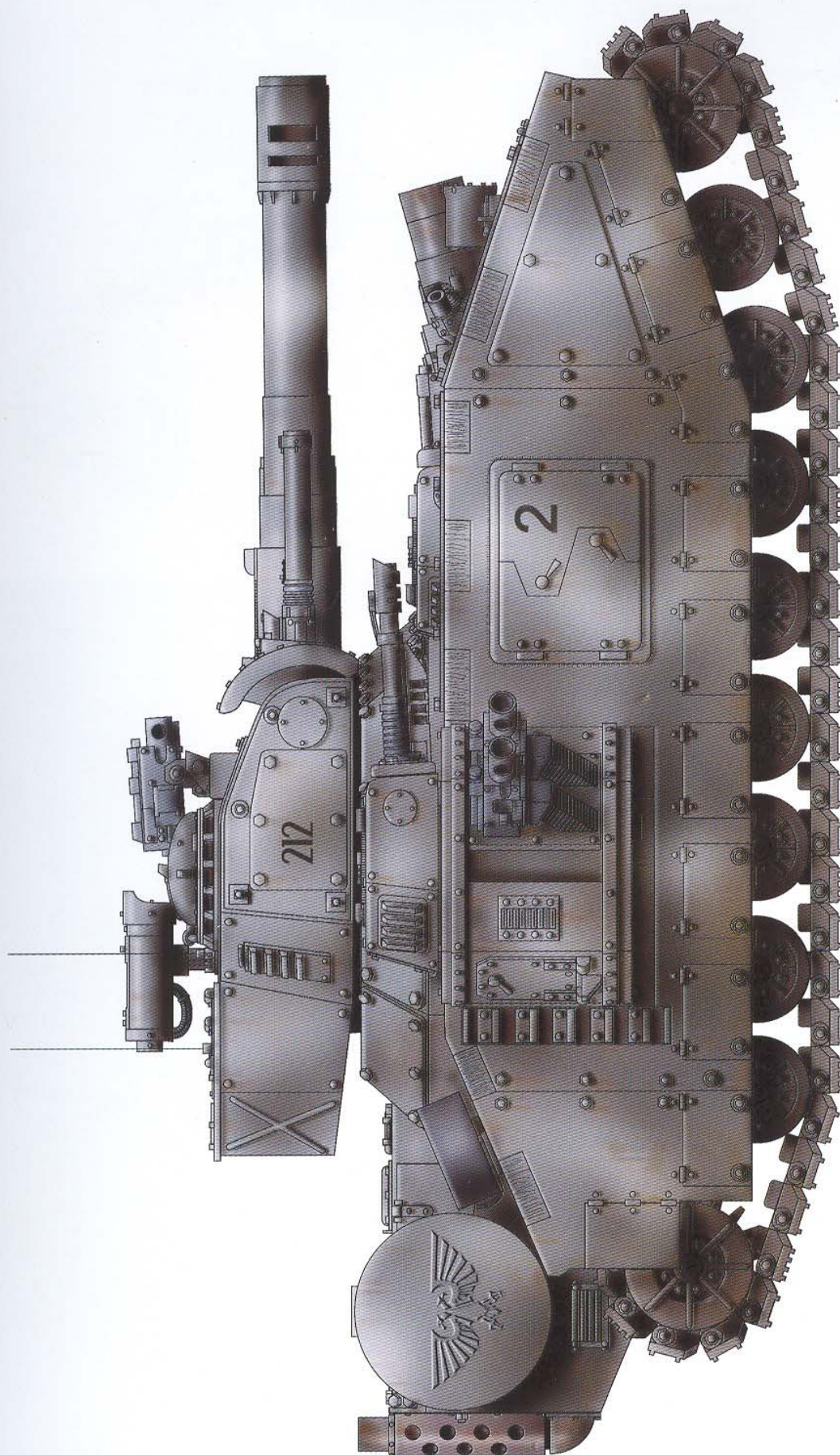
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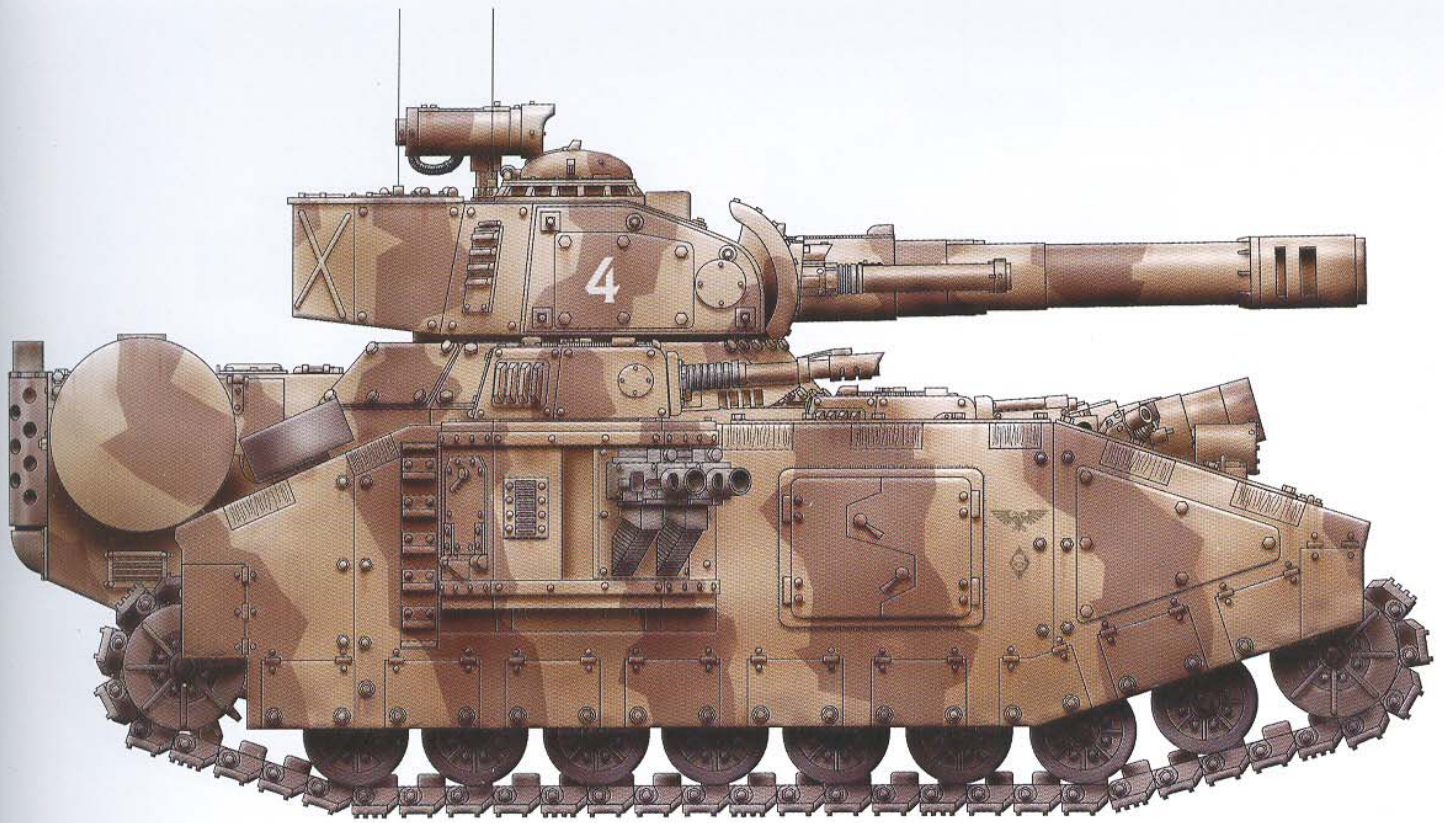
Magos Fabricator



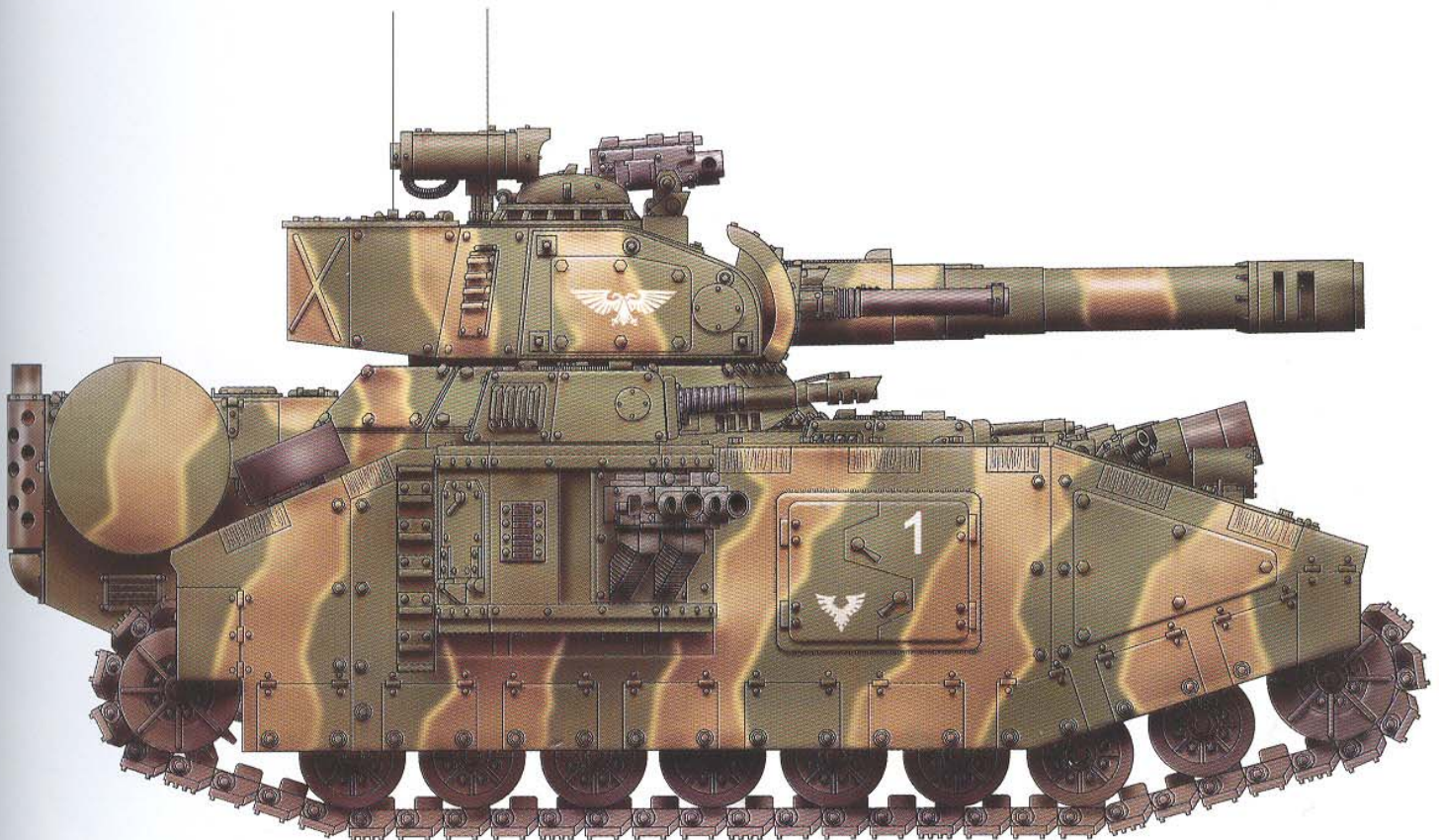


Lucius pattern Baneblade of the Konig's 9th Heavy Tank Company, attached to the Mortant 7th Regiment's second company during the Colonia campaign. This is the company's second vehicle, commanded by the famed tank ace 'Maximillian Wiesemann', the vehicle's name, 'Arethusa', is not visible in this view.



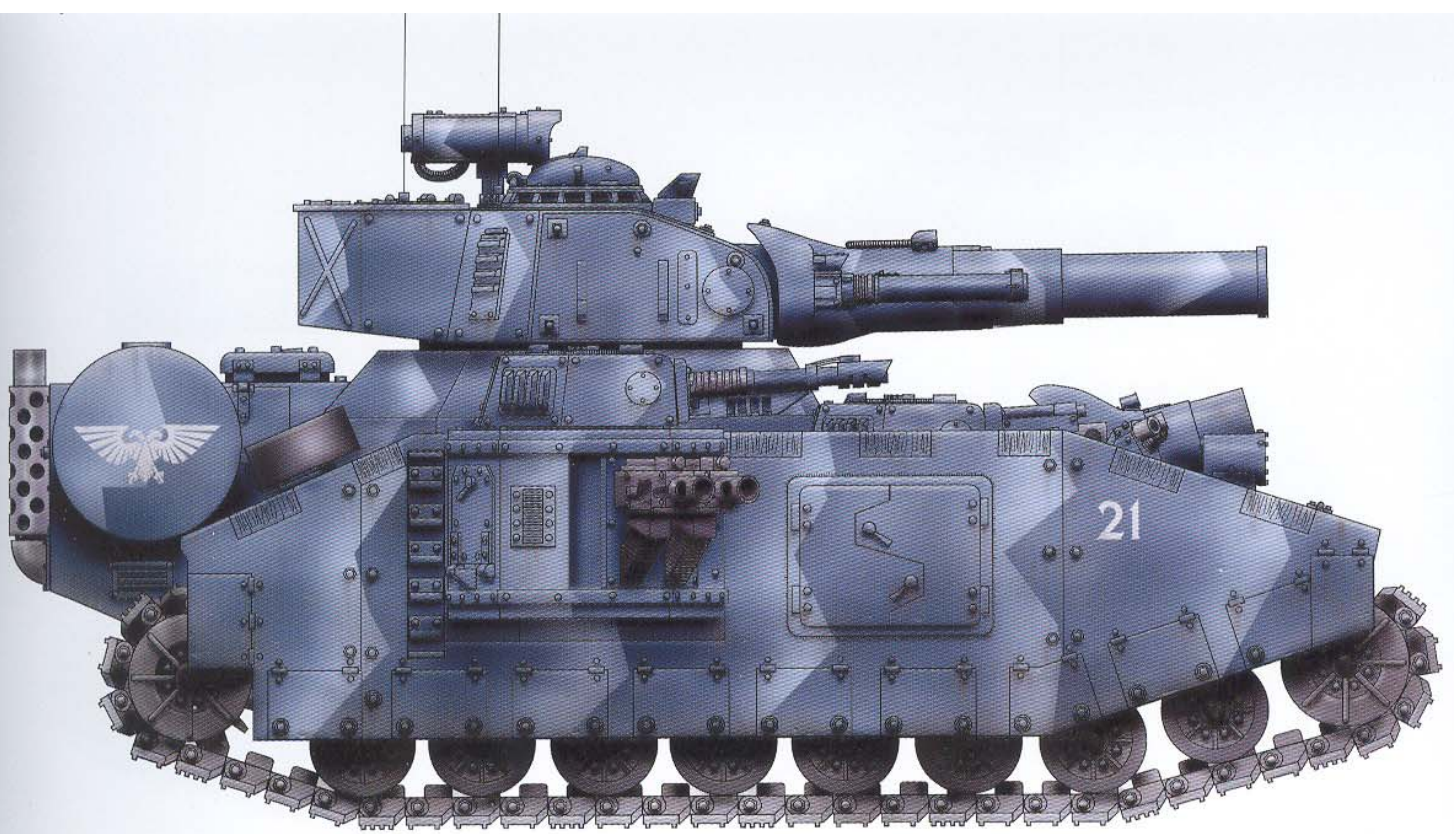


Lucius pattern Baneblade of the Krieg 13th Heavy Tank Company. This is the company's fourth vehicle. It is in the desert camouflage scheme used during the Galen V Expedition, when the elements of the company were attached to the Krieg's 28th Armoured Regiment.



Lucius pattern Baneblade of the Tekarn 11th Heavy Tank Company. This is the first vehicle of its squadron. The campaign badge on the side hatch is that used on the tropical Deathworld of Denkari Minor during fighting against Waaagh Grughakh.



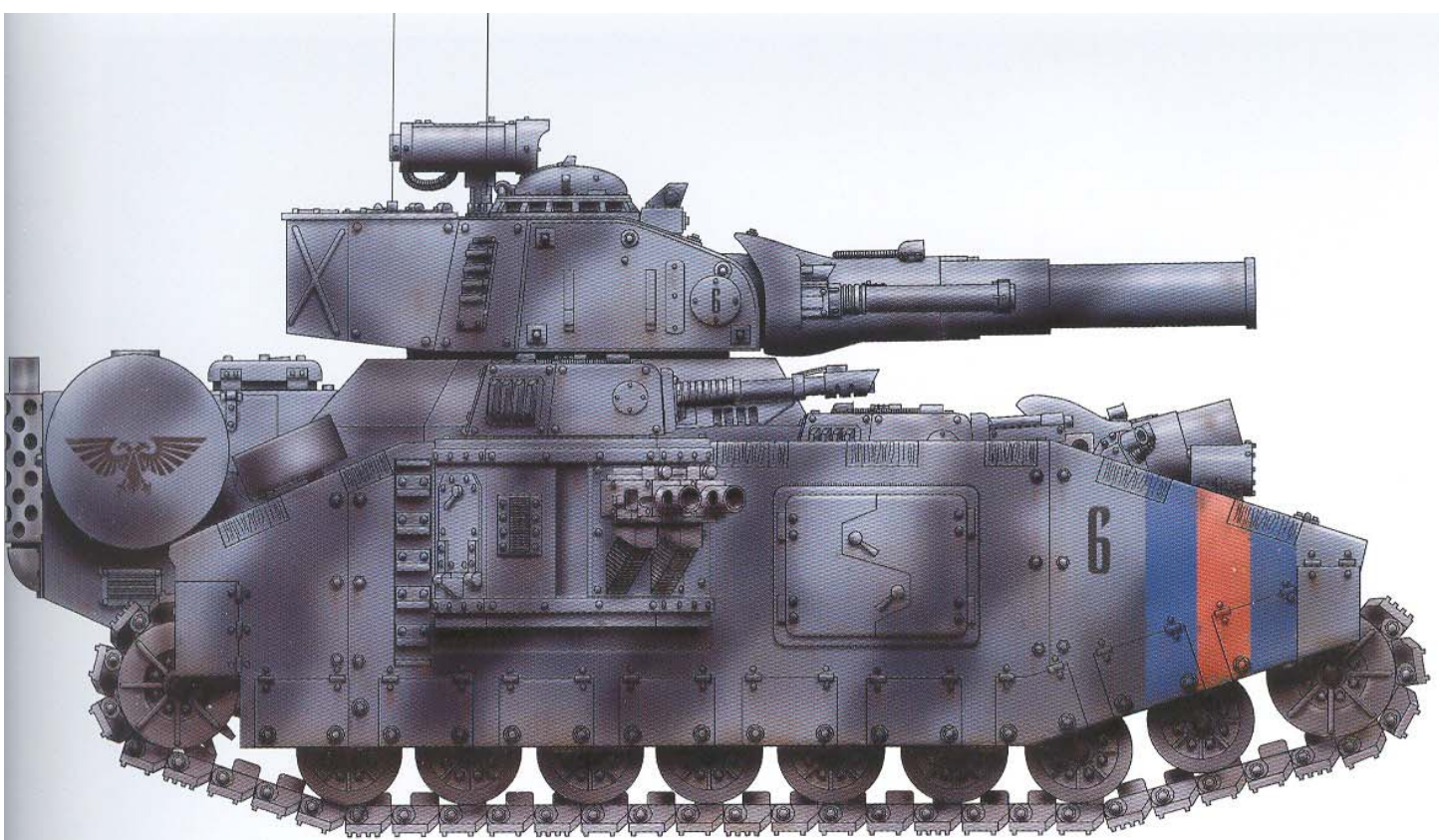


Mars pattern Baneblade of the Krieg 1st Heavy Tank Company 'Emperor's Loyal Shield'. The company has two squadrons, of which this is the second squadron's command vehicle. The camouflage scheme is that used during the Cleansing of Radnar, a Hive world infested by Genestealers.

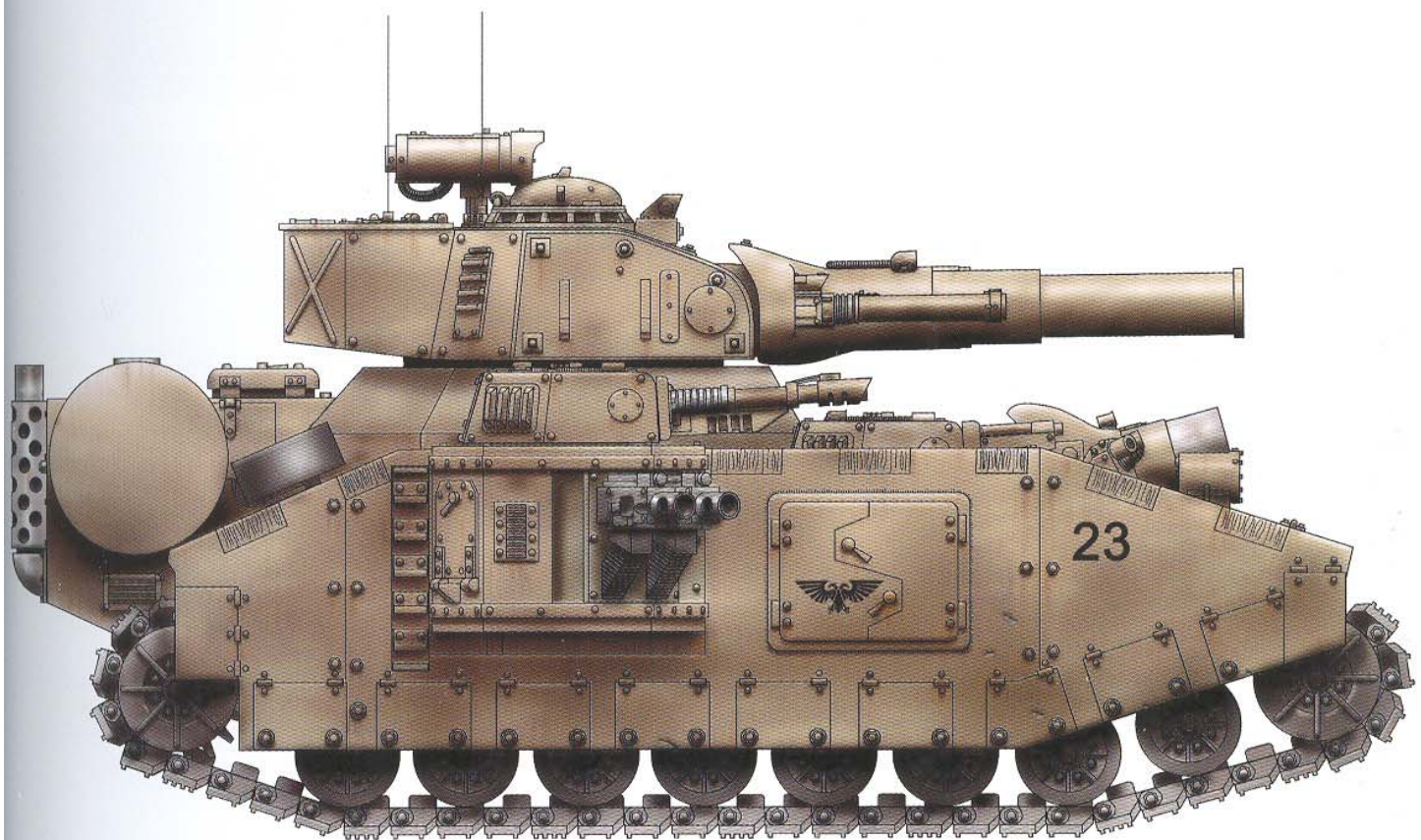


Mars pattern Baneblade of the Cadian 98th Armoured Regiment. This vehicle is permanently attached to the 98th Regiment and as such has adopted the same distinctive markings of the rest of the regiment, as well as the green colour scheme used during the Luxur Uprising.





Mars pattern Baneblade of the Cadian 3rd Heavy Tank Regiment, in the urban camouflage scheme used in the Battle for Vogen during the Khai-Zhan rebellion. Tanks of the 3rd were attached to the Cadian 122nd Regiment during the street fighting and use the same colour schemes. This is the regiment's sixth vehicle.

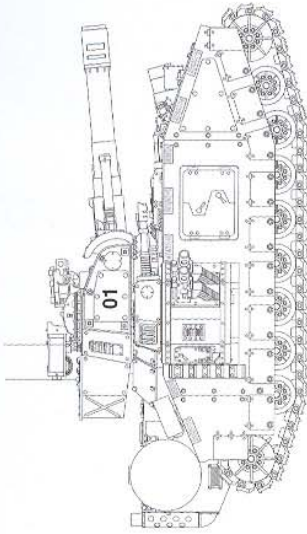


Mars pattern Baneblade of the Tallarn 9th Heavy Tank Company. It is the second squadron's third tank. The plain colour schemes makes it difficult to identify which campaign this vehicle is deployed in.



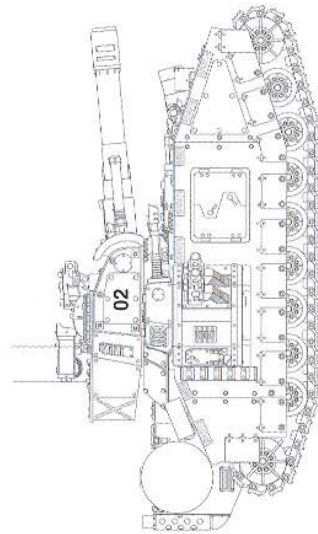
# TEUTONIAN 19th SUPER HEAVY TANK COMPANY EXAMPLE ORGANISATION AND NUMBERING

## COMPANY HEADQUARTERS

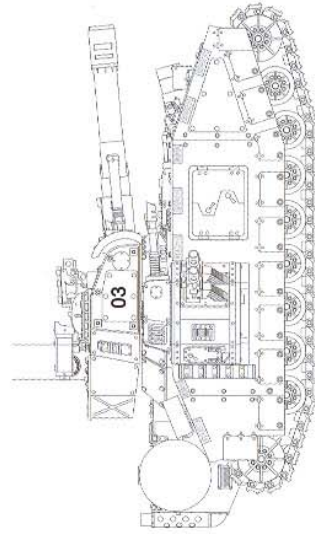


Captain Aalto  
Company Commander

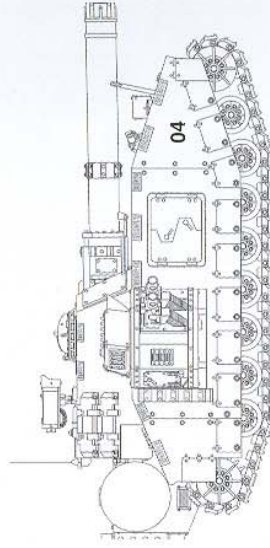
## SQUADRON



Lieutenant Stoss  
Squadron Commander



Lieutenant Maestrov  
Squadron 2-i-c



Lieutenant Claes









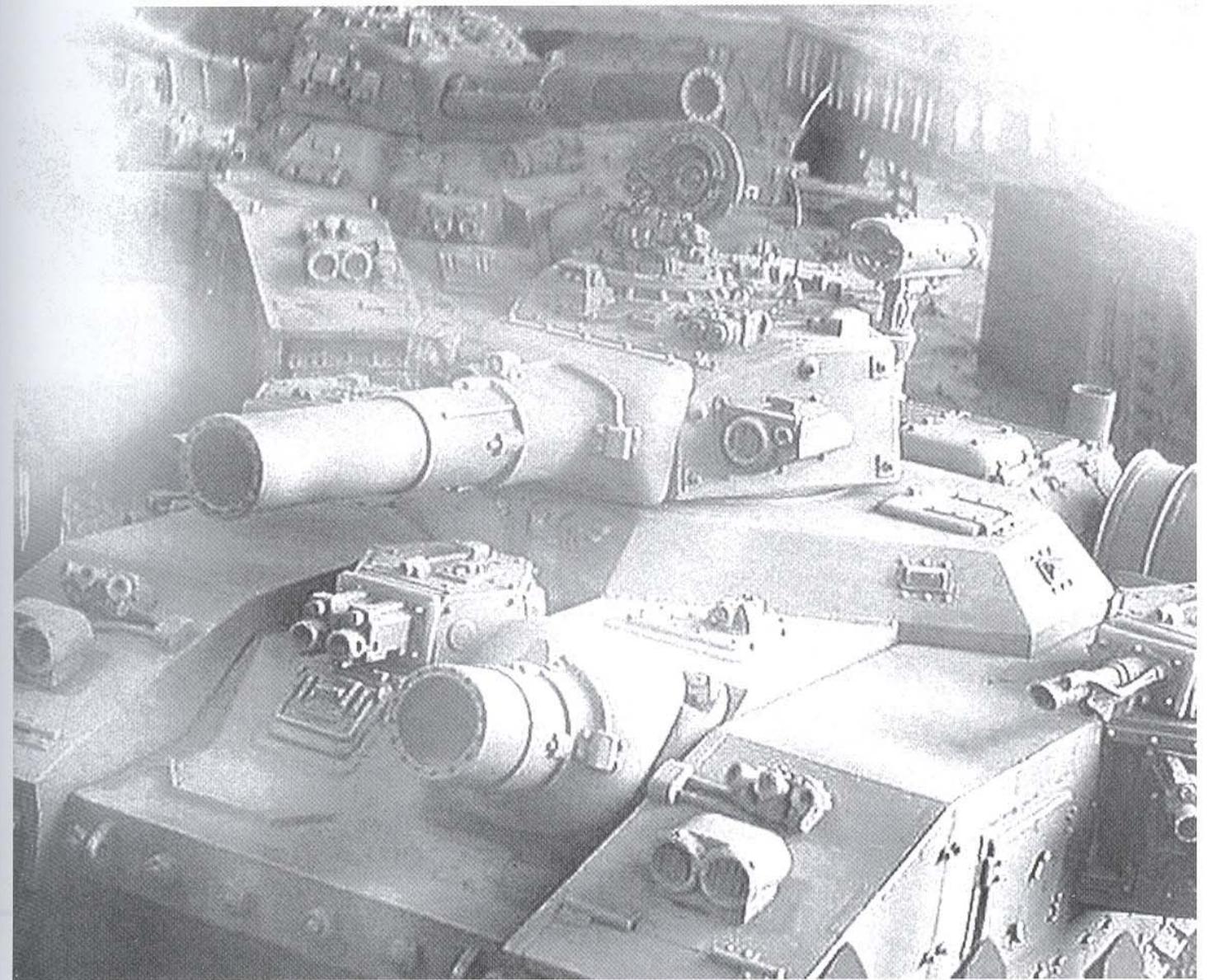
**Top:** Baneblade attached to the Valhallan 8th Armoured Regiment during the advance on Sallan's Point, Sallan's World campaign. This tank was destroyed later in the campaign.

**Above:** Baneblade of the Cadian 3rd Heavy Tank Company during the Battle for Vogen City.

**Top Right:** Two Baneblades face the charge of Tyranid Heirodules during the Defence of Morann. Note that alien capillary towers have already started to appear on the planet's surface.

**Right:** Close-up shot showing the massed armament of a Baneblade. Note the vent ports around the end of the Battle Cannon and Demolisher cannon barrels. These are to allow the gases released during firing of the rocket assisted ammunition to escape.









## BANEBLADE

	Points	Front Armour	Side Armour	Rear Armour	BS
Baneblade	634	14	13	12	3

Type: Tank

Structure Points: 3

Size: War Machine

Crew: Imperial Guard

Speed: Lumbering

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

**Options:** A Baneblade may be given the following vehicle upgrades: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, pintle-mounted storm-bolter, searchlight, smoke launchers.

### SPECIAL RULES

*(see Super Heavy Tank rules for full details)*

#### Baneblade Battle Cannon

Range: 72"    Strength: 9    AP: 2    Special: Ordnance1/ Blast

**Ordnance:** The Baneblade may fire ordnance and still fire other weapons. It may fire ordnance even if it moves.

**Targeting:** Instead of picking one target for the Baneblade, pick a target for each of its weapons. The co-axial autocannon must fire at the same target as the mega battle cannon.

**Baneblade Tank Shock:** Enemy infantry must test at -1 to their Leadership if they are tank shocked by a Baneblade.

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

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

Thought for the day:  
Ignorance is your best defence.



# SHADOWSWORD



In history and honour, the Shadowword stands proudly alongside the Baneblade. As long as there has been the Baneblade, then there has also been its sister, the Shadowword.

Like the Baneblade the Shadowword uses STC technology, and its production is limited to a few privileged Forge Worlds, but 'counterfeit' Shadowwords are produced on other Forge Worlds. These vehicles lack the original Shadowword's advanced technology, and may be gunned with a different main weapon. Large plasma cannons, turbo-lasers or huge battle cannons are not unknown. The remote controlled sponson weapons are replaced by crewed versions, targeting equipment and logis engines are more primitive and the capacitors or engine are less efficient.

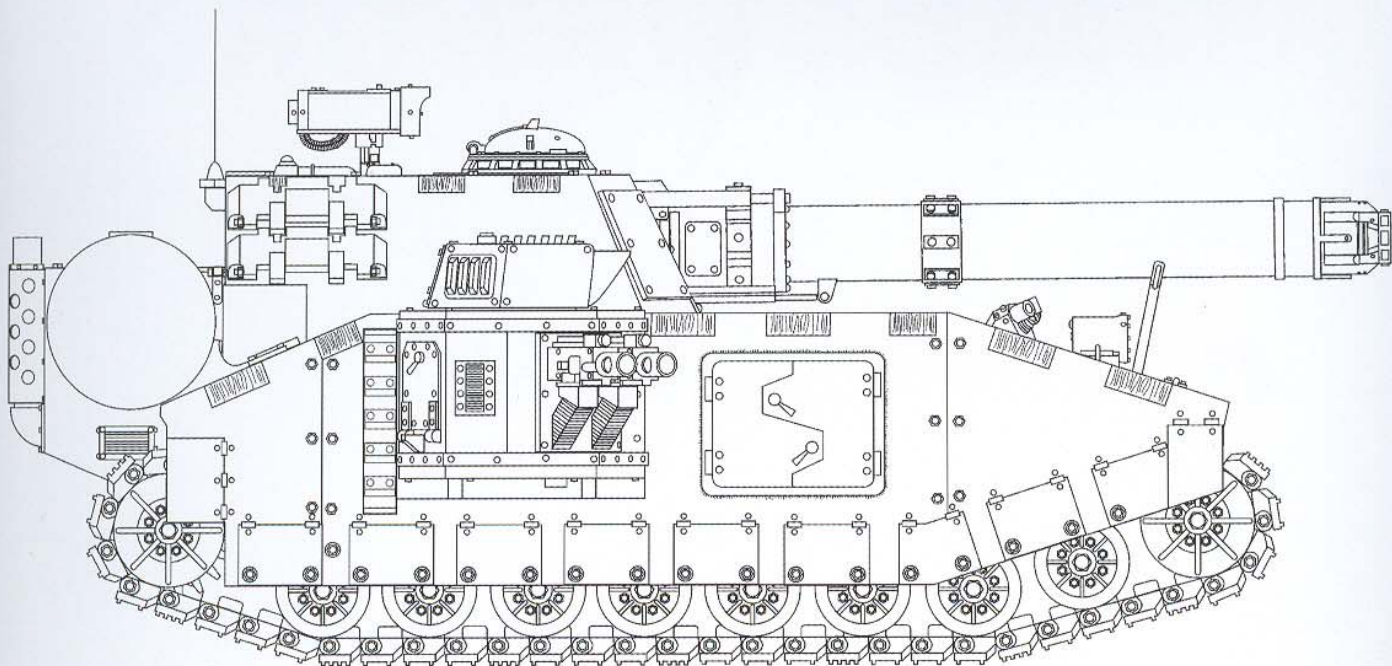
True Shadowwords are armed with a Volcano cannon, a huge laser powered by capacitors which draw power directly from the tank's engine. The generator and capacitors need constant supervision, and each Shadowword is crewed by an engineer, sometimes a member of the Adeptus Mechanicus, sometimes a highly trained specialist from the Imperial Guard. His job is to control the power flow from the engine through the generator as well as keeping the tank running.

To draw power, the engine must disconnect the engine's main drive and connect the generator in its place. This power is then transferred to the capacitors which hold the titanic energies required for the Volcano cannon. A single shot will drain the capacitors completely. This requires the vehicle to be stationary, as the engine is disengaged. Once charged, the vehicle can move again, but to recharge the capacitors, the tank must halt.

The Shadowword was developed as a Titan-killer. Its massive gun is a Titan weapon, and is capable of severing a Titan's arm or leg. For this reason, Shadowwords are only made on Forge Worlds which raise Titan Legions. They are deployed to support Imperial Guard regiments which are likely to be faced with enemy Titans.

Just as with its sister, each Shadowword constructed and consecrated on those Forge Worlds that have the original STC, is logged and registered with Mars, and is given its own identity number and name - often painted on the vehicle by its crew. Its whereabouts, the warzones it has fought in, the crew rosters and all its other history are reported regularly to the originating Forge World so that the fate of each and every Shadowword might be known.





## ADEPTUS MECHANICUS DEPARTAMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

DVLA 6724930



Vehicle Designation 0427-658-0212-SS120

Vehicle Name SHADOWSWORD

Forge World of Origin MARS, LUCIUS, ESTABAN VII,  
TRIPLEX PHALL

Known Patterns 1-VII

Crew... COMMANDER, DRIVER, MAIN GUNNER, REMOTE  
GUNNER, COMMS-OPERATOR, ENGINEER

Powerplant MR507 V18 MULTI FUEL

Weight 316 TONNES

Length 13.5 M

Width 8.4 M

Height 6.3 M

Ground Clearance 1.2 M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament VOLCANO CANNON

Secondary Armament 4 HEAVY BOLTERS

Traverse 2°

Elevation -2° TO +12°

Main Ammunition UNLIMITED

Secondary Ammunition 1600 ROUNDS

Armour

Turret N/A

Superstructure 220 MM

Hull 210 MM

Gun Mantlet 200 MM

Date 1811008.1438

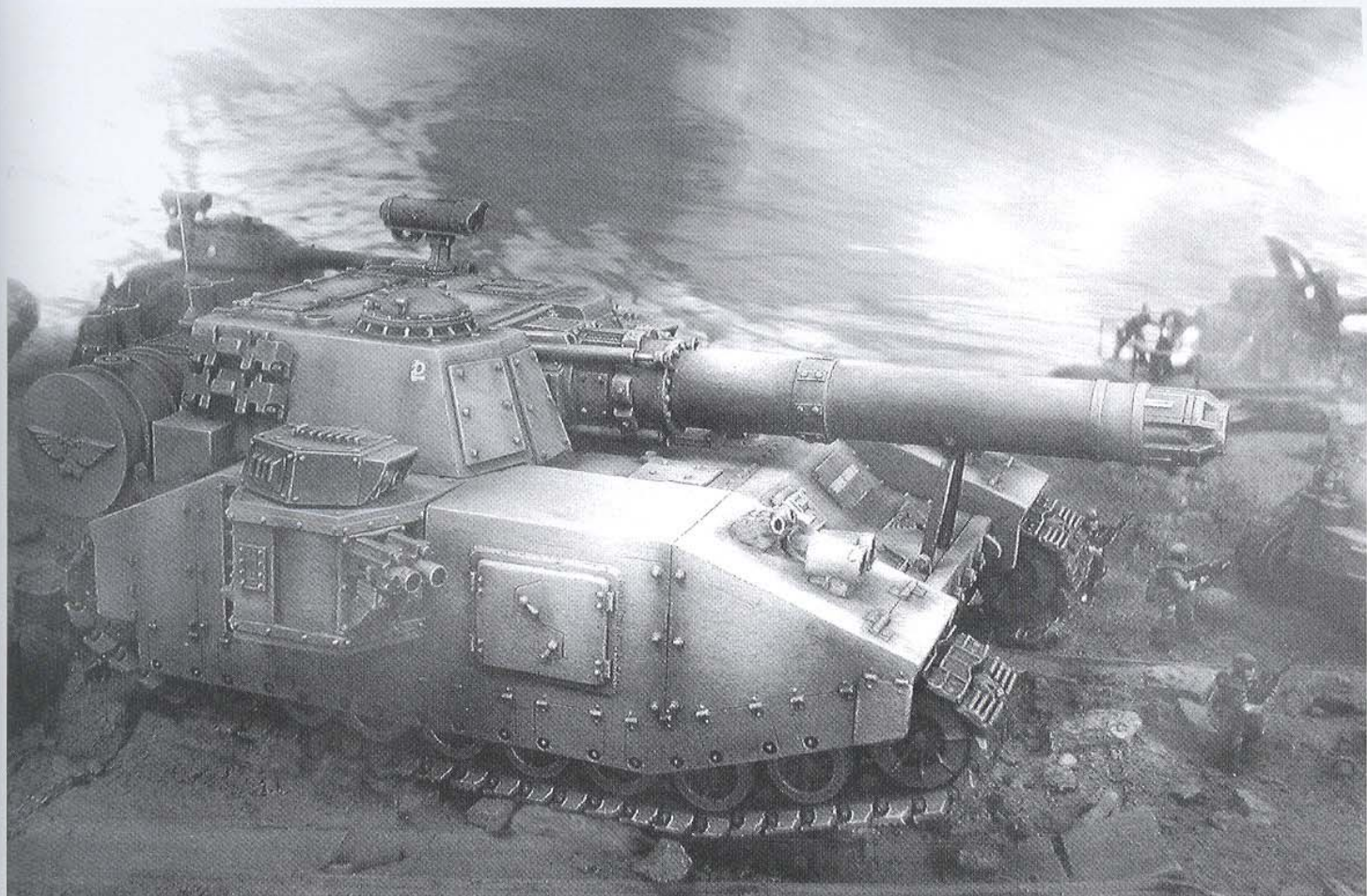
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*Jack Kowalski*

Magos Fabricator

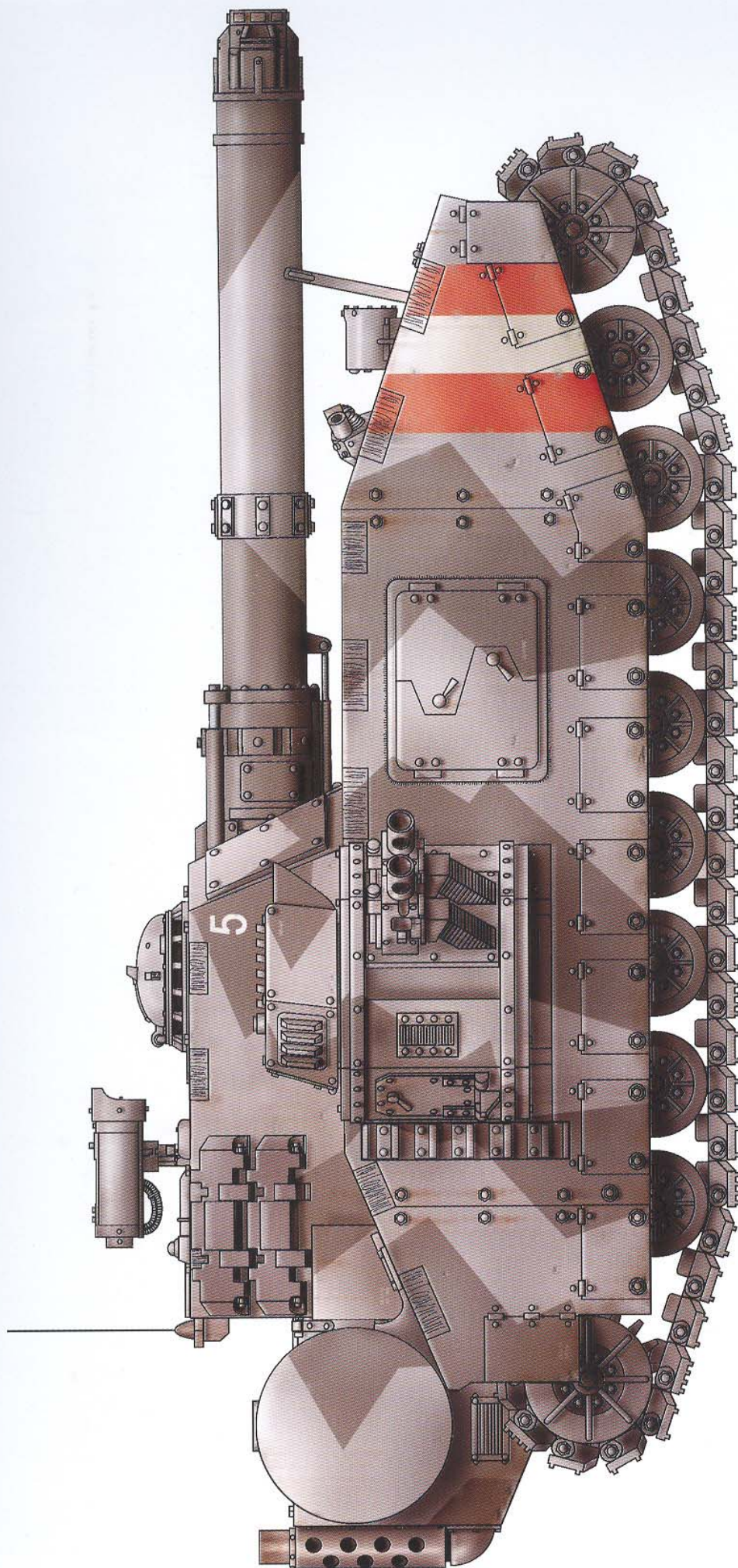
Dominus Ex Machina





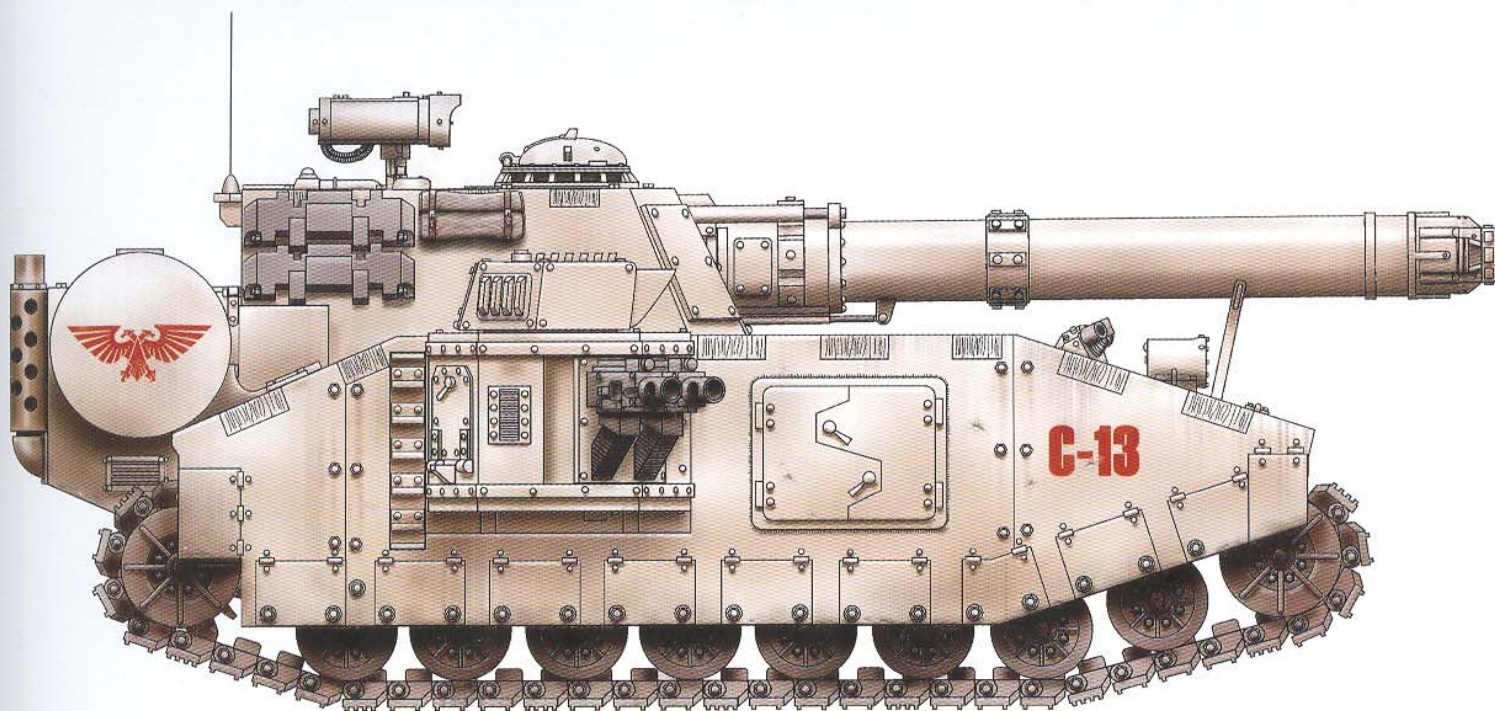
**Top and Above:** A Shadowword crunches over the rubble as part of a mixed armoured battle group's advance. Dismounted infantry are in close attendance, and a weapons platform (visible in the top picture) has been brought forwards into the front line.



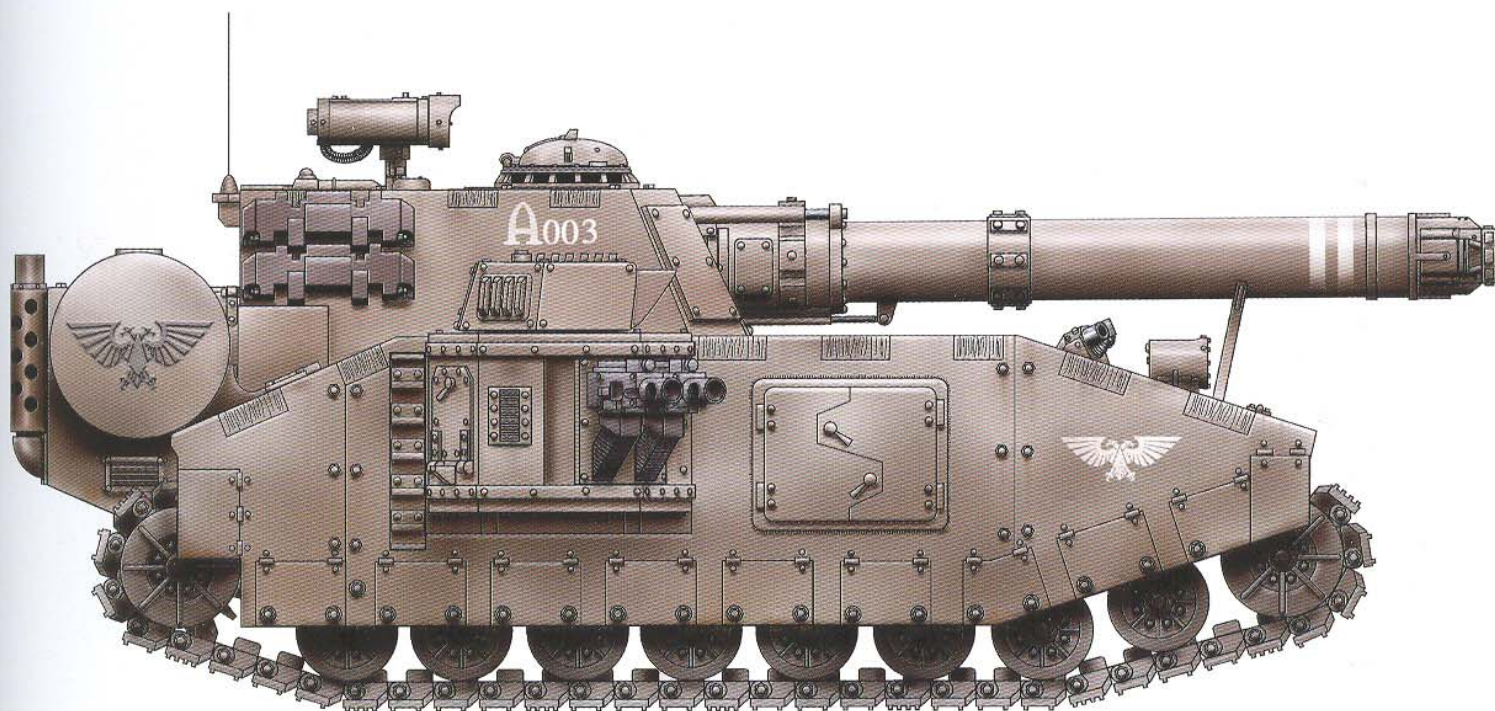


Mars pattern Shadowword of the Cadian 12th Heavy Tank Company. This vehicle is one of three Shadowwords permanently attached to the Cadia 142nd Armoured Regiment, stationed on Cadia during the '13th Black Crusade'. The red and white banding indicate it has been given to the regiment's third company. The number 5 is probably its former vehicle number which has not been removed.





Mars pattern Shadowsword of the Valhallan 1st Heavy Tank Company, operating in support of the Valhallan 28th Armoured Regiment. This is the third vehicle of the company. It uses the same paint scheme and numbering system as the regiment it is attached to, including the identification letter and red eagle honour badge. This is common practice.



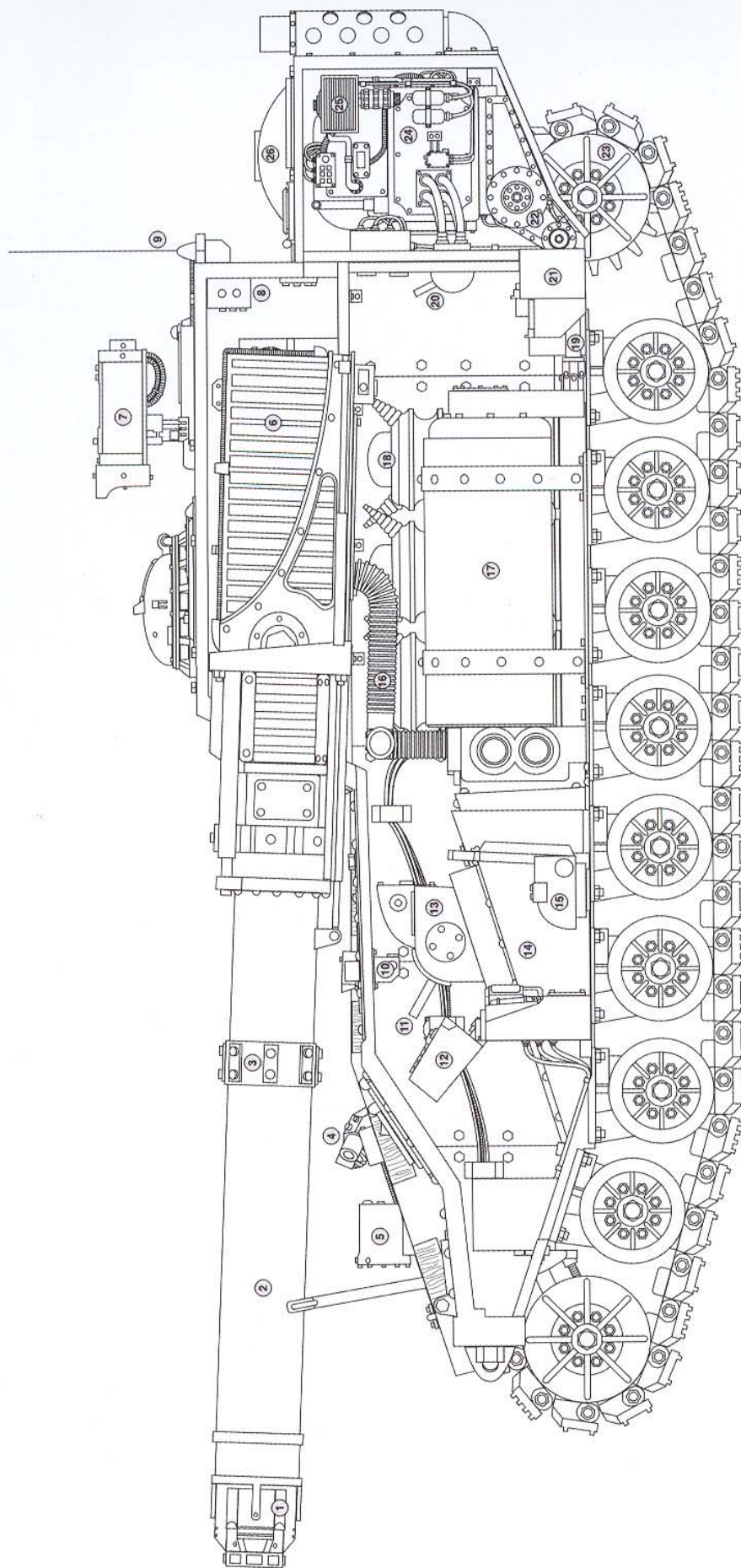
Mars pattern Shadowsword of the Mordian 3rd Heavy Tank Company. This is the third vehicle of the company, which is a mixed company of super-heavy tanks, operating Baneblades, Shadowswords and Stormblades of various patterns, together as one unit. Note the two kill rings, suggesting this vehicle has been credited with two confirmed Titan kills.



# SHADOWSWORD SUPER HEAVY TITAN HUNTER

## INTERIOR DETAIL

MARS PATTERN HULL



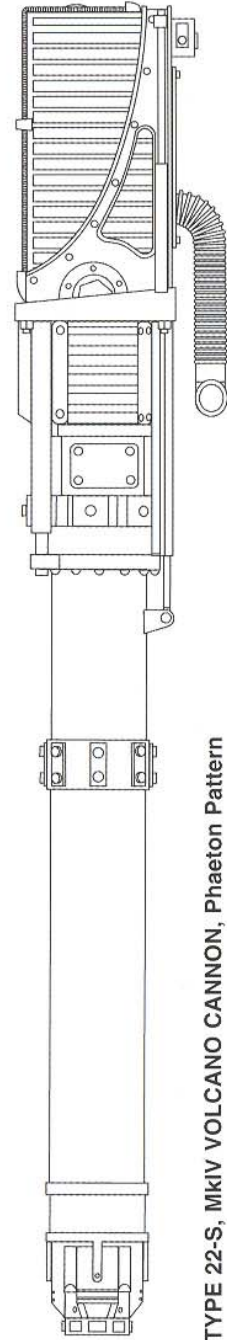
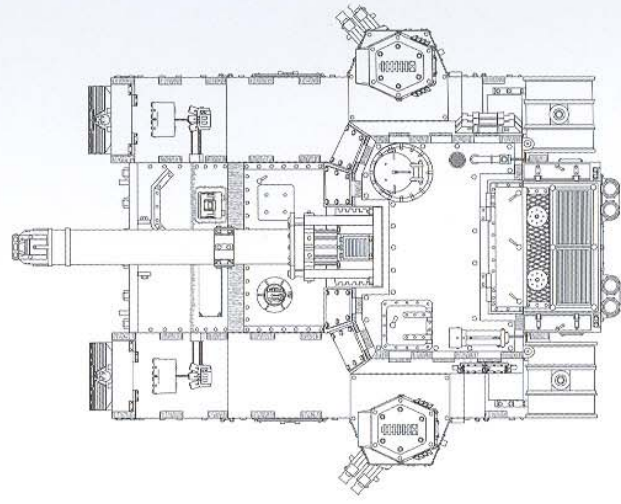
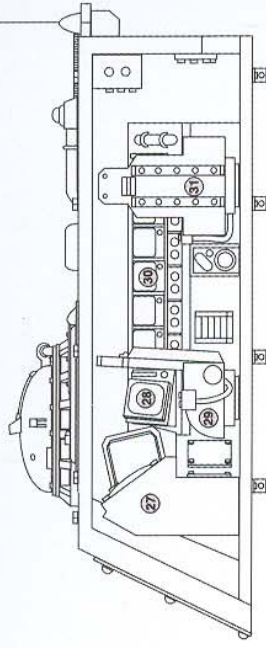


## SHADOWSWORD INTERIOR DETAIL KEY

- 1 Sleeve vents
- 2 Volcano Cannon, barrel and insulation sleeve
- 3 Barrel bracing
- 4 Smoke launcher
- 5 Secondary Searchlight
- 6 Volcano cannon, energy convertor and refraction assembly
- 7 Primary Searchlight (optional)
- 8 Communications controls
- 9 Communications aerial
- 10 Vision block
- 11 Steering lever
- 12 Weapons console
- 13 Driver's seat
- 14 Ramp for positioning driver's seat
- 15 Main gunner's seat
- 16 Primary power feed

- 17 Dynamo
- 18 Capacitors
- 19 Dynamo transmission
- 20 Transmission override controls
- 21 Generator
- 22 Gearbox and final drive
- 23 Driver wheel
- 24 Engine
- 25 Radiator
- 26 External auxiliary fuel tanks
- 27 Commander's control console
- 28 Systems control panel
- 29 Commander's seat
- 30 Comms and targeting control panel
- 31 Comms operator's seat

## COMMAND FLOOR



TYPE 22-S, MkIV VOLCANO CANNON, Phaeton Pattern





## SHADOWSWORD

	Points	Front Armour	Side Armour	Rear Armour	BS
Shadowsword	535	14	13	12	3 (4)

Thought for the day:  
Big guns never tire.

**Type:** Tank

**Structure Points:** 3

**Size:** Super-heavy

**Crew:** Imperial Guard

**Speed:** Lumbering

**Weapons:** The Shadowsword mounts a Volcano Cannon and 2 x twin-linked heavy bolters. Targeters (+1 BS shown above).

**Options:** A Shadowsword may be given the following vehicles upgrades: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, searchlight, smoke launchers.

## SPECIAL RULES

(see Super Heavy Tank rules for full details)

**Volcano Cannon:**

**Range:** 120" **Strength:** 10 **AP:** 2 **Special:** Ordnance1/ Blast, Titan Killer

**Penetration:** If a target is under the hole in the middle of the Ordnance template after rolling the Scatter Dice then roll two D6 for Armour Penetration and add the scores together instead of picking the highest.

**Ordnance:** The Shadowsword may fire ordnance and still fire other weapons.

**Titan Killer:** If a damage result on the Super-Heavy Damage Tables inflicts a structure point on the target, then instead of 1 Structure point, the target loses a D3 structure points. If this reduces the target to 0 Structure points, then roll on the Catastrophic Damage table.

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

**Shadowsword Tank Shock:** Enemy infantry must test at -1 to their Leadership if they are tank shocked by a Shadowsword.

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

**Difficult Terrain:** The Shadowsword can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain it tests as normal. However, if it rolls a 1 it is not automatically immobilised, instead it loses D3" of movement, just as if it had suffered an Engines Damaged result on the Damage tables.



# STORMBLADE



Not every Forge World has access to the STC data required to manufacture true Shadowwords, but many have sought to produce tanks that fulfil the same 'Titan-hunter' role. Instead of a Volcano cannon, these vehicles can mount turbo-lasers, massive battle cannons or adaptations of other Titan-sized weaponry. In the case of the Stormblade, the Plasma Blastgun is modified and mounted in a Shadowword chassis.

First developed upon Ryza, the Stormblade represents a viable alternative to the Shadowword and its combat record confirms this. Whilst the Stormblade lacks the most advanced features of the true Shadowword, including the long range targeting devices and the redundant main generator and capacitors for the Volcano cannon, these are replaced by massive photonic fuel cells to power the plasma weaponry. Space created by the removal of the capacitors is taken up by the weapon's extensive cooling system. Much like its smaller cousin, the Executioner, the crew are protected by extra heat shielding, but the vehicles larger size allows for a more efficient main cooling system, making the Stormblade a more reliable vehicle than the Executioner.

The Lucius pattern hull, the same in design as the Stormsword, includes a hull mounted heavy bolter and an armoured housing on the right side of the super structure

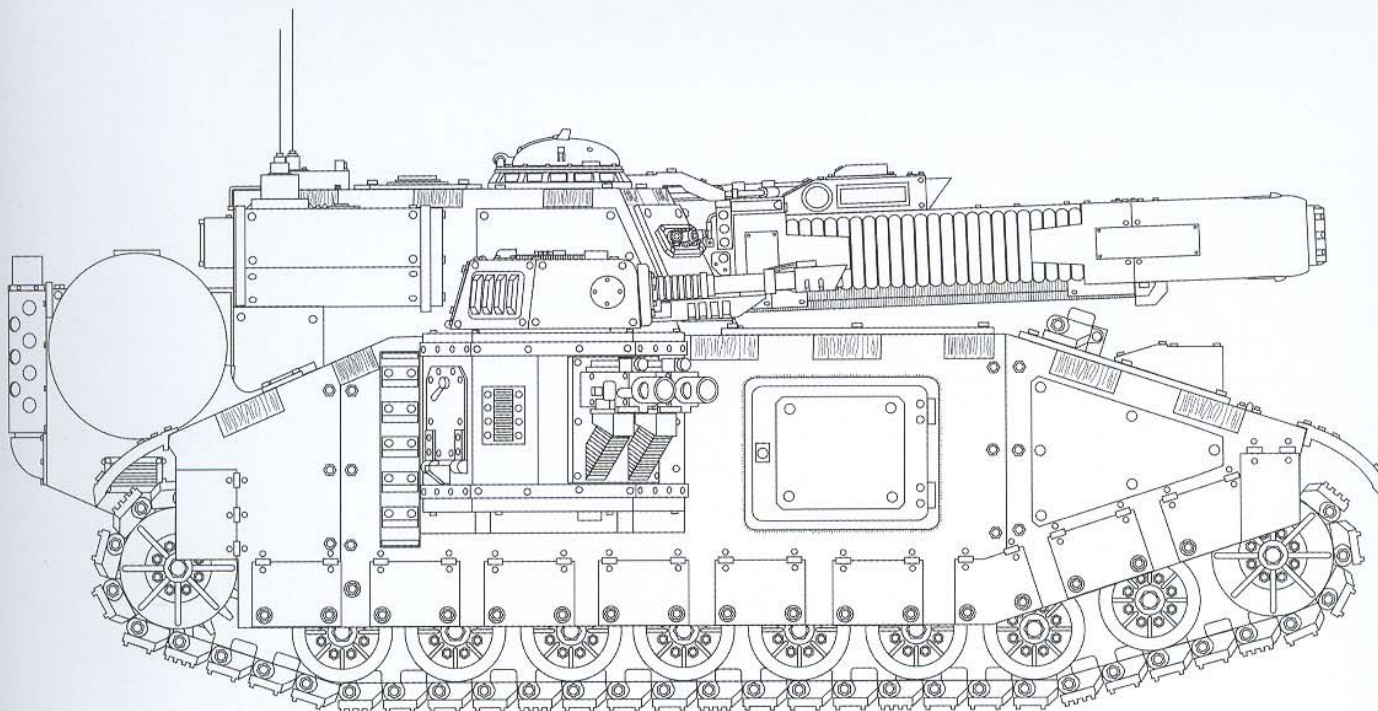
for the vehicle's primary searchlight. To compensate for the loss of long-range firepower, the sponson turrets both mount lascannons, adopting the fire control system from the Baneblade.

A final identifying feature is the addition of bolted-on armour plates along the side and around the super structure. Due to the relatively poor quality of ore, this has no additional protective value, although the increase in weight adds extra strain to the engine and power transmission, in turn requiring extra maintenance time.

On the battlefield, the Stormblade fulfils the same role as the Shadowword, as a Titan-hunter. Lacking the awesome power of the Volcano cannon, the Stormblade must close the range to engage its preferred enemy, but to compensate for this, it is equipped with multiple heavy bolters for anti-infantry defence.

To aid the tank when facing the heaviest Titans, some Stormblades were fitted with external Hellion missile racks. These proved to be highly unreliable, being exposed to enemy fire and prone to sudden, catastrophic detonation of the missile warheads if damaged. After three Stormblades for the Phyressian 31st Heavy Tank Company were destroyed by their own missiles, the Hellion racks were deemed too dangerous and withdrawn from service.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

DVLA 6724930

Vehicle Designation 0427-658-0251-SB04

Vehicle Name STORMBLADE

Forge World of Origin LUCIUS

Known Patterns I-VII

Crew COMMANDER, DRIVER, MAIN GUNNER, REMOTE GUNNER, COMMS-OPERATOR, ENGINEER

Powerplant MR507 V18 MULTI FUEL

Weight 310 TONNES

Length 13.5 M

Width 8.4 M

Height 6.3 M

Ground Clearance 1.2 M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament PLASMA BLASTGUN

Secondary Armament 2 LASCARBONS 2 MORTAR BOMBS

Traverse 2°

Elevation -2° TO +12°

Main Ammunition 16 SHOTS FROM PROPELLANT CELL

Secondary Ammunition 1600 ROUNDS

Armour

Turret N/A

Superstructure 220 MM

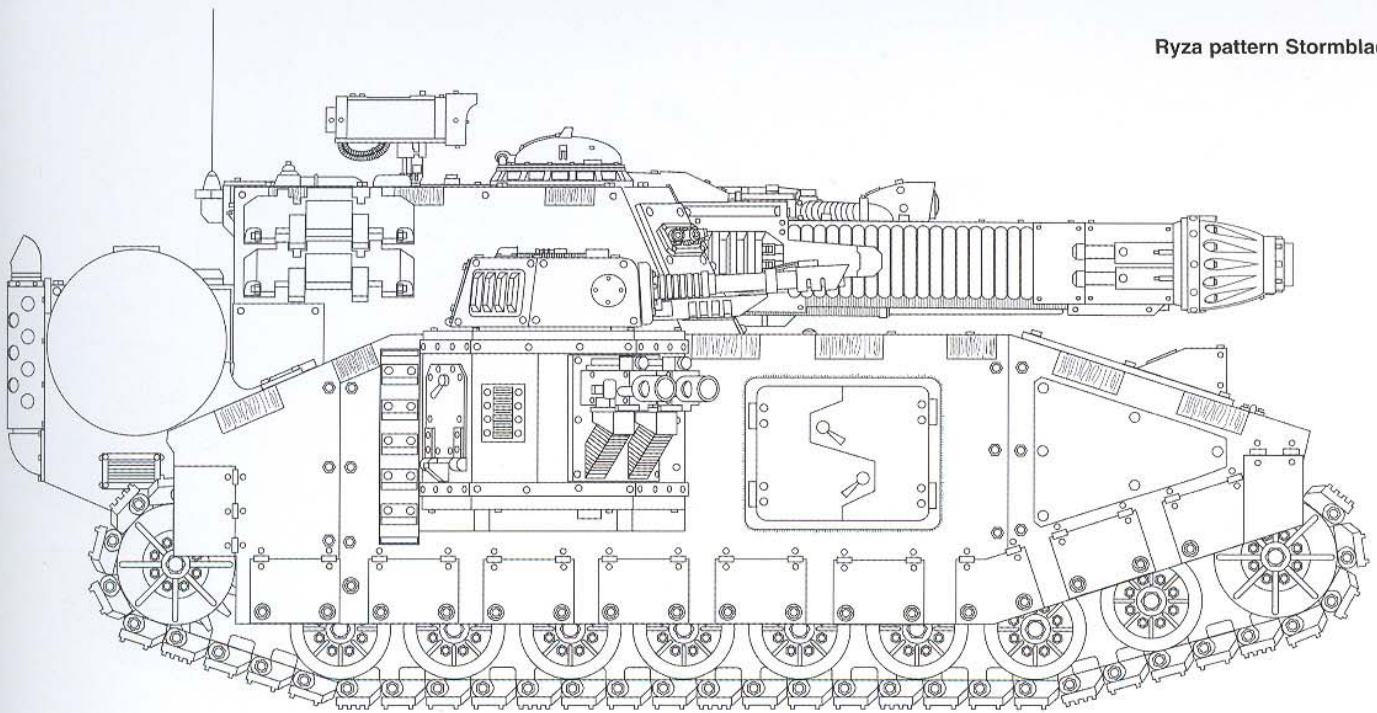
Hull 210 MM

Gun Mantlet 200 MM

Date 1811008.M38

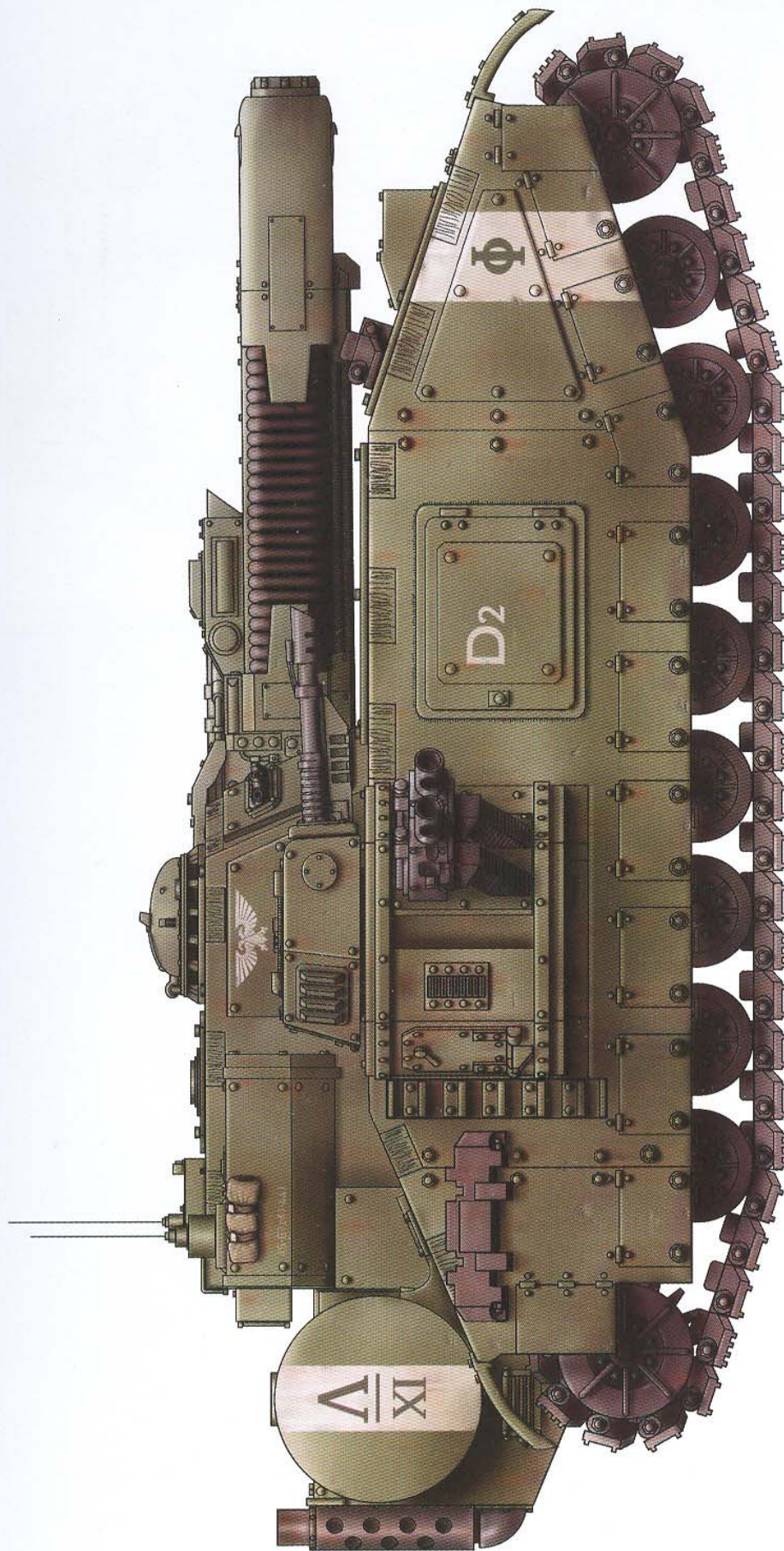
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Magos Fabricator





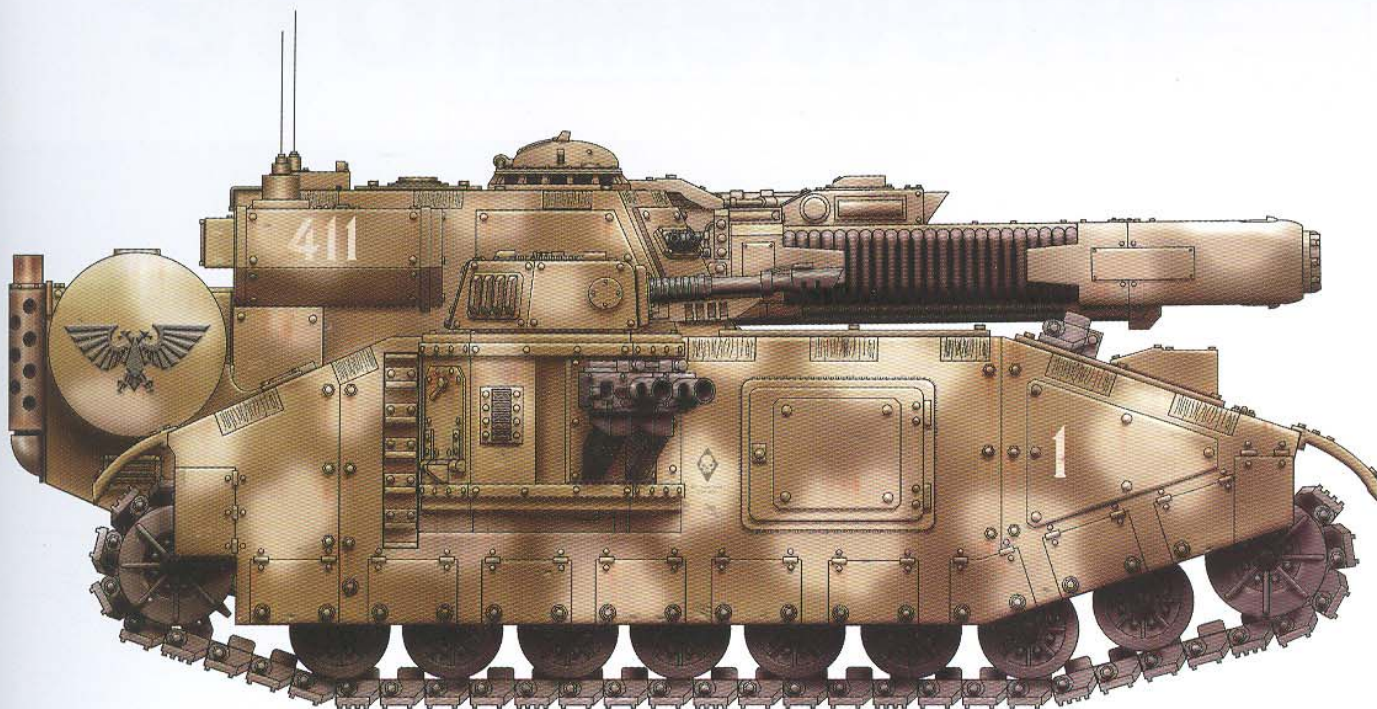
**Above:** Stormblade of the 1st Krieg's Heavy Tank Company during operations to cleanse the Genestealer infestation from Radnar Hiveworld. During the fighting, many of Radnar's sprawling cities were heavily damaged when the civilian population rebelled against Imperial forces.



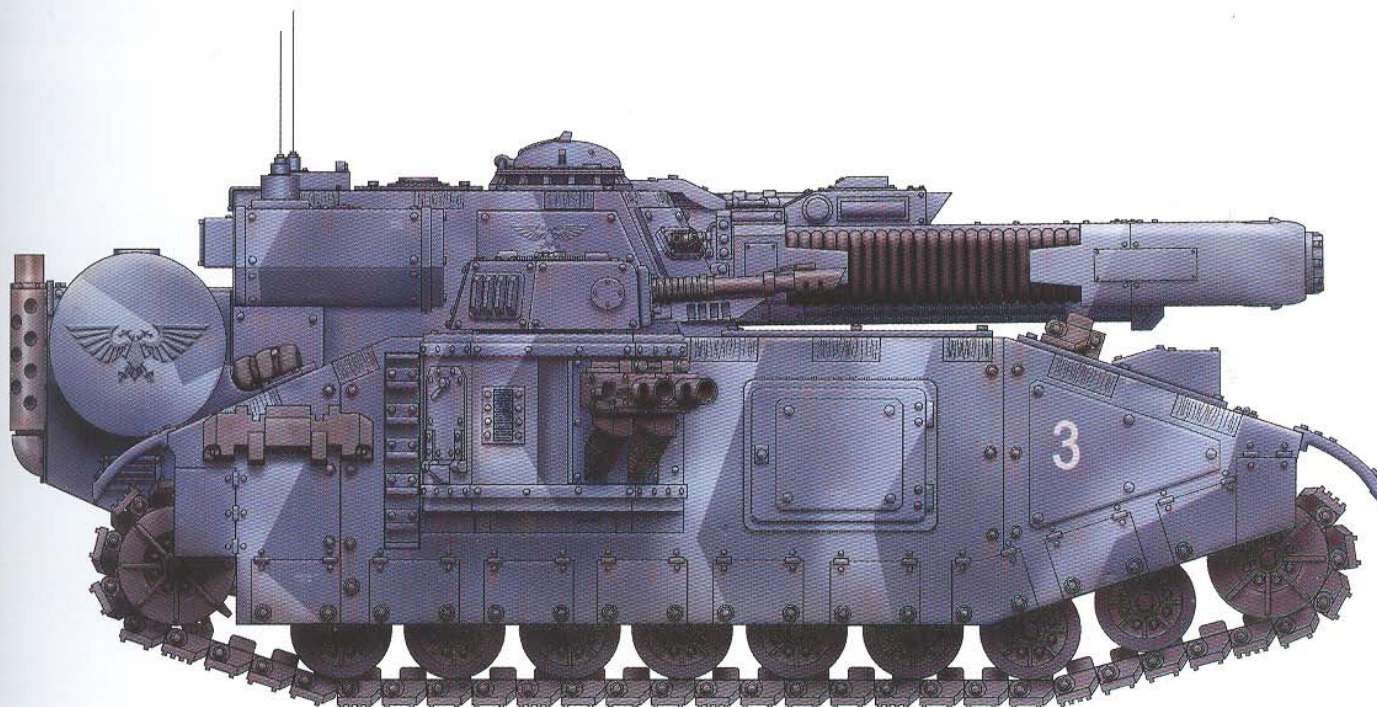


Stormblade of the Cadian 98th Armoured Regiment. This vehicle is from one of the super-heavy tank companies permanently attached to the regiment. The meaning of the markings on the reserve fuel tank are not known, although it is likely to be in honour of a previous campaign.





Stormblade of the Sarenian 5th Heavy Tank Company. During the defence of Canaan's World, the company was sent to reinforce the Valhallan 193rd Armoured Regiment, and on arrival temporarily formed the regiment's fourth tank company. This is the first squadron command vehicle. A white camouflage has been hastily applied over the vehicle's brown base colour for operating in winter conditions.



Stormblade of the Krieg 1st Heavy Tank Company. This is a mixed company of Baneblades and Stormblades deployed during the 'Cleansing of Radnar'.



## STORMBLADE

Thought for the day:  
The future is trivia.

	Points	Front Armour	Side Armour	Rear Armour	BS
Stormblade	511	14	13	12	3

**Type:** Tank

**Structure Points:** 3

**Size:** Super-heavy

**Crew:** Imperial Guard

**Speed:** Lumbering

**Weapons:** The Stormblade mounts a Plasma Blastgun, 2 x twin-linked heavy bolters. 2 x turret mounted lascannons and a single hull mounted heavy bolter. The Stormblade is always equipped with a searchlight.

**Options:** A Stormblade may be given the following vehicle upgrades: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, pintle-mounted storm-bolter, smoke launchers.

### SPECIAL RULES

(see Super Heavy Tank rules for full details)

#### Plasma Blastgun:

**Range:** 54" **Strength:** 8 **AP:** 2 **Special:** Ordnance1/ Blast, Titan Killer

**Ordnance:** The Stormblade may fire Ordnance and still fire other weapons.

**Titan Killer:** If a Damage result on the Super-Heavy Damage Tables inflicts a structure point on the target, then instead of 1 Structure point, the target loses a D3 Structure points. If this reduces the target to 0 Structure points then roll on the Catastrophic Damage table.

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

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

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

**Difficult Terrain:** The Stormblade can ignore low walls, hedges, bushes and rubble. Going through other difficult terrain it tests as normal. However, if it rolls a 1 it is not automatically immobilised, instead it loses D3" of movement, just as if it had suffered an Engines Damaged result on the Damage tables.





# STORMSWORD



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

The Stormsword super-heavy tank is built specifically for sieges and street fighting. Whilst the Shadowsword excels at long range and the Baneblade is an 'all rounder' equally at home in the open fields or in street fighting, the Stormsword lends its weight and firepower to troops at close quarters. The main armament's restricted range leaves it dangerously exposed in open terrain and most commanders will only commit them to battle in the environment they were built for, in the heart of a city fight where the fighting is at its most intense and fierce, leading the attack, crunching through the rubble and smashing through walls.

Each massive siege cannon shell holds enough explosive to flatten a building with a single shot. Gunners are taught

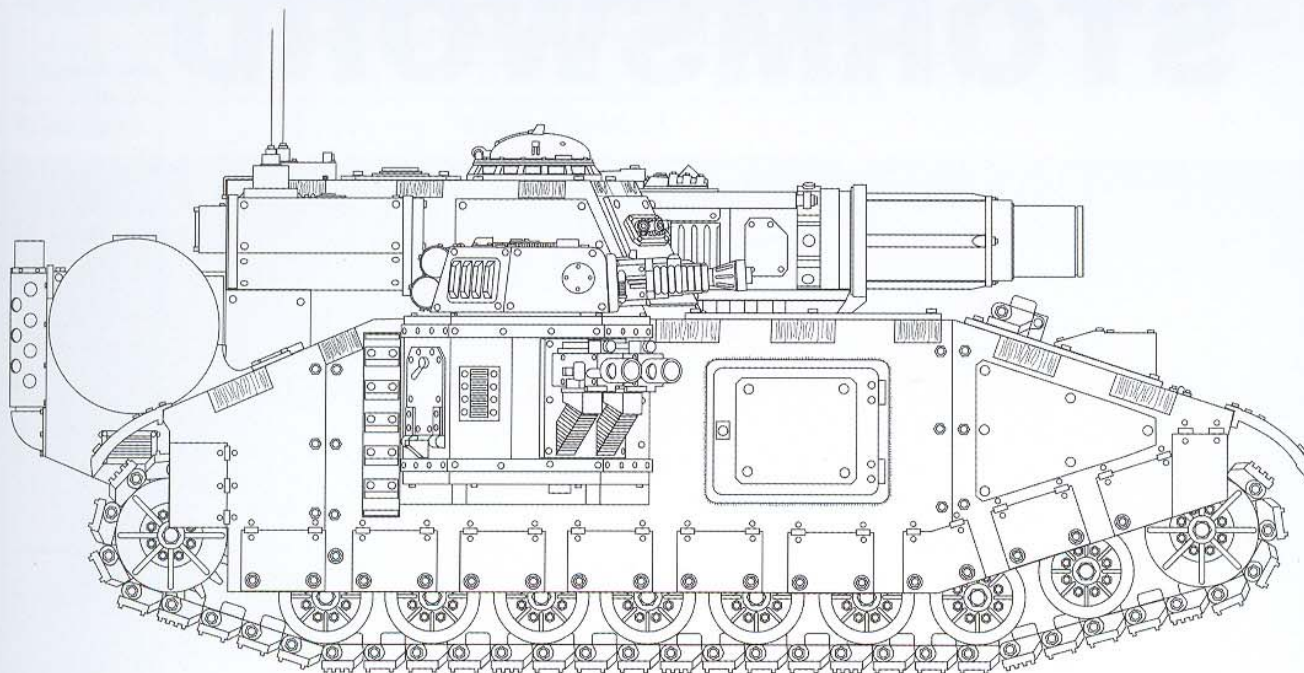
to aim at the ground floor of the building, with the intention of causing the entire building above to collapse. The siege gun barrel has a restricted elevation, which reduces the weapon's maximum range. This is compensated for by the shell's integral rocket propulsion system.

The Stormsword siege gun fires huge rocket-propelled siege shells, each weighing in excess of 180 kgs. Rather than firing a shell by conventional means, a Stormsword literally launches each shell. Exhaust vents on either side of the gun barrel allow the gas discharged by the rocket engine to escape during firing. The size of the shells limits the vehicle's ammunition racks to holding just twenty rounds. Due to the weight of each shell, the vehicle's loader is aided by an automated loading tray, which is hand cranked to move a shell into the barrel. This is a time consuming process and the Stormsword cannot maintain a high rate of fire.

In addition to the main gun, a Stormsword is also formidably equipped with secondary weapons for combat in the close confines of a city fight. Turret mounted heavy flamers are used to clear buildings and rubble of hidden enemy infantry, driving them into the open to become targets for the heavy bolters and supporting infantry.

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





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-658-0215-SW201

Vehicle Name STORMSWORD

Forge World of Origin UNKNOWN. MOST ARE WORKSHOP CONVERSIONS.

Known Patterns I-XII

Crew COMMANDER, DRIVER, MAIN GUNNER, REMOTE GUNNER, COMMS-OPERATOR, LOADER

Powerplant MR507 V18 MULTI FUEL

Weight 302 TONNES

Length 13.5 M

Width 8.4 M

Height 5.85 M

Ground Clearance 1.2 M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament SIEGE CANNON

Secondary Armament 2 HEAVY FLAMERS, 2 HEAVY BOLTERS

Traverse 2°

Elevation -2° TO +12°

Main Ammunition 20 ROUNDS

Secondary Ammunition 2000 ROUNDS

Armour

Turret N/A

Superstructure 220 MM

Hull 210 MM

Gun Mantlet 200 MM

Date 11/1/002 M38

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Magos Fabricator

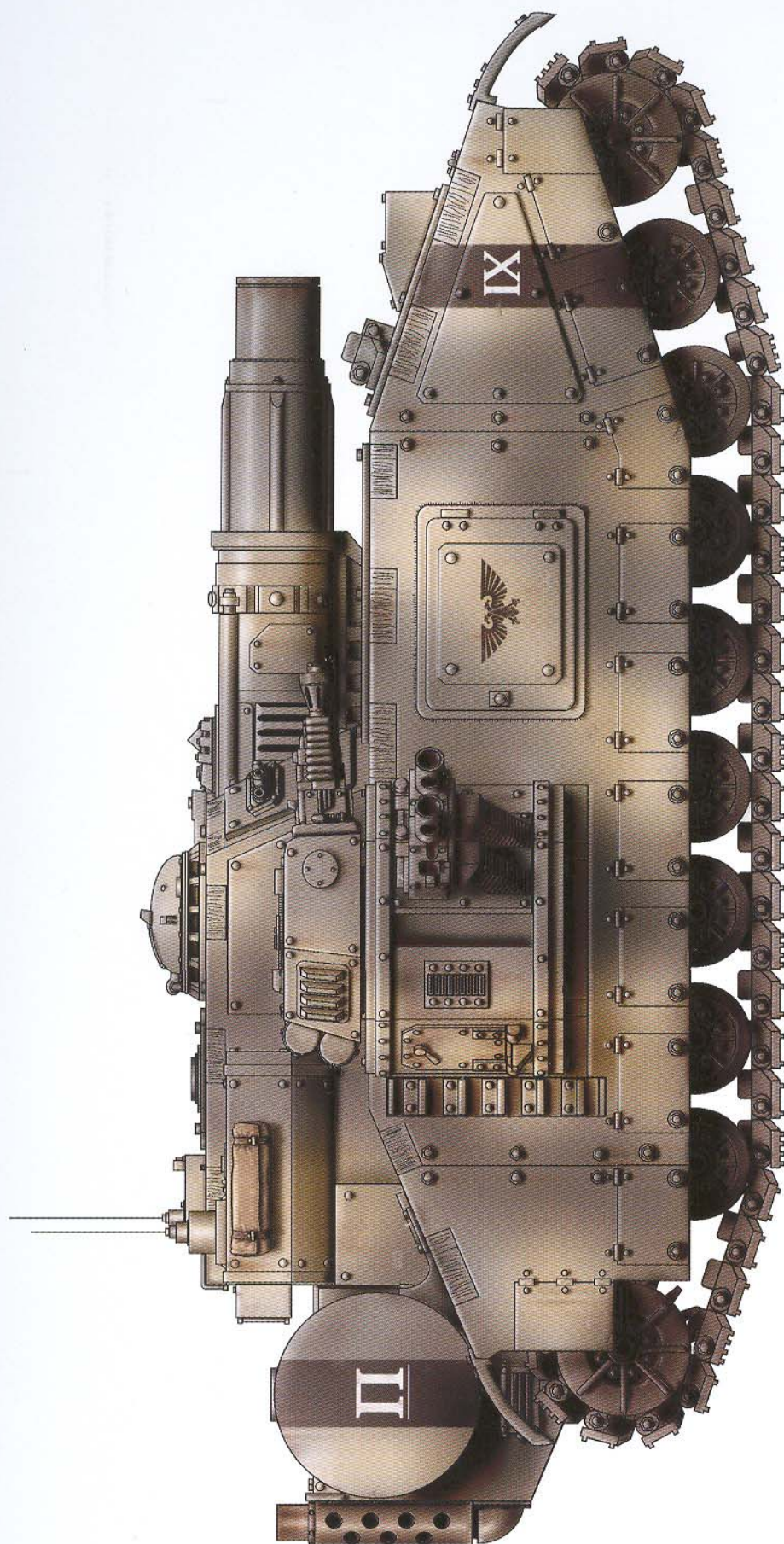
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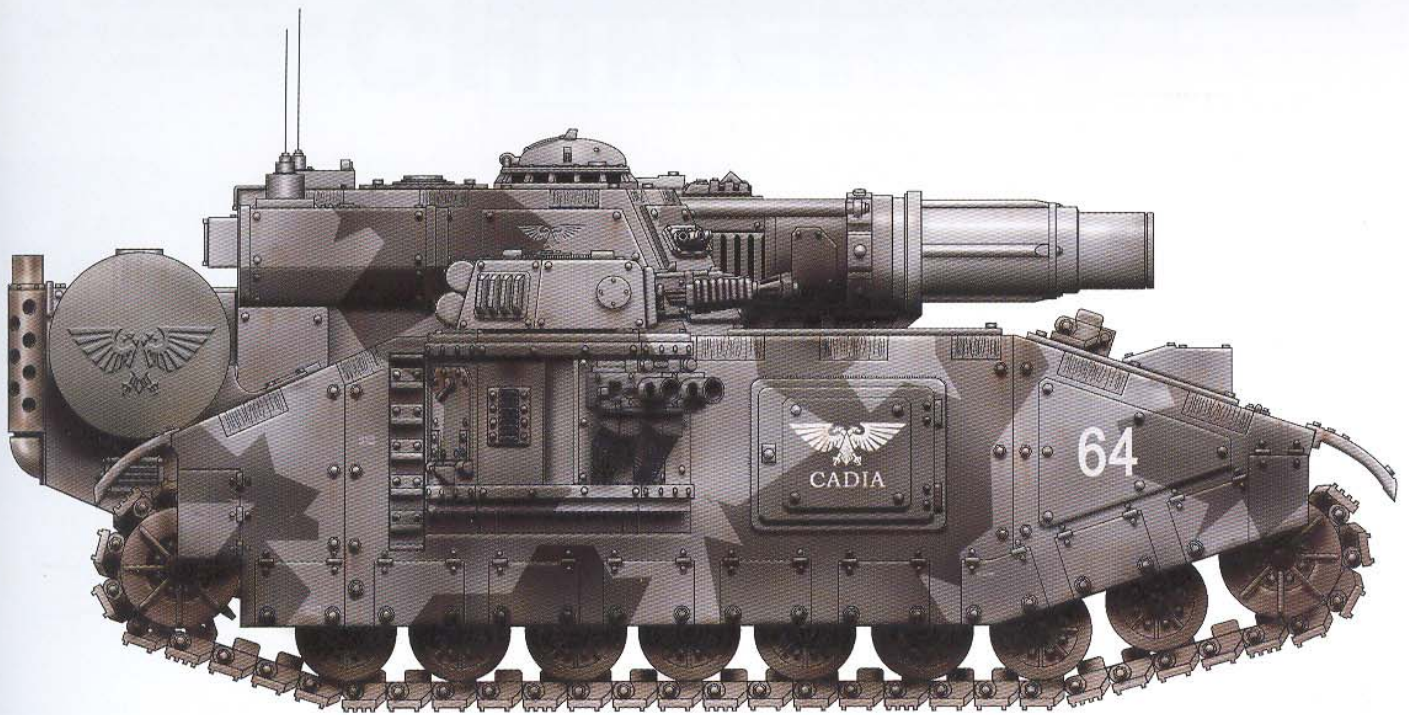
Above: Stormsword of the 12th Cadian Heavy Tank Regiment. The first tank of sixth squadron, stationed to defend an Imperial shrine during the 13th Black Crusade.



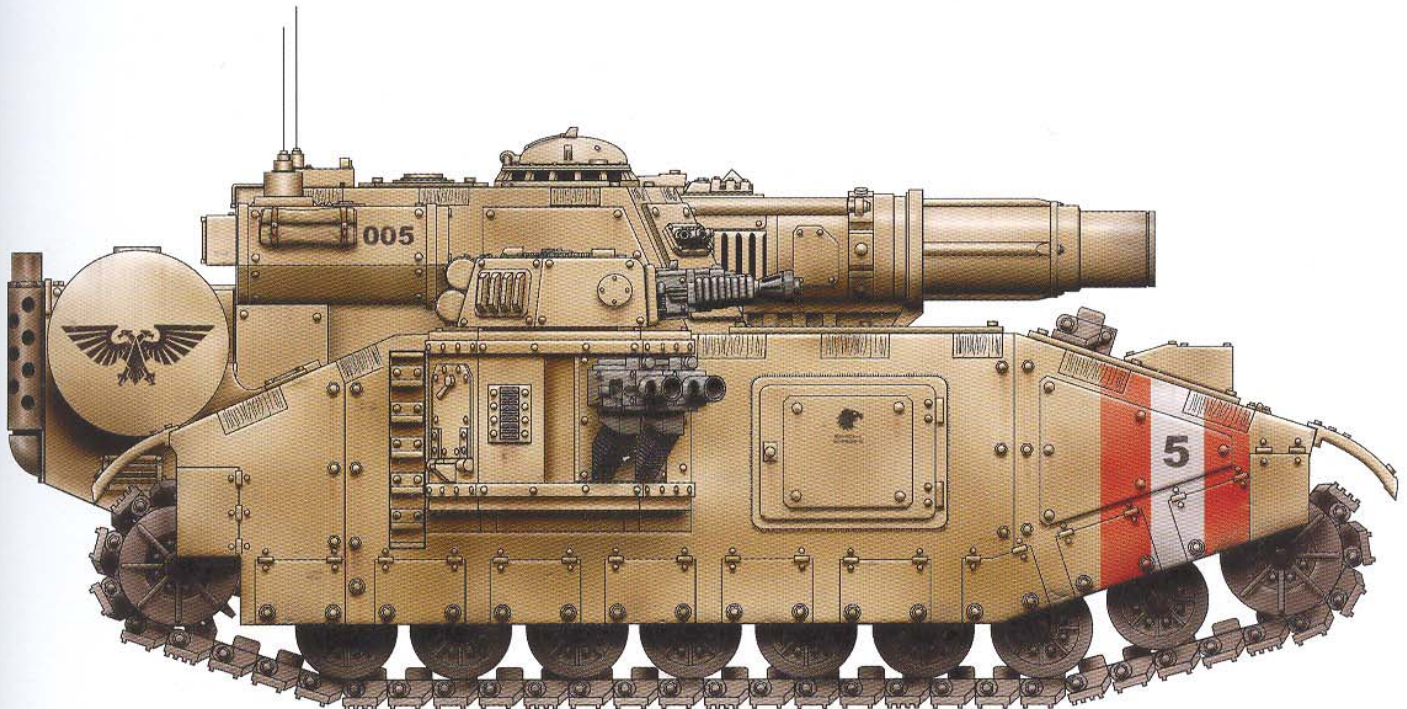


Stormsword of the 8th Armageddon Heavy Tank Company. The company has adopted a symbol of unknown origin as a unit identification marking. The vehicle is numbered as the ninth of the company. Few heavy tank companies can boast so many vehicles, three to six being more usual.





Stormsword of the 8th Cadian Heavy Tank Regiment. The orders of battle for the 8th includes six Shadowsword tanks, so it is likely that this is one of those vehicles refitted due to battle damage. The regiment saw heavy fighting in the defence of Cadia from the heretic forces of the 13th Black Crusade.



Stormsword of the 17th Tallarn Heavy Tank Company, attached to the Tallarn 101st Armoured Regiment. This is the fifth vehicle of the company and bears the eagle's head honour badge, awarded as a unit citation after the 101st led the first assault on the Palace of Tears.



## STORMSWORD

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

Thought for the day:  
We are all a weapon in the hands  
of the Emperor.

**Type:** Tank

**Structure Points:** 3

**Size:** War Machine

**Crew:** Imperial Guard

**Speed:** Lumbering

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

**Options:** A Stormsword may be given the following vehicle upgrades: hunter-killer missile, improved comms, minesweeper, pintle-mounted heavy stubber, pintle-mounted storm-bolter, searchlight, smoke launchers.

### SPECIAL RULES

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

#### Stormsword Siege Cannon

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

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

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

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

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

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





# CHIMERA



The Chimera is a very versatile vehicle and over the millennia it has been pressed into service in a variety of different forms. The basic Chimera chassis is used for more vehicles than any other, providing the basis of vehicles as diverse as Basilisk artillery and Hellhound flamethrower tanks to command vehicles and ambulances. The most common version is the armoured personnel carrier with turret-mounted multi-laser and hull-mounted heavy bolter, but these weapons can be replaced with other heavy weapons to fulfil a variety of roles.

The Chimera's primary function is to accompany tanks into battle whilst providing protection to an infantry squad within. Infantry can then disembark to support the tanks. The Chimera's weapons also provide heavy firepower in the attack, when infantry-borne heavy weapons are difficult to deploy and use as the squad is on the move.

Standard tactical doctrines state that after racing towards its objective, the Chimera's access ramp will crash down, disembarking the infantry who will move forward rapidly. Meanwhile, the Chimera's heavy weapons lay down a barrage of fire on the objective. As the squad near the objective, the Chimera will reverse away, to find a new firing position in cover itself but still able to fire in support of the squad. There it will wait on standby, ready to race forward again and collect the squad should they need evacuating or moving to another position on the battlefield.

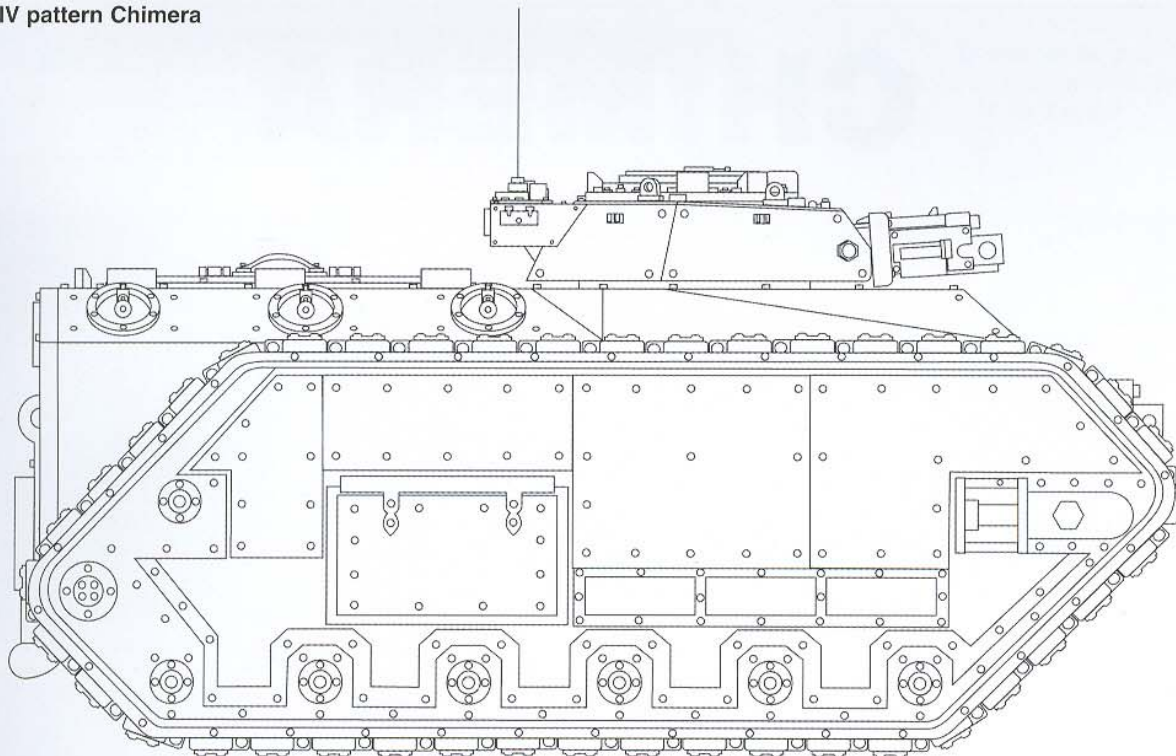
As well as firepower, protection and mobility, a Chimera offers its squad other advantages. They do not have to carry heavy equipment by hand and are therefore less likely to suffer from fatigue during long advances. The vehicle carries extra equipment, such as med-kits and radios, giving the infantry fast access to new orders and information on the battlefield situation. Extra storage means more ammunition is close at hand. All of which make mechanised infantry a far more efficient instrument of war than their footslogging counterparts.

Variants of the basic Chimera are common, mounting different weapons. The heavy flamer variant is a popular model amongst troops operating in dense terrain, where the enemy can be close by, such as buildings or jungles. Usually one heavy flamer Chimera will be deployed in every three standard Chimeras, as a stand-in infantry close support vehicle, if Demolishers, Thunderers or Hellhounds are in short supply.

The Forge World of Gryphon IV produces its own unique Chimera variant, armed with twin-linked heavy bolters. Although not as powerful against armoured vehicles, the heavy bolters can lay down a hail of high explosive bolts that make it particularly effective against dense infantry formations, Tyranid swarms and Ork mobs.

Chimeras equipped with auto-cannons are used to fulfil a light anti-vehicle role.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

DVLA 6724930



Vehicle Designation 0427-941-3062-CH124

Vehicle Name CHIMERA

Forge World of Origin GRYPHONNE IV

Known Patterns II-XI

Crew COMMANDER, GUNNER, DRIVER

Powerplant VULCANOR 16 TWIN COUPLED MULTI-BURN

Weight 38 TONNES

Length 6.90 M

Width 5.70 M

Height 3.72 M

Ground Clearance 0.45 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament 2 X HEAVY BOLTER

Secondary Armament HEAVY BOLTER OR HEAVY FLAMER

Traverse 360 °

Elevation -8° TO +25°

Main Ammunition 1000 ROUNDS

Secondary Ammunition 400 ROUNDS OR 10 SHOTS

Armour

Turret 150 MM

Superstructure 150 MM

Hull 100 MM

Gun Mantlet N/A

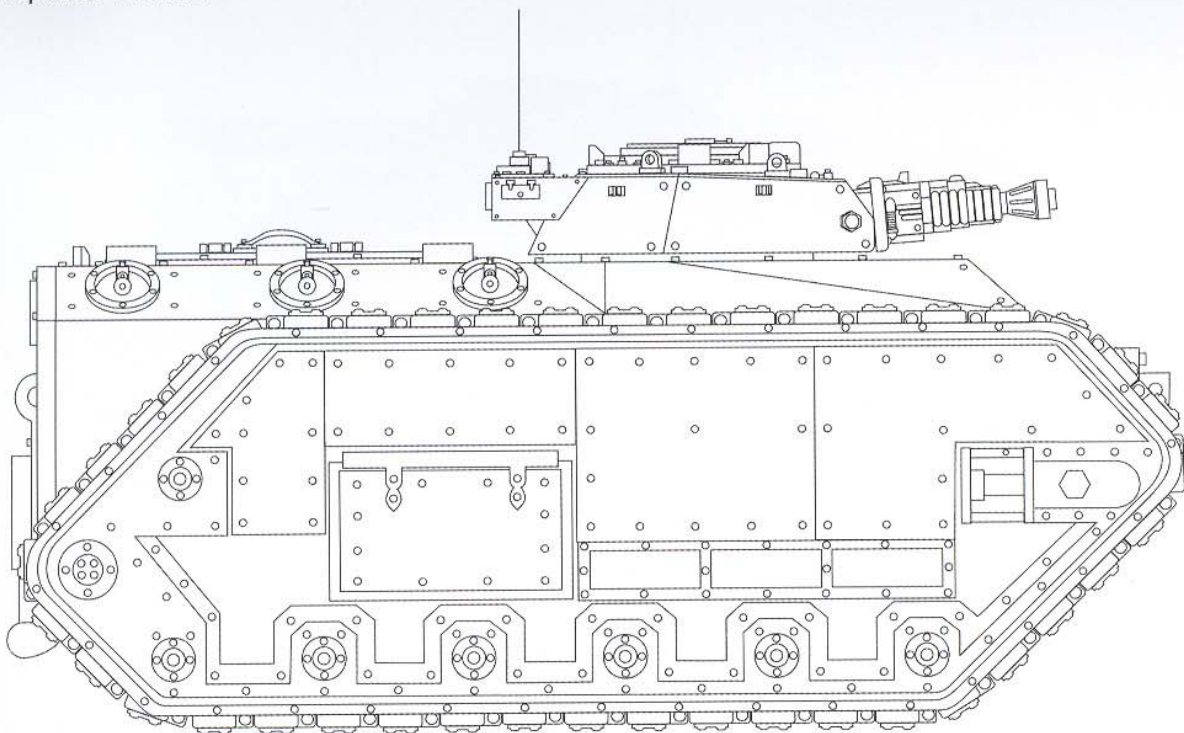
Date 1814014.M38

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Magos Fabricator

Dominus Ex Machina





## ADEPTUS MECHANICUS DEPARTAMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

Vehicle Designation 0427-941-3004-CH080

Vehicle Name CHIMERA

Forge World of Origin GRYPHONNE IV

Known Patterns III-IX

Crew COMMANDER, GUNNER, DRIVER

Powerplant VULCANOR 16 TWIN COUPLED MULTI-BURN

Weight 38 TONNES

Length 6.90 M

Width 5.70 M

Height 3.72 M

Ground Clearance 0.45 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament HEAVY FLAMER

Secondary Armament HEAVY BOLTER OR HEAVY FLAMER

Traverse 360°

Elevation -8° TO +25°

Main Ammunition 20 SHOTS

Secondary Ammunition 400 ROUNDS OR 10 SHOTS

Armour

Turret 150 MM

Superstructure 150 MM

Hull 100 MM

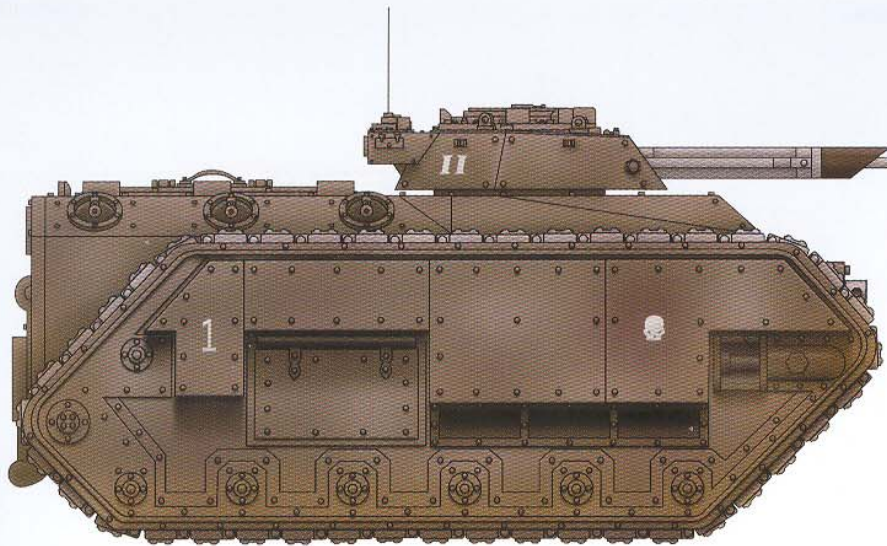
Gun Mantlet N/A

Date 1831010.1438

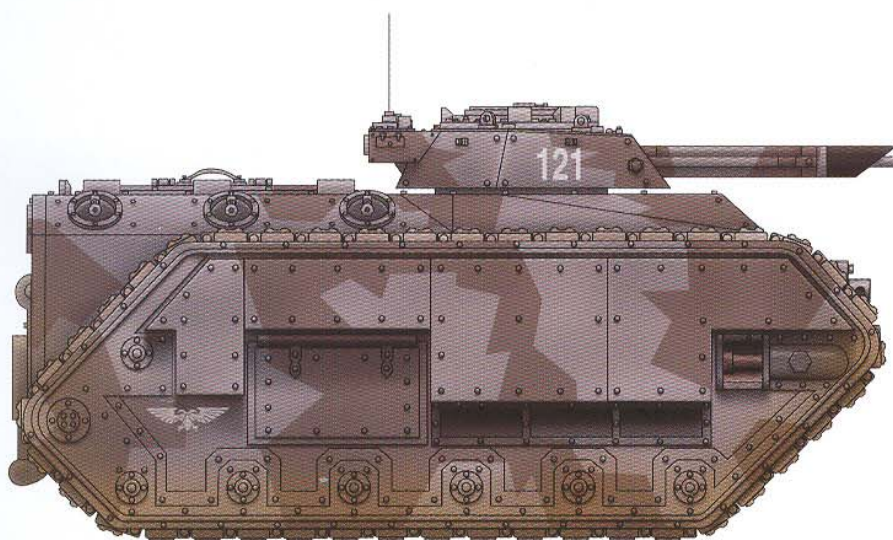
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Magos Fabricator

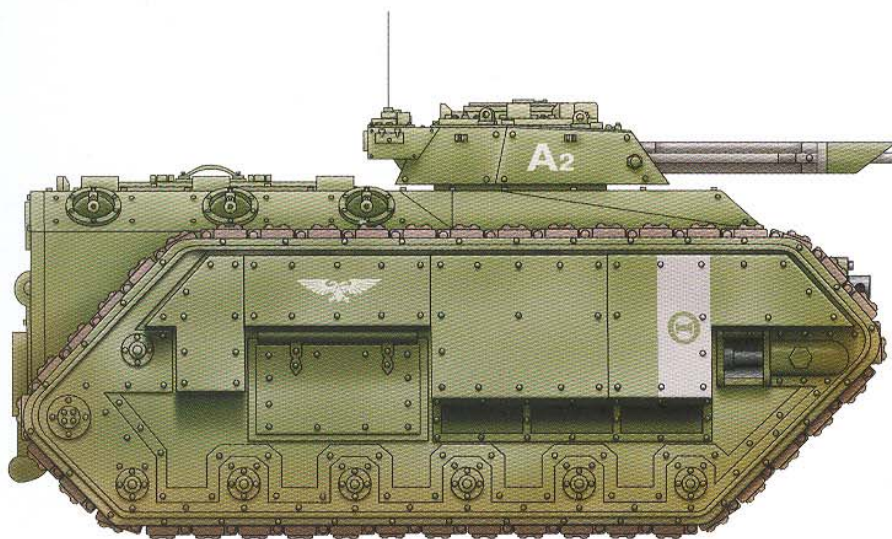




A Mars pattern Chimera armed with a multi-laser. Magdellan 6th Armoured Regiment during the Battle of Tsaragrad. This vehicle is from the first Armoured Fist Company, second platoon. The skull is either a campaign badge or a unit honorary citation.

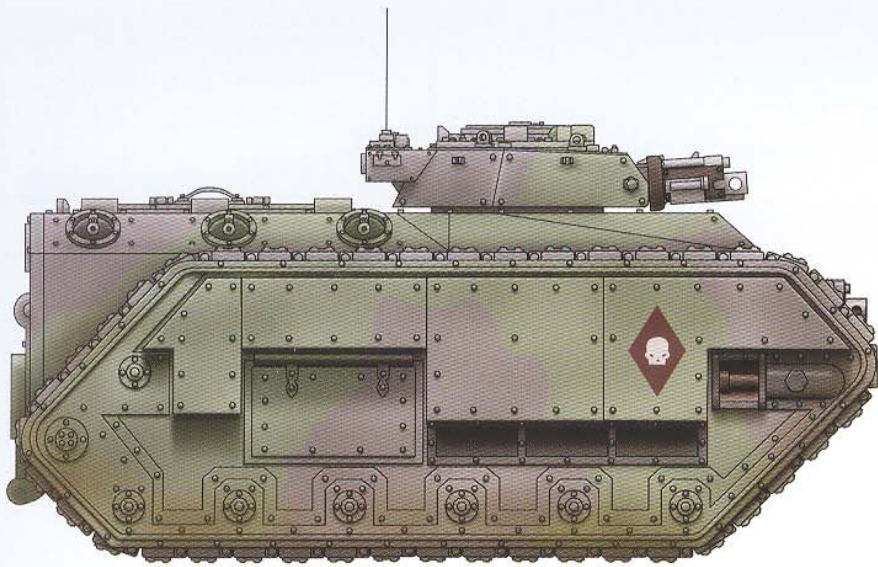


A Mars pattern Chimera armed with a multi-laser. Krieg 18th Armoured Regiment during the Barbarius campaign. This vehicle is from the first squad, second platoon, first Armoured Fist Company.

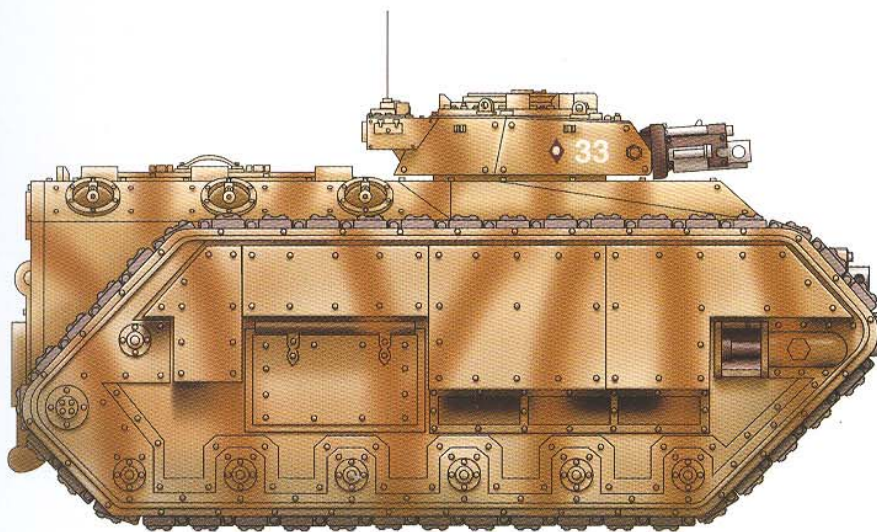


A Mars pattern Chimera armed with a multi-laser. Cadian 98th Armoured Regiment, Luxor Uprising. The 98th have adopted their own distinct numbering system. Each Company carries its own symbol, here on the forward hull in a white bar.

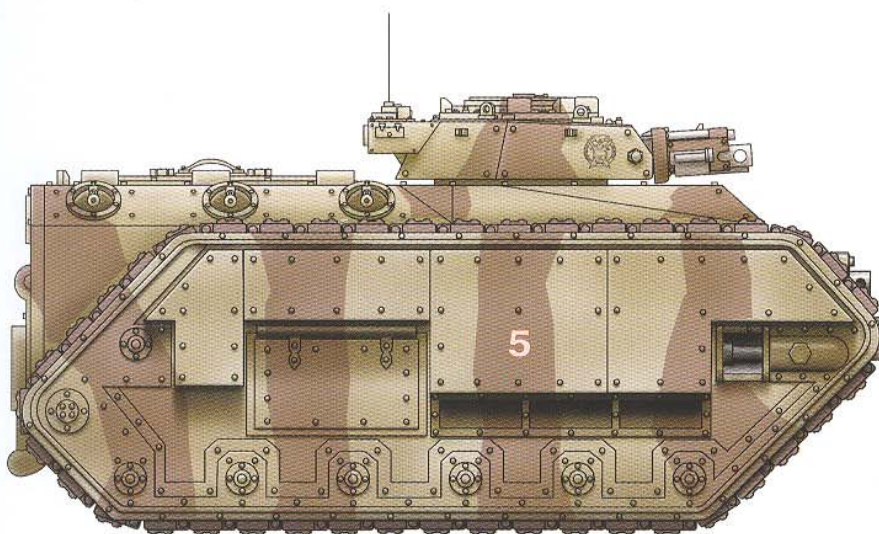




A Gryphone IV pattern Chimera armed with twin-linked heavy bolters. Cadian 113th Mechanised Infantry Regiment. This unit is currently stationed as part of the Cadian Gate garrison force.

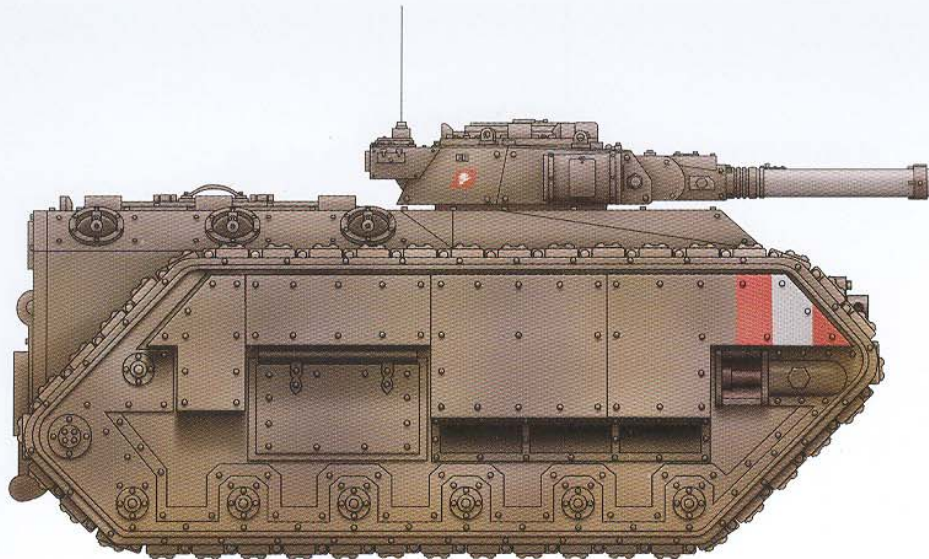


A Gryphone IV pattern Chimera armed with twin-linked heavy bolters. Tallarn 3rd Armoured Regiment 'Desert Storm' during the Defence of Balle Alpha.

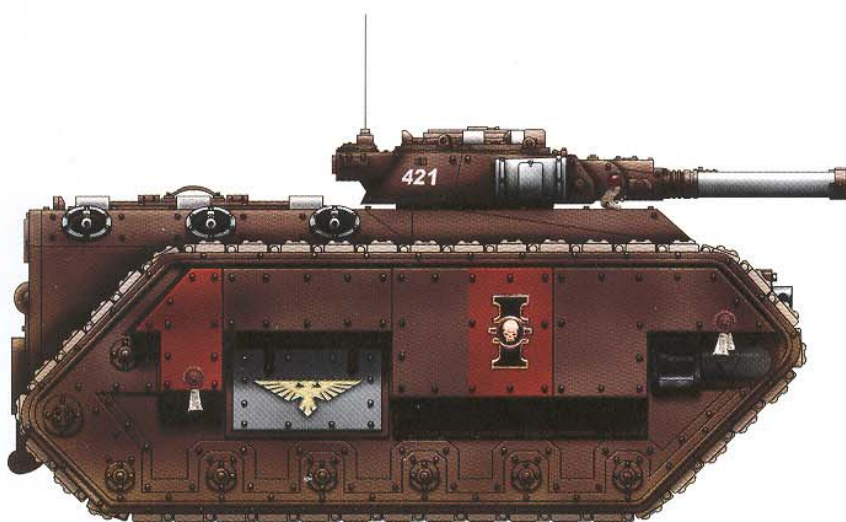


A Gryphone IV pattern Chimera armed with twin-linked heavy bolters. Mortant 7th Regiment 'Headhunters'. Sacking of Colonia. This is the fifth vehicle of its company.

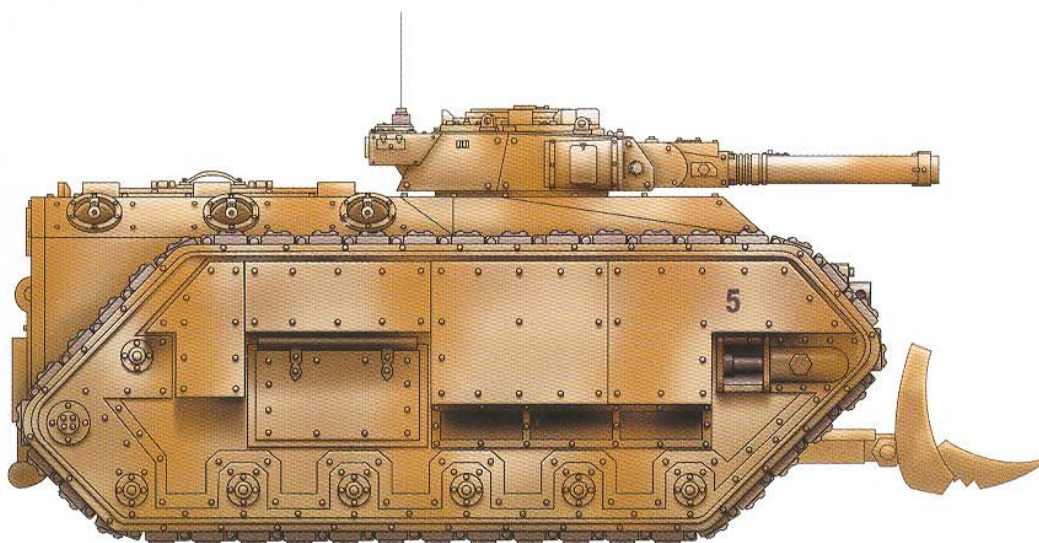




A Chimera armed with an autocannon. Armageddon Steel Legion, painted in ash-wastes camouflage. The red and white banding indicates a vehicle of first company. The campaign badge on the turret rear shows it has been involved in the defence of Hive Infernus.

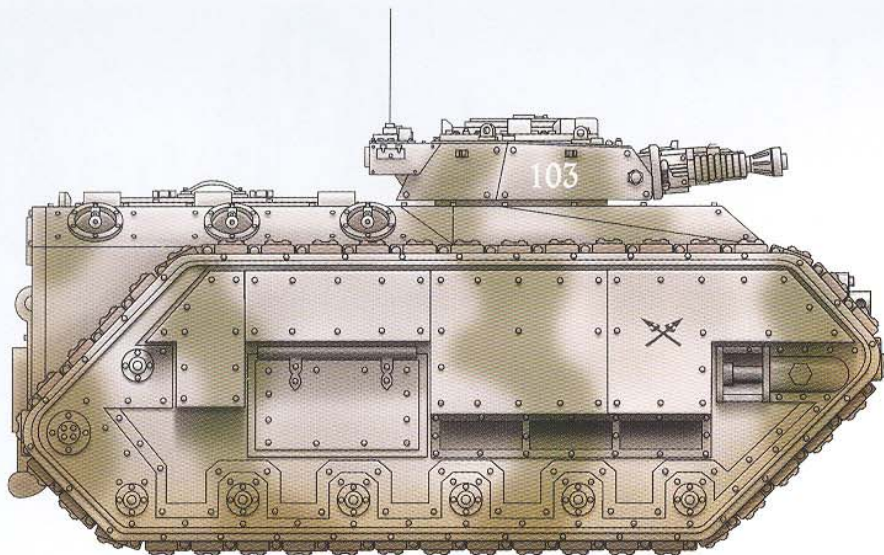


A Chimera armed with an autocannon. This is an Inquisitorial Storm Troopers vehicle in the service of Ordo Malleus Inquisitor Hector Rex. Note the purity seals added to protect the machine-spirit of the Chimera and its passengers from daemonic corruption.

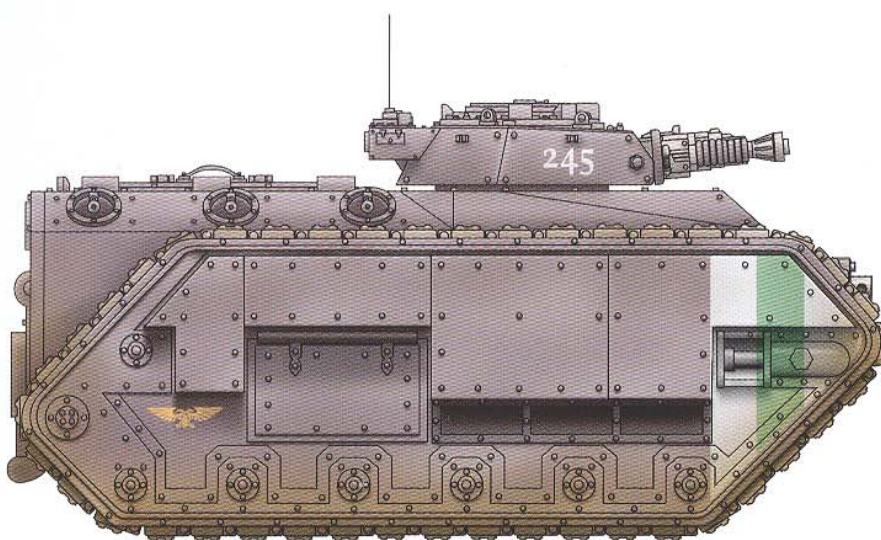


A Chimera armed with an autocannon. Tallarn 3rd Armoured Regiment 'Desert Storm', during the Defence of Balle Alpha.

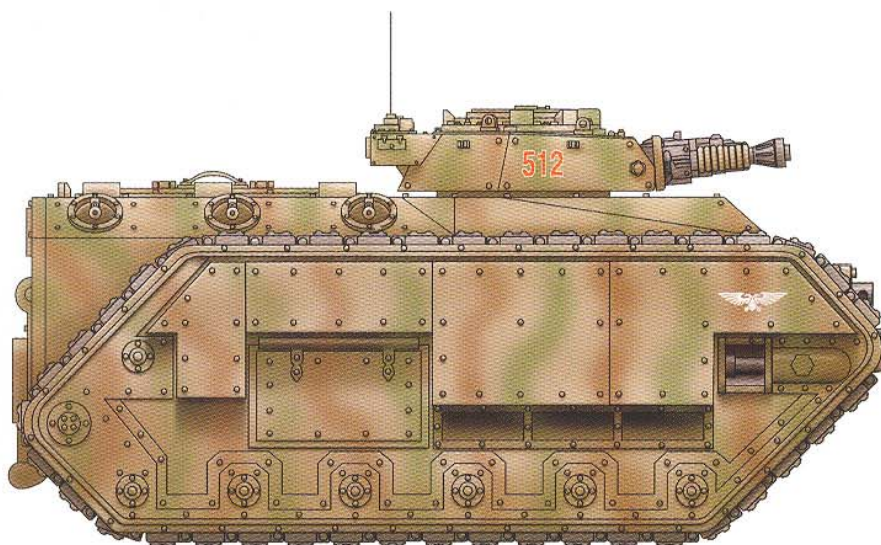




A Chimera armed with a heavy flamer. Valhallan 193rd Armoured Regiment. Achernar Prime, winter camouflage. This vehicle is the third attached to the first company command section. The crossed spears is a campaign badge, showing it took part in the Tymari Glacier offensive.



A Chimera armed with a heavy flamer. This vehicle was believed to part of the Mordian 84th Armoured Regiment. Codex grey colour scheme.

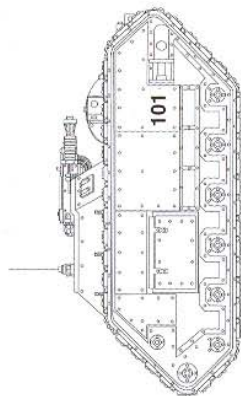


A Chimera armed with a heavy flamer. Palladius 8th Armoured Regiment 'the Warhounds'. This vehicle of 5th Armoured Fist company is camouflaged in the disruptive pattern adopted by all units, regardless of origin, serving in the Atria Wilderness campaign.



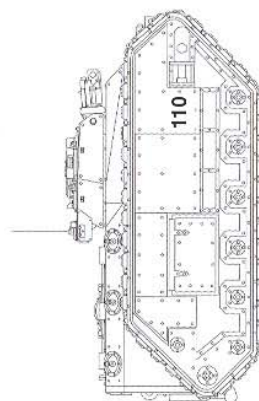
# PHYRESSIAN 81st ARMoured REGIMENT 1st ARMoured FIST COMPANY ORGANISATION AND NUMBERING

## COMPANY HEADQUARTERS

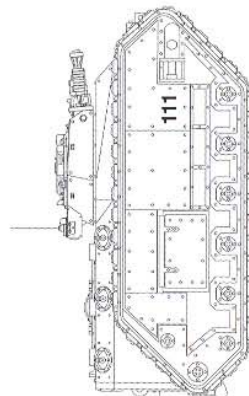


Captain Isaac  
Company Command HQ

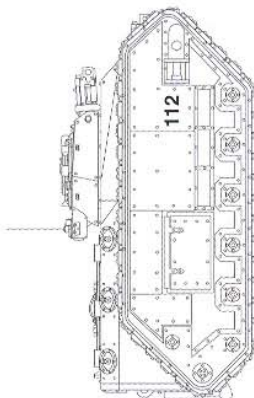
## FIRST PLATOON



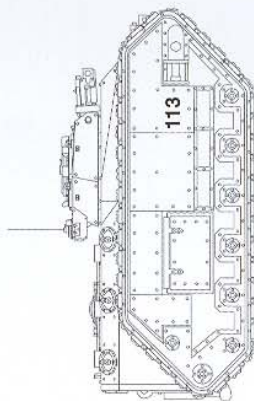
Lieutenant Zoffan  
Platoon Command Section



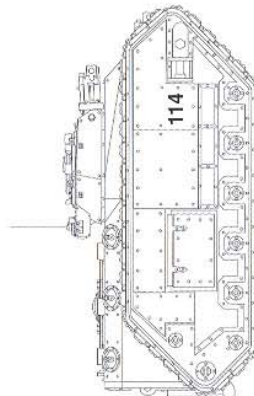
Snr Sergeant Eramus  
1st Squad, Platoon 2-i-c



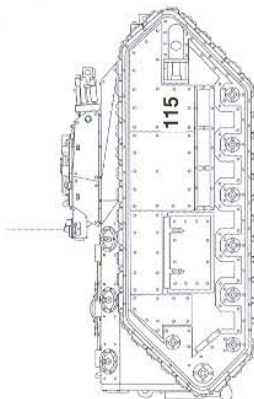
Sergeant Corda  
2nd Squad



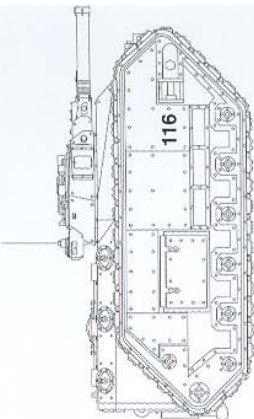
Sergeant Dira  
3rd Squad



Sergeant Gastos  
4th Squad



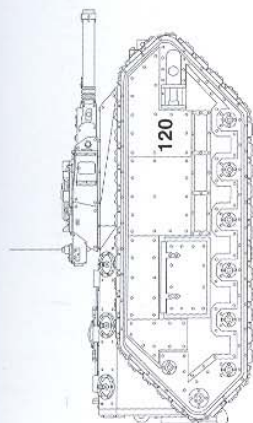
Sergeant Alou  
5th Squad



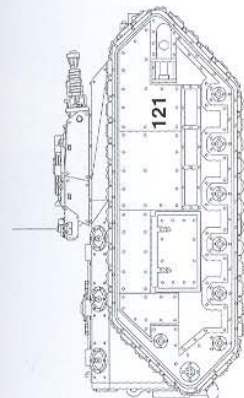
Sergeant Jeffers  
Heavy Weapons Squad



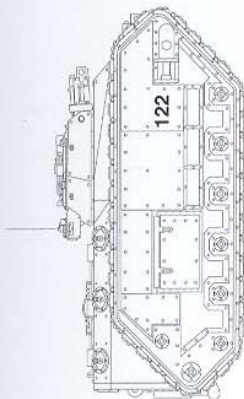
## SECOND PLATOON



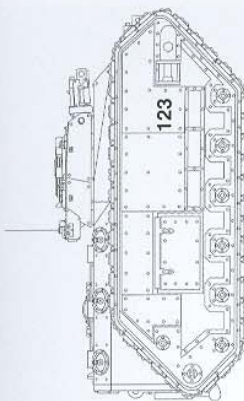
Lieutenant Tarma  
Platoon Command Section



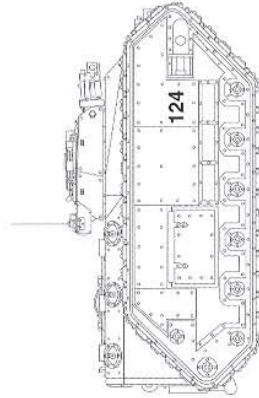
Snr Sergeant Tobin  
1st Squad. Platoon 2-i-c



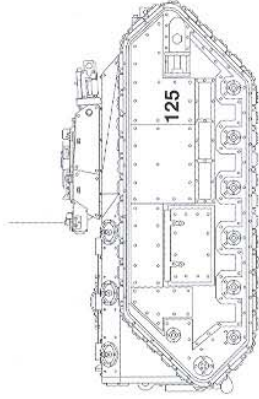
Sergeant Jerrek  
2nd Squad



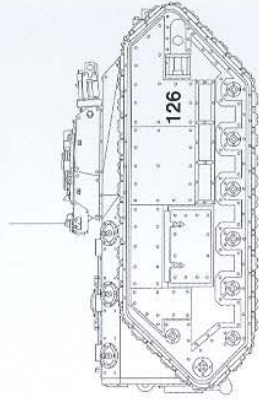
Sergeant Borz  
3rd Squad



Sergeant Garal  
4th Squad

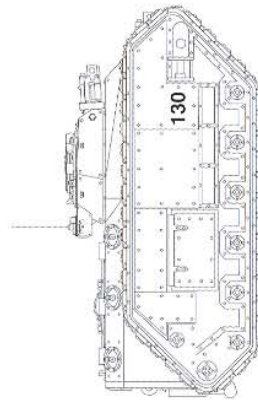


Sergeant Batista  
5th Squad

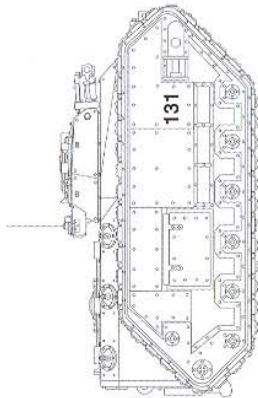


Sergeant Engel  
Heavy Weapons Squad

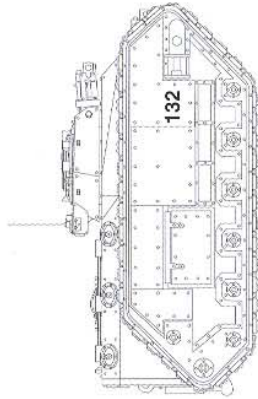
## THIRD PLATOON



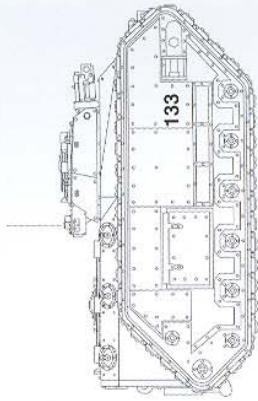
Lieutenant Alleman  
Platoon Command Section



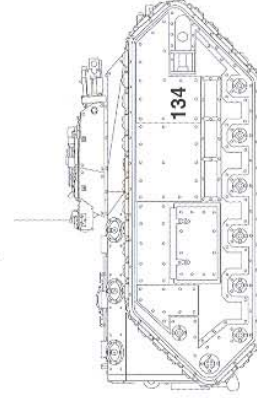
Snr Sergeant Kurtz  
1st Squad. Platoon 2-i-c



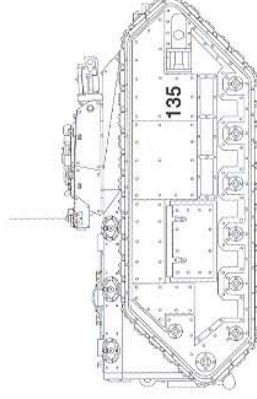
Sergeant Vada  
2nd Squad



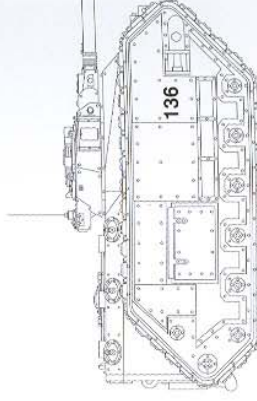
Sergeant Brakmann. 3rd Squad



Sergeant Biers  
4th Squad



Sergeant Rubens  
5th Squad



Sergeant Tagdullian  
Heavy Weapons Squad





**Above:** Gryphonne IV Chimera of the Krieg 23rd Mechanised Infantry Regiment, during the Cleansing of Radnar. Note the rear door is emblazoned with a cast eagle, a honoured granted to a unit for proven loyalty.

**Opposite:** Chimeras form part of a Cadian armoured column as it advances through the ruined streets. The heavy flamer vehicle is carrying a tank rider, probably an officer or sergeant from the infantry squad within. Units being transported often feel their observation is severely restricted as they close upon an objective.







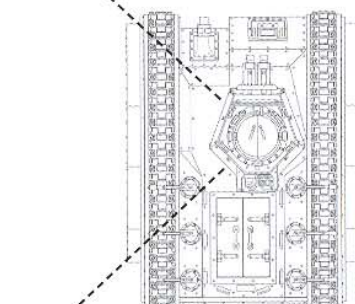
## COMBAT FORMATION

### Platoon advancing in column

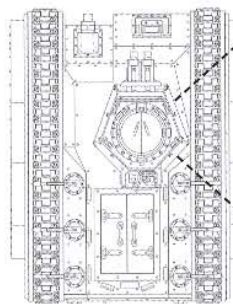
Formation used for road marches or movement through dense terrain. This provides cover to forwards, left and right flanks, and allows for best speed, but this is not a combat formation. Contact with the enemy will usually mean the column 'shakes-out' into a line if the terrain permits.

**Note:** The lead position is changeable. Vehicles will usually take turns leading the column. Many platoon leaders also take their turn 'on point', although doctrine maintains that the best position for the commander is always in the centre of the formation. In practice many prefer to lead.

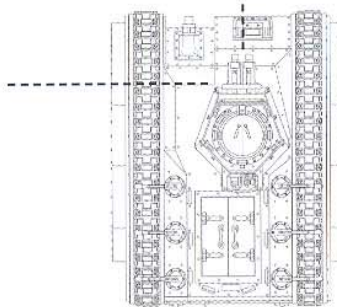
Cover left and right are also interchangeable, depending upon which direction the main enemy threat is perceived to be from.



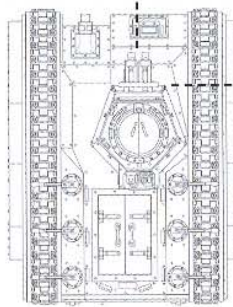
5. Cover left



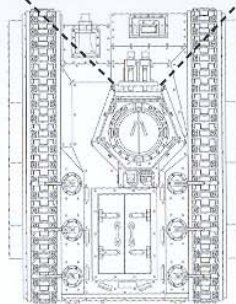
4. Cover right



3. Cover half left



1. Cover half right



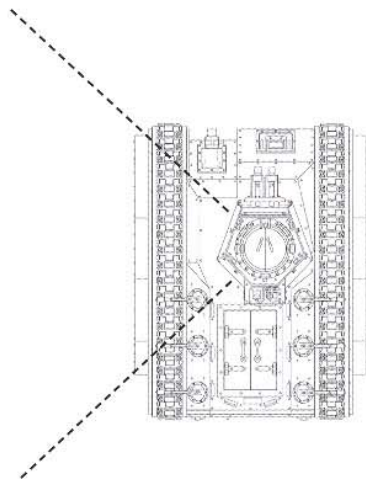
2. Cover forwards



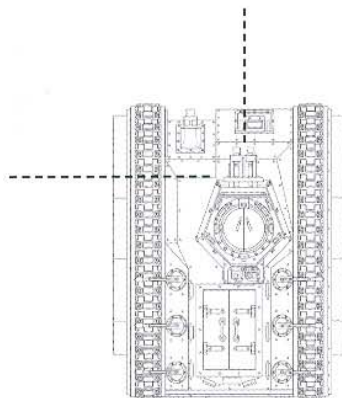
# COMBAT FORMATION

## Platoon advancing in staggered column

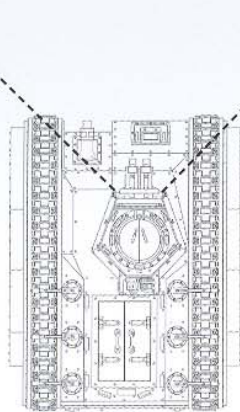
A more flexible formation than the column of march, a staggered column is used for speedy advance over open ground. It provides all round protection, but as a fighting formation lacks the firepower of a line abreast or wedge.



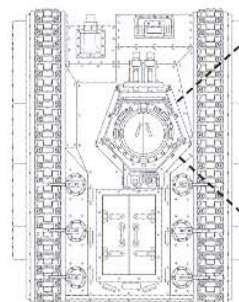
5. Cover left



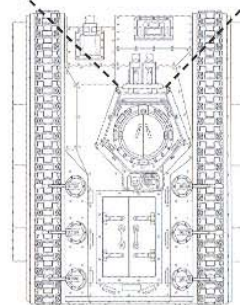
3. Cover half left



2. Cover forwards



4. Cover right



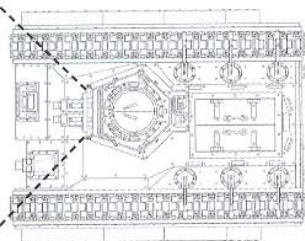
1. Cover forwards



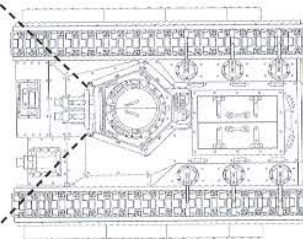
## COMBAT FORMATIONS

### Platoon advancing in wedge

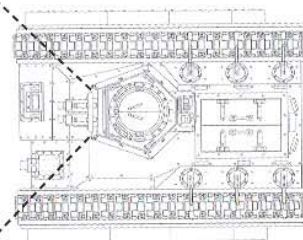
A battle formation for closing with the enemy. Provides good fire power to the forward arc, with some flank protection. This formation may well be used as the second wave of an armoured attack, following close on the heels of the tanks.



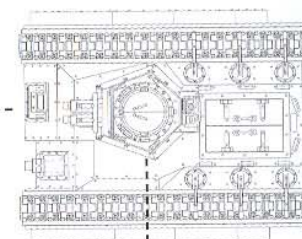
1. Cover forwards



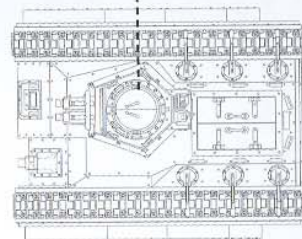
2. Cover forwards



3. Cover forwards



4. Cover half left



5. Cover half right

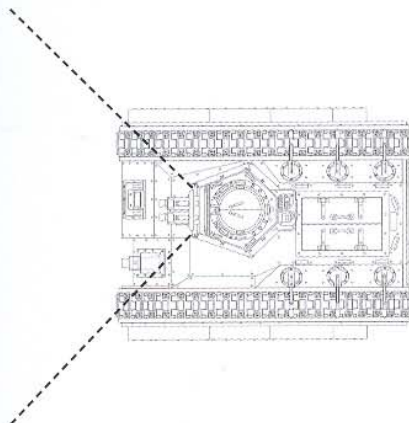


## COMBAT FORMATIONS

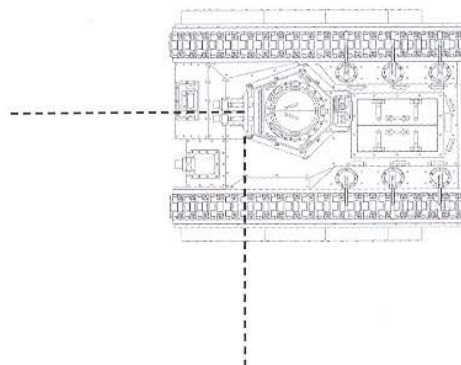
### Platoon advancing in wedge, covering position left.

This formation is the same as the wedge, except one vehicle and squad are dropped out of the wedge to take up a static covering position. This will often be a heavy weapons squad, who will also deploy to provide additional firepower as the rest of the platoon move to contact with the enemy.

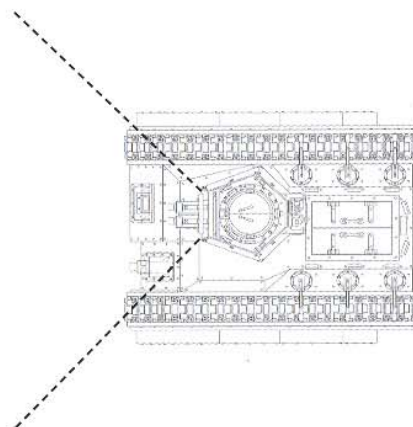
Once the objective is captured, the covering position can be called up to rejoin the rest of the platoon as they secure their position against possible counter attacks.



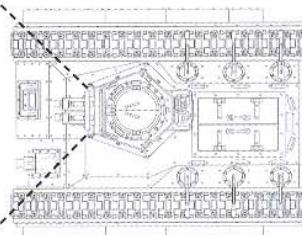
2. Cover forwards



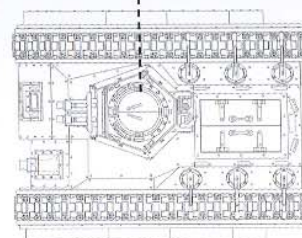
3. Cover half left.



5. Cover forwards  
Covering position with  
infantry squad deployed.



1. Cover forwards

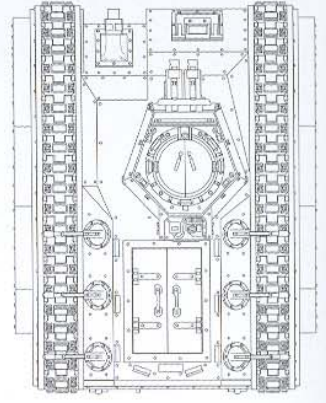
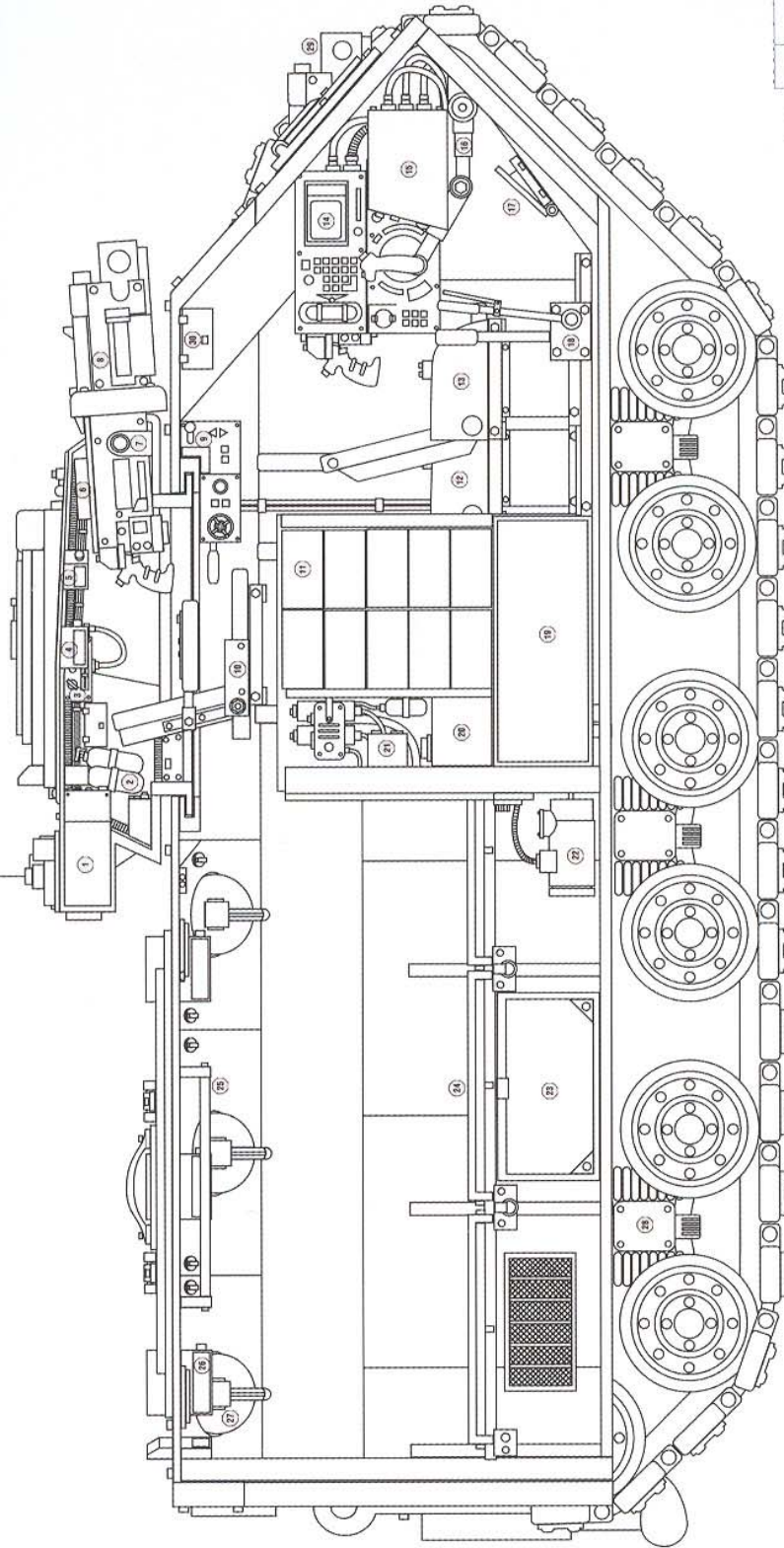


4. Cover half right



# CHIMERA - INTERIOR DETAIL

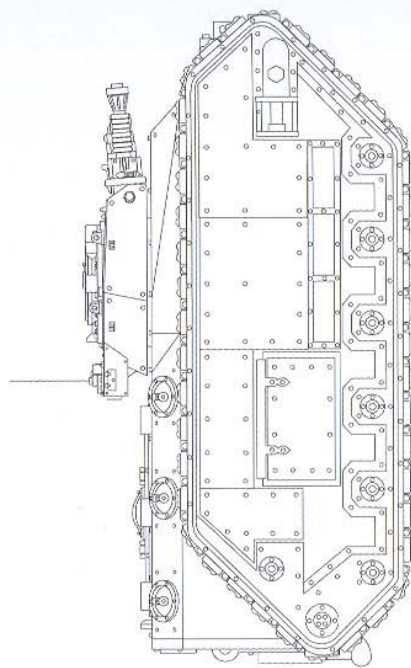
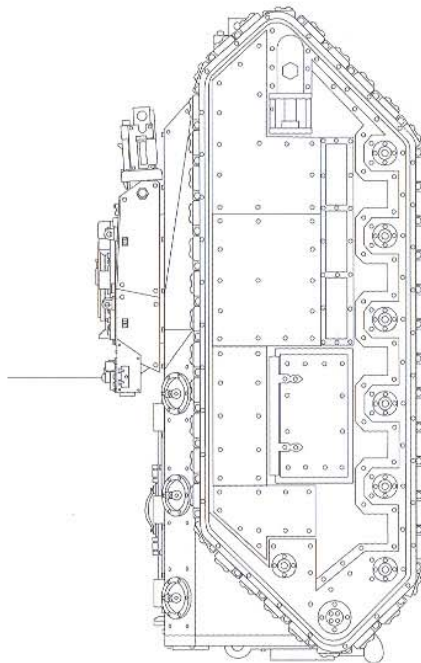
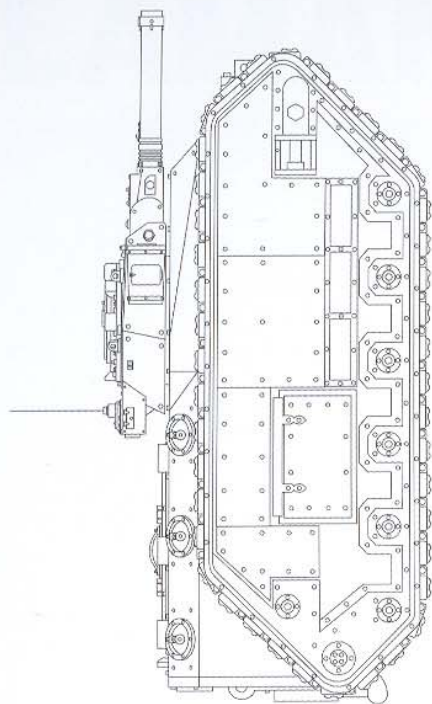
GRYPHONNE IV PATTERN





## CHIMERA INTERIOR DETAIL KEY

- |    |   |    |                                     |
|----|---|----|-------------------------------------|
| 1  | Radio and communications equipment  | 16 | Steering column                     |
| 2  | Oxygen tanks (for use in hostile environments)                            | 17 | Driver's foot pedal                 |
| 3  | Commander's system control panel  | 18 | Gear stick and brake lever          |
| 4  | Turret vision block   | 19 | Internal fuel tank                  |
| 5  | Turret vision block   | 20 | Battery                             |
| 6  | Heavy bolter magazine, on left hand side                                  | 21 | Transformer and internal power unit |
| 7  | Gun cradle mount  | 22 | Electrical generator                |
| 8  | Twin-linked heavy bolters   | 23 | Stowage bin (under seating)         |
| 9  | Turret traverse unit  | 24 | Seating, for 12 men                 |
| 10 | Commander's suspended seat  | 25 | Handrail                            |
| 11 | Heavy Bolter ammunition boxes (replaced by flamer fuel tanks as required) | 26 | Vision block                        |
| 12 | Gunner's seat   | 27 | Ball mount and lasgun handle        |
| 13 | Driver's seat   | 28 | Bogey and suspension unit           |
| 14 | Driver's system control panel   | 29 | Hull mounted heavy bolter           |
| 15 | Driver's console  | 30 | Med-kit                             |







## CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	70 + weapons	12	10	10	3

Thought for the day:  
Those who act in honour cannot fail.

**Type:** Tank

**Crew:** Imperial Guard

**Weapons:** A Chimera must be armed with a turret-mounted weapon from the following: multi-laser at +10 pts; heavy bolter at +10 pts; heavy flamer at +10 pts; autocannon at +15 pts; twin-linked heavy bolters at +15 pts. It may also be armed with either a hull-mounted heavy bolter or heavy flamer for +5 pts.

**Options:** The Chimera may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, pintle-mounted heavy stubber, pintle-mounted storm-bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Transport Option:** The Chimera is a transport option for Imperial Guard Armoured Fist squads, Command Platoons, Hardened Veterans, Storm Troopers, Ogryns and Infantry Platoon Command Sections.

## SPECIAL RULES

**Transport Vehicle:** A Chimera can carry up to twelve models (count Ogryns or models in Terminator armour as two models). It is always taken as a transport upgrade for another unit and may only transport the unit it was bought for. Independent characters that join a unit with a Chimera may also travel in it.

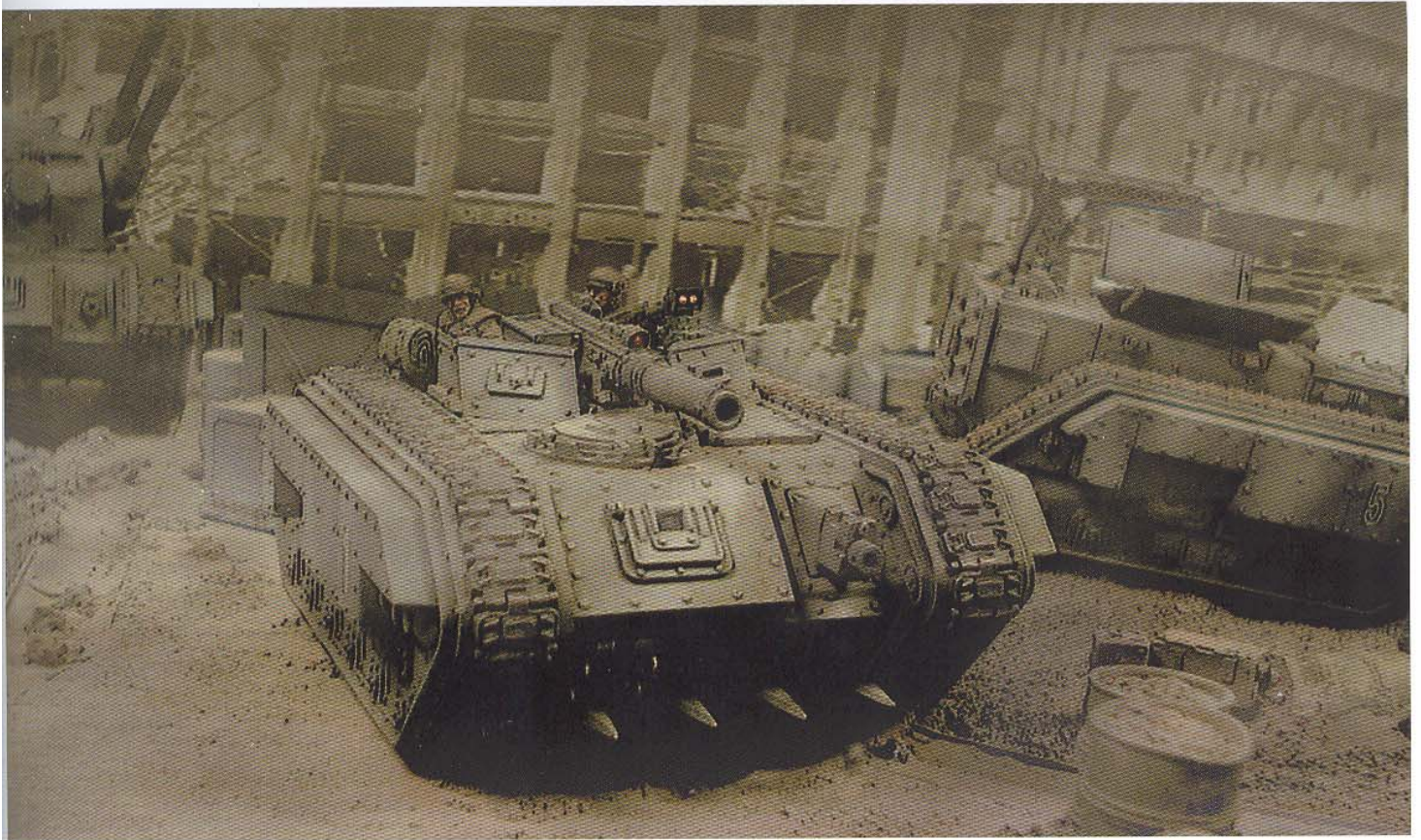
**Fire Points:** The Chimera is fitted with mountings for six hull lasguns for the passengers to use. Up to six passengers can use the hull lasguns provided. Additionally, one model may fire a weapon from the top hatch. The weapon used may be heavy, although not if the Chimera moves. Models firing from the top hatch must engage the same target as those firing the lasguns. If the hatch is used to fire from then the Chimera counts as being an open topped vehicle for the rest of that turn and all the opponent's subsequent turn.

**Access Points:** Units being transported enter and exit via the access ramp at the back of the hull.

**Amphibious:** Chimeras are amphibious vehicles that can move over water. This capability means that they treat water features (such as rivers, streams, lakes and seas) as clear terrain when they move.



# SALAMANDER SCOUT



The Salamander forms the backbone of an Armoured Regiment's reconnaissance company. Equipped with Salamanders and Sentinels (although motorcycles, horses or other riding beasts are not unknown), a reconnaissance squadron is often at the forefront of an attack, fulfilling the vital roles of reconnoitring routes of advance and locating the enemy for following forces to attack.

Operating in front of the main fighting force, these scout units need to be able to provide their own effective fire support. The Salamander scout vehicle, equipped with an autocannon and heavy bolter, fulfils this role, providing the scouts with the majority of their heavy weapon support. Sentinels are highly mobile and able to operate in just about any terrain, but they are lightweight and unlikely to survive a protracted engagement with the enemy. This is where the heavier Salamander comes in. Although no match for a tank, it is very fast and therefore capable of getting out of trouble quickly and surviving to tell the tale. An armoured vehicle capable of tackling other light vehicles is a desirable asset, since first contact with the enemy is often a clash between light scout units.

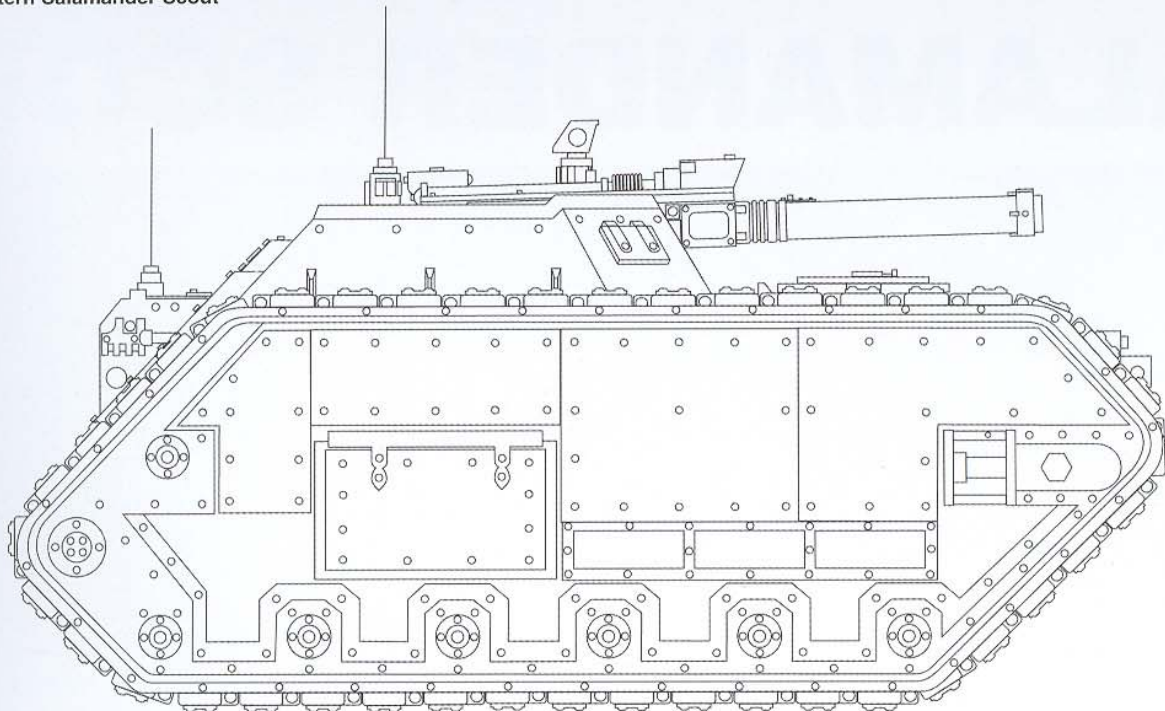
Because they may operate far in advance of the main combat units the crews of Salamander scout vehicles often overcharge the engines of their vehicles in order to make a swift escape should they encounter strong enemy forces. Whilst this is a breach of regulations, given the dangers faced by lightly equipped scout units operating independently of support, this modification is overlooked, although the extra strain placed on the engine by such tinkering is a constant source of grievance amongst maintenance units.

For mutual protection, Salamanders often operate in pairs, teaming up to support each other. One vehicle will cover the other as it moves forward, taking it in turns to lead the way. Salamanders are often the vehicles at the very front of any advance, and as such are likely to be ambushed or encounter a strong enemy unit or position. By its nature a reconnaissance unit's main task is on the offensive, leading the way. When a regiment is on the defensive Salamanders are often relegated to rear area policing and security duties. Like Sentinels, it is not unusual to find Salamanders guarding supply dumps, headquarters units or patrolling important supply routes.

During a major offensive, such is the demand placed on reconnaissance units that they often do not have enough vehicles to fulfil all their missions. In this case, it is usual for the shortfall to be made-up by Armour Fist squads operating in Chimeras. A squad will be detached from its parent platoon and company, and temporarily given to the reconnaissance company. In this way Armoured Fist patrols and Salamanders often operate together.

The Salamander's four-man crew consists of a gunner and driver inside the vehicle and a commander and comms-operator on the rear fighting platform. Due to its role each Salamander is fitted with powerful communication equipment to allow it to report back to command units well to the rear. Direct links to regimental command units, such as Leviathans and to Armoured Company command tanks, are not unusual.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-0340-SA38

Vehicle Name SALAMANDER SCOUT VEHICLE

Forge World of Origin VANAHEIM

Known Patterns I-XLIX

Crew COMMANDER, GUNNER, DRIVER, COMMS OPERATOR

Powerplant VULCANOR 16 TWIN COUPLED MULTI-FUEL

Weight 33 TONNES

Length 6.90 M

Width 5.70 M

Height 3.18 M

Ground Clearance 0.45 M

Max Speed - On Road 100 KPH

Max Speed - Off Road 68 KPH

Main Armament AUTOCANNON

Secondary Armament HEAVY BOLTER

Traverse 22 °

Elevation -3° TO +24°

Main Ammunition 500 ROUNDS

Secondary Ammunition 600 ROUNDS

Armour

Turret N/A

Superstructure 150 MM

Hull 130 MM

Gun Mantlet N/A

Date 1760010.M38

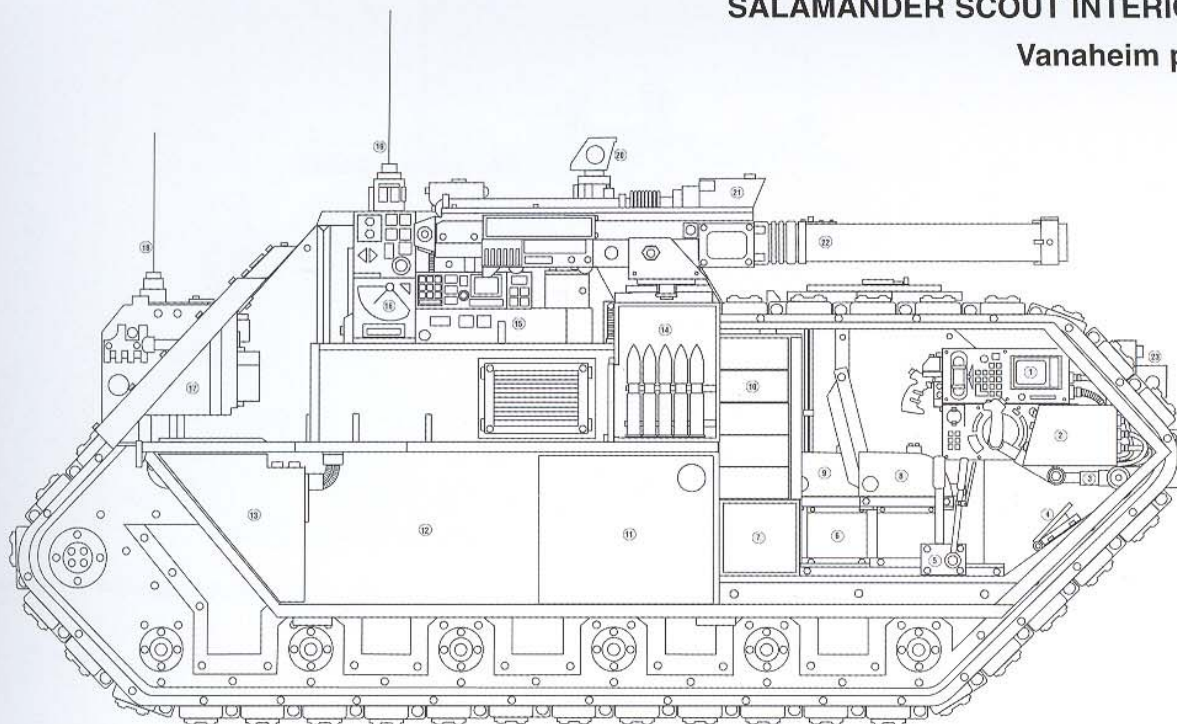
signature

*Frank*

Magos Fabricator

Reminus Ex Machina





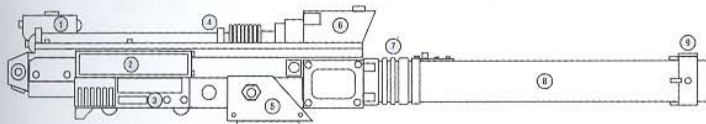
### INTERIOR DETAIL KEY

- |    |   |    |   |
|----|---|----|---|
| 1  | Driver's system control panel   | 14 | Autocannon ammunition stowage   |
| 2  | Driver's console  | 15 | Commander's systems control panel                                       |
| 3  | Steering column   | 16 | Primary communications and navigational equipment                       |
| 4  | Driver's foot pedals  | 17 | Long range communications equipment and backup communications equipment |
| 5  | Gear stick and brake lever  | 18 | Secondary aerial  |
| 6  | Underseat stowage space   | 19 | Main aerial   |
| 7  | Battery   | 20 | Magnocular  |
| 8  | Driver's seat   | 21 | Autocannon sight  |
| 9  | Gunner's seat   | 22 | Autocannon  |
| 10 | Heavy bolter ammunition boxes   | 23 | Hull mounted heavy bolter   |
| 11 | Internal fuel tank  |    |   |
| 12 | Stowage compartment for camouflage nets, rations, crew equipment and weapons  |    |   |
| 13 | Generator and secondary battery, dedicated to supply communications equipment |    |   |

*No engine is shown in this cutaway, this is because the vehicle's twin engines are housed in the track sponsons on either side of the main hull, from where they provide power directly to the drive wheels*

### AUTOCANNON DETAIL

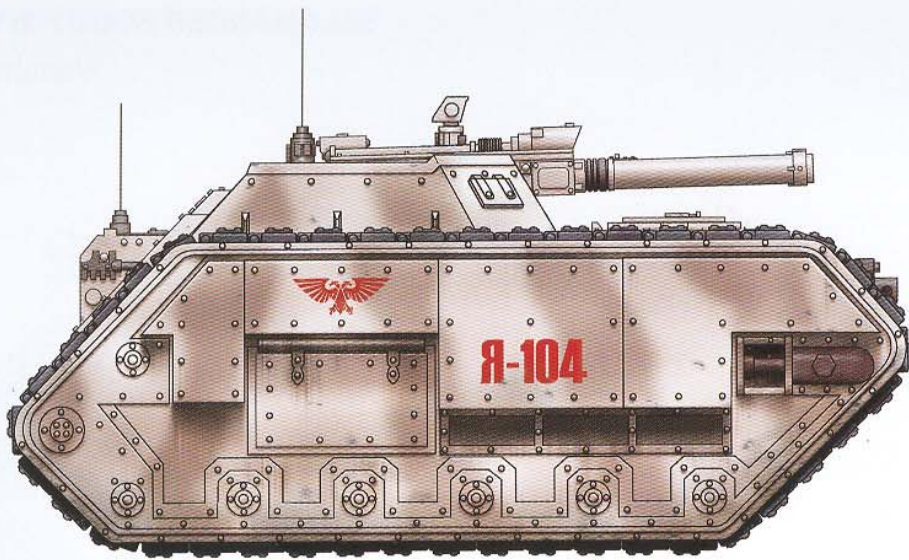
#### Gryphon IV pattern



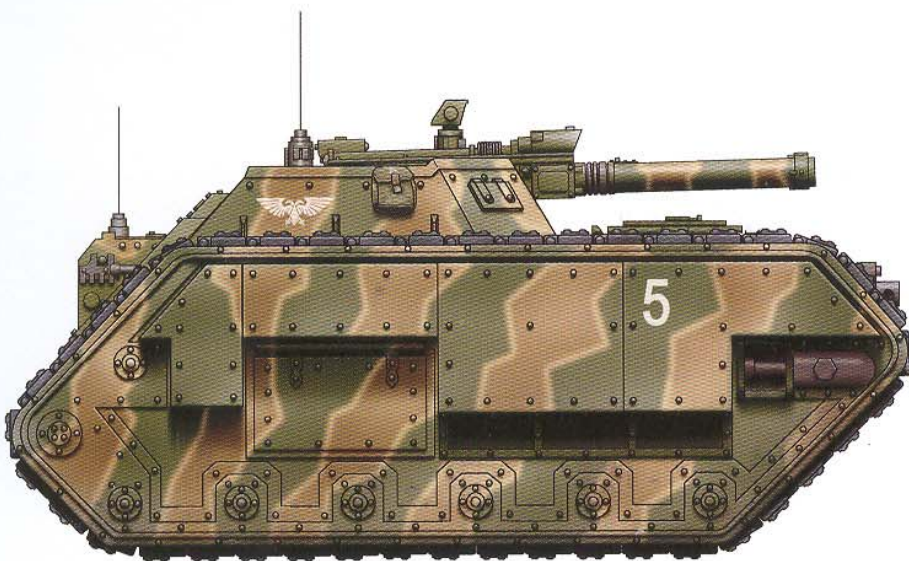
- |   |   |
|---|---|
| 1 | Range finder and main sight viewer            |
| 2 | Ammunition breech (ammunition tray not shown) |
| 3 | Housing for firing mechanism                  |
| 4 | Protective housing for sight electrics        |
| 5 | Cradle mount                                  |
| 6 | Main sight lens                               |
| 7 | Recoil dampner                                |
| 8 | Smoothbore barrel                             |
| 9 | Barrel bracing                                |

*Ammunition is loaded via a feed tray (not shown on this drawing). The tray holds 4 rounds, and extra ammunition is dropped into the tray by hand, which is then fed automatically into the weapons breech.*

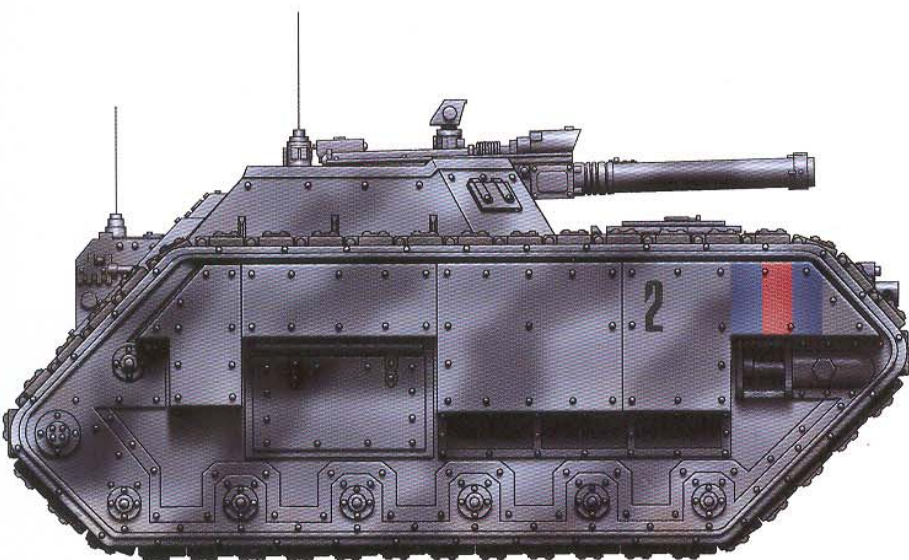




Salamander Scout of the Valhallan 28th Armoured Regiment. The Valhallan 'Я' symbol has been adopted as a marking for the regiment's reconnaissance company. Snow camouflage from the Betalis IV campaign.

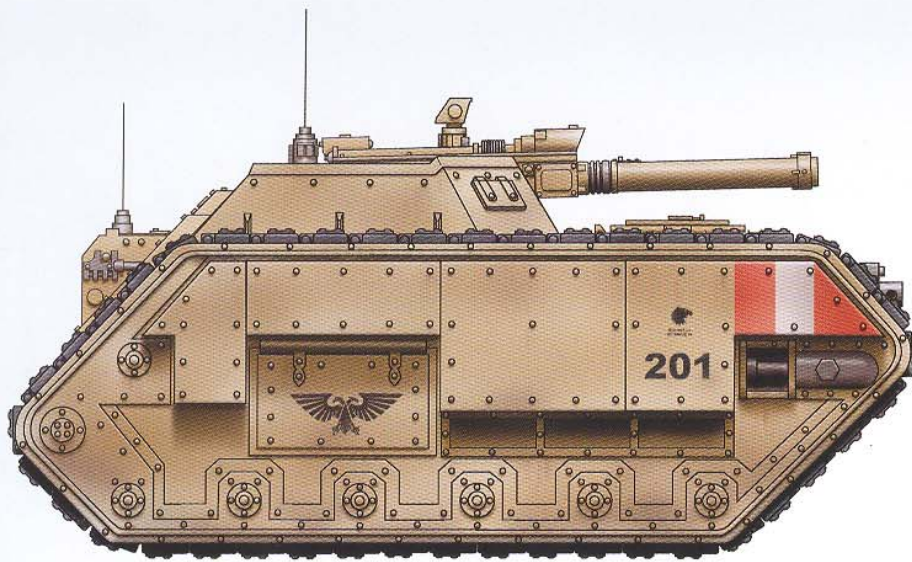


Salamander Scout of the Tekarn 90th Armoured Regiment. Denkari-Prime Deathworld campaign. Armoured Reconnaissance Company, fifth vehicle.

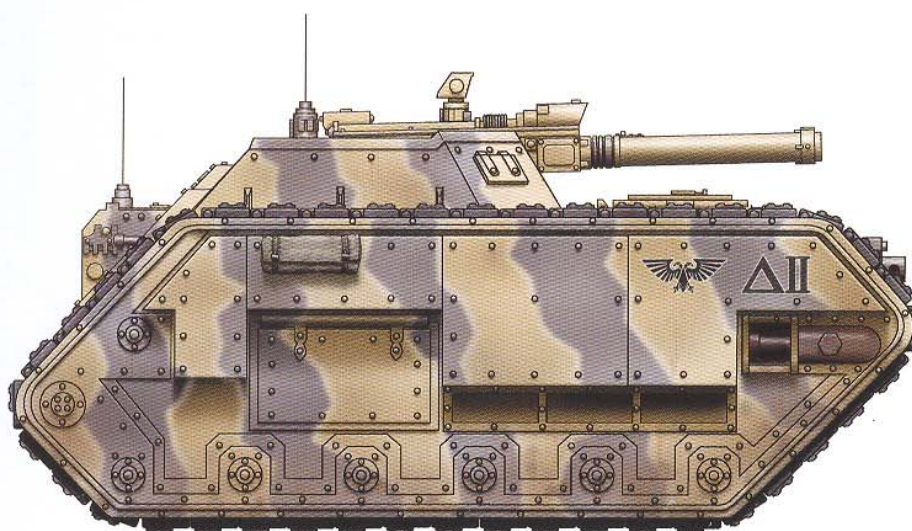


Salamander Scout of the Cadian 122nd Regiment. Siege of Vogen during the Zhai-Khan Uprising.

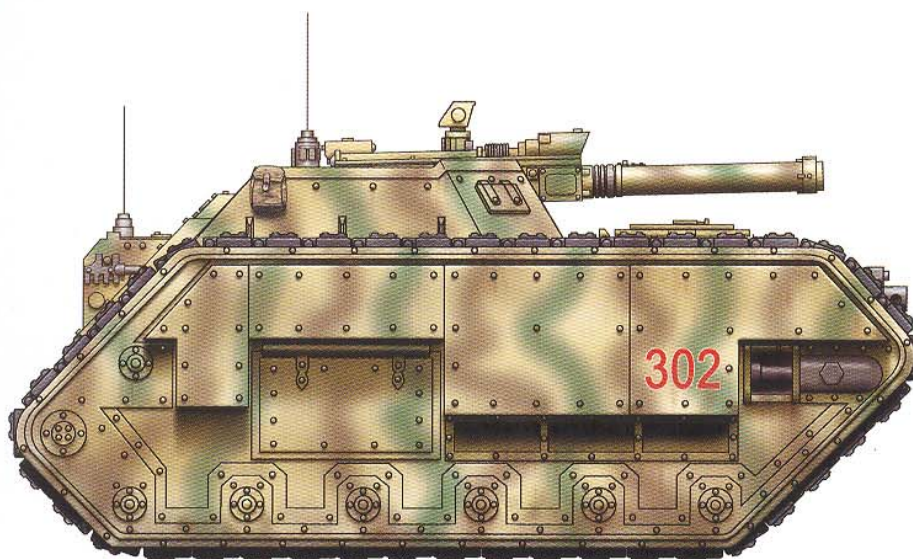




Salamander Scout of the Tallarn 101st Armoured Regiment. First assault on the Palace of Tears.



Salamander Scout of the Kreig 2nd Armoured Regiment. This is a variant on the ash wastes camouflage used by the regiment during the battle for Tartarus Hive, 3rd Armageddon War.



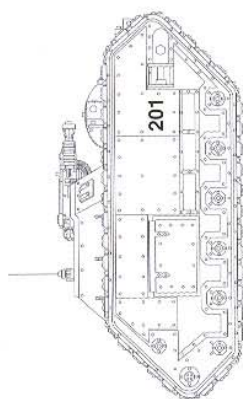
Salamander Scout of the Palladius 8th Armoured Regiment. Atria Wilderness campaign camouflage scheme.



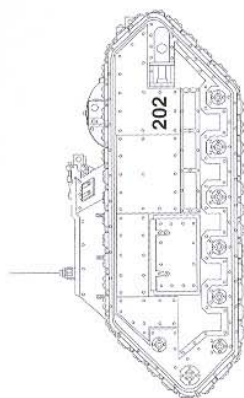
# 1st KREIG'S ARMoured REGIMENT

## 2nd ARMoured RECONNAISSANCE COMPANY ORGANISATION AND NUMBERING

### COMPANY HEADQUARTERS

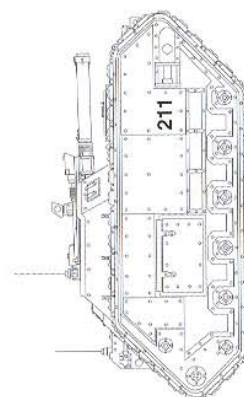


Captain Angstrom  
Company Commander

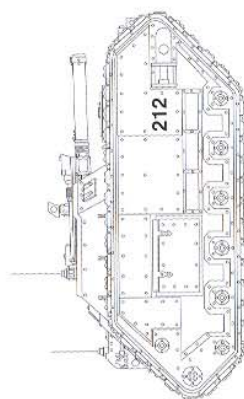


Lieutenant Bohr  
Company 2-I-c

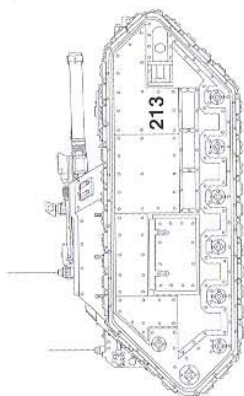
### FIRST SQUADRON



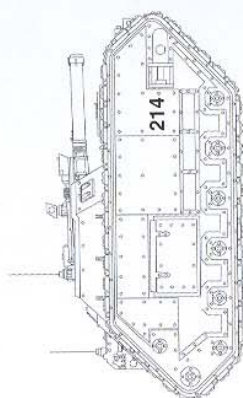
Lieutenant Boltzmehr  
Squadron Commander



Snr Sergeant Maxt  
Squadron 2-I-c



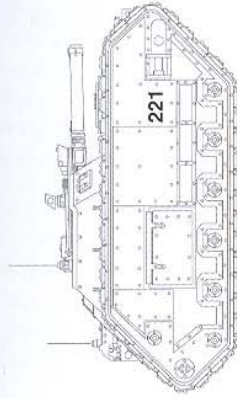
Sergeant Vries



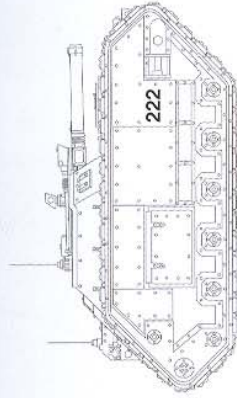
Sergeant Otto



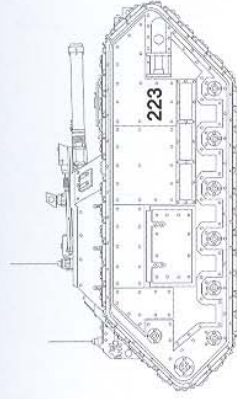
## SECOND SQUADRON



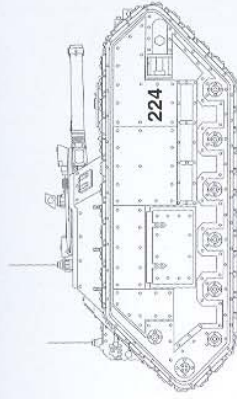
Lieutenant Bosch  
Squadron Commander



Snr Sergeant Guericke  
Squadron 2-i-c

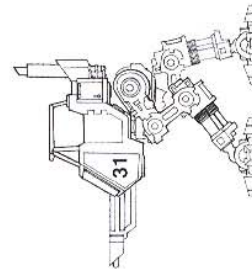


Sergeant Feynman

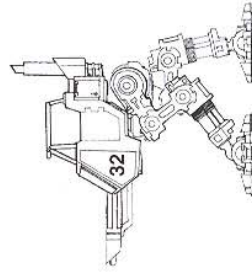


Sergeant Augustin

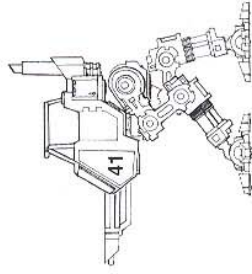
## THIRD SQUADRON



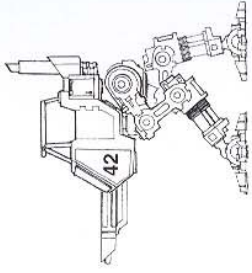
Lieutenant Wern  
Squadron Commander



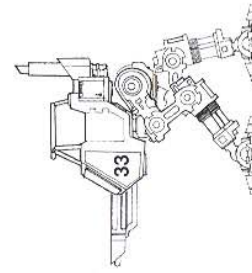
Sergeant Haber  
Squadron 2-i-c



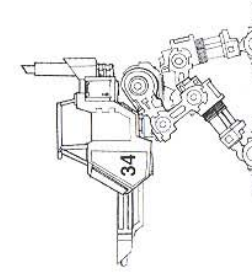
Lieutenant Schrodingier  
Squadron Commander



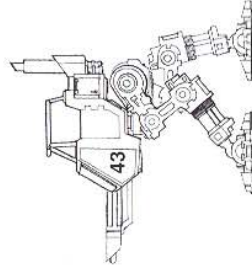
Sergeant Zeemah  
Squadron 2-i-c



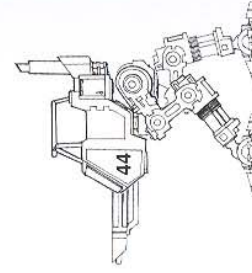
Private Ohm



Private Zworykin



Private Liebig



Private Krymer

## FOURTH SQUADRON





### SALAMANDER SCOUT

	Points	Front Armour	Side Armour	Rear Armour	BS
Salamander	100	12	10	10	3

Thought for the day:  
Glory in death is life Eternal.

**Type:** Tank, Fast, Open Topped

**Crew:** Imperial Guard

**Weapons:** The Salamander is armed with an autocannon and hull mounted heavy bolter.

**Options:** The Salamander may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, rough terrain modification, pintle-mounted heavy stubber, pintle-mounted storm bolter, searchlight, track guards, smoke launchers.

**Fast Attack:** A Salamander Scout is a Fast Attack choice for an Imperial Guard army.

### SPECIAL RULES

**Overcharged Engine:** A Salamander Scout vehicle's over-charged engines make it a fast vehicle.



# SALAMANDER COMMAND



There are many variants on the STC technology of the Chimera chassis - a rugged flexible design that Imperial Guard commanders have relied on for centuries. It forms the basis of vehicles like the Hellhound, Basilisk, Bombard and Hydra. Some of these variants are more common than others. The Salamander is one such variation, most commonly used to equip Armoured Company HQ units and Armoured Reconnaissance squadrons.

The standard Salamander is issued to company command units as a combined transport, liaison and communications vehicle. Chimeras fitted with improved communications equipment also fulfil the same role in many units. The Salamander command is armed with a hull mounted heavy bolter and either a second heavy bolter or heavy flamer for self-defence. The Salamander command vehicle is not intended as a frontline combat vehicle, more as a means of transporting command staff around the battlefield.

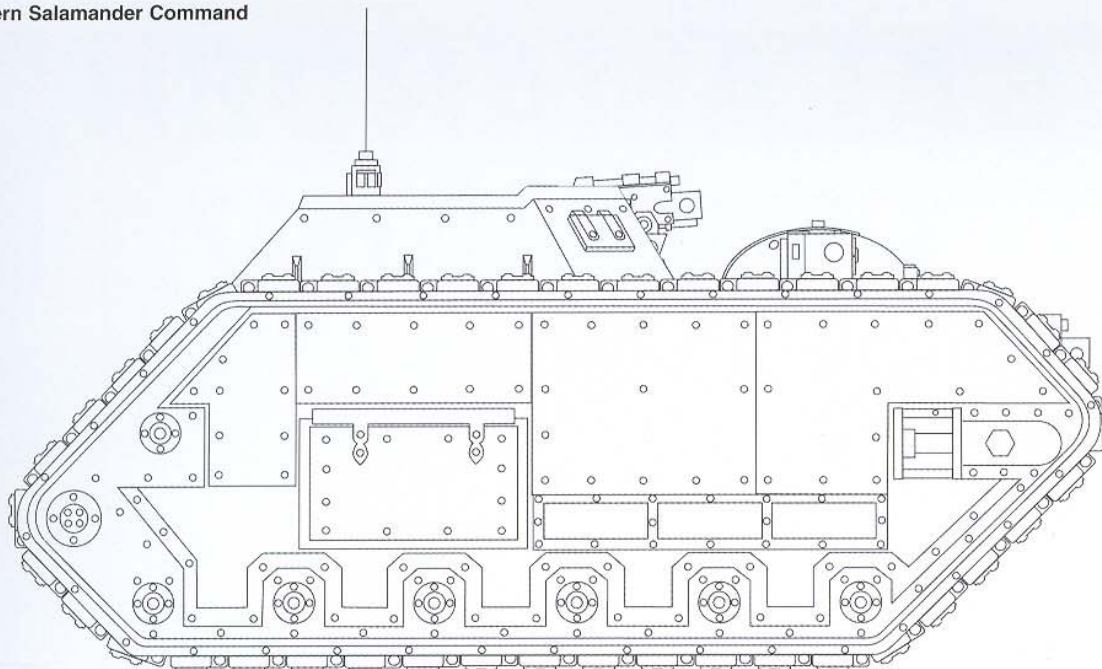
The rear platform contains extensive long-range communications equipment to keep a company commander (usually a Captain) in touch with his own units, regimental command and other company commanders. Each vehicle has a dedicated comms-operator trained to use this equipment as part of the crew.

The rest of the vehicle crew will be formed from the command section staff. As well as the officer and comms-operator there is a driver and a gunner.

In the Vanaheim pattern Salamander command vehicle, the driver is provided with a multi-spectral surveyor, fitted as part of his overhead hatch. This is an advanced piece of equipment, providing the vehicle with magnification, tracking and night vision equipment.

The combination of good speed, protection and advanced comms-equipment means the Salamander has found other roles outside of HQ units. Some artillery units adopt Salamanders for use as mobile forward observation posts to call in indirect fire. Commissars have been known to adopt a Salamander as their own personal transport. They have also been called into service as a general utility vehicle, for towing equipment, supplies and even guns if there is a shortage of Trojans available.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-0350-SAL42

Vehicle Name SALAMANDER COMMAND VEHICLE

Forge World of Origin VANAHEIM

Known Patterns II-XXII

Crew COMMANDER, GUNNER, DRIVER, COMMS OPERATOR

Powerplant VULCANOR 16 TWIN COUPLED MULTI-FUEL

Weight 33 TONNES

Length 6.90 M

Width 5.70 M

Height 3.18 M

Ground Clearance 0.45 M

Max Speed - On Road 70 KPH

Max Speed - Off Road 55 KPH

Main Armament HEAVY FLAMER

Secondary Armament HEAVY BOLTER

Traverse 22 °

Elevation -3 ° TO +24 °

Main Ammunition 10 SHOTS

Secondary Ammunition 600 ROUNDS

Armour

Turret N/A

Superstructure 150 MM

Hull 130 MM

Gun Mantlet N/A



Date 1767010.M38

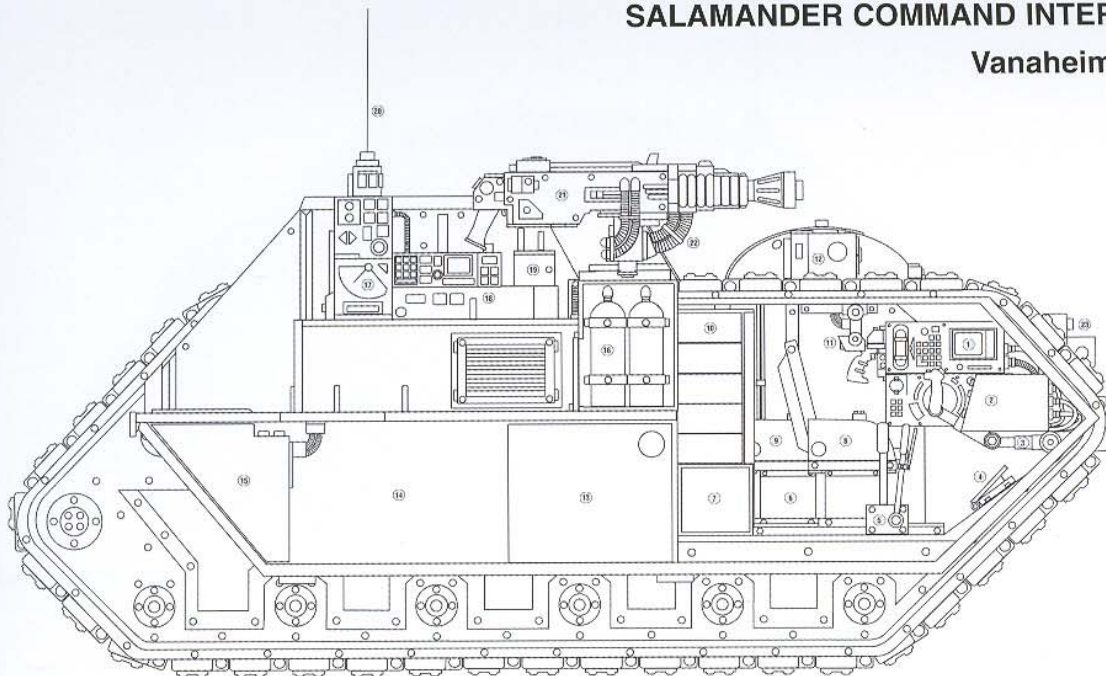
signature

Magos Fabricator



## SALAMANDER COMMAND INTERIOR DETAIL

Vanaheim pattern hull



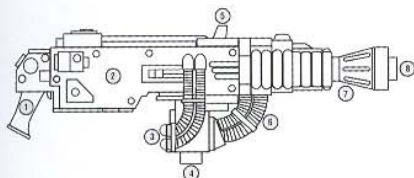
### INTERIOR DETAIL KEY

- |    |  |    |   |
|----|--|----|---|
| 1  | Driver's system control panel  | 14 | Stowage compartment for camouflage nets, rations, crew equipment and weapons  |
| 2  | Driver's console   | 15 | Generator and back-up battery   |
| 3  | Steering column  | 16 | Promethium fuel tanks (replaced by heavy bolter ammunition boxes as required) |
| 4  | Driver's foot pedals   | 17 | Communications and navigational equipment                                     |
| 5  | Gear stick and brake lever   | 18 | Commander's systems control panel   |
| 6  | Underseat stowage space  | 19 | Med-kit   |
| 7  | Battery  | 20 | Aerial  |
| 8  | Driver's seat  | 21 | Heavy flamer (can be replaced by a heavy bolter)                              |
| 9  | Gunner's seat  | 22 | Fuel feed lines   |
| 10 | Heavy bolter ammunition boxes  | 23 | Hull mounted heavy bolter   |
| 11 | Drop-down viewer for drivers surveyor (in down position). Fitted with magnification, scanning and night vision equipment |    |   |
| 12 | Driver's surveyor  |    |   |
| 13 | Internal fuel tank   |    |   |

*No engine is shown in this cutaway. This is because the vehicle's twin engines are housed in the track sponsons on either side of the main hull, from where they provide power directly to the drive wheels*

### HEAVY FLAMER DETAIL

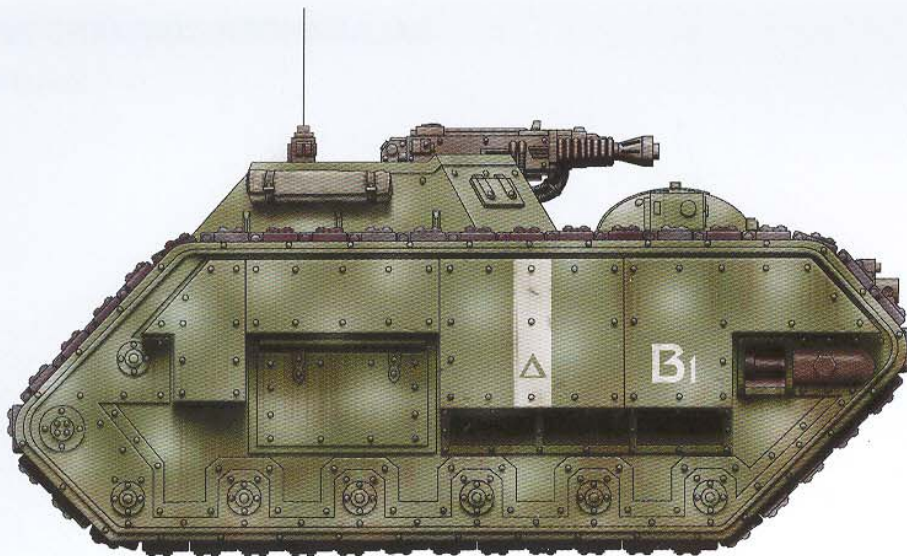
Vanaheim pattern



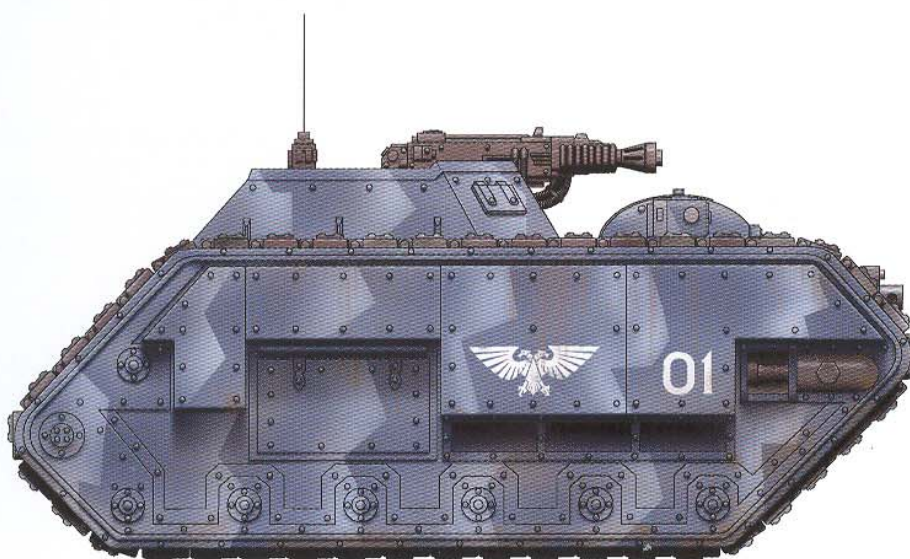
- |   |  |
|---|--|
| 1 | Handle and trigger   |
| 2 | Housing for firing mechanism, fuel pump and mixing chamber |
| 3 | Secondary fuel feed lines                                  |
| 4 | Lug for pintle-mount                                       |
| 5 | Iron sights  |
| 6 | Main fuel feed lines                                       |
| 7 | Ignition nozzle and venting for escaping gases             |
| 8 | Pressure nozzle, adjustable to control spread and range.   |

*Chemical fuel, called 'Promethium', is stored in two parts and pumped along the feed lines into the weapons mixing chamber. Once mixed, the fuel becomes highly flammable. The firing mechanism then forces pressurised fuel through the ignition nozzle. Excess gases are vented.*

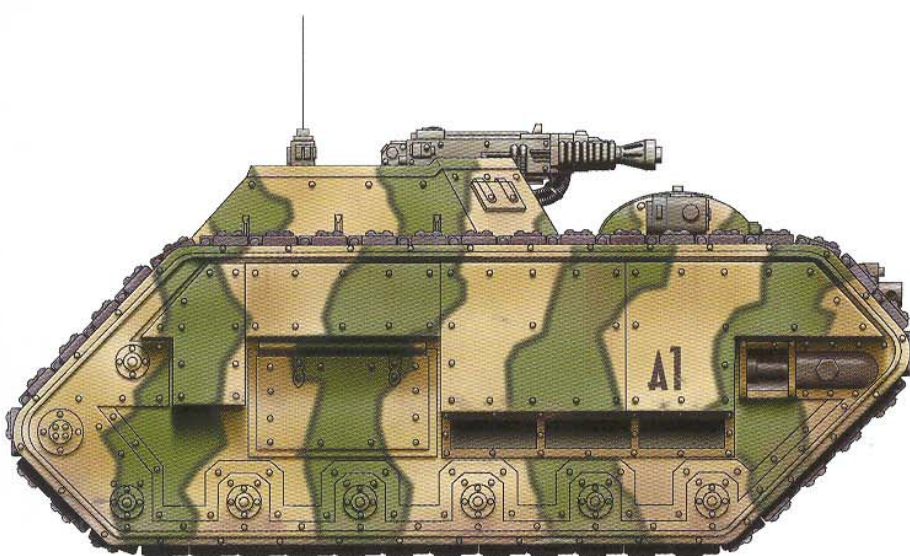




Salamander Command of the Cadian 98th Armoured Regiment. The regiment's green colour scheme has been adapted for winter combat by the addition of white dabbles. Luxor Uprising.

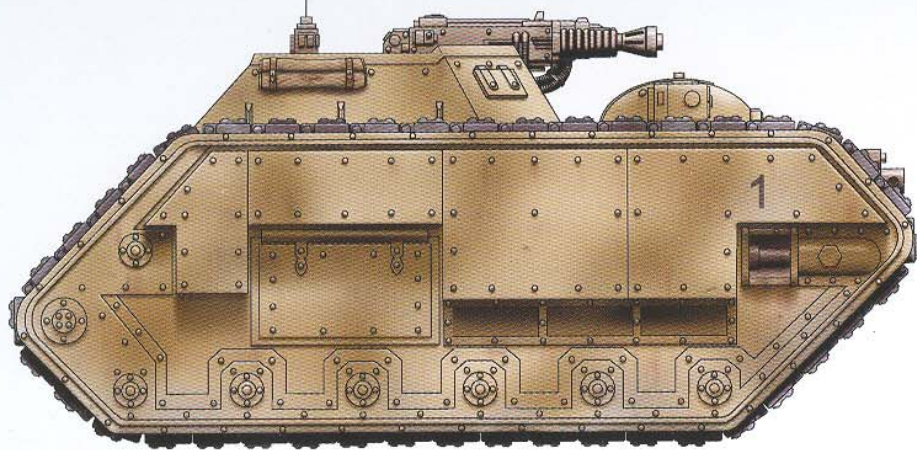


Salamander Command of the Krieg 1st Heavy Tank Company. This vehicle is part of the company command unit, for use as a utility vehicle to support the Baneblades.

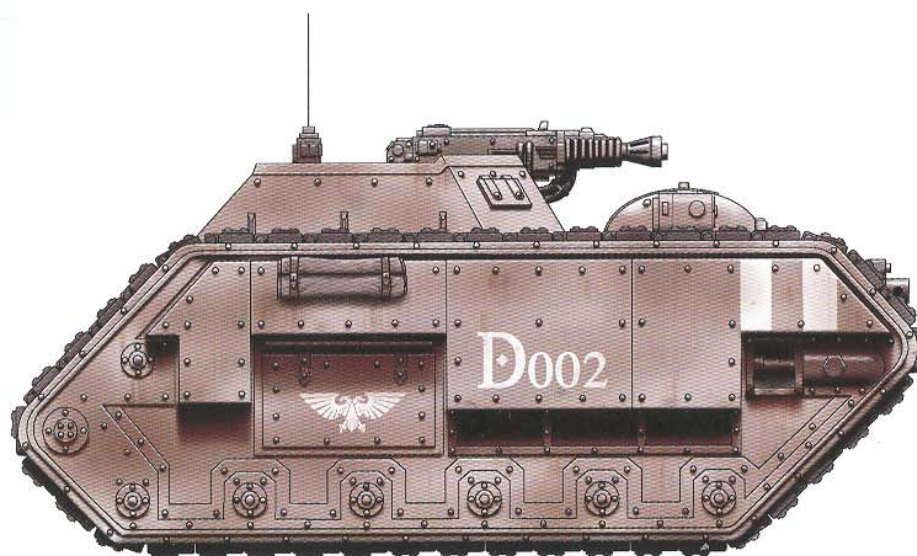


Salamander Command of the Catachan 146th Regiment 'the Red Cobras'. As a light infantry regiment specialising in guerilla warfare, the 146th have very few vehicles, and often must deploy their command vehicle in close support of its infantry squads, where its heavy flamer is most effective.

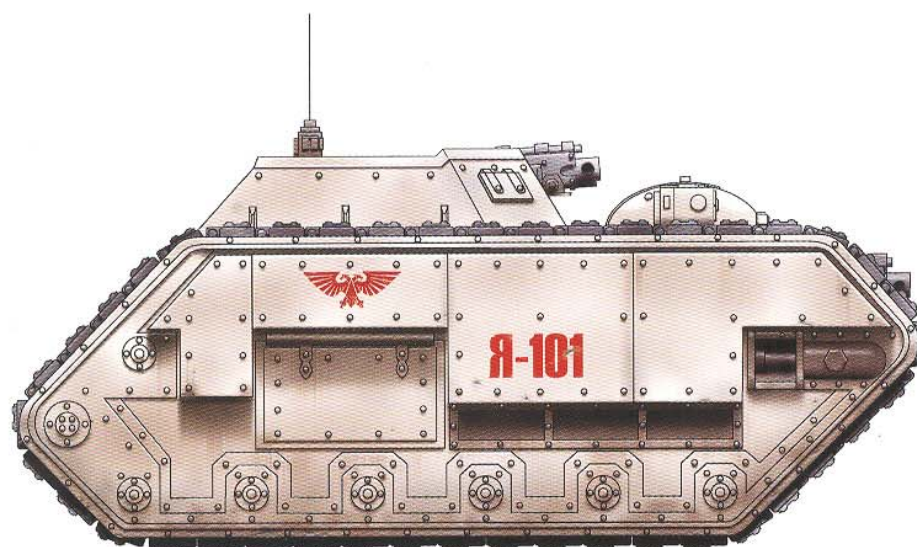




Salamander Command of an unidentified unit. It has a basic desert camouflage scheme and single identification number, but the lack of unit or campaign markings makes this Salamander impossible to identify.



Salamander Command of the Mordian 3rd Heavy Tank Company. Most Heavy Tank companies are commanded in battle from a super-heavy tank, but Salamanders are issued as utility and support vehicles.



Salamander Command of the Valhallan 28th Armoured Regiment. Belatis IV campaign. This vehicle is part of the Armoured Reconnaissance company command unit. Note it is armed with a heavy bolter.





### SALAMANDER COMMAND

	Points	Front Armour	Side Armour	Rear Armour	BS
Salamander	100 pts	12	10	10	3

Thought for the day:  
Obedience is blind.

**Type:** Tank, Open Topped

**Crew:** Imperial Guard

**Weapons:** The Salamander Command is armed with a hull mounted heavy bolter and a heavy flamer. It may replace the heavy flamer with a heavy bolter for free. All Salamander Command vehicles have improved comms and a surveyor.

**Options:** The Salamander may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**HQ:** A Salamander Command vehicle is a HQ choice for an Imperial Guard army.

### SPECIAL RULES

**Improved Comms:** This takes the form of long 'whip' aerials or other large aerial set-ups. The Salamander can communicate with other Imperial Guard formations, such as nearby reserves and artillery support. To represent this, the improved comms allow the Imperial Guard player to re-roll one Reserve roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment.

**Surveyor:** Each Salamander command vehicle is fitted with a driver's surveyor. This operates exactly like the wargear – Surveyor; revealing enemy infiltrators within 4D6" and allowing the Salamander command vehicle a free shot if it detects any. For full details see the Surveyor wargear entry.



# TROJAN



The Trojan is a workhorse used by Imperial Guard armoured regiments as a tractor for towing weapons platforms and as an armoured munitions carrier, ferrying extra ammunition to the platforms once in position or to frontline units in need of re-supplying.

The Trojan is not a combat vehicle and rarely sees service at the frontline. Behind the lines it is common sight, trundling to and from supply dumps to forward units. Using the basic Chimera chassis and engine, it is quick to manufacture and efficient in its role, with good road and cross-country performance. It lacks the frontal defensive armour of a Chimera and has no requirement for the Chimera's other features, such as targeters and med-kits, leaving more space in the hold for supplies.

Each Trojan is equipped with a crane to lift heavy crates of ammunition from its hold. Whilst strong enough to move these crates, the crane lacks the power to lift or tow heavy armoured vehicles, and cannot be used as a recovery vehicle to rescue stranded or damaged armoured vehicles. The Imperial Guard uses the Atlas for this task.

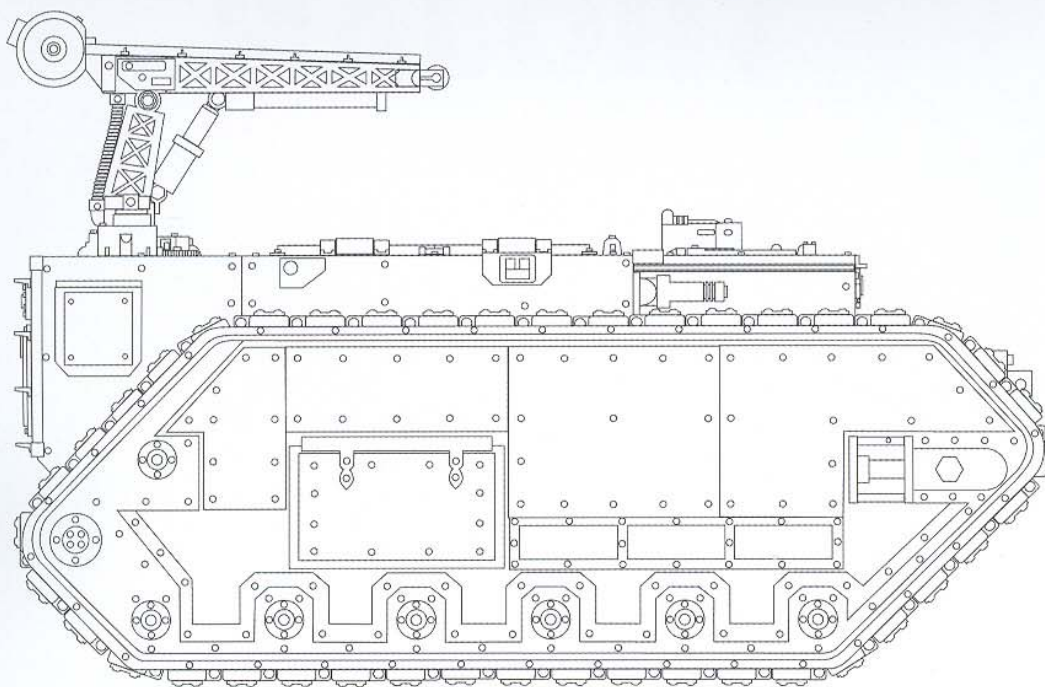
As well as its own hold, Trojans often tow a range of supply trailers. There are three main types of re-supply trailers towed by the Trojan. A large fuel tanker, an armoured

ammunition trailer and a general supplies trailer for food, water, clothing, etc.

Although it not meant to be committed to battle there have been many examples of Trojans being converted in field workshops for use in combat. As an (all be it weakly) armoured vehicle, it can be pressed into frontline service by desperate commanders. Some examples of such expedient field conversions are: Adding autocannons to create a makeshift anti-aircraft weapon, bolting on extra armour plates to create a small personnel carrier, packing the rear with communications equipment to create a headquarters comms hub, and creating ad-hoc engineering vehicles by adding minesweepers or even a light bridge layer. These vehicles are never as successful as their authentic counterparts, but most commanders would rather explain themselves to an irate Adeptus Mechanicus Enginseer than be seen to fail in the eyes of their superiors or a Commissar.

Because of its role, the Trojan has earned itself many affectionate nicknames with the troops, such as 'the Mule', 'the Drey', 'Draggin' wagon' and 'Mud-hog'.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



DVLA 6724930

Vehicle Designation 0427-941-112-TR14

Vehicle Name TROJAN

Forge World of Origin GRAIA

Known Patterns 1-MXVII

Crew COMMANDER, DRIVER, OPERATOR

Powerplant VULCANOR 16 TWIN COUPLED MULTI-FUEL

Weight 3.5 TONNES

Length 6.90 M

Width 5.70 M

Height 3.00 M

Ground Clearance 0.45 M

Max Speed = On Road 80 KPH

Max Speed = Off Road 60 KPH

Main Armament HEAVY BOLTER

Secondary Armament N/A

Traverse 10°

Elevation -1° TO +18°

Main Ammunition 300 ROUNDS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 90 MM

Hull 80 MM

Gun Mantlet N/A

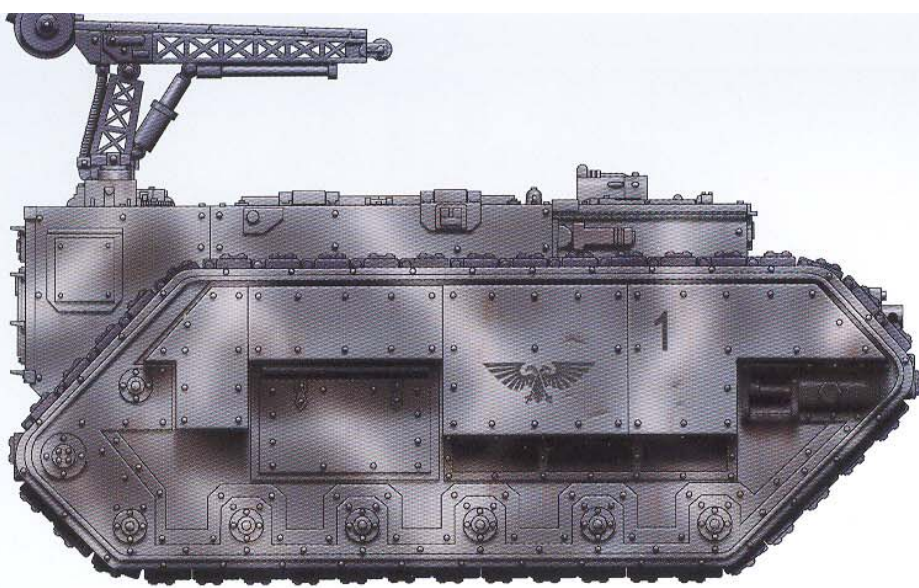
Date 1033015.1438

signature *Jack K...*

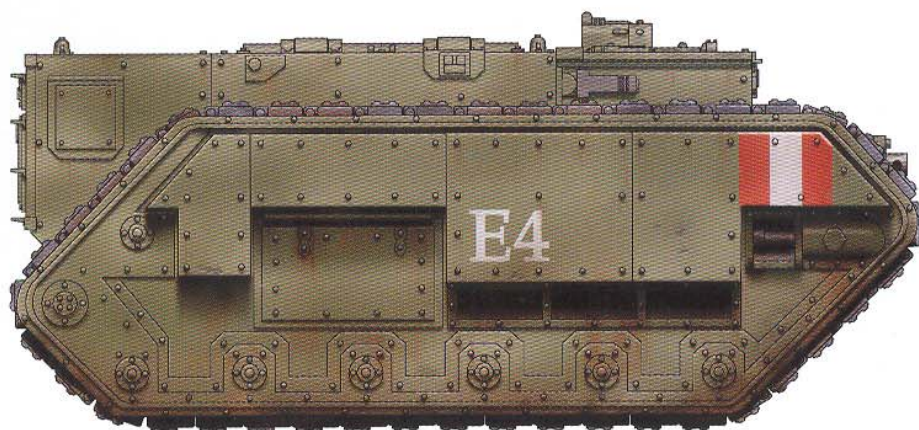
Magos Fabricator

Dominus Ex Machina

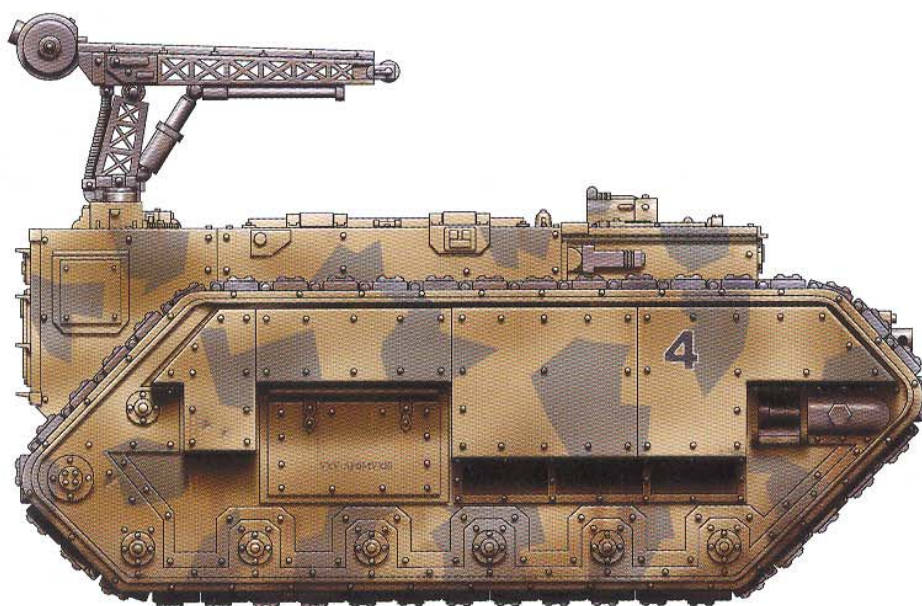




Trojan of the Konig 9th Heavy Tank Company. Colonia campaign. This is one of the company ammunition supply vehicles.



Trojan of the Dniepr 9th Tank Corp. This vehicle has had its crane removed, indicating it is no longer in use as a supply vehicle. It may have been transferred to an Armoured Fist company command unit as a stand-in command vehicle or given over to the reconnaissance company to replace Salamanders lost in combat.



Trojan of the Krieg's 28th Armoured Regiment. Galen V Expedition Force.





## TROJAN

	Points	Front Armour	Side Armour	Rear Armour	BS
Trojan	45	10	10	10	3

Thought for the day:  
Labour long in his sight.

**Type:** Tank

**Crew:** Imperial Guard

**Weapons:** The Trojan is armed with a hull-mounted heavy bolter.

**Options:** The Trojan may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Troops:** A Trojan is a Troops choice for an Imperial Guard army. You may also purchase a single Trojan for each Earthshaker, Manticore or Hydra platform in your army (see entry for Weapons Platform for details).

### SPECIAL RULES

**Towing Vehicle:** The Trojan's main role is as a towing vehicle for supply trailers or Earthshaker, Hydra and Manticore platforms fitted with carriages.

To unlimber the platform and set up a weapons platform takes a full turn. The Trojan cannot move or fire in the turn it wishes to unlimber, and the platform weapon may not fire in that turn either.

To limber a platform also takes a complete turn, in which the Trojan cannot move or fire and the gun cannot fire either.

This makes moving, unlimbering and re-limbering a long, slow process, beyond the scope of most 40K games. It should only be attempted in special scenarios or long games.

**Amphibious:** Trojans are amphibious vehicles that can move through water. This capability means that they treat water features (such as rivers, streams, lakes and seas) as clear terrain when they move. Whilst towing a platform the Trojan is not amphibious.



# ATLAS

## RECOVERY TANK



The Atlas is an armoured recovery tank, based on the standard Leman Russ chassis. Its role is to recover disabled or immobilised armoured vehicles and tow them out of the line of fire. Towing a Leman Russ tank that weighs in excess of 60 tonnes requires an immensely powerful vehicle. By removing the turret, stripping down a standard Leman Russ' armour and supercharging the engine, the Atlas can provide enough power to tow its heavy weight cousin. When required to tow a super-heavy tank three or four Atlas tanks are needed.

A regiment's complement of Atlas recovery tanks is usually gathered into a single recovery squadron, directly under the command of the regimental colonel and his staff. Not all regiments are fortunate enough to have a compliment of Atlas' and those that do always find they are in demand.

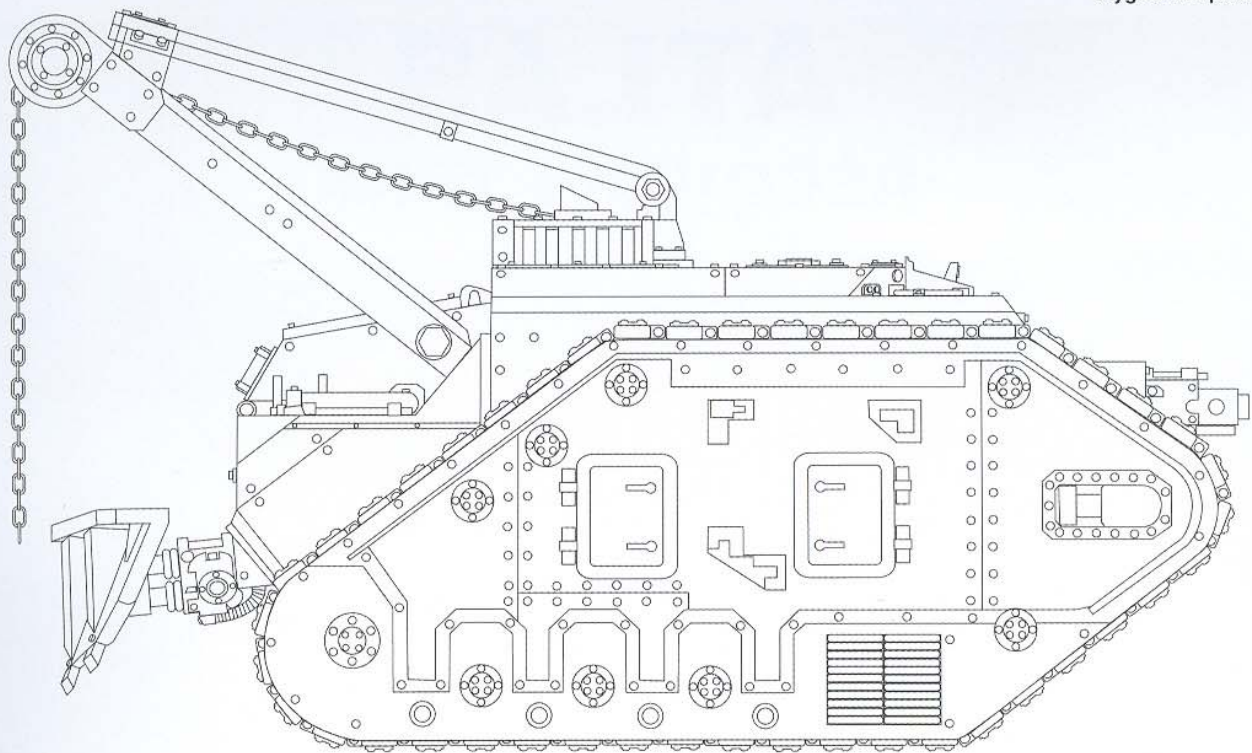
During a battle, they are held safely in reserve, awaiting a call from the tank companies in the frontline. Once they receive a call for aid, an Atlas moves forward and locates the stricken Leman Russ. The Atlas crew will then hook up the crane and lower the rear spade. To prevent the weight of the tank being recovered from dragging the Atlas backwards, the rear spade digs into the ground as the crane begins to winch. The Atlas's engine can then be engaged, moving the Atlas and its load forwards until clear of any obstacle.

Seriously damaged vehicles in need of repair will be towed to the rear, well clear of the line of fire, and placed on a flatbed trailer for removal to the regimental field workshop. For this reason, recovery squadrons usually have Trojans and trailers included.

Less serious damaged vehicles, such as those that have thrown a track, can be immediately repaired by the Atlas crew and sent back into combat. For this purpose an Atlas crew will often be accompanied by an Adeptus Mechanicus Enginseer and his servitor assistants, to see that the correct blessings are administered to the vehicle's machine spirit.

Destroyed vehicles and those deemed beyond repair will be inspected for possible salvage, spare parts or unfired ammunition, and, after its machine spirit is commended to the Emperor, left to rust in peace.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-1117-AT013

Vehicle Name ATLAS RECOVERY TANK

Forge World of Origin STYGIES VIII

Known Patterns I-IX

Crew COMMANDER, DRIVER, OPERATOR

Powerplant MR230 V12 MULTI-FUEL

Weight 43 TONNES

Length 7.08 M

Width 4.86 M

Height 3.75 M

Ground Clearance 0.45 M

Max Speed - On Road 34 KPH

Max Speed - Off Road 20 KPH

Main Armament HEAVY BOLTER

Secondary Armament N/A

Traverse 10°

Elevation -1° TO +18°

Main Ammunition 300 ROUNDS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 90 MM

Hull 80 MM

Gun Mantlet N/A



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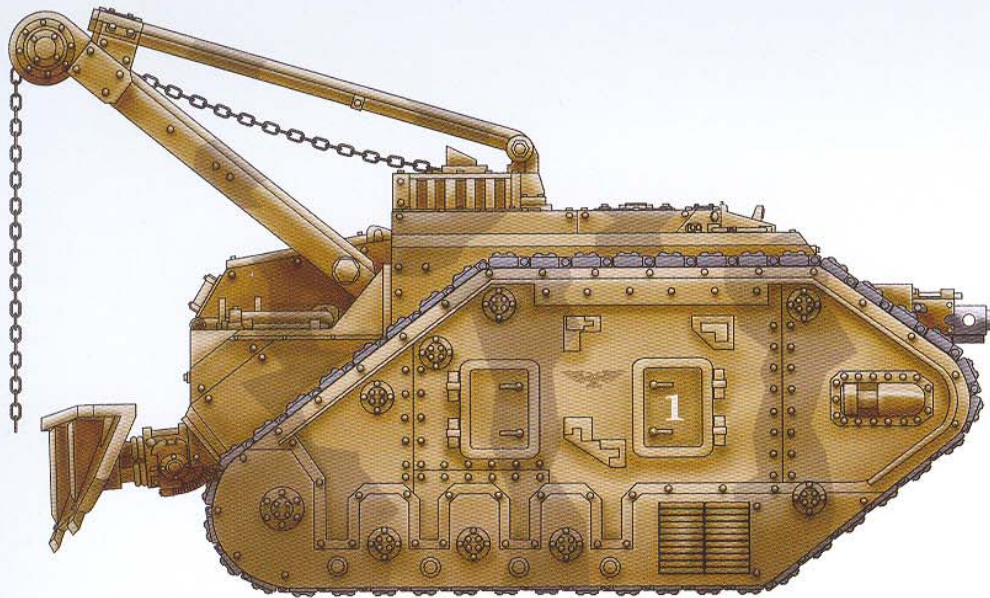
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*Frank Wolff*

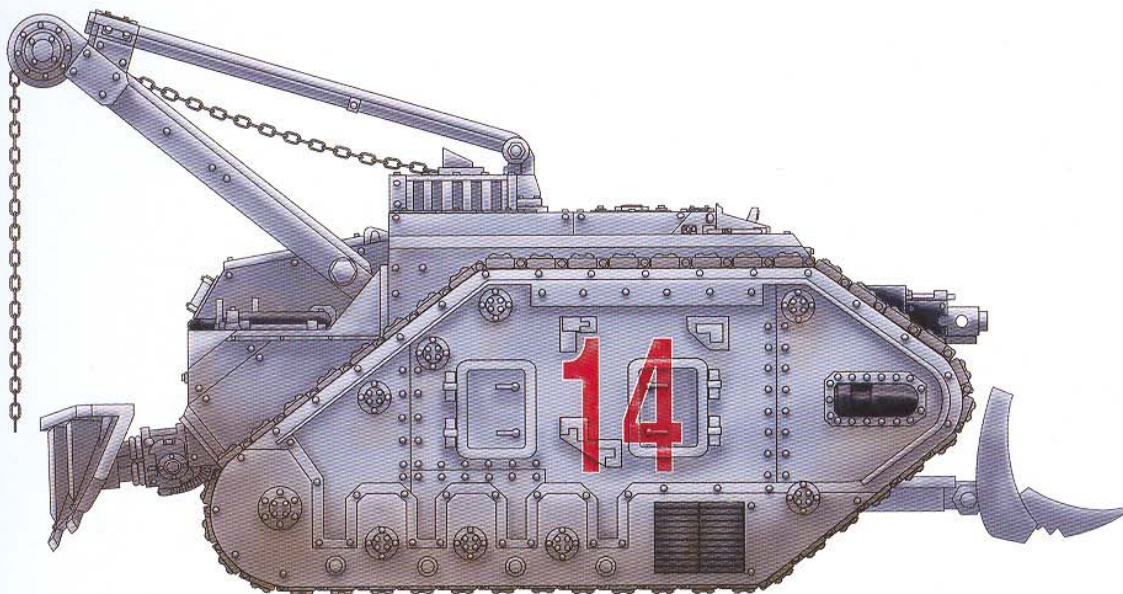
Magos Fabricator

Dominus Ex Machina

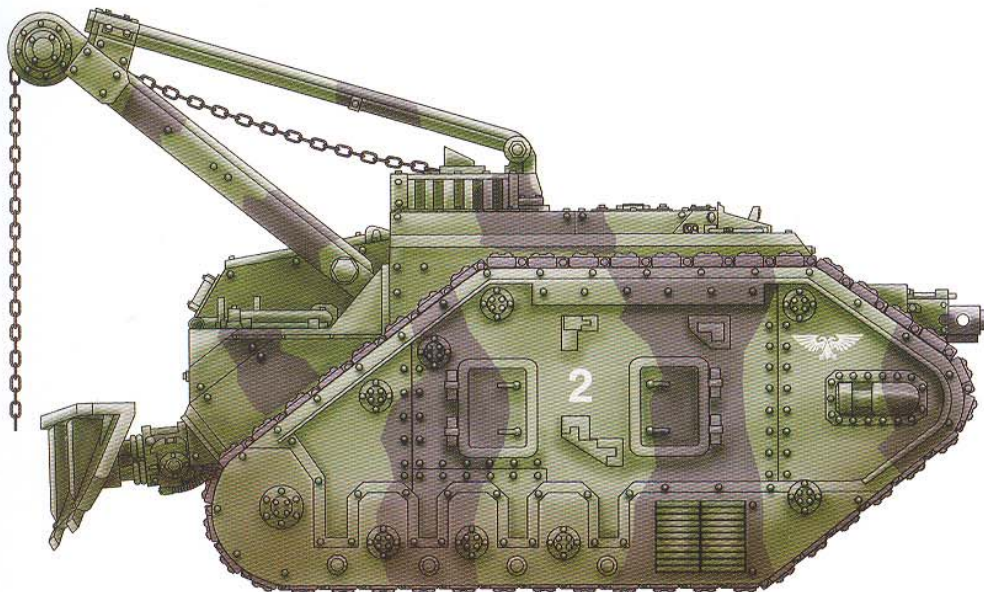




Atlas Recovery Tank of the Krieg 28th Armoured Regiment. Galan V Expedition Force.



Atlas Recovery Tank of the Teutonian 121st Armoured Regiment. This vehicle has had a dozerblade added making it a use all round engineering vehicle.



Atlas Recovery Tank of the Cadian 74th Armoured Regiment. Defence of Hamman's World.





### ATLAS RECOVERY TANK

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

**Type:** Tank

**Crew:** Imperial Guard

Thought for the day:  
He bears the weight  
of Mankind's ills

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

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

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

### SPECIAL RULES

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



# CYCLOPS

## REMOTE CONTROL DEMOLITION VEHICLE



The Cyclops is a small, tracked armoured vehicle used for battlefield demolitions. Inside its hull the Cyclops carries a large demolition charge which can be triggered by a radio signal. When the charge explodes it destroys the Cyclops and hopefully takes its target with it.

The Cyclops' primary function is to attack enemy bunkers, strong points and obstacles, but in the field troops, find it can be used to attack other targets. Cyclops are commonly deployed for minefield clearance and to destroy obstacles such as tank traps and razor wire. They have also been used during street fighting to attack enemy held buildings or targeted at structural weak points on bridges. Although not designed for the task, the demolition charge is also large enough to damage enemy vehicles.

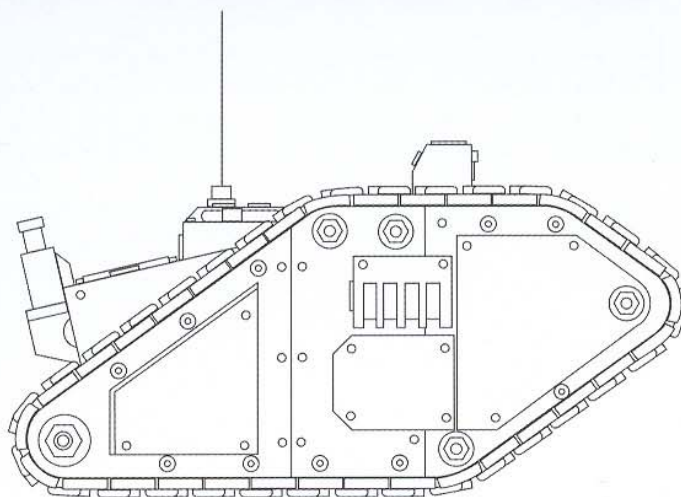
Each Cyclops has a single controller - a guardsman specially trained to operate the remote control device and guide the vehicle to its target. The control device is a handheld set connected to a backpack full of communications equipment. On the battlefield, the

controller usually seeks out a good hiding place, well out of the line of fire, from which to safely operate his vehicle. Few guardsmen are trained to operate a Cyclops.

The Cyclops' small size means it can be transported inside another vehicle. A Chimera can carry a single Cyclops onto the battlefield. Those that do are fitted with internal remote control devices for the operator. Even a Valkyrie can carry a Cyclops inside its hold. Air mobile Cyclops have been used by Storm Trooper units as sabotage weapons, landed behind enemy lines with a single controller who then guides the vehicle to its target, be it an ammunition dump, bridge or command bunker.

The Cyclops is a specialised piece of equipment and is not common. They are usually only issued to units as and when they are needed, but when they are deployed they are well liked by infantrymen, relieving them of many hazardous tasks.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-942-2203-CY014

Vehicle Name CYCLOPS REMOTE CONTROL DEMOLITION VEHICLE

Forge World of Origin LUCIUS

Known Patterns I-XII

Crew N/A

Powerplant HBLO 191 MULTI-FUEL

Weight 1.5 TONNES

Length 2.5 M

Width 1.8 M

Height 1.2 M

Ground Clearance 0.25 M

Max Speed - On Road 42 KPH

Max Speed - Off Road 24 KPH

Main Armament DEMOLITION CHARGE

Secondary Armament N/A

Traverse N/A

Elevation N/A

Main Ammunition N/A

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 30 MM

Hull 30 MM

Gun Mantlet N/A



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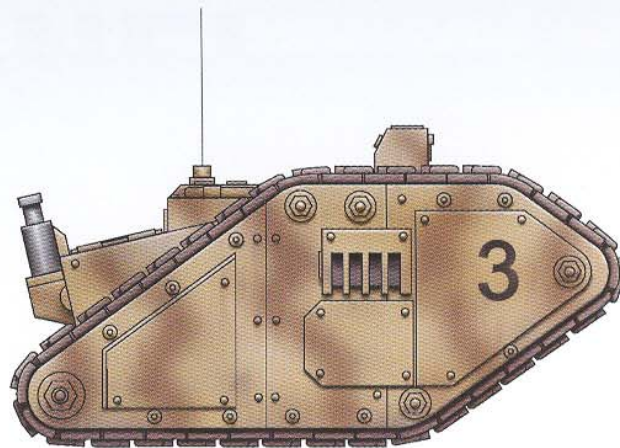
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Magos Fabricator

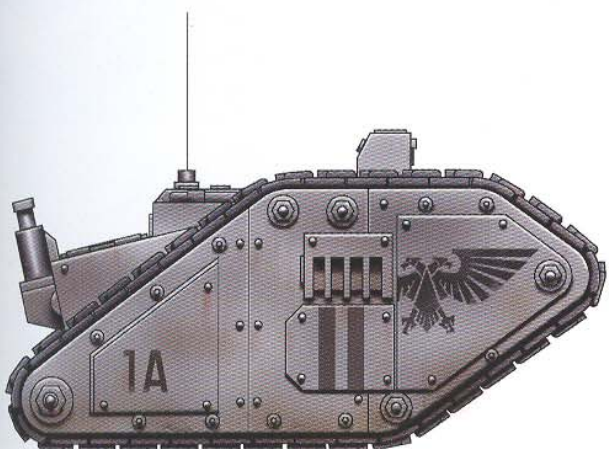




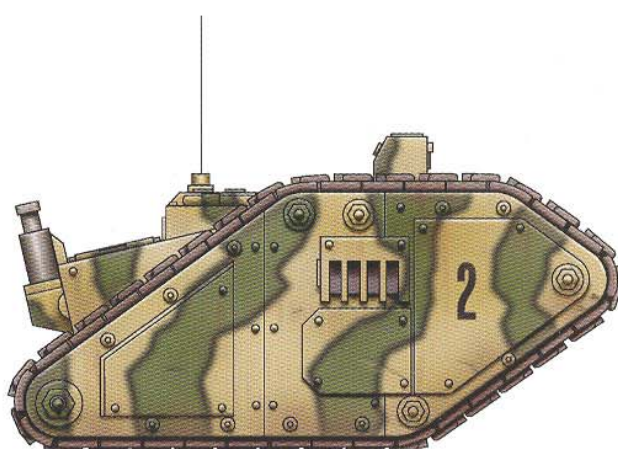
Cyclops of the Krieg 2nd Armoured Regiment.  
Third Armageddon War.



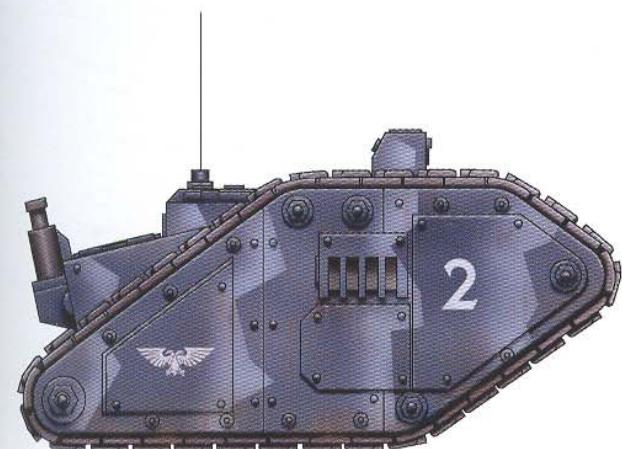
Cyclops in desert camouflage scheme from an unidentified unit.



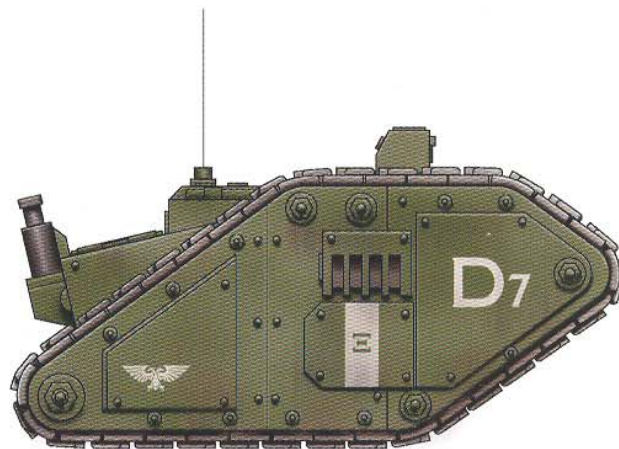
Cyclops of the Mordian 201st Regiment. Used for crowd control  
during the occupation of Hive Secundus, Vaust Hiveworld.



Cyclops of the Catachan 146th Regiment.  
Used in the equatorial jungles of Yarrant II.



Cyclops issued to Krieg's 1st Heavy Tank company. Used to clear  
battlefield obstacles during the Cleansing of Radnar.



Cyclops of the Cadian 98th Armoured Regiment. Luxor Uprising.





## CYCLOPS

	Points	Front Armour	Side Armour	Rear Armour	BS
Cyclops	25	10	10	10	3

Thought for the day:  
Hatred is our surest weapon

**Type:** Tank (may not tank shock)

**Crew:** Imperial Guard

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

**Options:** The Cyclops and operator may be transported in a Chimera for an additional 70 pts + weapons (see Chimera entry). Up to 2 Cyclops and operators may be transported in a Valkyrie for an additional 140 pts + weapons (see Valkyrie entry).

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

## SPECIAL RULES

**Demolition Charge:** The Cyclops carries a demolition charge which is detonated when it reaches its target. In the Imperial Guard Shooting phase, place the Ordnance template centred on the Cyclops. Do not roll for scatter. Anything under the template is hit as normal. The Cyclops is destroyed in the explosion – remove it from play.

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

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

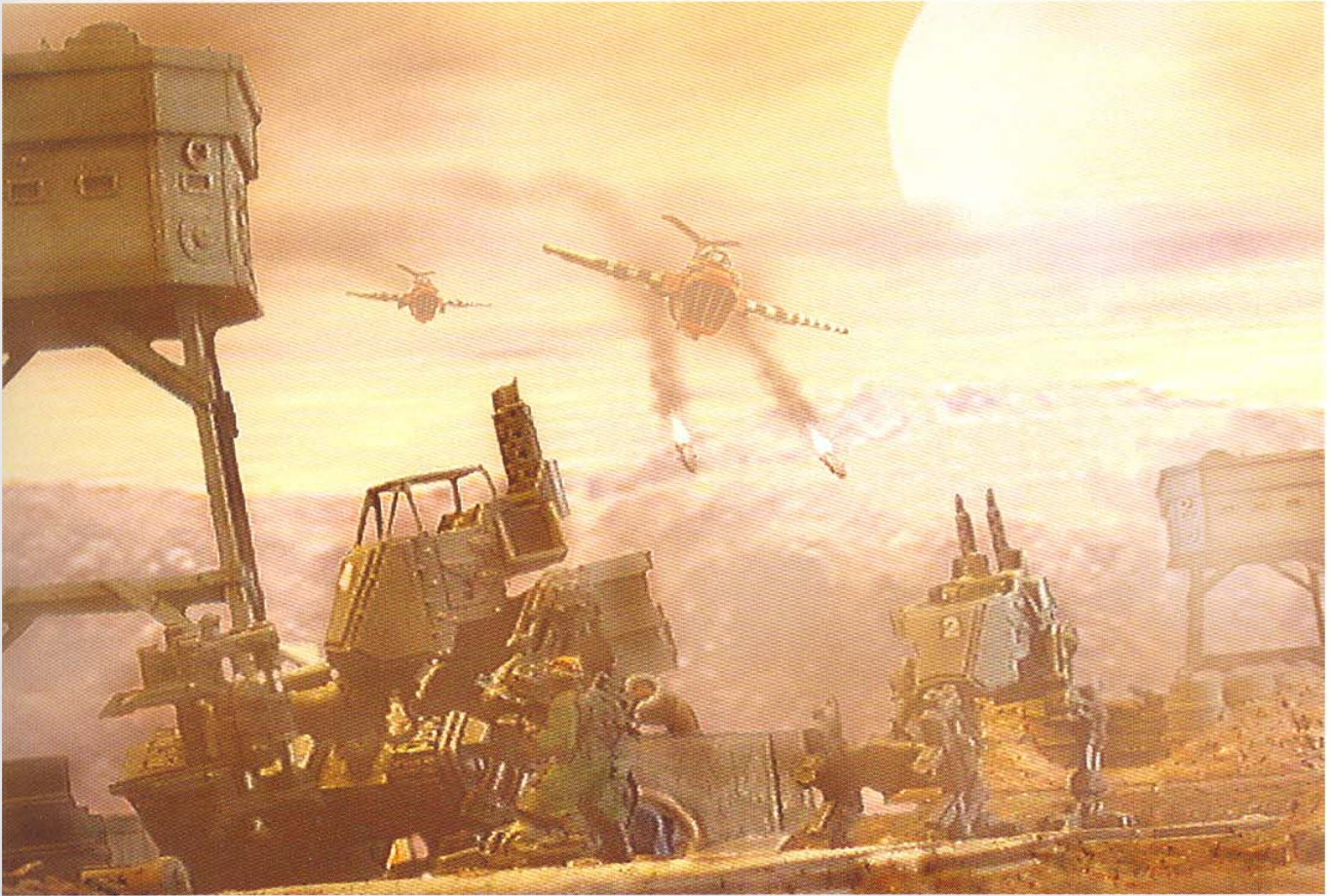
**Damage:** As a remote vehicle, the Cyclops is destroyed by any glancing or penetrating hit. When rolling for armour penetration, if a weapon scores a 6, and this results in a penetrating hit against the Cyclops, the demolition charge is detonated and it explodes. Place the Ordnance template centred over the Cyclops as if it had been detonated normally. Note, a 6 that causes a glancing hits will not cause a Cyclops to explode.

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



# SENTINEL

## POWER LIFTER



The Sentinel is another versatile vehicle commonly fielded by the Imperial Guard. Its cunningly articulated legs mean it is capable of operating in almost any environment. It can move in areas where tracked or wheeled vehicles cannot, and unlike heavier vehicles is not reliant on roads when operating in dense terrain such as jungles, swamps or mountainous regions. A Sentinel's main role is as a light scout vehicle, issued to reconnaissance companies, many of which operate entirely with Sentinels.

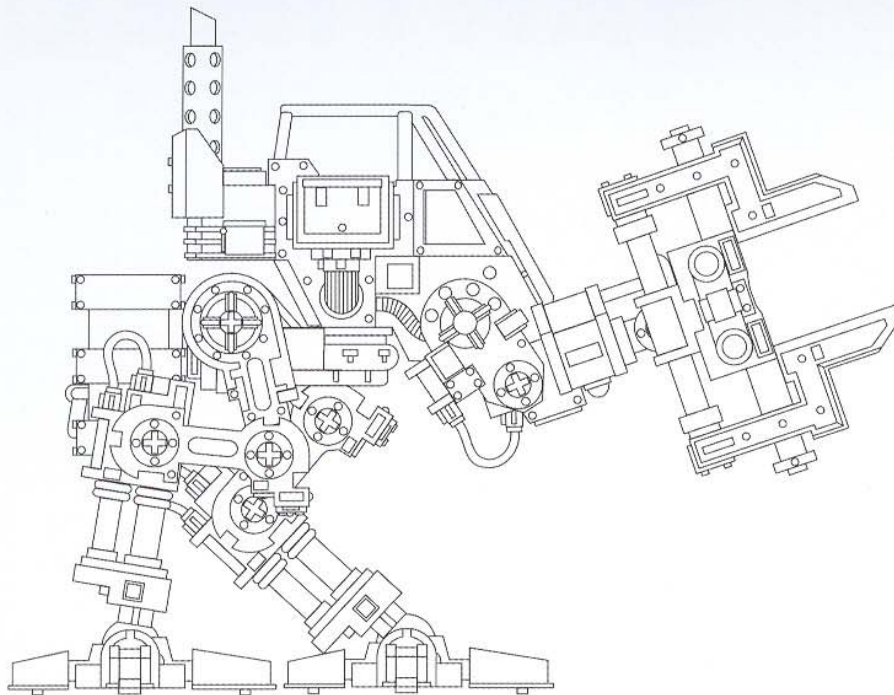
Sentinels are often called upon to fight in support of Imperial Guard assaults, their mobile heavy weapons adding extra firepower to the infantry squads. As a lightly armoured vehicle, Sentinels are also commonly used for rear area security operations, from anti-insurgency patrolling to routine sentry duty.

Also operating behind the frontline, Sentinel Powerlifters are not combat vehicles and do not have any weaponry as such. They are a utility vehicle, used by rear echelon units for loading and unloading supplies. In rear areas, they are a common sight, stomping backwards and forwards carrying crates of ammunition and pallets of supplies. Because Powerlifters do not have a recognised weapon they are never deployed in the frontline as a combat vehicle. Its only 'weapon' is its Powerlifter, which has

strong hydraulic claws, easily capable of crushing a man. Each Powerlifter has a large counterweight mounted on the rear to stop the Sentinel tipping forwards whilst carrying heavy weights.

Powerlifters are often used on airfields and space ship flight decks to arm aircraft before missions, carrying missiles and ammunition from the magazines to the waiting aircraft. Artillery positions also find a few Sentinel Powerlifters useful for moving heavy ammunition, and they are occasionally called upon to defend the guns, but this is a desperate last measure.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

DVLA 6724930



Vehicle Designation 0427-942-2203-CY014

Vehicle Name SENTINEL POWERLIFTER

Forge World of Origin TRIPLEX-PHALL

Known Patterns 1-XII

Crew DRIVER

Powerplant CRDv 6 cyl 90PS

Weight 7.5 TONNES

Length N/A

Width 2.34 M

Height 5.34 M

Ground Clearance 2.22 M

Max Speed - On Road 45 KPH

Max Speed - Off Road 40 KPH

Main Armament POWERLIFTER

Secondary Armament N/A

Traverse N/A

Elevation N/A

Main Ammunition N/A

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 45 MM

Hull 45 MM

Gun Mantlet N/A

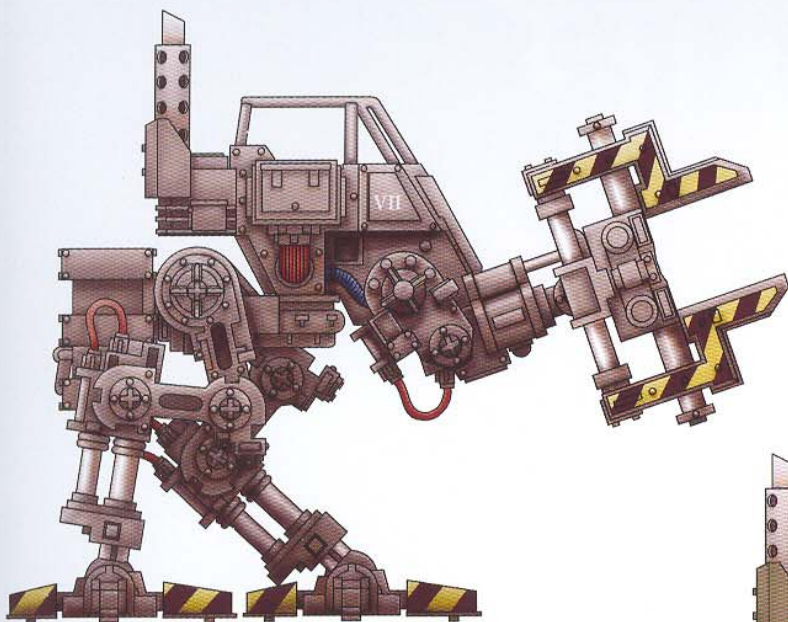
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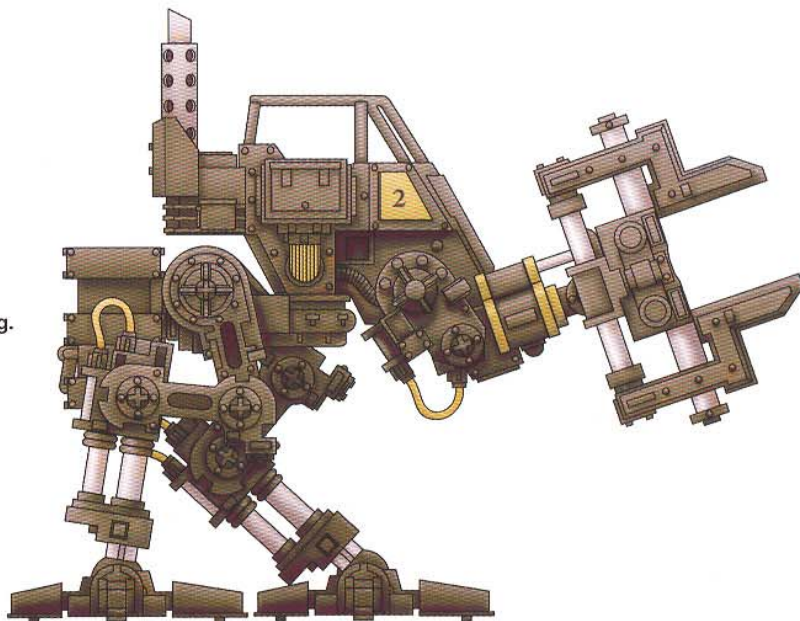
Magos Fabricator

Imperium Ex Machina

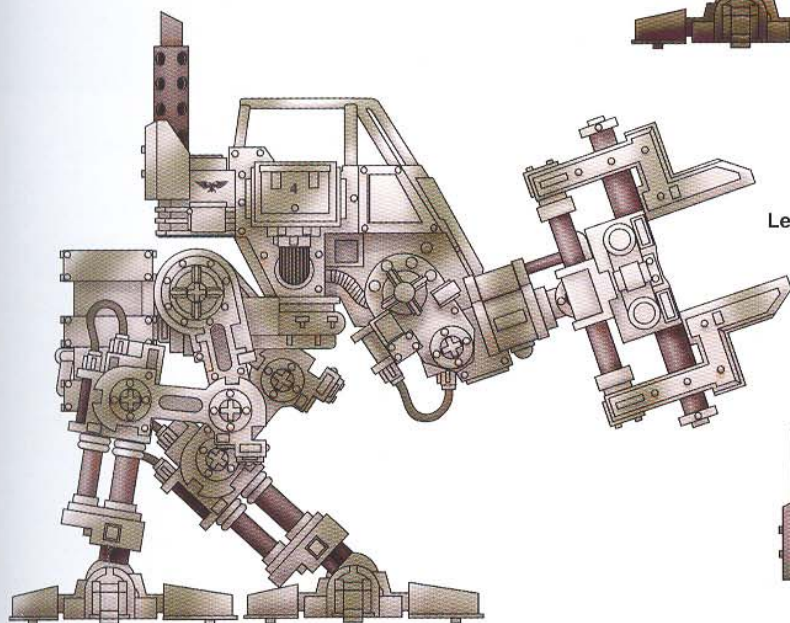




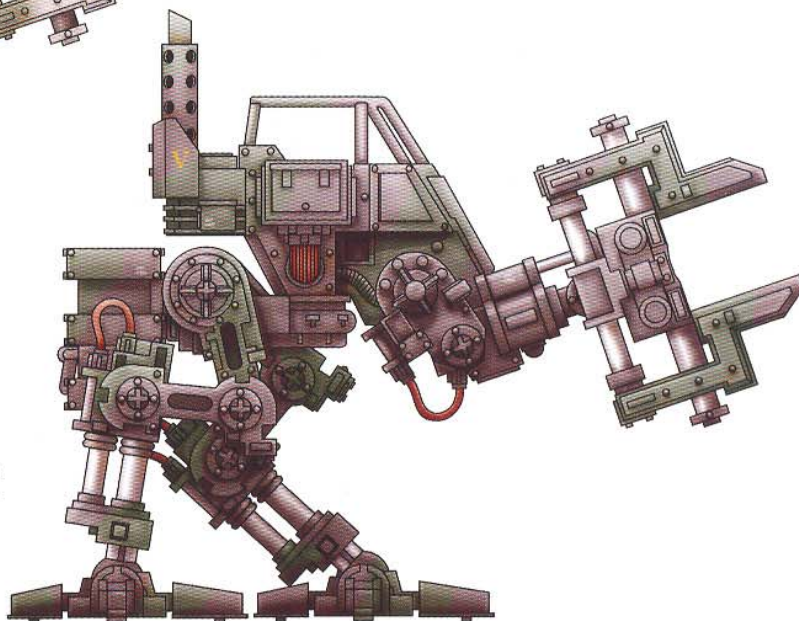
Left: Sentinel Powerlifter of 2774th Imperial Navy Fighter wing.



Right: Sentinel Powerlifter of 3035th Imperial Navy Fighter wing.

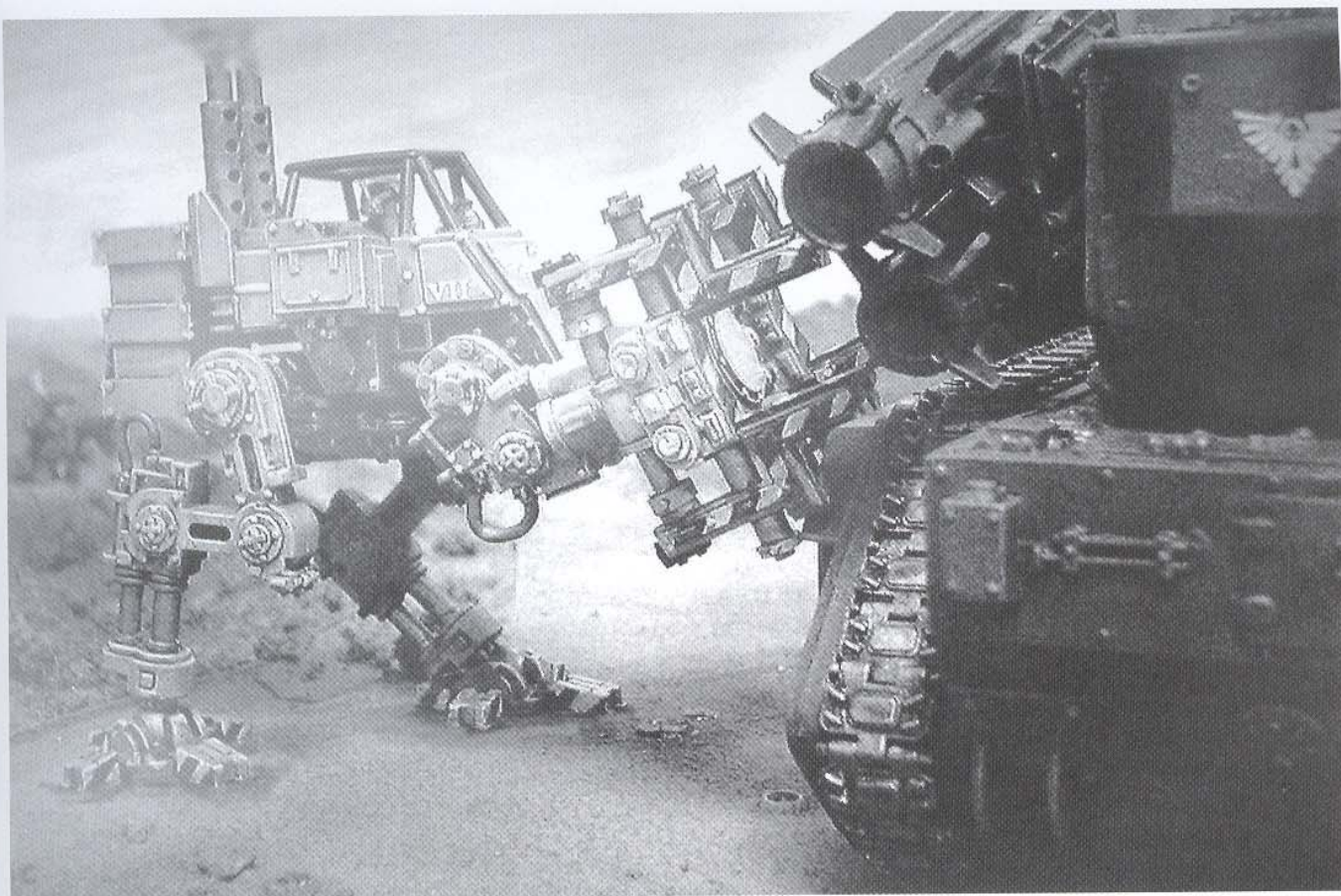


Left: Sentinel Powerlifter of the Valhallan 193rd Armoured Regiment



Right: Sentinel Powerlifter of the Cadian 113th Mechanised Infantry Regiment.





## SENTINEL POWERLIFTER

Thought for the day:  
The strength of Humanity  
is the Emperor

	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Sentinel	45	3	3	7	10	10	10	3	2

**Type:** Walker, Open Topped

**Crew:** One Imperial Guardsman

**Weapons:** This Sentinel variant is armed only with a Powerlifter.

**Options:** A Sentinel Powerlifter may be upgraded with any of the following from the Imperial Guard Codex; armoured crew compartment, extra armour, improved comms, rough terrain modification, searchlight, smoke launchers.

**Fast Attack:** A squadron of 1-3 Powerlifters counts as a Fast Attack choice for an Imperial Guard army.

## SPECIAL RULES

**Powerlifter close combat weapon:** The powerful hydraulic pistons of the powerlifter increase the Sentinel's strength by +2. This increase is already included in the stat line above.



# BASILISK



The Basilisk is the standard Imperial Guard artillery piece. It is a self-propelled field gun designed to provide medium to long range artillery support to units on the frontline. Utilising the versatile and rugged Chimera chassis to mount an Earthshaker cannon, the Basilisk is the mainstay of Imperial Guard artillery regiments, although within a regiment it is likely to be mixed with other types of artillery, such as Manticore missile launchers, Griffon heavy mortar carriers or even huge Bombard siege artillery pieces. All these other weapons have their place, but the Basilisk is by far the most common and called upon most often to fire long barrages. The Basilisk retains all the basic features of the Chimera, such as engines, suspension, etc, but replaces the rear passenger compartment with an open topped fighting platform, protected to the front by an armoured gun shield.

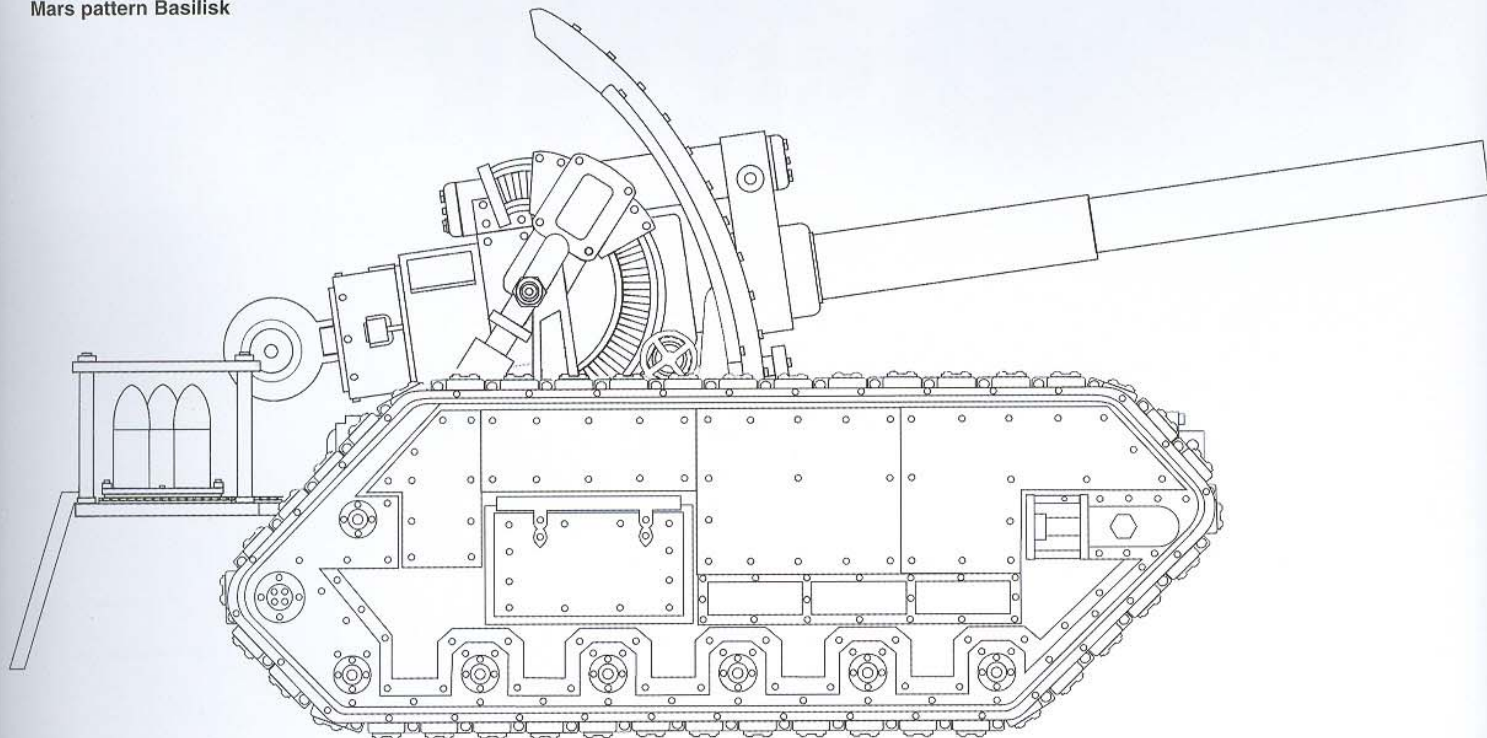
Inside the Basilisk, there is space for a driver and commander, who also mans the vehicle's heavy bolter for self defence. The gun crew, comprising of a gunner and a loader fight from the rear platform. The loader works to heave heavy shells into the gun's breach, whilst the gunner follows the commander's instructions to aim and fire the Earthshaker.

The Basilisk's main task is to fire artillery barrages to support frontline units. They are directed by the company's forward artillery observers or by other high ranking Imperial

Guard officers who are trained to direct artillery. Most missions use high explosive rounds, but other more specialised rounds, are often issued to Basilisks, such as smoke shells, incendiary shells and illumination shells for lighting up a battlefield at night. The Earthshaker is a 132mm calibre weapon, capable of firing a shell over 15 kms at a velocity of 814 mps.

Such is the power of the Earthshaker cannon that its shells are easily capable of destroying enemy vehicles, strongpoints or buildings. Basilisks are often required to add their firepower in direct support of combat troops. The Earthshaker's low angle of elevation means it can be fielded as an assault gun, engaging targets at short range with devastating effect. It is not seen as a replacement for a battle tank. Its lack of armour and open topped platform making it too vulnerable to enemy fire to lead assaults, instead, it is fielded in a support role. A vehicle which is to fight as an assault gun will be detached from its parent Artillery company and temporarily placed under the command of the Tank company or Armoured Fist company HQ it is to support.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-3011-BA02

Vehicle Name BASILISK ARTILLERY GUN

Forge World of Origin ALL KNOWN

Known Patterns I-XXVI

Crew COMMANDER, DRIVER, GUNNER, LOADER

Powerplant VULCANOR 16 TWIN COUPLED MULTI-BURN

Weight 10 TONNES

Length 7.08 M

Width 4.86 M

Height 4.38 M

Ground Clearance 0.45 M

Max Speed - On Road 35 KPH

Max Speed - Off Road 21 KPH

Main Armament EARTHSHAKER CANNON

Secondary Armament HEAVY BOLTER

Traverse  $2^{\circ}$

Elevation  $0^{\circ}$  TO  $+59^{\circ}$

Main Ammunition 20 ROUNDS

Secondary Ammunition 300 ROUNDS

Armour

Turret N/A

Superstructure 100 MM

Hull 150 MM

Gun Mantlet GUN SHIELD 60 MM

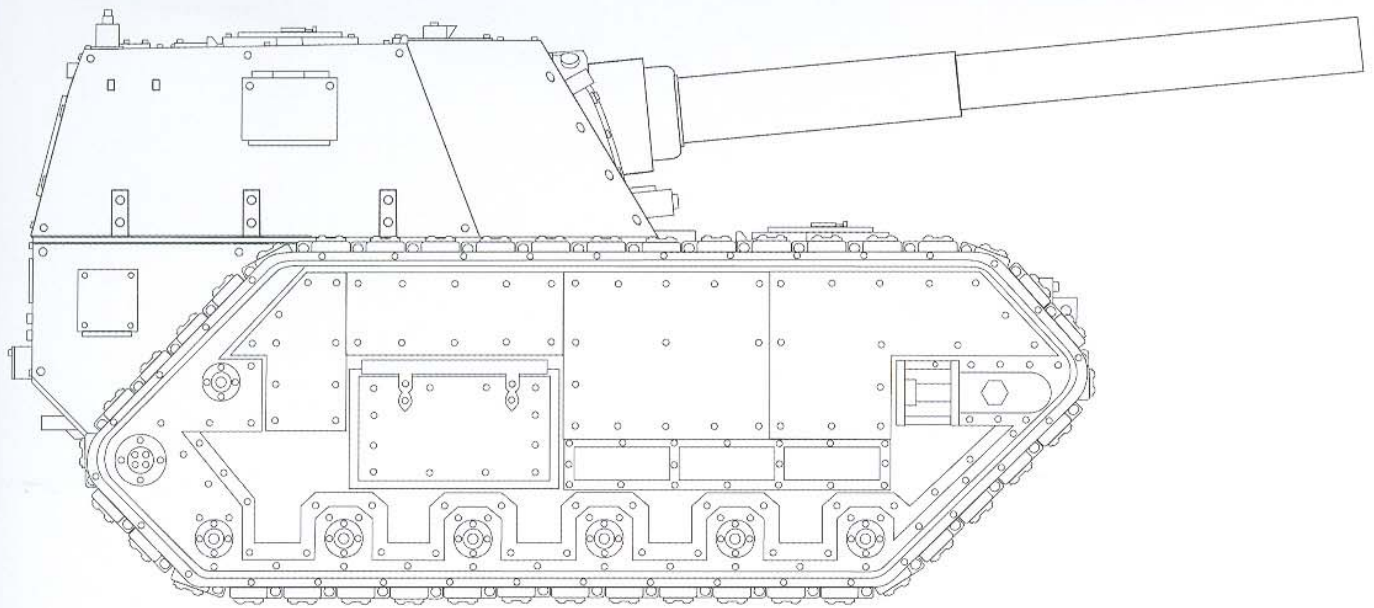
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Magos Fabricator

Dominus Ex Machina



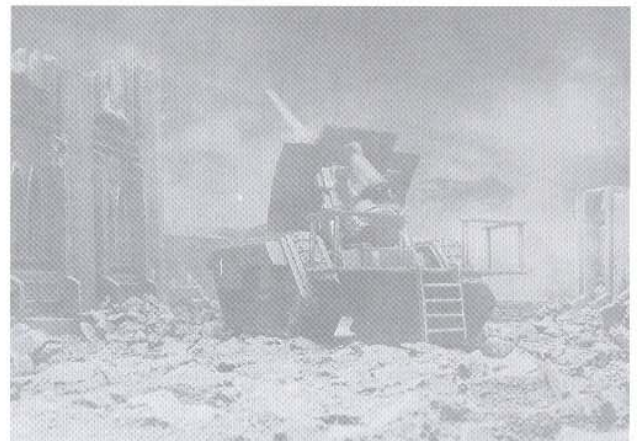


Armageddon Hades pattern Basilisk with fully enclosed fighting compartment.



**Above:** A battery of three Basilisks form a firing line and commence their fire-mission.

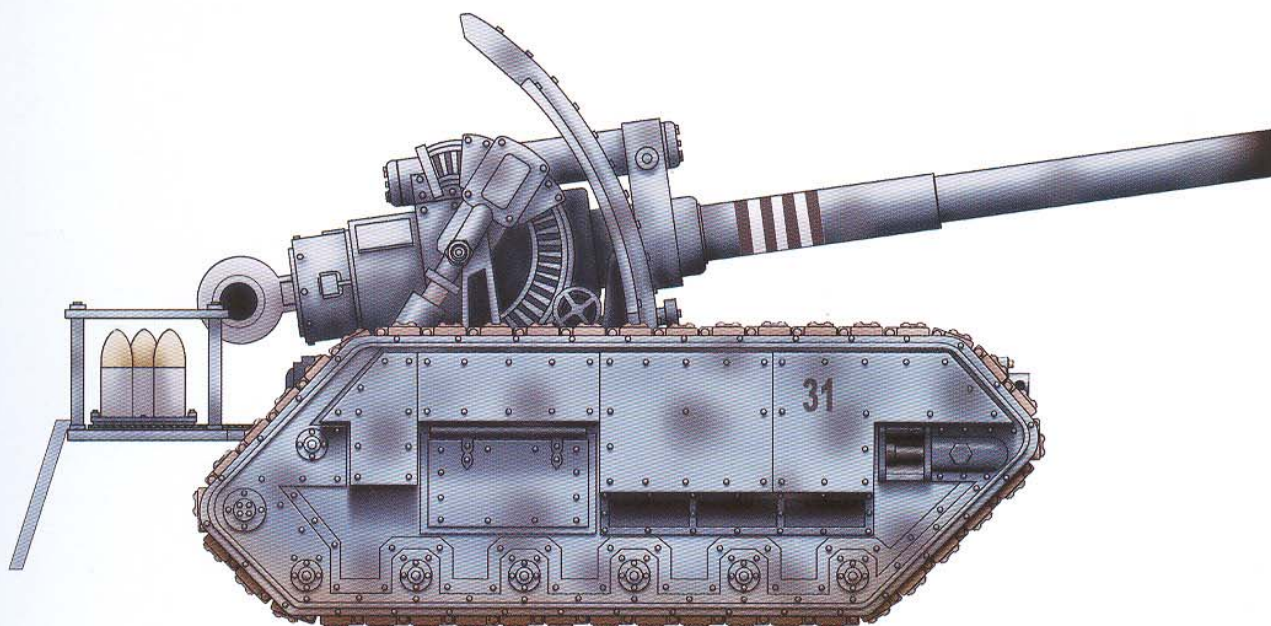
**Right:** Judging by the lack of visible crew, this Basilisk may have been abandoned during street-fighting. Used as a direct fire weapon, at short range, the Earthshaker cannon is an effective weapon against enemy troops in buildings. However, the exposed crew position makes the Basilisk vulnerable to enemy return fire, especially from elevated positions.



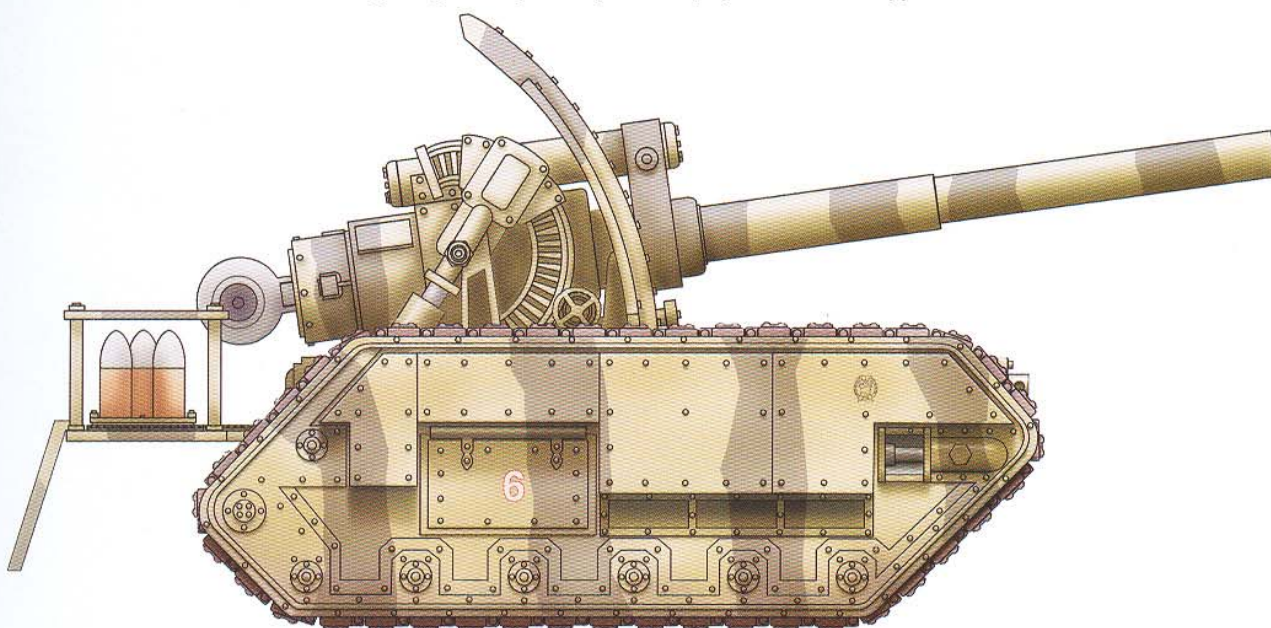




Basilisk of the Arcadian 66th Armoured Regiment. This is the second gun of C battery. Woodland camouflage scheme. Toal III Invasion force.

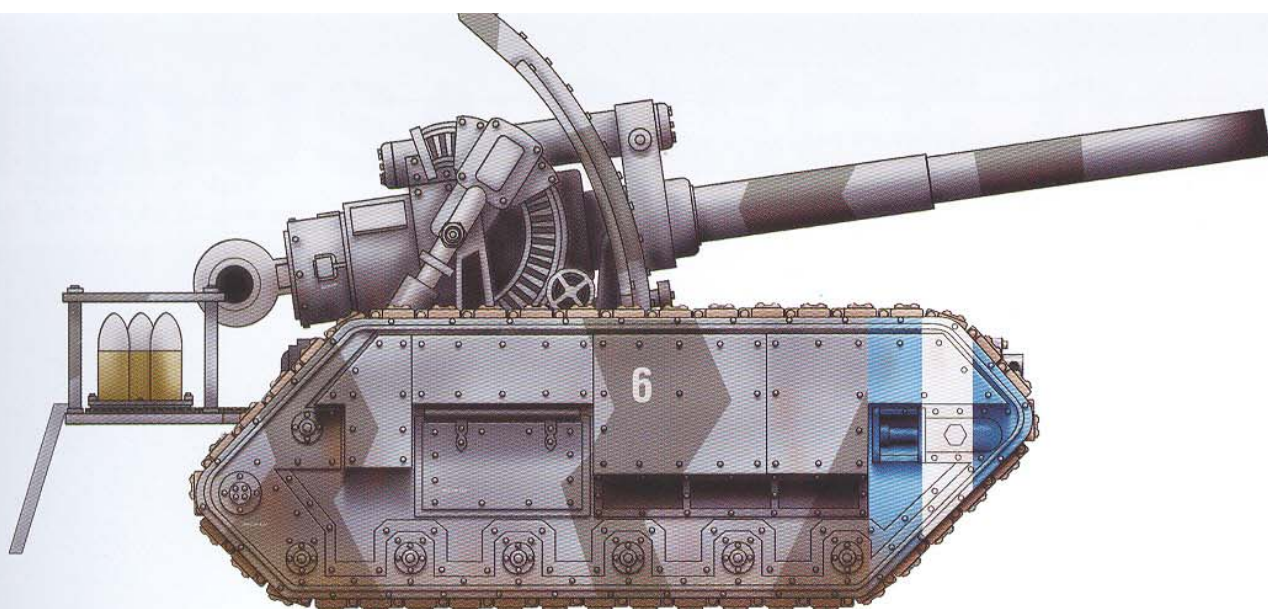


Basilisk of the Konig 27th Armoured Regiment. Third Battery, first gun. Note the four kill marks, indicating this gun has probably been deployed in a close support role.

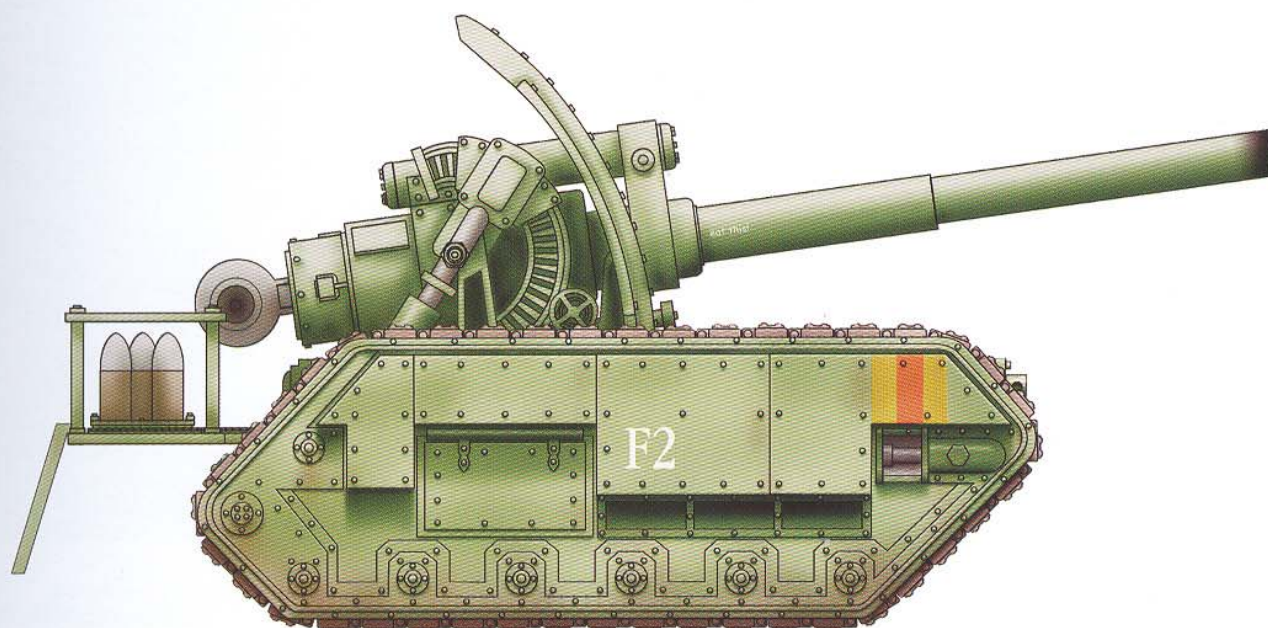


Basilisk of the Mortant 7th Regiment. This is gun 6 of the artillery company. Sacking of Colonia.

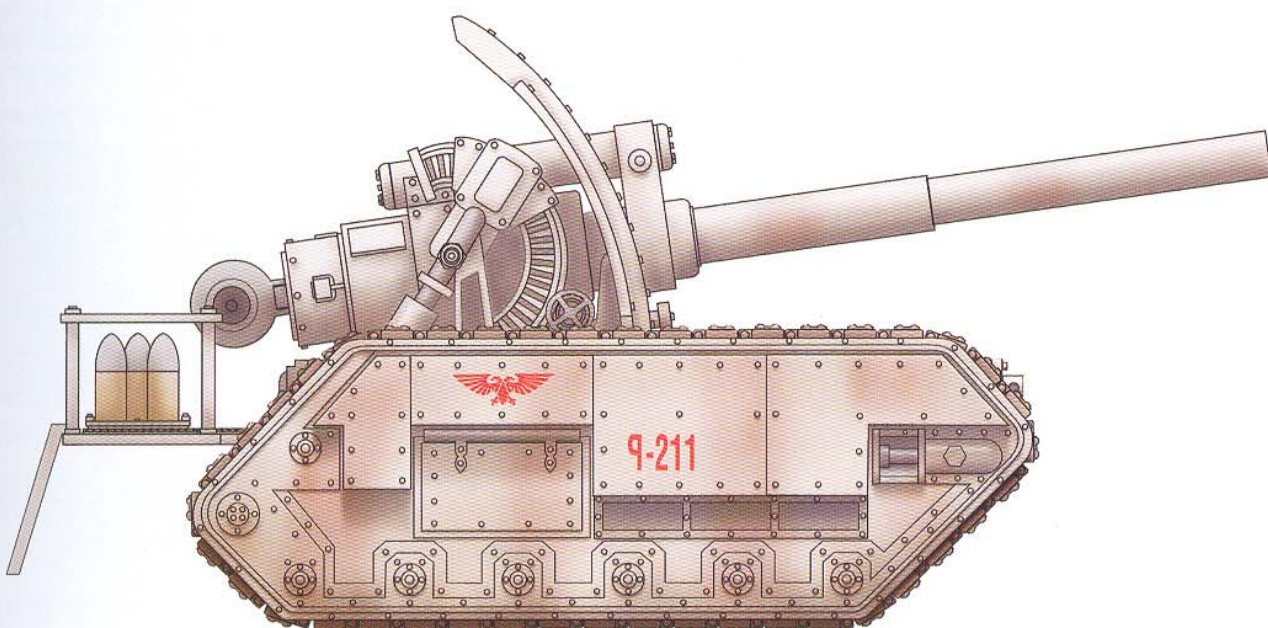




Basilisk of the Cadian 142nd Armoured Regiment. The blue banding shows this is a vehicle of the second Artillery Company. Defence of Cadia during the 13th Black Crusade.



Basilisk of the Dniepr 9th Tank Corp. F battery, gun 2. The crew have named their gun 'Eat This!'



Basilisk of the Valhallan 28th Armoured Regiment, Second Artillery Company, first battery, first gun. Belatis IV.



BASILISK					
	Points	Front Armour	Side Armour	Rear Armour	BS
Basilisk	100	12	10	10	3

Thought for the day:  
Weight the fist that strikes  
men down and salute the battle won.

**Type:** Tank, Open Topped

**Crew:** Imperial Guard

**Weapons:** The Basilisk is armed with an Earthshaker cannon and a hull-mounted heavy bolter.

**Options:** The Basilisk may be given any of the following from the Imperial Guard Codex: armoured crew compartment, camo-netting, extra armour, hunter-killer missile, improved comms, pintle-mounted heavy stubber, pintle-mounted storm-bolter, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to fire indirectly as described in the special rules below at a cost of +25 pts.

**Heavy Support:** A Basilisk is a Heavy Support choice for an Imperial Guard army.

### SPECIAL RULES

**Indirect Fire:** The Earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker cannon rules, except that they become Barrage (ie, Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40,000 rulebook). Note the minimum guess range is 36".

## GRIFFON

### HEAVY MORTAR CARRIER

The Griffon is a close relative of the Basilisk, replacing the Earthshaker cannon with a heavy mortar. Used as close support for infantry attacks and during sieges to throw shells high over enemy walls.

The mortar shells fired by the Griffon are extremely heavy and their high trajectory means they can bury themselves in the ground before exploding, if the fuse is set correctly. This reduces the blast radius, making this type of explosion less dangerous to infantry but devastating against buildings and bunkers, whose foundations can collapse, bringing the building down with it.

GRIFFON					
	Points	Front Armour	Side Armour	Rear Armour	BS
Griffon	75	12	10	10	3

Thought for the day:  
Thou shalt not!

**Type:** Tank, Open Topped

**Crew:** Imperial Guard

**Weapons:** The Griffon is armed with a heavy mortar and a hull-mounted heavy bolter.

**Options:** The Griffon may be given any of the following from the Imperial Guard Codex: armoured crew compartment, camo-netting, extra armour, hunter-killer missile, improved comms, pintle-mounted heavy stubber, pintle-mounted storm-bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be armed with Siege shells at +5 pts.

**Heavy Support:** A Griffon is a Heavy Support choice for an Imperial Guard army.

### SPECIAL RULES

**Siege Shells:** A Griffon may fire a siege shell instead of a normal round. Siege rounds use the smaller Blast template instead of the Ordnance templates but are ordnance in all other respects. Roll 2D6+5 when rolling for Armour Penetration for siege shells against bunkers and buildings, instead of two D6 and picking the highest. Siege shells affect models inside buildings on a 4+ instead of a 6.



# MEDUSA SIEGE GUN



**S**iege warfare is common in the battle-zones of the 41st Millennium. Many rebels and heretics seek sanctuary behind the thick walls of a city or fortress. The Imperial Guard are well equipped to deal with such tactics, and few walls are thick enough to resist the pounding of the Medusa siege gun.

Unlike the Griffon which can fling its shells over a curtain wall, the Medusa fires heavy shells directly into the walls, turning them into rubble and dust and opening a breach for assaulting infantry to attack through.

A long siege is usually accompanied by the constant dull thump of siege cannons. Firing all day and all night from well-protected, dug-in positions. Once inside the city or fortress, the breach secure, the Medusa will rumble forwards to support the assault, levelling buildings with a single shell. Street by street, the city is blasted apart, leaving no hiding place for the enemy.

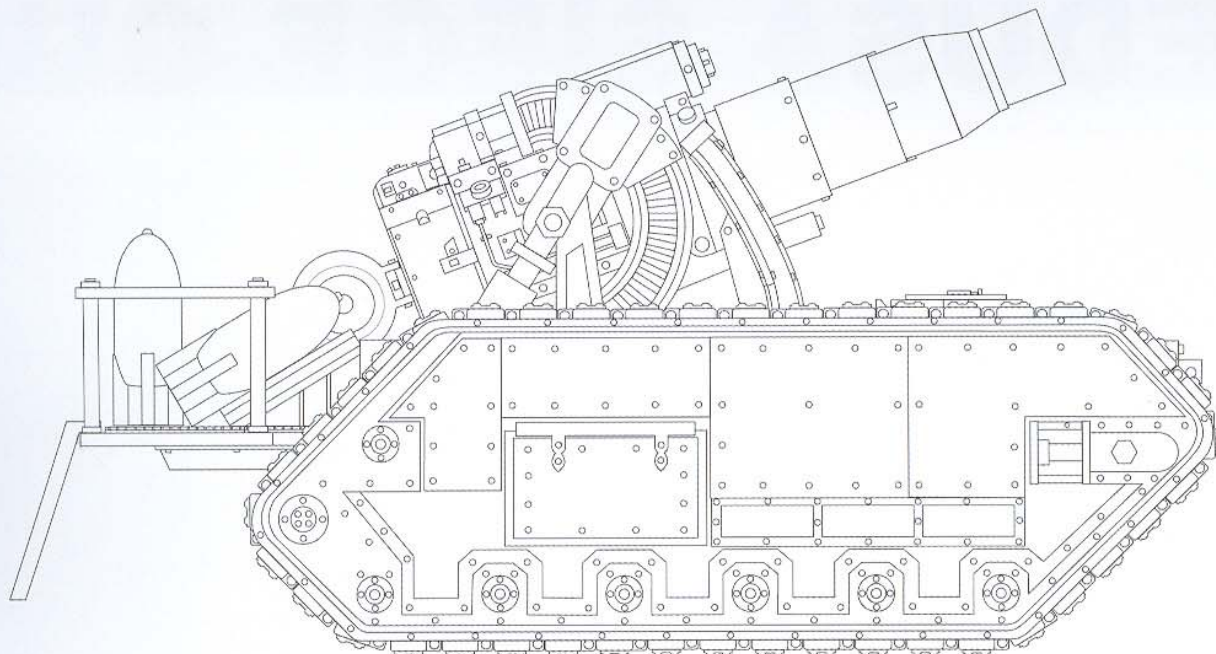
The Medusa is regarded as an aging warhorse whose time has passed. It is no longer regarded as an important or necessary part of an armoured force. It lacks the range of a Bombard, Manticore or Basilisk, or the thick armoured protection of a Demolisher or Thunderer. Because of this Medusa's are no longer a common vehicle amongst the

Imperial Guard. They are generally only deployed when a fortress wall needs to be breached or a strongly held bunker line must be assaulted and Demolishers are in short supply. An armoured regiment might have a battery of Medusa's kept in reserve in case of need, but most commanders would avoid deploying them in the frontline if possible.

The Medusa has been tried in other roles, but never with any real success. Its gun's short range does not allow it to be used as conventional artillery. It has been deployed to directly support infantry squads, but its open fighting platform leaves the crew exposed at close range and the vehicle too vulnerable to enemy fire. Demolishers and Thunderers are the preferred vehicle for this task.

The Medusa's other drawback is its lack of ammunition storage. Its large siege shells mean it can only carry 18 rounds. When dug-in for a siege this is not a problem as more ammunition can be constantly brought forwards along supply trenches. In the open field, a Medusa cannot stay engaged for very long.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-3021-BA112

Vehicle Name MEDUSA SIEGE GUN

Forge World of Origin GRYPHONNE IV

Known Patterns II-XIII

Crew COMMANDER, GUNNER, DRIVER, 2 LOADERS

Powerplant VULCANOR 16 TWIN COUPLED MULTI-BURN

Weight 38 TONNES

Length 5.29 M

Width 3.78 M

Height 3.72 M

Ground Clearance 0.45 M

Max Speed - On Road 50 KPH

Max Speed - Off Road 35 KPH

Main Armament MEDUSA SIEGE GUN

Secondary Armament HEAVY BOLTER

Traverse 3°

Elevation 0° TO +40°

Main Ammunition 18 ROUNDS

Secondary Ammunition 300 ROUNDS

Armour

Turret N/A

Superstructure 100 MM

Hull 150 MM

Gun Mantlet GUN SHIELD 60 MM



Date 1340012.M38

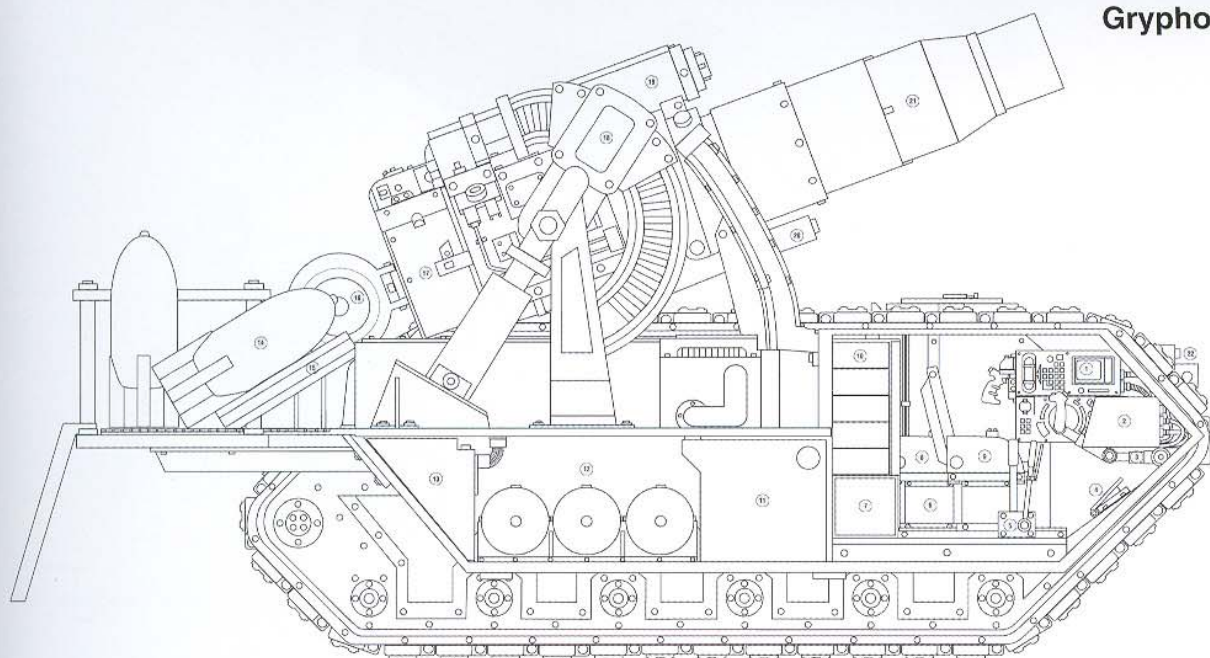
signature *Jack Kross*

Magos Fabricator

Dominus Ex Machina



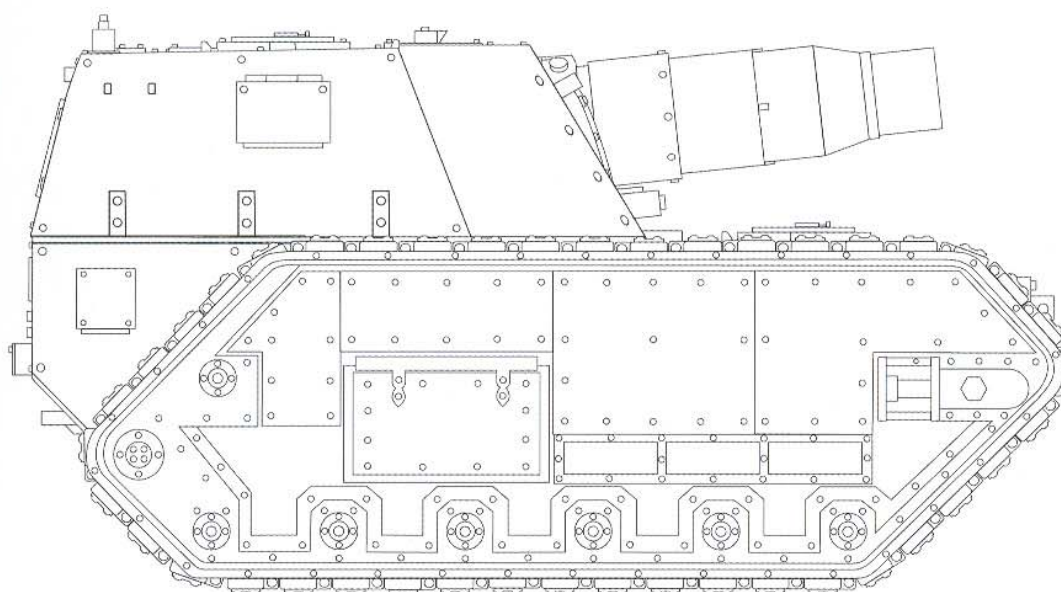
# MEDUSA SIEGE GUN Gryphon IV pattern



## INTERIOR DETAIL KEY

- |    |                                 |    |                                |
|----|---------------------------------|----|--------------------------------|
| 1  | Driver's system control panel   | 14 | Siege shell on loading trolley |
| 2  | Driver's console                | 15 | Ammunition loading ramp        |
| 3  | Steering column                 | 16 | Breach door                    |
| 4  | Driver's foot pedals            | 17 | Breach                         |
| 5  | Gear stick and brake lever      | 18 | Gun elevation arm              |
| 6  | Underseat stowage space         | 19 | Primary recoil dampner piston  |
| 7  | Battery                         | 20 | Secondary recoil dampners      |
| 8  | Commander's seat                | 21 | Medusa siege cannon            |
| 9  | Driver's seat                   | 22 | Hull mounted heavy bolter      |
| 10 | Heavy bolter ammunition boxes   |    |                                |
| 11 | Internal fuel tank              |    |                                |
| 12 | Internal ammunition stowage     |    |                                |
| 13 | Generator and secondary battery |    |                                |

*No engine is shown in this cutaway. This is because the vehicle's twin engines are housed in the track sponsons on either side of the main hull, from where they provide power directly to the drive wheels.*

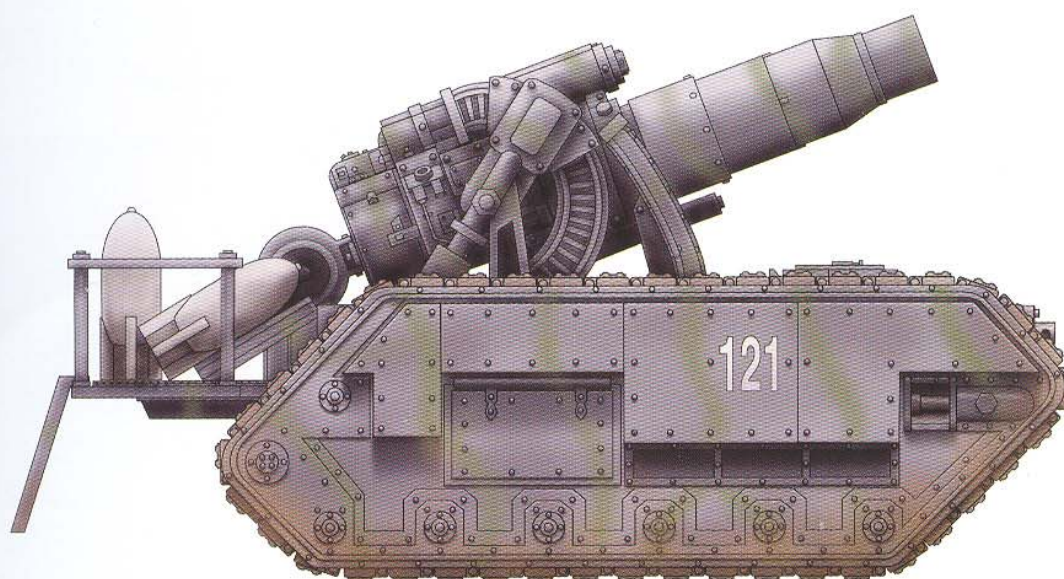


Armageddon Hades pattern Medusa with fully enclosed fighting compartment

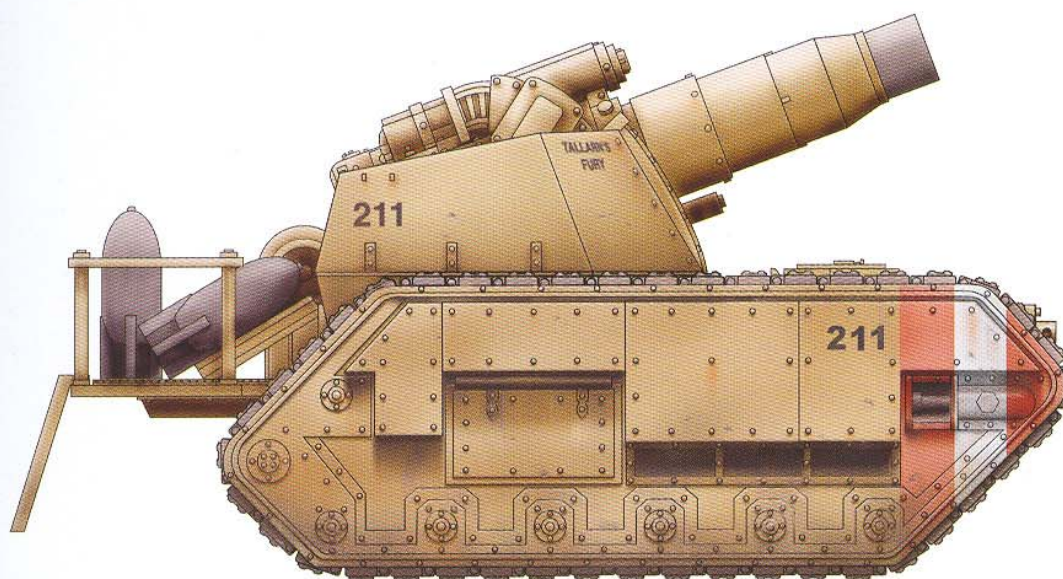




Medusa Siege Gun of the Cadian 13th Armoured Regiment, part of the Cadian garrison forces.

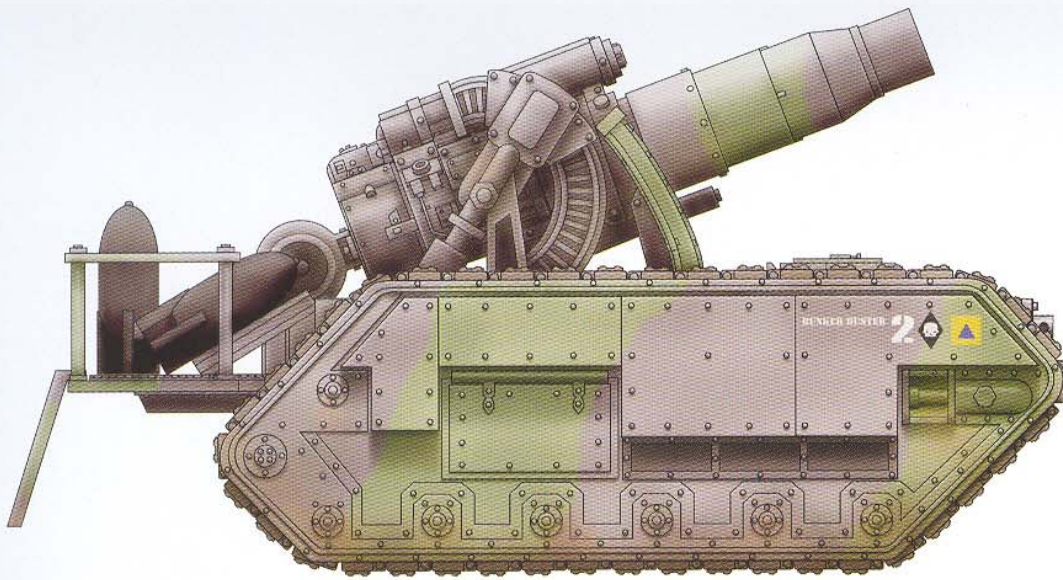


Medusa Siege Gun of the Palladius 2nd Armoured Regiment.

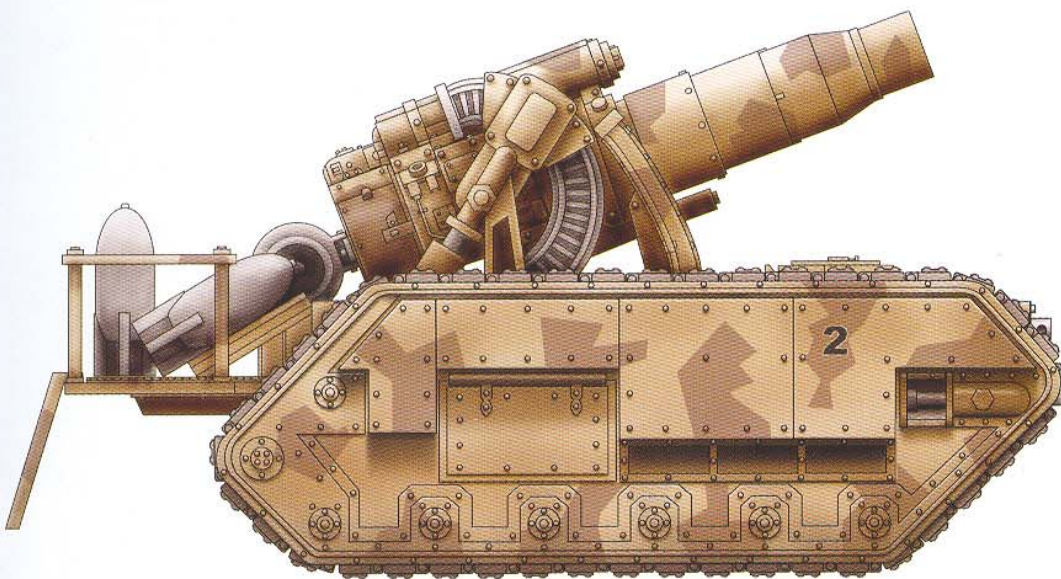


Medusa Siege Gun of the Tallarn 101st Armoured Regiment. This is a Vanaheim pattern vehicle with its distinctive gunshield . The red bands indicate a vehicle of first company, but the numbering indicates second. It seems that over time, the 101st have adopted red as the colour of second company.

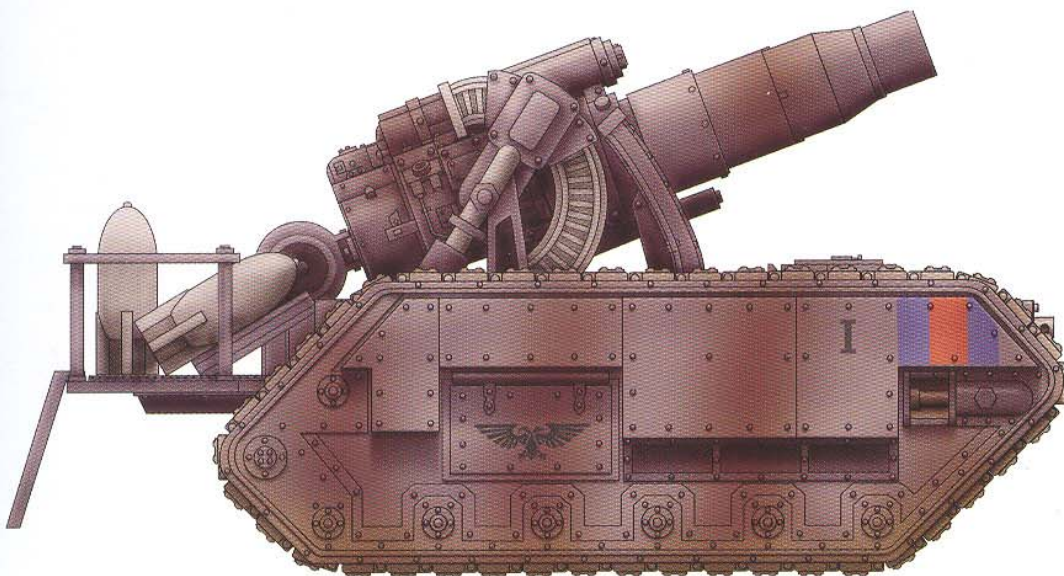




Medusa Siege Gun of the Valhallan 8th Armoured Regiment. Sallan's World Offensive. This is the regimental siege gun



Medusa Siege Gun of the Krieg's 28th Armoured Regiment. Galan V Expedition Force.



Medusa Siege Gun of the Cadian 122nd Regiment, during the siege of Vogen City.





### MEDUSA SIEGE GUN

	Points	Front Armour	Side Armour	Rear Armour	BS
Medusa	135	12	10	10	3

Thought for the day:  
There are no walls strong enough to  
protect the enemies of Mankind.

**Type:** Tank, Open topped

**Crew:** Imperial Guard

**Weapons:** The Medusa is armed with a Medusa Siege Gun and a hull-mounted heavy bolter.

**Options:** The Medusa may be given any of the following from the Imperial Guard Codex: armoured crew compartment, camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm-bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** A Medusa is a Heavy Support choice for an Imperial Guard army.

### SPECIAL RULES

#### Medusa Siege Gun

**Range:** 36" **Strength:** 10 **AP:** 2 **Special:** Ordnance 1/Blast

**Siege Shells:** A Medusa can fire siege shells instead of normal rounds. Unlike the Griffon, the Medusa shells do not use the smaller Blast template, they use the normal Ordnance Blast template. Roll 2D6+10 when rolling for Armour penetration for the Medusa siege gun against bunkers instead of 2D6, and pick the highest. If you're using the rules for buildings from the back of the Warhammer 40,000 rulebook, siege shells affect models inside buildings on a 4+ instead of a 6.



# HYDRA FLAK TANK



The Hydra Flak tank is a specialised vehicle, based on the Chimera chassis and used for mobile air defence. The Flak tank can often be seen defending Imperial Guard columns and artillery positions from aerial attacks, its four long barrelled auto-cannons sweeping the skies and unleashing a wall of explosive shells. The Hydra's turret is equipped with tracking and targeting equipment, and an automated turret, which means once it is locked onto an aircraft, the guns will remain aimed at the target regardless of any evasive manoeuvres it may attempt. Coupled with the Hydra's high rate of fire, the aircraft is usually doomed.

Hydras are issued to the flak company of a regiment, but of all the companies they are the least likely to see service together. The company's existence is merely an administrative aid, as the squadrons, even the individual vehicles' will invariably be split up and attached to different units for air defence. Demand for Hydras always outstrips a Regiment's supply and commanders must choose carefully which units require AA cover and which do not. Artillery often receives priority as they are a primary target for enemy bombers, and many Basilisk batteries have a Hydra permanently attached.

Frontline tank companies are also vulnerable to air attack without Hydras to protect them, and the tank columns will

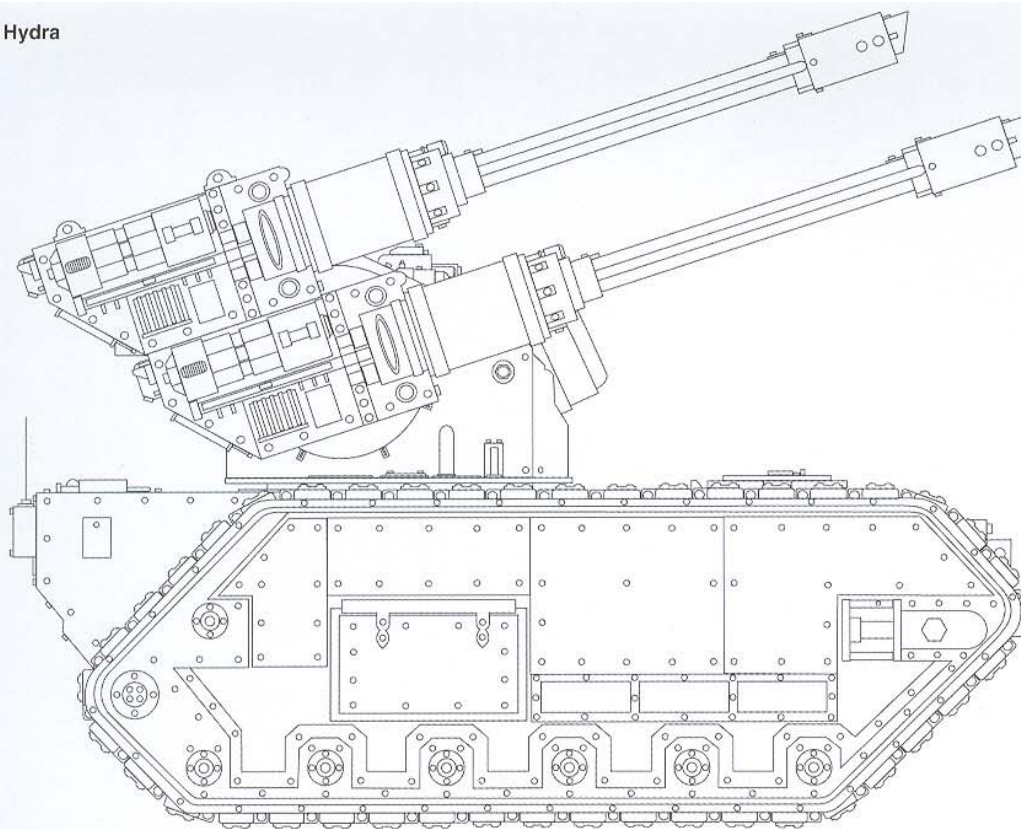
often be accompanied by a Hydra as they roll forwards. Should there be no Hydra available then some other means of air defence must be found - this might mean employing an Exterminator as a stand-in AA tank, or using a Chimera or other converted vehicle.

Next in line for air defence are HQ units and important supply depots, but these are often stationary enough for a Hydra platform to be used over a valuable mobile weapon.

The Hydra has five crew. The driver, commander and comms-operator sit inside the vehicle's main hull and between them man the heavy bolter, whilst the gunner and loader sit in the turret to operate the quad auto-cannons.

When the threat of air attack has receded, the flak tank is often pressed into frontline service to engage ground targets. Its long range and high firepower making it useful against infantry assaults and lightly armoured vehicles. The Hydra has proven so effective in this role that Imperial Guard commanders overlook this breach of official regulations.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-3030-HY44

Vehicle Name HYDRA FLAK TANK

Forge World of Origin STYGIES VIII

Known Patterns I-XIX

Crew COMMANDER, DRIVER, GUNNER, LOADER, COMMS OPERATOR

Powerplant VULCANOR 16 TWIN COUPLED MULTI-BURN

Weight 38 TONNES

Length 5.29 M

Width 3.78 M

Height 5.10 M

Ground Clearance 0.45 M

Max Speed = On Road 50 KPH

Max Speed = Off Road 35 KPH

Main Armament 4 LONG BARREL AUTOCANNONS

Secondary Armament HEAVY BOLTER

Traverse 360°

Elevation 0° TO +79°

Main Ammunition 600 ROUNDS

Secondary Ammunition 300 ROUNDS

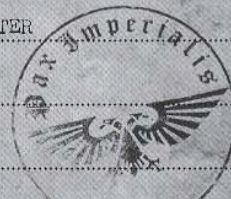
Armour

Turret 100 MM

Superstructure 100 MM

Hull 150 MM

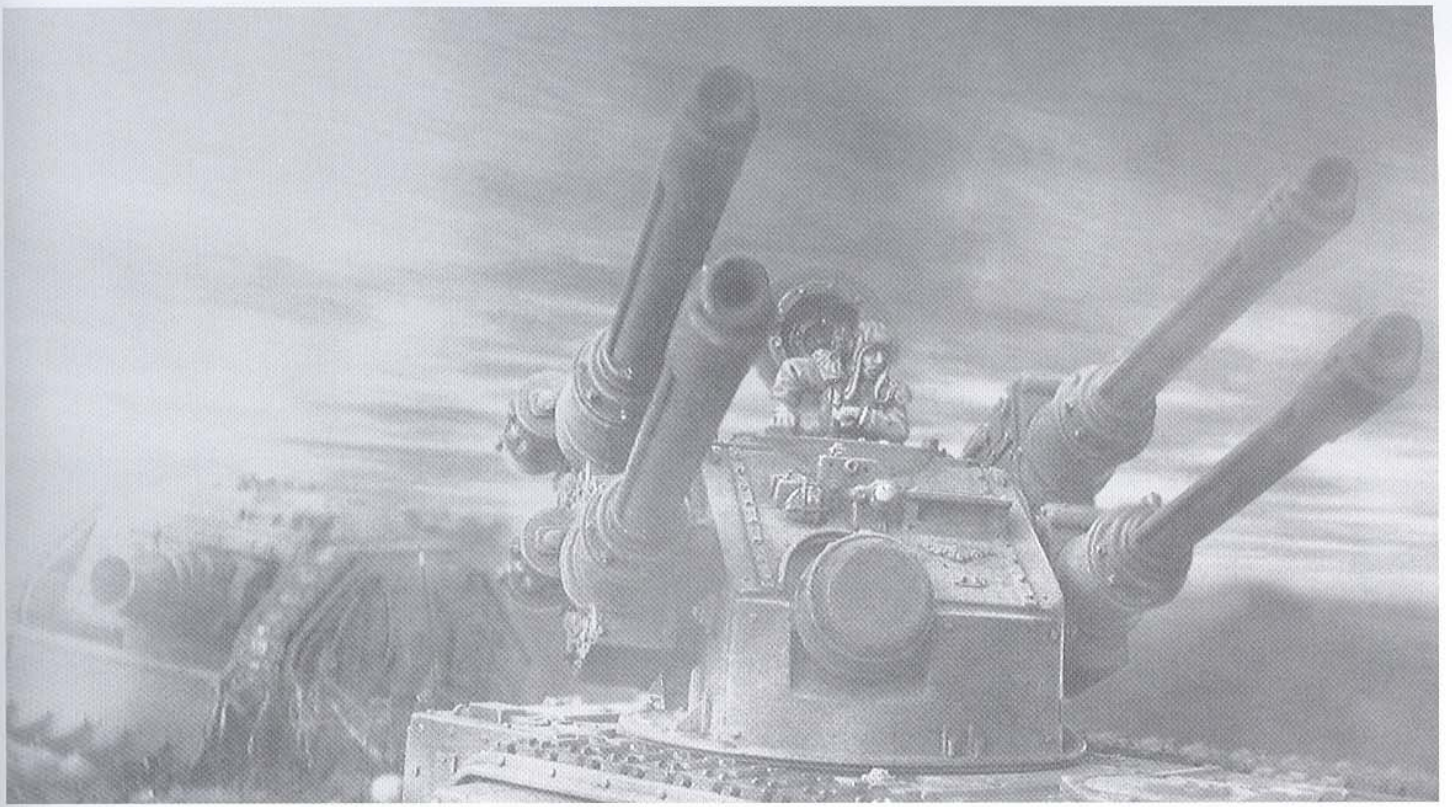
Gun Mantlet N/A



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signature *[Signature]*  
Magos Fabricator

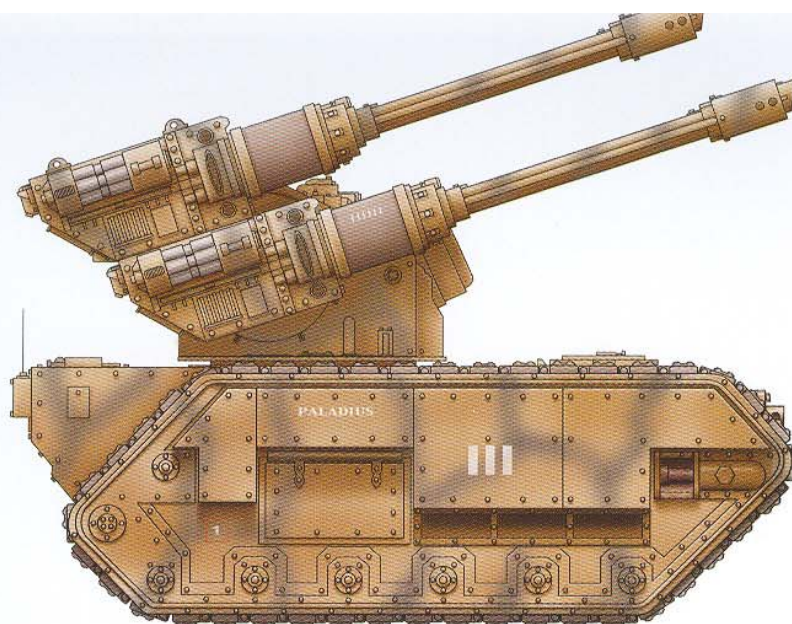




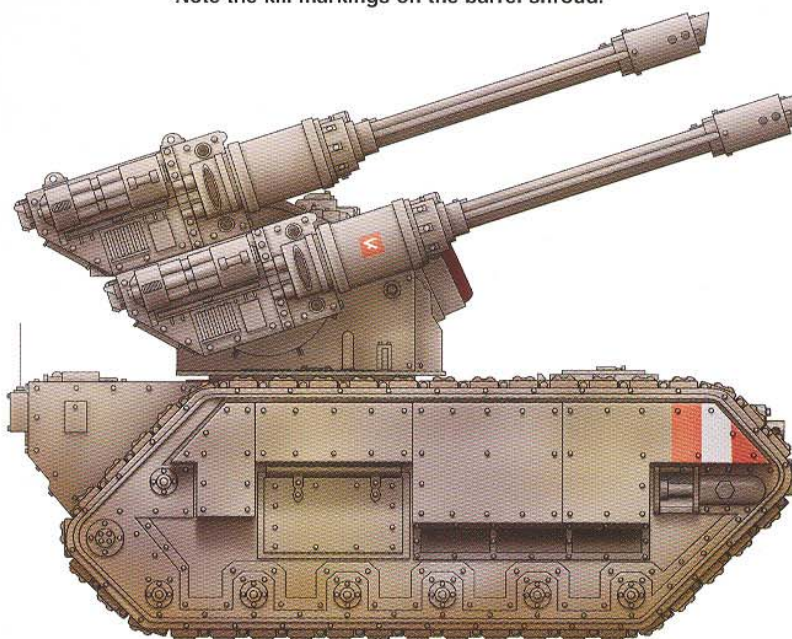
**Top:** A Hydra's gunner emerges from the turret hatch during a lull in operations. The scale of the quad-autocannons can be seen here.

**Above:** A Hydra provides air cover for an armoured convoy as it moves through city streets.

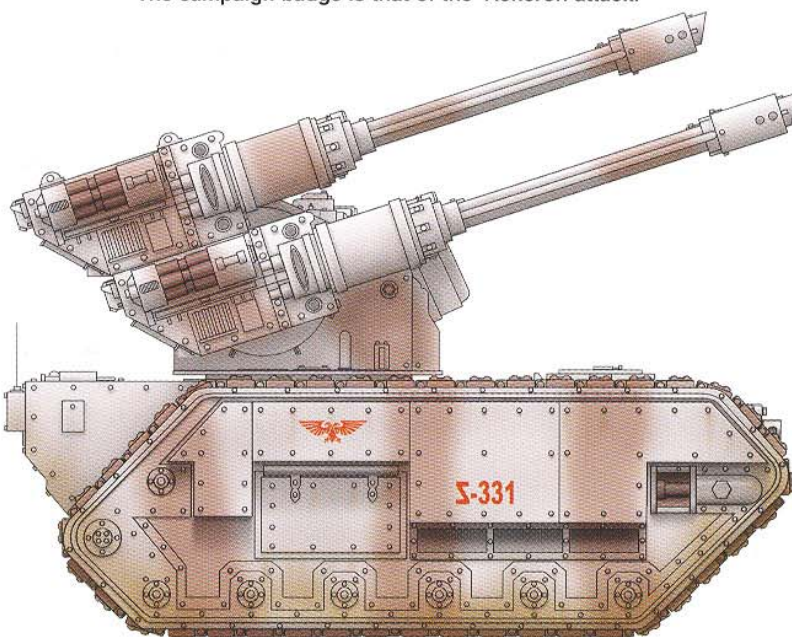




Hydra Flak Tank of the Palladius 46th Armoured Regiment. This is the third vehicle of the flak company. Note the kill markings on the barrel shroud.



Hydra Flak Tank of the Armageddon Steel Legion 87th Regiment. Assigned to protect the first company. The campaign badge is that of the Acheron attack.

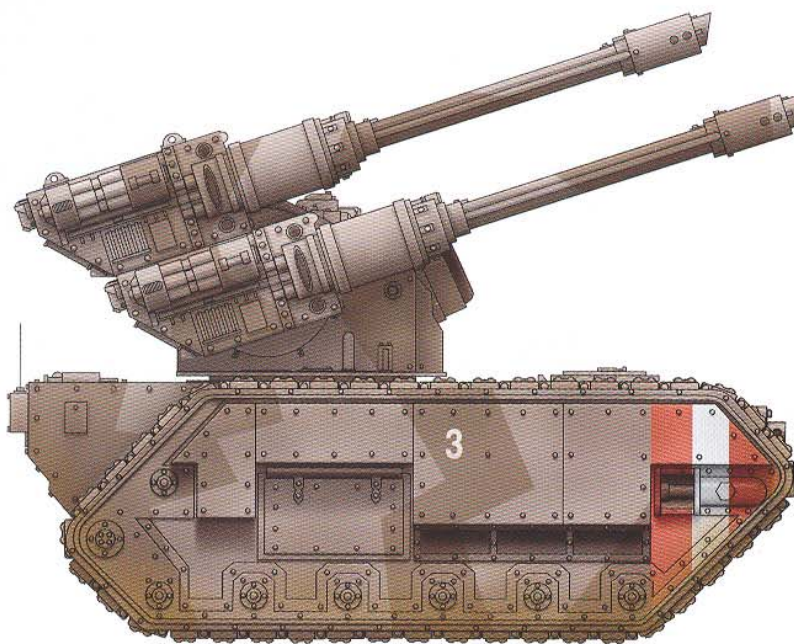


Hydra Flak Tank of the Valhallan 28th Armoured Regiment. Belatis IV

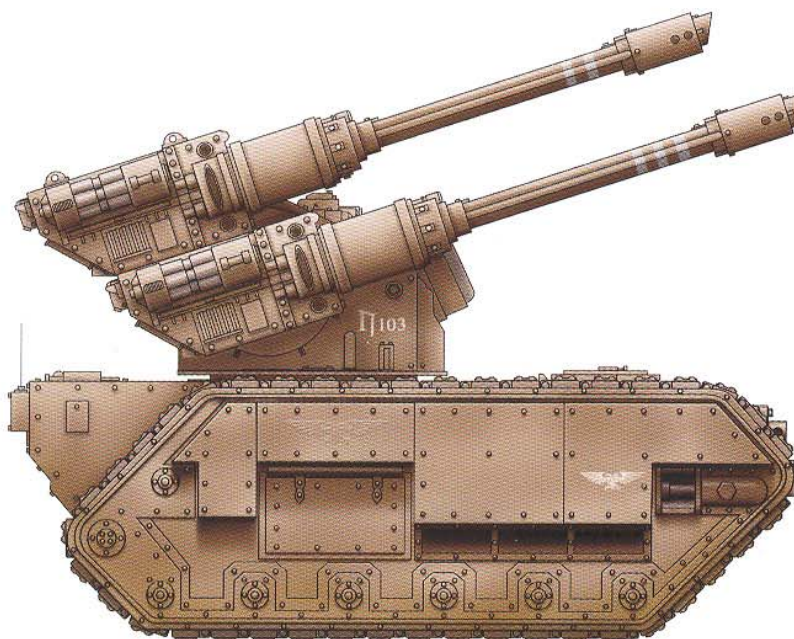




Hydra Flak Tank of the Cadian 74th Armoured Regiment, camouflaged for the temperate highlands of Hamman's World.



Hydra Flak Tank of the Cadian 142nd Armoured Regiment.



Hydra Flak Tank of an unidentified unit.





Thought for the day:  
Place your trust in the Emperor's steel

HYDRA					
	Points	Front Armour	Side Armour	Rear Armour	BS
Hydra	200	12	10	10	3

**Type:** Tank

**Crew:** Imperial Guard

**Weapons:** The Hydra is armed with 2 x twin-linked, long-barrelled autocannons on an anti-aircraft mount and a hull-mounted heavy bolter.

**Options:** The Hydra may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm-bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** A Hydra Flak Tank is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

### Long Barrelled Auto-Cannon

**Range:** 12"-72" **Strength:** 7 **AP:** 4 **Special:** Heavy/2, AA Mount

**Anti-Aircraft Weapon:** The Hydra's autocannons are anti-aircraft mounted, this means that instead of needing to roll 6s to hit an aircraft, the Hydra can use its normal BS.



# MANTICORE



Of the many fighting arms of the Imperium, the Imperial Guard field amongst the heaviest and most devastating artillery. When an enemy city or fortress needs razing then it is to the heavy artillery companies of the Imperial Guard that Generals often look. With Earthshakers, Medusas, Griffons, Bombards and Manticores, the Imperial Guard can flatten walls, level forests and turn trench lines into cratered moonscapes. There is an old saying amongst Imperial Guard artillery officers, "Infantry win firefights. Tanks win battles. Artillery win wars". They know that artillery is the king of the battlefield. When the heavy guns fall silent, and tanks and infantry move in for the attack, it is nothing more than a mopping up operation if the gunners have done their work well.

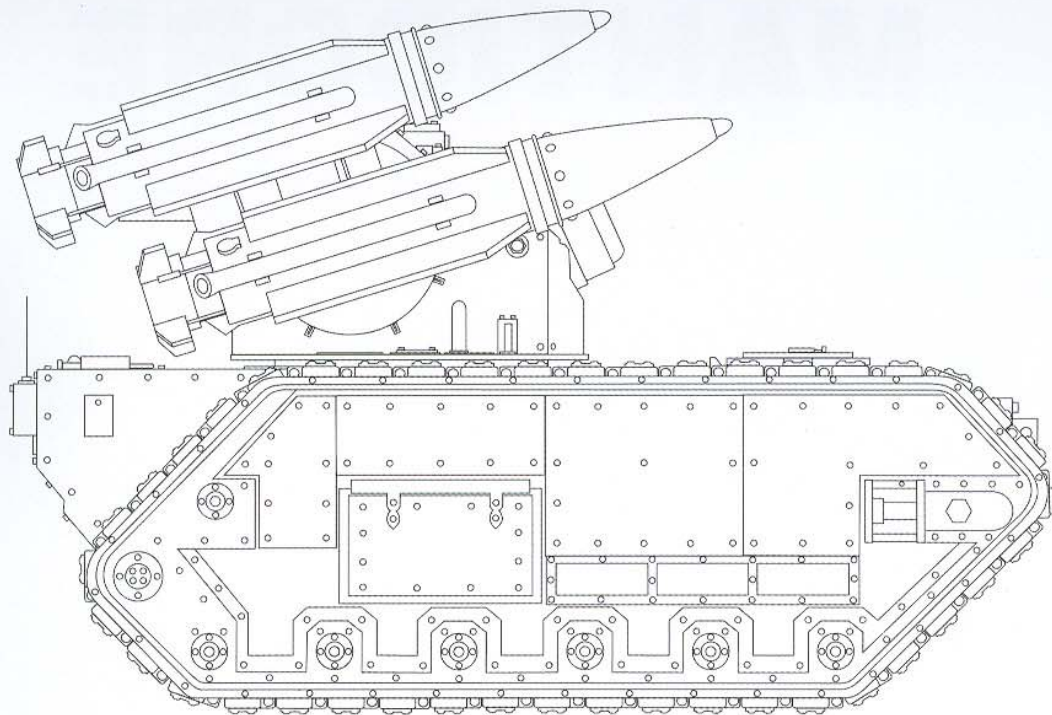
By far the most common guns in the Imperial Guard arsenal are the Basilisk and the Earthshaker cannon. Less common is the Manticore, a mobile multiple rocket launcher variant built on a Chimera chassis. The Manticore's main advantage over other artillery is its versatility. A Manticore launcher is capable of firing a variety of rockets, from standard high explosive fragmentation warheads to oxy-phosphor incendiary warheads, from air gas to high altitude surface-to-air

interceptor missiles. Compared to the Earthshaker cannon, a Manticore is a highly sophisticated piece of equipment, utilising audio-modulated radio control systems, gyroscopic roll stabilisation and radar tracking.

Each Manticore missile is divided into five parts: fuse, control and guidance equipment, electrical unit, explosive warhead and propellant container. Each is powered by a two part solid-fuel rocket, consisting of a starting rocket and a main in-flight rocket motor. This generates speeds of up to 300 metres per second once airborne. It is the restriction on the number of missiles available that means Manticores are not as common as Basilisks and means most barrages are still fired by breach loading artillery.

Imperial Guard commanders find the Manticore's flexibility compared to the 'work-horse' Basilisk very useful. A Manticore can be used to fill a number of roles and make up any shortages, armed with anti-aircraft missiles it stands in for a Hydra, armed with oxy-phosphor incendiary warheads it becomes a devastating anti-infantry weapon, armed with high-explosive warheads it can even be used to attack enemy tank formations.





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTAMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-3043-MA3

Vehicle Name MANTICORE MISSILE LAUNCHER

Forge World of Origin STYGIES VIII

Known Patterns 1-XXII

Crew COMMANDER, DRIVER, GUNNER, LOADER

Powerplant VULCANOR 16 TWIN COUPLED MULTI-BURN

Weight 38 TONNES

Length 5.29 M

Width 3.78 M

Height 3.29 M

Ground Clearance 0.45 M

Max Speed - On Road 60 KPH

Max Speed - Off Road 45 KPH

Main Armament 4 MANTICORE MISSILES

Secondary Armament HEAVY BOLTER

Traverse 360°

Elevation 0° TO +45°

Main Ammunition 4 MISSILES

Secondary Ammunition 300 ROUNDS

Armour

Turret 100 MM

Superstructure 100 MM

Hull 150 MM

Gun Mantlet N/A



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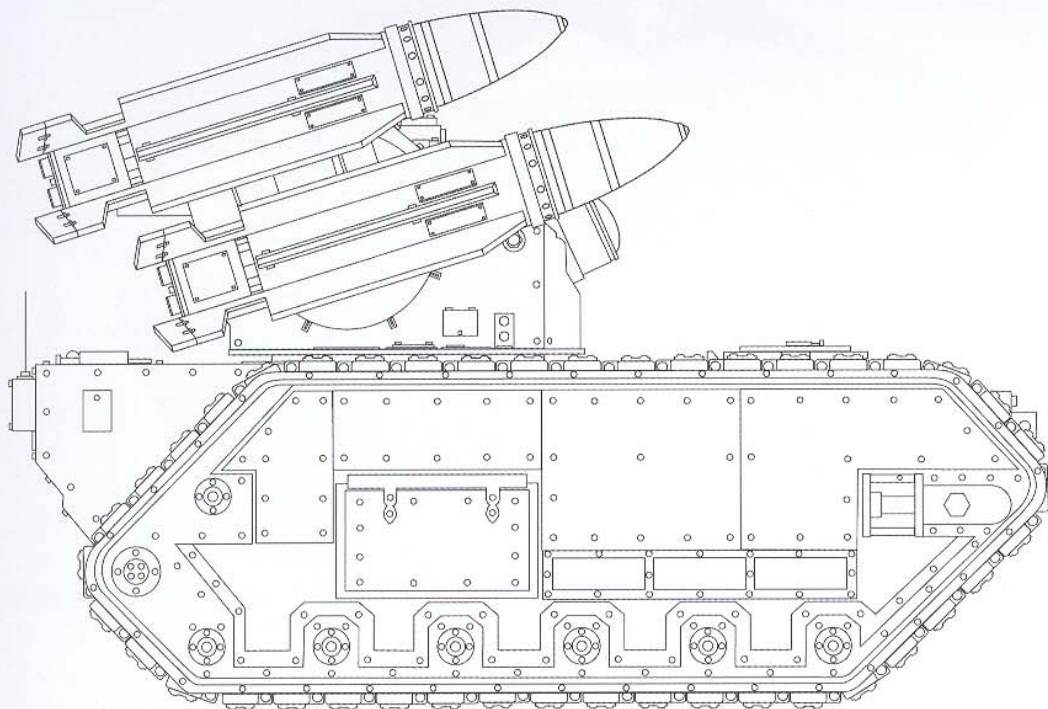
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Magos Fabricator

Dominus Ex Machina



Graia pattern Manticore equipped with incendiary missiles.

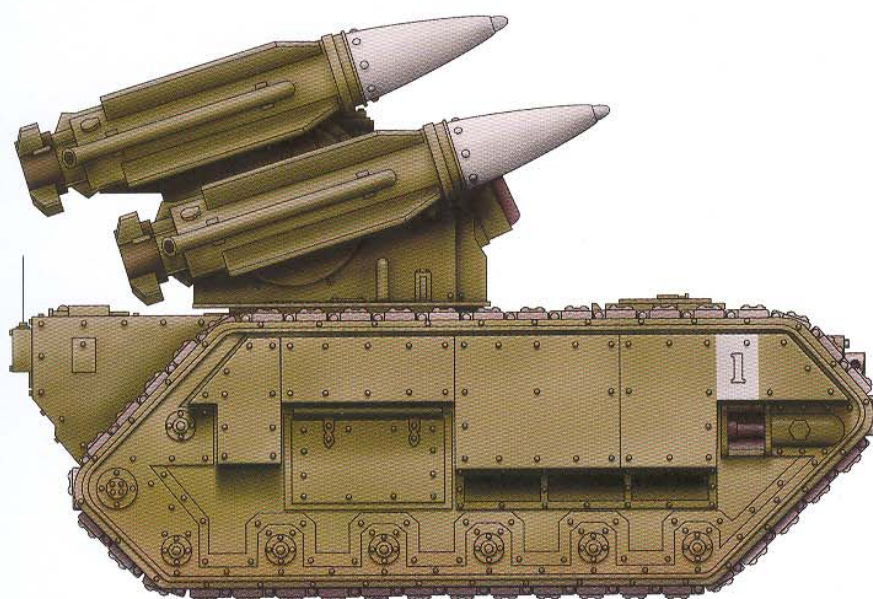


**Above:** A Manticore awaits a fire mission during the Zhai-Khan Uprising. This vehicle, of the Cadian 122nd Armoured Regiment, is operating in the streets of Vogen City. Note the Salamander in the background.

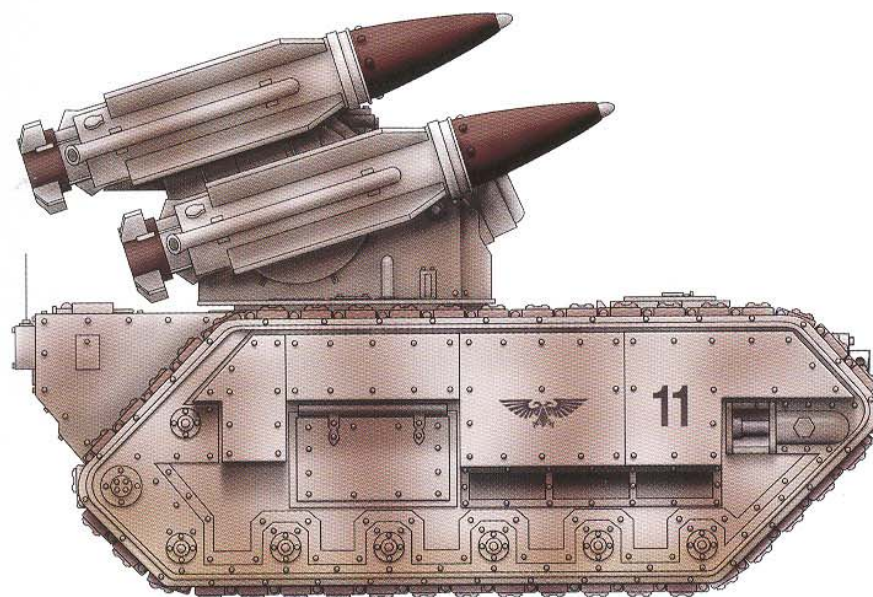




Manticore of the Krieg 22nd Armoured Regiment. Barbarius campaign camouflage. This is the battery's second vehicle.

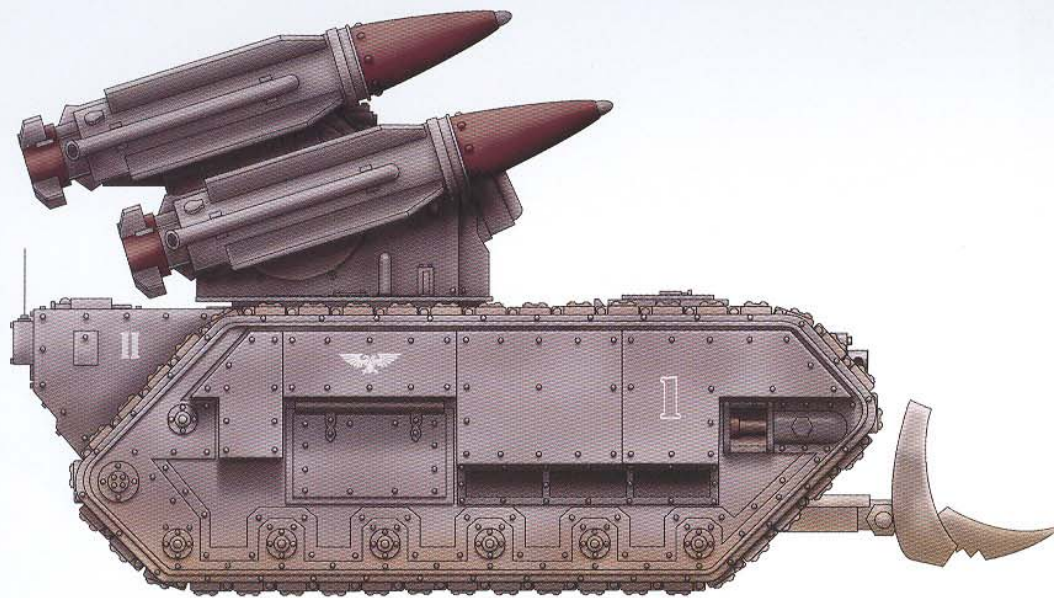


Manticore of the Cadian 31st Armoured Regiment. The regiment utilised a basic drab green colour scheme whilst fighting on Levilnor IV. Identification markings are commonly stenciled over a broad white band.

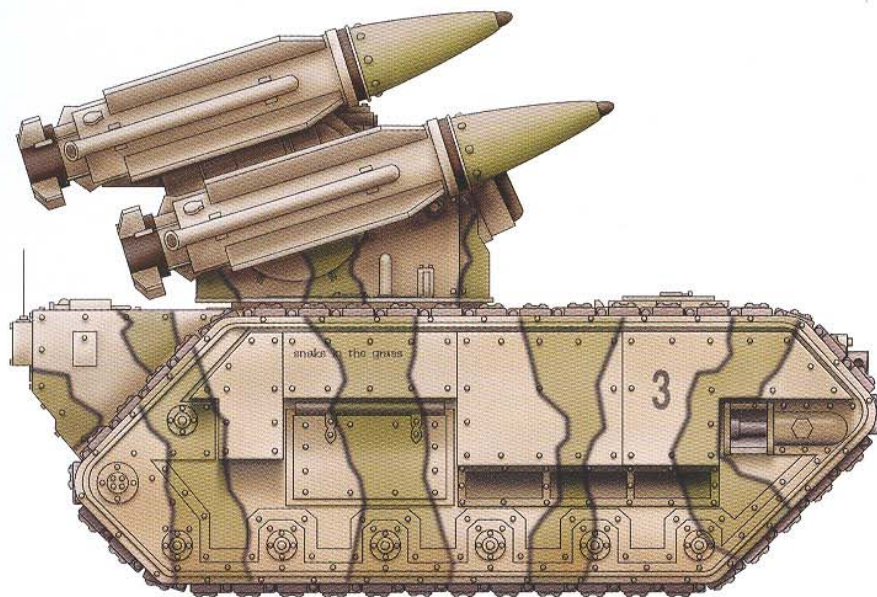


Manticore of the Valhallan 58th Armoured Regiment, part of Rogue Trader Milos Baral's exploration force, Prath-Veil sub-sector.

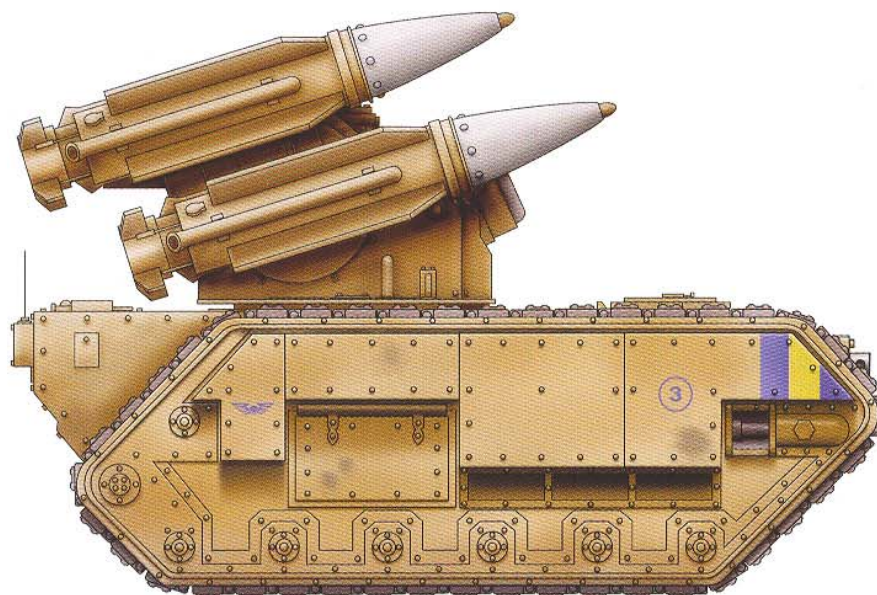




A Manticore of the 14th Phyressian Armoured Regiment in codex grey. The large one shows this to be a vehicle of the first battle whilst the roman numerals show it to be of second Artillery Company.



Manticore of the Catachan 146th regiment 'Red Cobras'. Equatorial jungles of Yarrant II.



A Manticore of the Tallarn 17th Armoured Regiment, painted in a flat yellow desert colour scheme. The blue and yellow bands indicate company, with the number 3 in a blue circle identifying it as a vehicle of the third battery.





## MANTICORE

	Points	Front Armour	Side Armour	Rear Armour	BS
Manticore	135	12	10	10	3

Thought for the day:  
To fail in the service of the  
Emperor is the greatest of sins.

**Type:** Tank

**Crew:** Imperial Guard

**Weapons:** The Manticore is armed with 4 x Manticore missiles and a hull-mounted heavy bolter.

**Options:** The Manticore may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

**Heavy Support:** The Manticore is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

### Manticore Missile

**Range:** 36"-300" **Strength:** 9 **AP:** 2 **Special:** Ordnance 1/ Blast

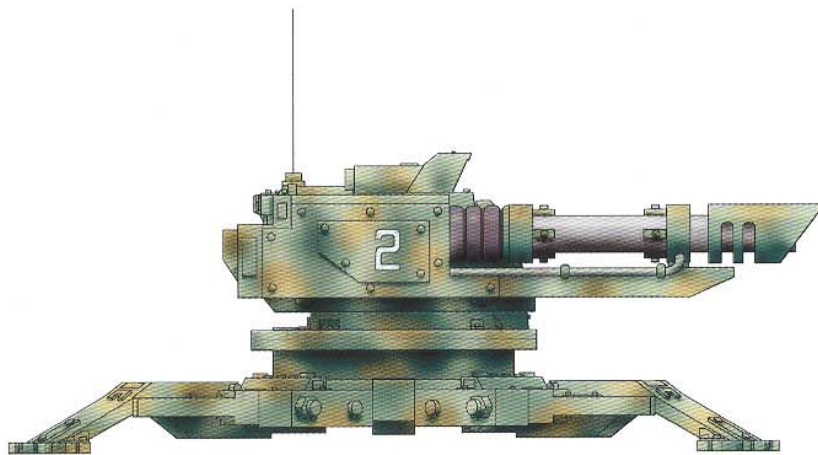
**Indirect Fire:** The Manticore must fire 'indirectly' in the same way as a Mortar or Whirlwind, allowing it to fire at targets it cannot see. Manticores obey the normal Barrage rules. They are Guess range weapons with a range of 36"-300" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum Guess range is 36".

**Ammunition:** A Manticore platform may only fire four times in a game. Each shot represents a single missile firing. Once a Manticore has fired four times it cannot fire again until re-armed. Re-arming a Manticore is a time-consuming procedure, beyond the scope of Warhammer 40,000 games.





# **IMPERIAL GUARD WEAPON PLATFORMS**



Tarantula sentry gun of the Arcadian 118th Regiment.



# WEAPON PLATFORMS



Not all the Imperial Guard's weapons are self-propelled. Many are mounted upon carriages and towed into position by Trojans. These are referred to as weapon platforms. The most commonly deployed weapons are Earthshaker cannons, Hydra turrets and Manticores, although other weapons are sometimes mounted. Each platform has its own Trojan to tow it and carry extra ammunition.

The Earthshaker platform forms the backbone of many artillery companies. This is exactly the same weapon as mounted upon a Basilisk but on a standard cruciform platform. The weapon's long range means the loss of mobility is not felt to be a major drawback as an artillery company, once dug-in, can remain in position for weeks during prolonged campaigns.

The cannon itself is a model of reliability and consistency. Using its standard 5 powder charges, the Earthshaker can reach out to approximately 16 km with a 38 kg shell. Earthshakers mounted on platforms are sometimes issued with charges 6 and 7, in an attempt to increase this range. This induces considerable strain and eventually leads to erosion of the firing chamber so that correctly sealing the breach before firing becomes impossible. Firing of charges 6 and 7 is occasionally allowed, but must be authorised by higher command, and is only used with good reason. Not more than twenty rounds are allowed through any single gun, and crews often keep a tally of overcharged firing on the gun itself. Basilisks do not use overcharging, as the Chimera chassis is not considered stable enough, making shots wildly inaccurate.

The vast majority of Earthshaker's barrages are fired using high-explosive rounds, but other types of ammunition can be issued. Although rarer, smoke shells, incendiary shells with an oxy-phosphor gel core, illuminations shells and diamantine tipped armour-defeating rounds are all part of the Earthshaker's arsenal.

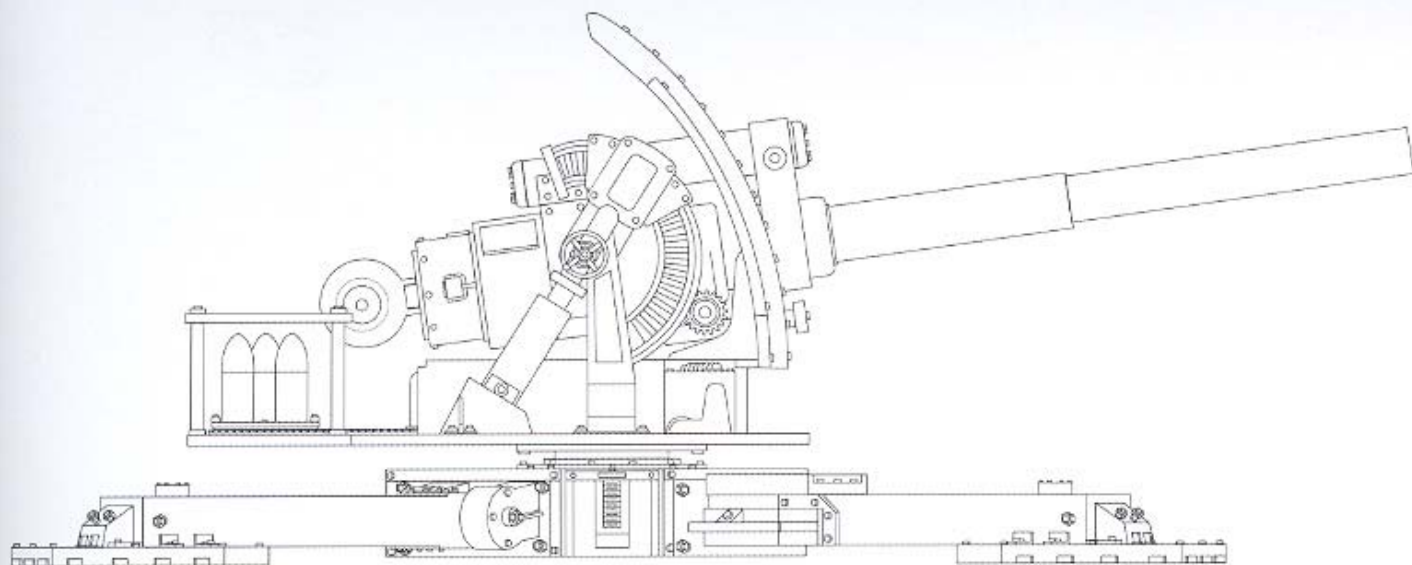
Different types of shells allow the Earthshaker to be deployed in different ways. Most are part of artillery batteries, dug-in far to the rear, but it is not unknown for weapons to be detached from their company and given over to frontline units for close support. Fired on a low elevation, the Earthshaker can easily destroy an enemy vehicle or bunker.

Each cannon is crewed by a minimum of four men, although five is the preferred number to keep up a good rate of fire. These are the gun commander, the gunner who lays and fires the weapon and the rest of the crew, who are loaders, carrying shells to the breach.

The Hydra Platform utilises exactly the same quad autocannon turret as its self-propelled cousin. Hydra platforms are deployed to defend important static positions against air attacks. Bridges, command bunkers, airfields and artillery positions will often have a Hydra platform close-by.

The Manticore Platform is the least common of the static weapon systems. Highly prized for their versatility, once deployed, it is standard practice to dedicate a squad or platoon to defend the Manticore missile site.





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS

Vehicle Designation 0427-9411-3011-BA02

Vehicle Name EARTHSHAKER ARTILLERY PLATFORM

Forge World of Origin PHAETON

Known Patterns III-XVII

Crew COMMANDER, GUNNER, 2/3 LOADERS

Powerplant N/A

Weight 21 TONNES

Length 12.60 M

Width 12.60 M

Height 4.92 M

Ground Clearance N/A

Max Speed - On Road N/A

Max Speed - Off Road N/A

Main Armament EARTHSHAKER CANNON

Secondary Armament N/A

Traverse 360°

Elevation 0° TO +59°

Main Ammunition N/A

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure N/A

Hull N/A

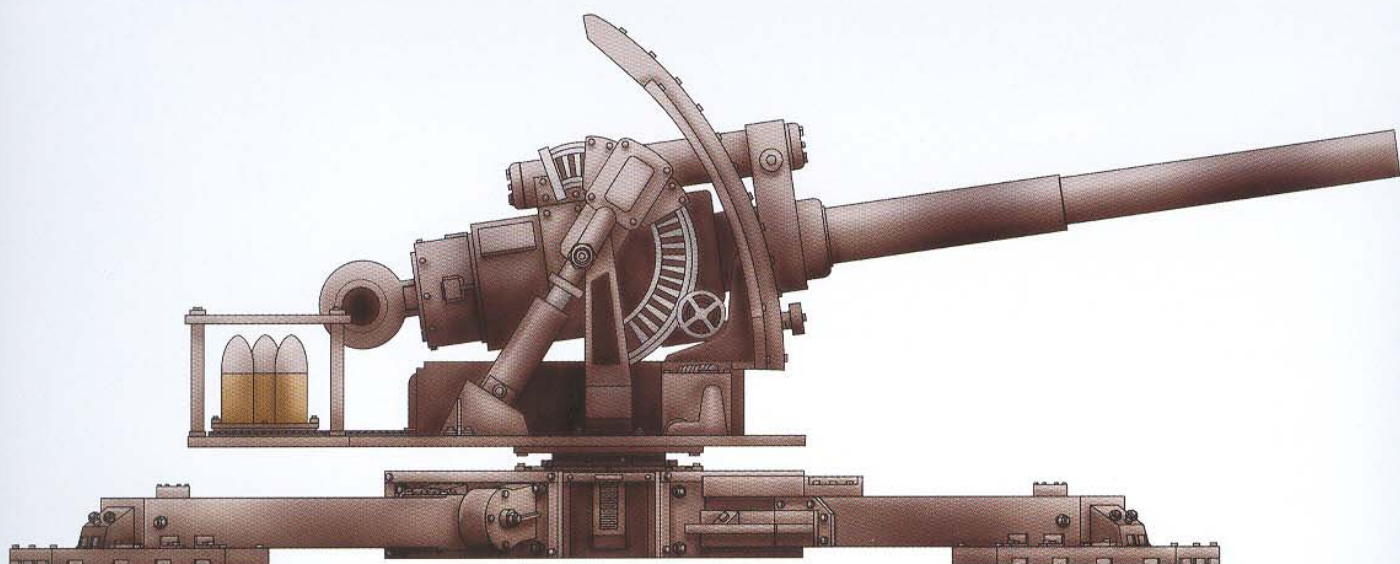
Gun Mantlet GUN SHIELD 60 MM

Date 1325012.M38

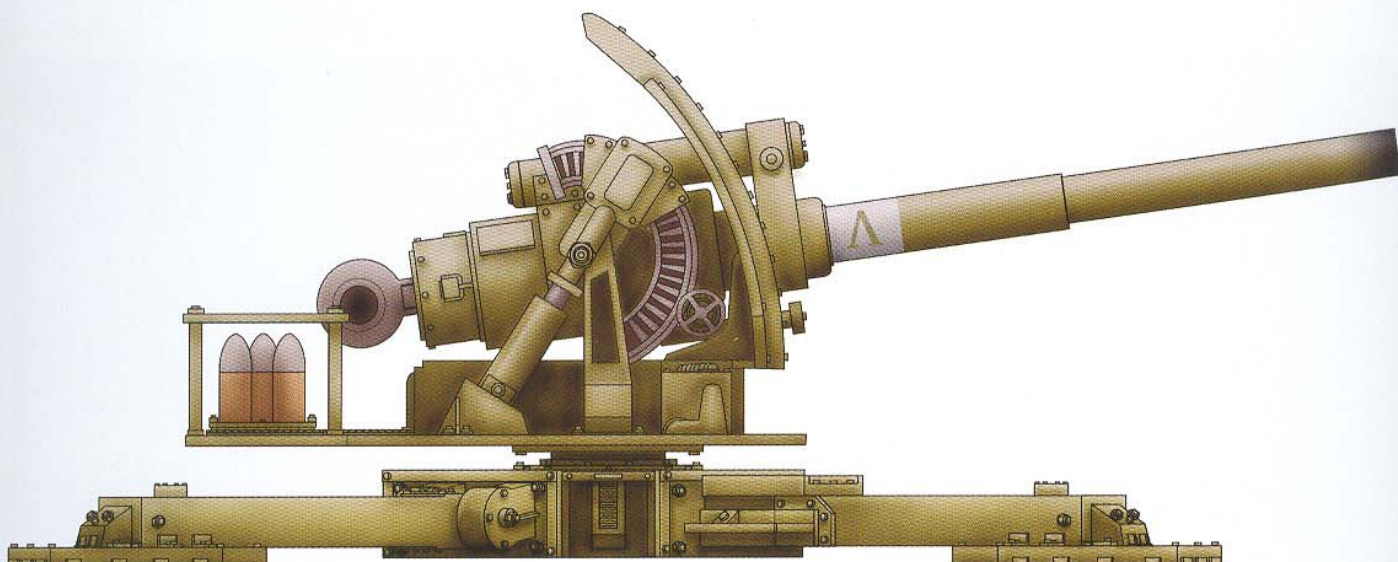
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Magos Fabricator

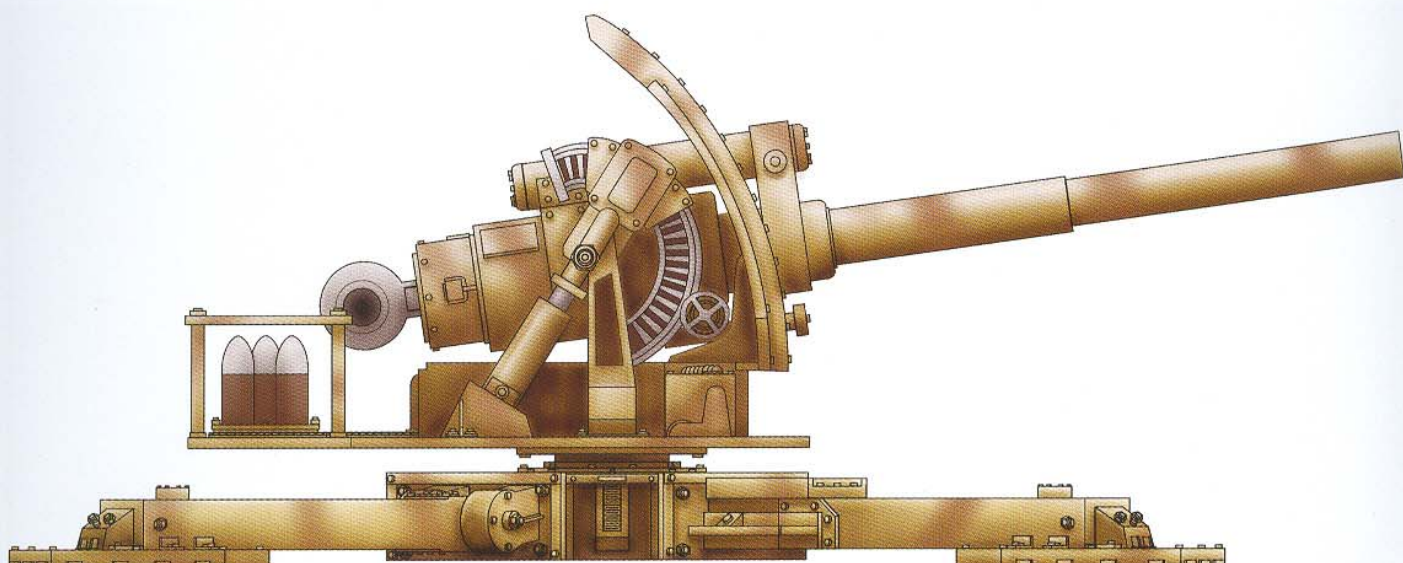




An Earthshaker platform of the the Konig 27th Armoured Regiment. The lack of visible markings makes this platform impossible to identify. Most unit markings are painted on the gunshield.



An Earthshaker platform of the Cadian 98th Armour Regiment. Luxor Uprising.

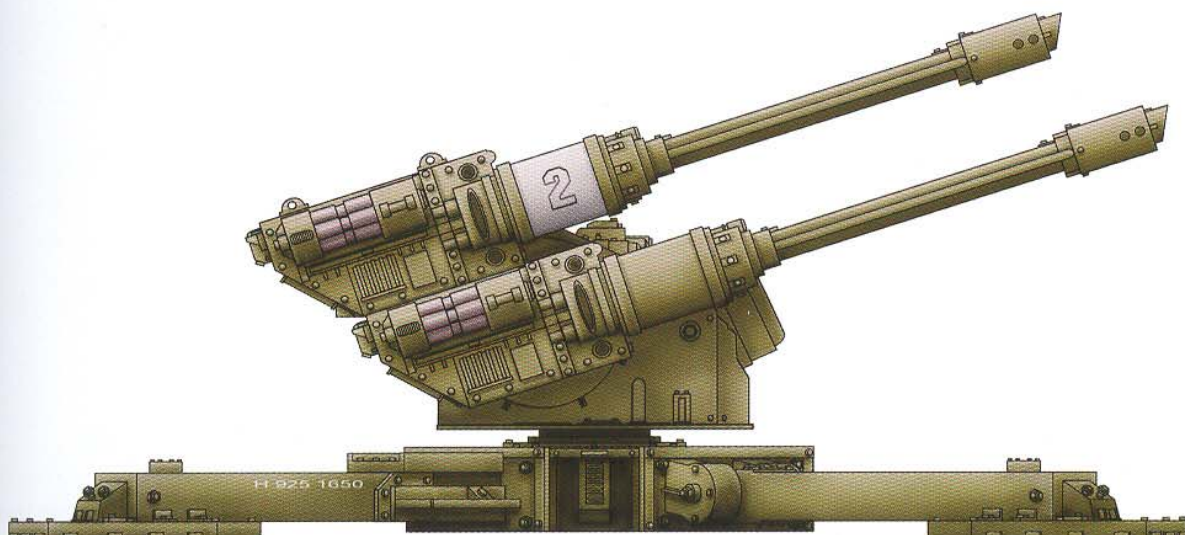


An Earthshaker platform of the Balle 132nd Regiment, 'Fighting 132'. Defence of Balle Alpha.

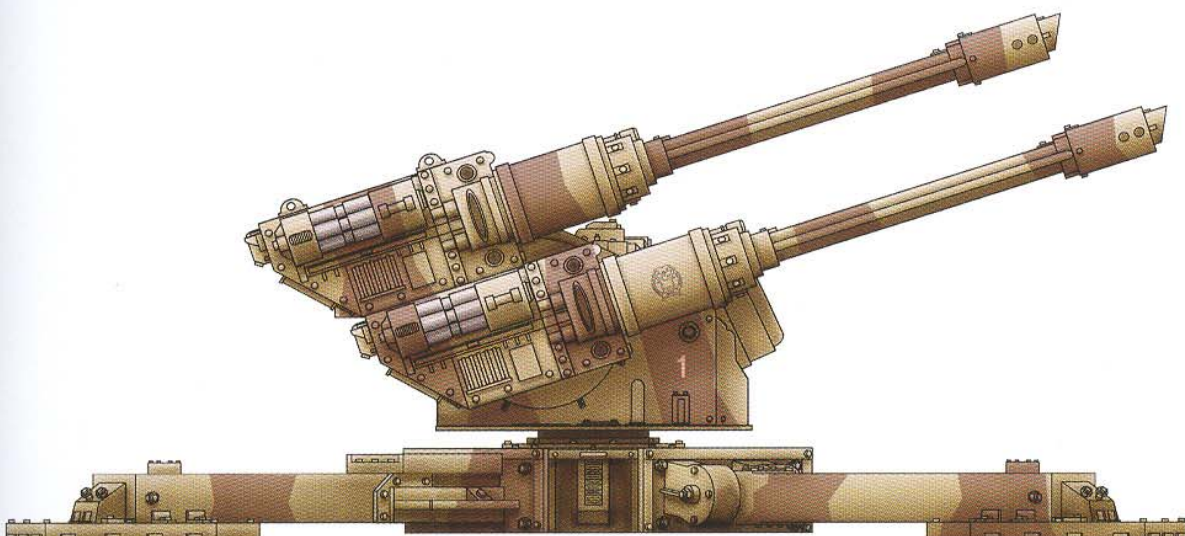




An Hydra platform of the Cadian 142nd Armoured Regiment, shown here in the defence of Cadia against heretic forces of the 13th Black Crusade. The red and white banding identifies the platform as of first AA battery.

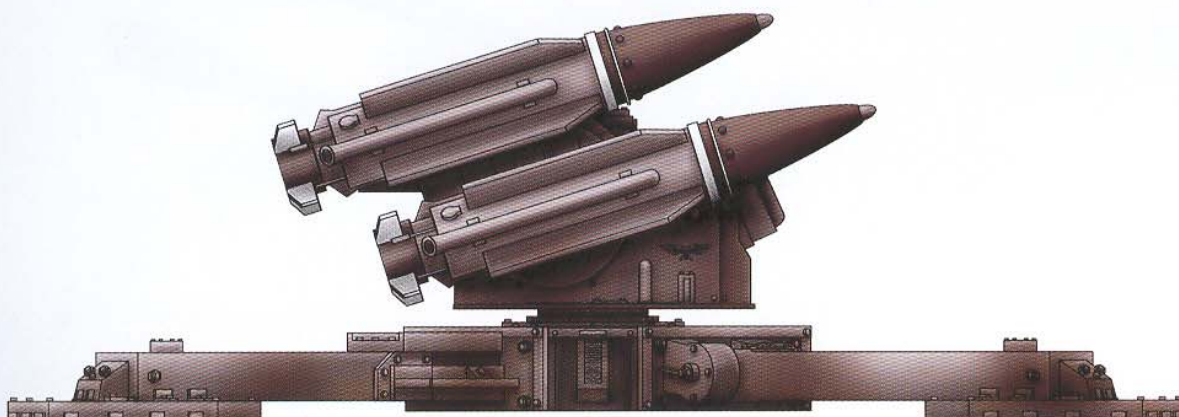


An Hydra platform of the Cadian 31st Armoured Regiment. Levilnor IV.

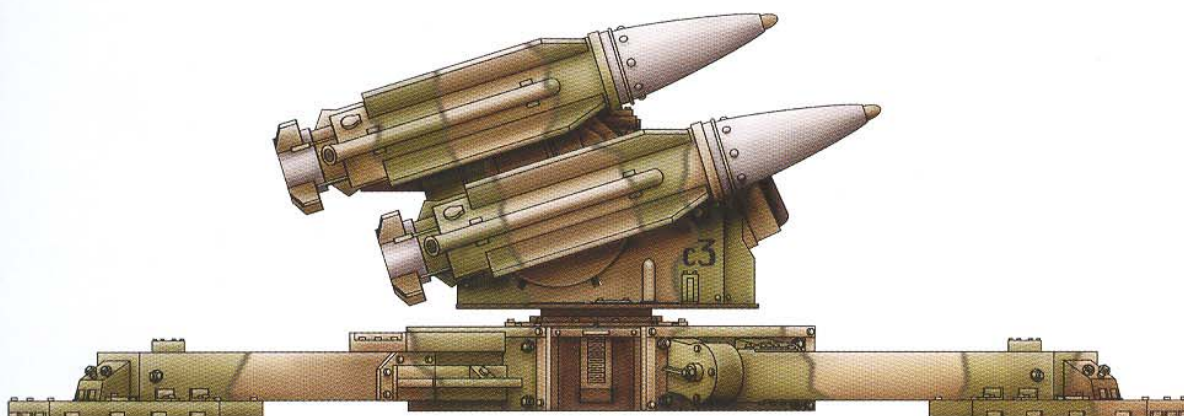


An Hydra platform of the Mortant 7th Regiment. Sacking of Colonia.

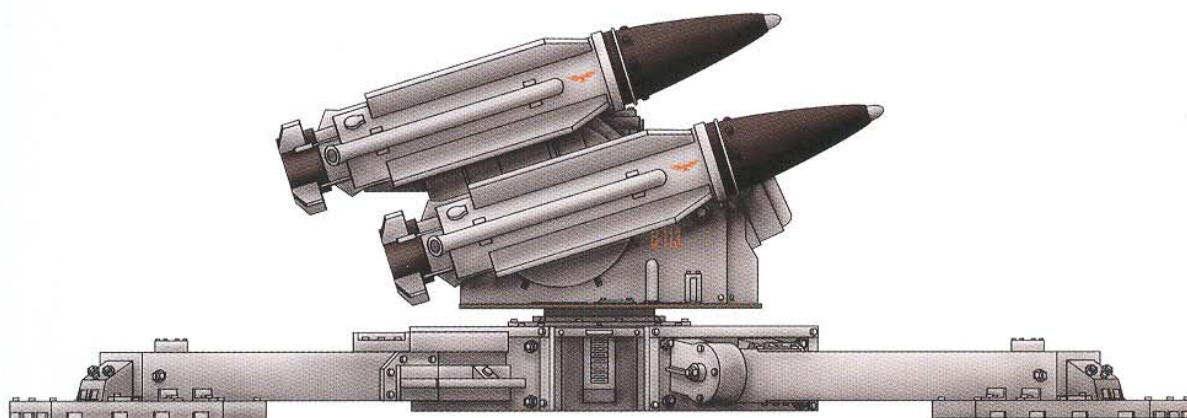




A Manticore platform of the Konig 27th Armoured Regiment. Location unknown.

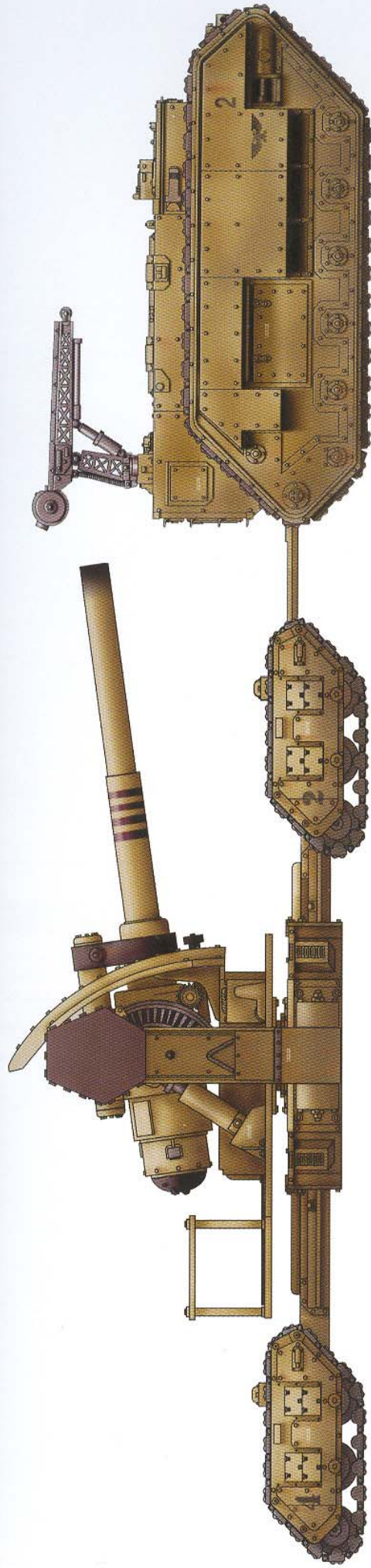


A Manticore platform of the Catachan 146th Regiment. Equatorial jungles of Yarrant II. Manticores firing missiles with incendiary warheads were used for jungle clearance by the deathworld veterans. The fires started burned for months.

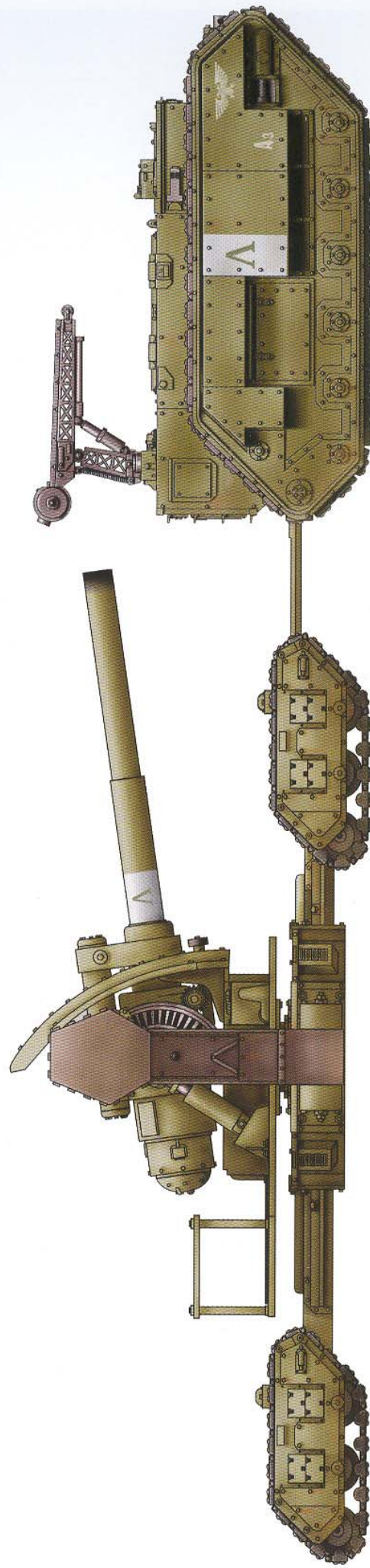


A Manticore platform of the Valhallan 28th Armoured Regiment. Belatis IV.



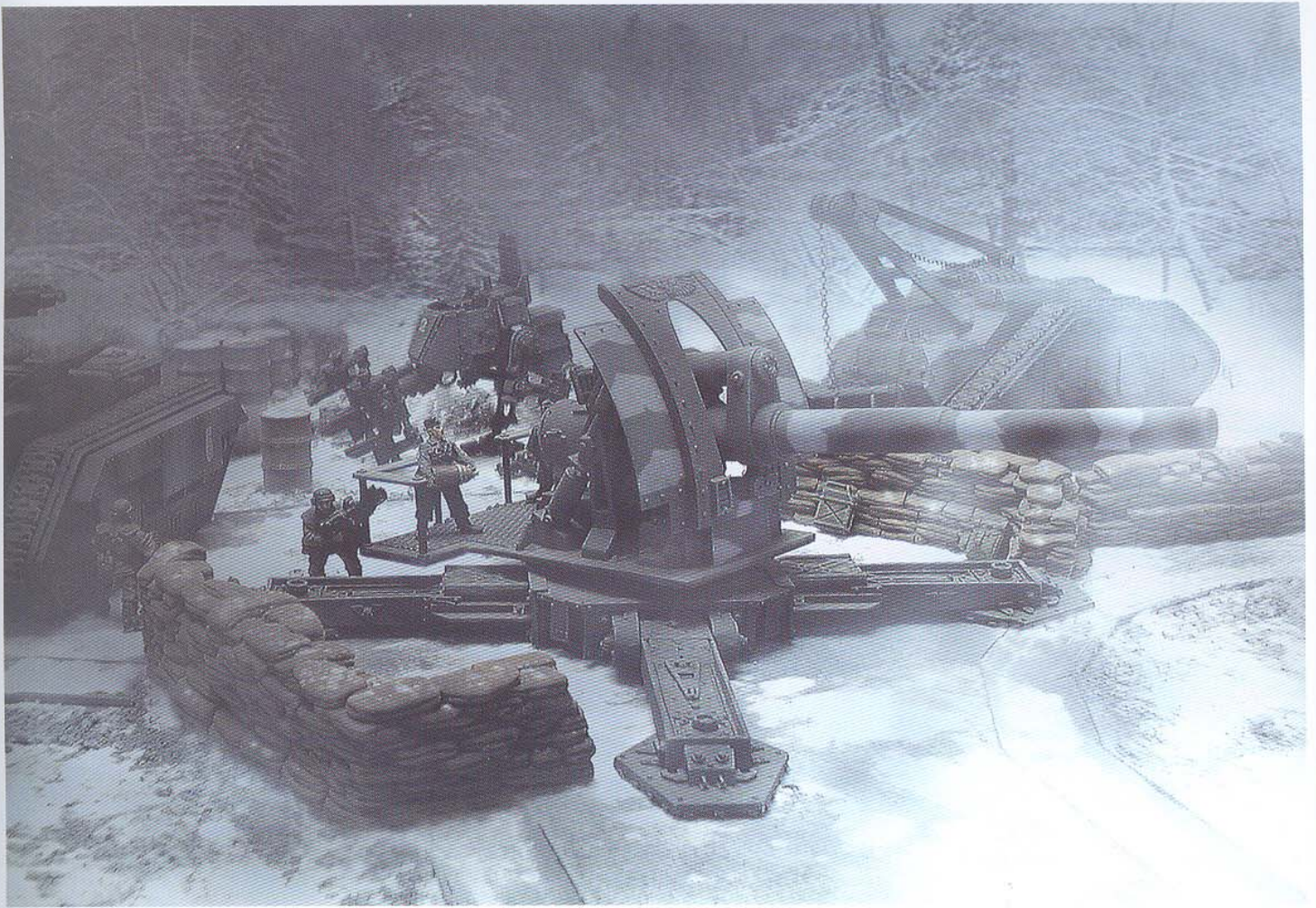


An Earthshaker platform and Trojan towing vehicle of the Tallarn 217th Regiment. Part of the Tallarn garrison force fighting to close the Cursus Portal.



An Earthshaker platform and Trojan towing vehicle of the Cadian 98th Armour Regiment. Luxor Uprising.





## EARTHSHAKER PLATFORM

Thought for the day:  
Losses are acceptable. Failure is not.

	Points	Front Armour	Side Armour	Rear Armour	BS
Earthshaker	75	10	10	10	3

**Type:** Immobile, Open-Topped

**Crew:** Imperial Guard

**Weapons:** The Earthshaker Platform is armed with an Earthshaker Artillery Cannon. It has no other weapons.

**Options:** The Earthshaker Platform may be equipped with the following vehicle upgrades from the Imperial Guard codex: camo-netting, searchlight.

It may be fitted with a carriage allowing it to be towed by a Trojan at +5 pts.

An Earthshaker Platform may take a Trojan towing vehicle for + 45 pts (see Trojan entry).

**Heavy Support:** An Earthshaker Platform is a Heavy Support choice for Imperial Guard Armies.

## SPECIAL RULES

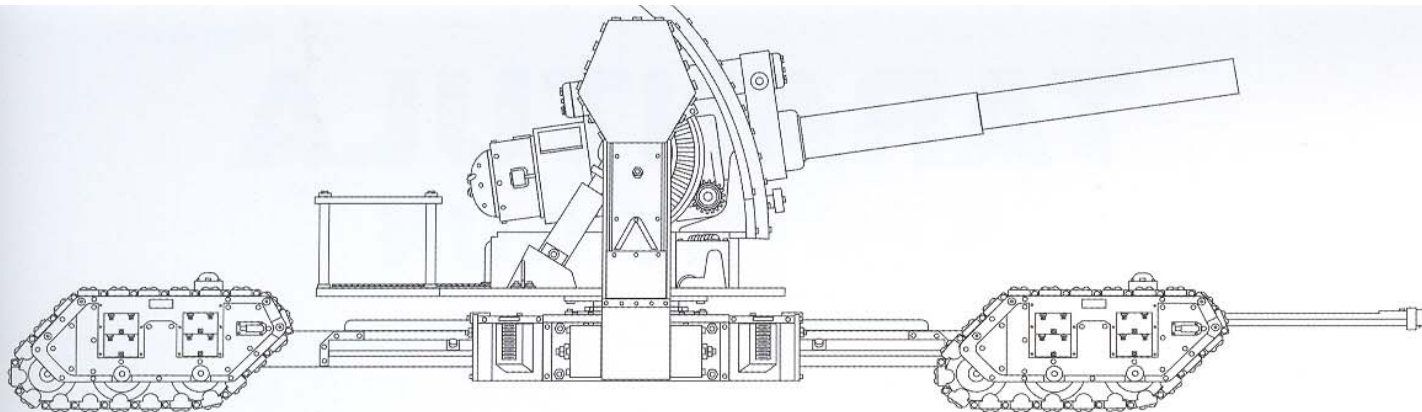
### Earthshaker Cannon

**Range:** 120" **Strength:** 9 **AP:** 3 **Special:** Ordnance 1/ Blast

**Indirect Fire:** The Earthshaker can be modified to fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker Cannon rules, except that they become barrage (i.e Guess range) weapons with a range of 36"-240" (see page 84 of the Warhammer 40, 000 rulebook). Note that the minimum Guess range is 36".

**Immobile:** Once deployed, an Earthshaker platform cannot be moved without being towed.





### HYDRA PLATFORM

	Points	Front Armour	Side Armour	Rear Armour	BS
Hydra	145	10	10	10	3

**Type:** Immobile

**Crew:** Imperial Guard

Thought for the day:  
Let your soul be armoured with Faith,  
driven on the tracks of Obedience  
which overcome all obstacles, and  
armed with the three great guns of  
Zel, Duty and Purity.

**Weapons:** The Hydra Flak Platform is armed with 2 x twin-linked, long-barrelled autocannons on an anti-aircraft mount.

**Options:** It may be fitted with a carriage allowing it to be towed by a Trojan at +5 pts.

A Hydra Platform may take a Trojan towing vehicle for + 45 pts (see Trojan entry).

**Heavy Support:** A Hydra Flak Platform is a Heavy Support choice for an Imperial Guard army.

### SPECIAL RULES

#### Long-Barrelled Autocannon

**Range:** 12-72" **Strength:** 7 **AP:** 4 **Special:** Heavy/2, AA Mount

**Shooting at Aircraft:** See the aircraft rules for shooting at flyers.

### MANTICORE PLATFORM

	Points	Front Armour	Side Armour	Rear Armour	BS
Manticore	110	10	10	10	3

**Type:** Immobile

**Crew:** Imperial Guard

Thought for the day:  
To die without purpose is  
not a service.

**Weapons:** The Manticore Missile Platform is armed with 4 x Manticore Missiles.

**Options:** It may be fitted with a carriage allowing it to be towed by a Trojan at +5 pts.

A Hydra Platform may take a Trojan towing vehicle for + 45 pts (see Trojan entry).

**Heavy Support:** A Manticore Platform is a Heavy Support choice for an Imperial Guard army.

### SPECIAL RULES

#### Manticore Missile

**Range:** 36"-300" **Strength:** 9 **AP:** 2 **Special:** Ordnance 1/ Blast

**Indirect Fire:** The Manticore must fire 'indirectly' in the same way as a mortar or Whirlwind, allowing it to fire at targets it cannot see. Manticores obey the normal Barrage rules. They are Guess range weapons with a range of 36"-300" (see page 84 of the Warhammer 40,000 rulebook). Note that the minimum Guess range is 36".

**Immobile:** Once deployed, a Manticore platform cannot be moved without being towed.

**Towed:** A Manticore platform can be towed into position by a Trojan towing vehicle.

**Ammunition:** A Manticore platform may only fire four times in a game. Each shot represents a single missile firing. Once a Manticore has fired four times, it cannot fire again until re-armed. Re-arming a Manticore is a time-consuming procedure, beyond the scope of a Warhammer 40,000 game.

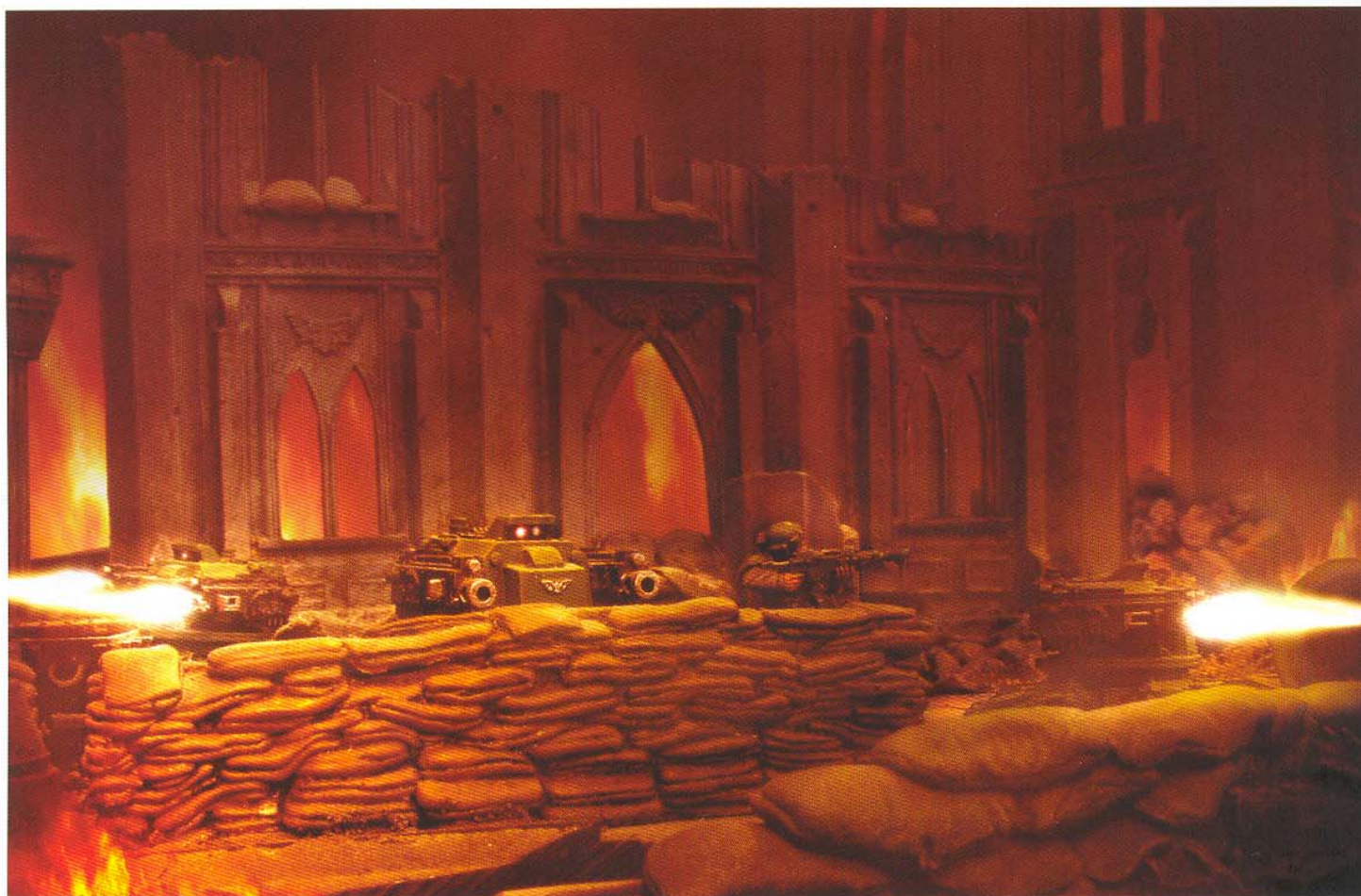






# TARANTULA

## SENTRY GUN



Many veterans refer to sentry guns as 'Tarantulas'; the origins of this name are unknown. Whatever their name, sentry guns are automated weapons systems, utilising simple logic engines and infused with the Machine Spirit to allow them to operate without a controller. Once placed, set and armed the weapon will remain active until it runs out of ammunition or is destroyed.

They are used in a variety of roles, often placed to cover approaches to key positions, such as roadblocks or to defend a perimeter from surprise attacks. They are well liked by the troops, as sentry guns free them from long lonely cold nights on guard duty. The advantage of a Sentry gun is that, unlike normal sentries, they never doze off or reminisce about the girls back home!

There are many types of sentry gun, the most common by far are those equipped with twin-linked heavy bolters or twin-linked lascannons, deployed in anti-personnel and anti-tank roles respectively.

As a relatively light support weapon, Tarantulas can be carried in the back of a Chimera or Rhino and are also often used by Storm Troopers and Drop Troops, rapidly deployed from the rear of a Valkyrie. They can even be

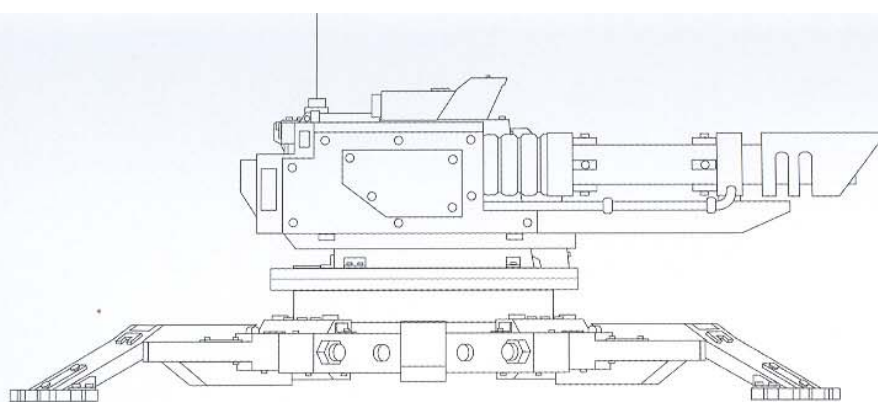
packed in crates and airdropped on a grav-chute into battle zone.

Many Space Marine Chapters also keep a small supply of sentry weapons in their armoury, finding them especially useful for routine guard duties due to their relative lack of manpower.

Other fighting forces of the Imperium also make use of sentry guns of one kind or another. Arbites use them for crowd control and riot suppression as well as for defending their precincts.

Tarantulas are only deployed for static defence, their lack of mobility severely restricting their use during fluid battle





DVLA 6724930



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-4098-TA551

Vehicle Name TARANTULA SENTRY GUN

Forge World of Origin METALICA

Known Patterns I-V

Crew N/A

Powerplant N/A

Weight 1.1 TONNES

Length 5.3 M

Width 5.3 M

Height 1.6 M

Ground Clearance N/A

Max Speed = On Road N/A

Max Speed = Off Road N/A

Main Armament 2 HEAVY BOLTERS

Secondary Armament N/A

Traverse 360°

Elevation 0° TO +70°

Main Ammunition 600 ROUNDS

Secondary Ammunition N/A

Armour

Turret 10 MM

Superstructure 10 MM

Hull N/A

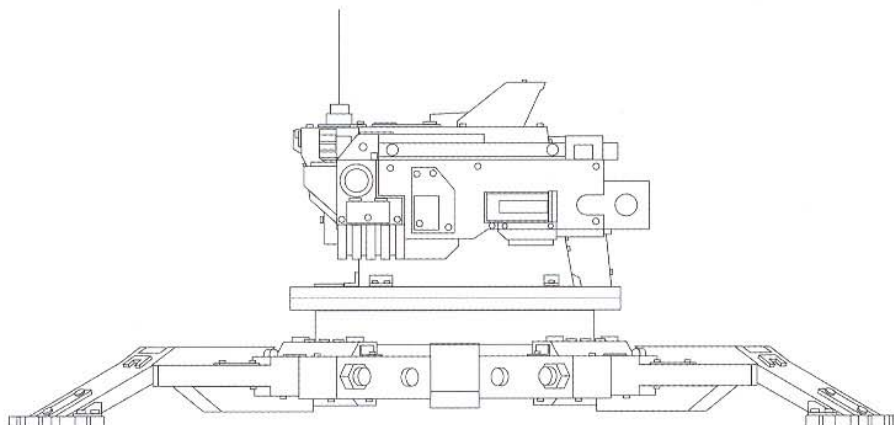
Gun Mantlet N/A

Date 1384411.M38

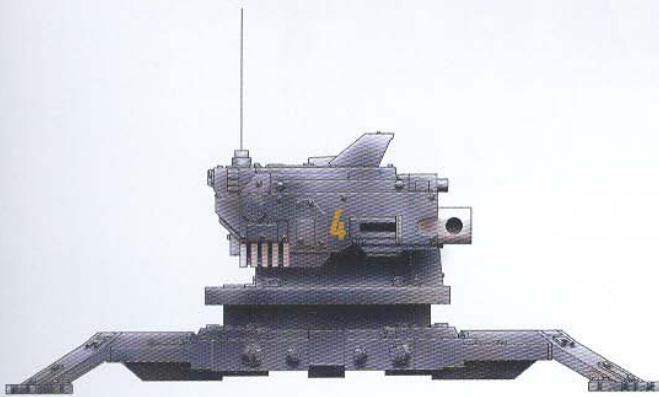
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Magos Fabricator

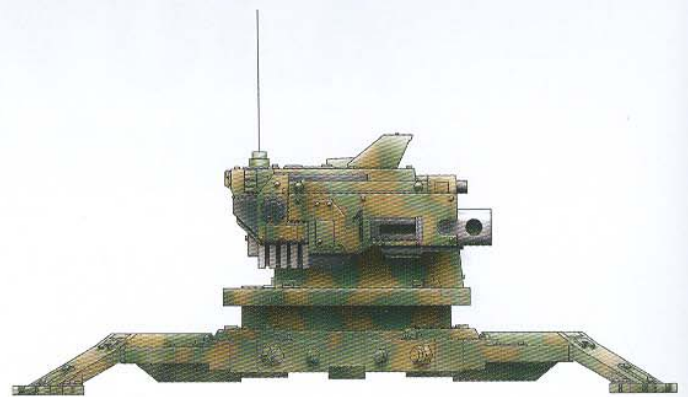
Dominus Ex Machina



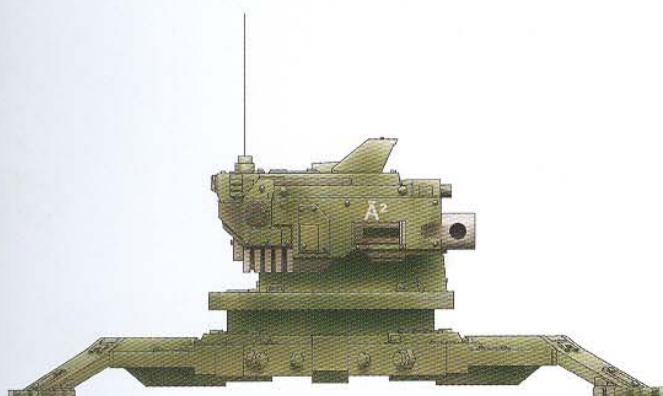




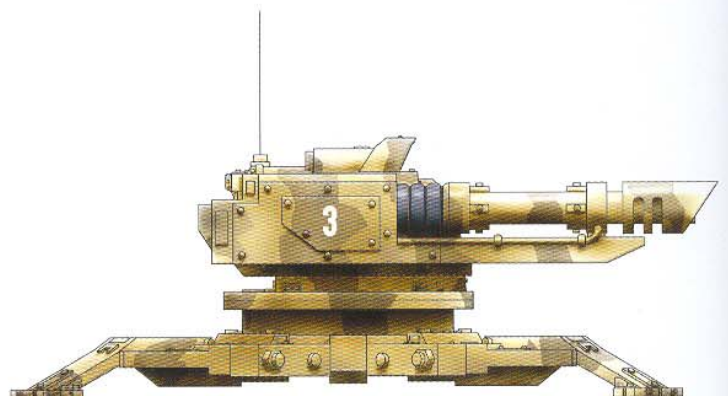
Tarantula sentry gun of the Mordian 16th Armoured Regiment.



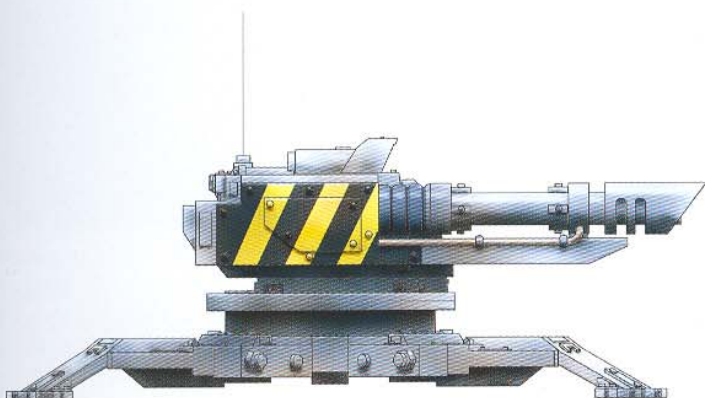
Tarantula sentry gun of the Catachan 18th Regiment 'Swamprats', Koralkal VIII.



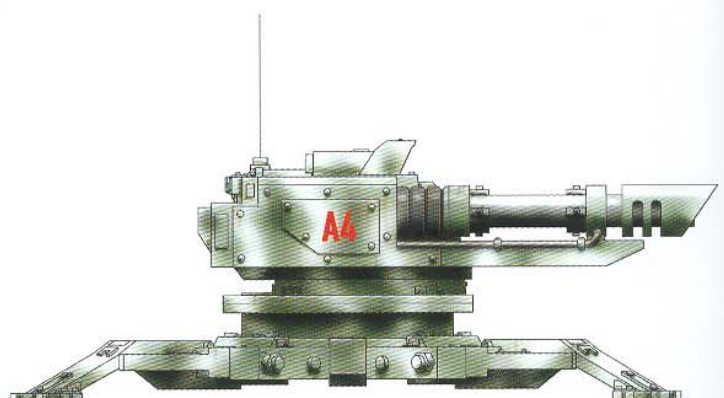
Tarantula sentry gun of the Cadian 98th Armoured Reiment, Luxor Uprising.



Tarantula sentry gun of the Krieg's 28th Armoured Regiment, Galan V Expeditionary force.



Tarantula sentry gun of an unidentified unit. This may be a Adeptus Arbites weapon, clearly marked with warning stripes.



Tarantula sentry gun of the Valhallan 193rd Armoured Regiment, Canaan's World.





### 0-3 SENTRY GUN

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

**Type:** Immobile

**Crew:** None

Thought for the day:  
The truth is terrible to bear.

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

**Options:** Any Sentry gun can replace its heavy bolters with twin-linked las cannons for +10 pts.

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

### SPECIAL RULES

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

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

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

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

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

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

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

**Damage:** As a remote vehicle a Tarantula is destroyed by any glancing or penetrating hit.







# TURRET EMPLACEMENTS



**T**urret emplacements are small strongpoints, mounting a single weapon and crewed by two or three Imperial Guardsmen. They are commonly used to defend important locations, and offer excellent protection for the turret mounted heavy weapon. Many locations require static defences, from star ports, to bridges, to any administratum building, Arbites Precincts or ammunition store, etc. Turret emplacements also form integral parts of defence lines and trench works.

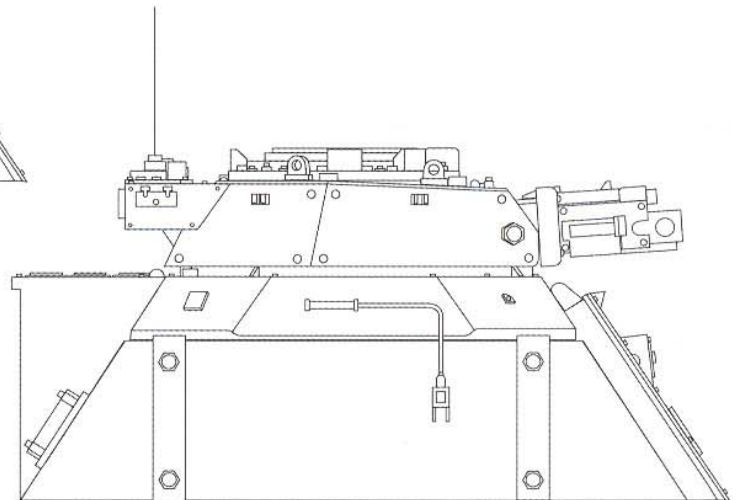
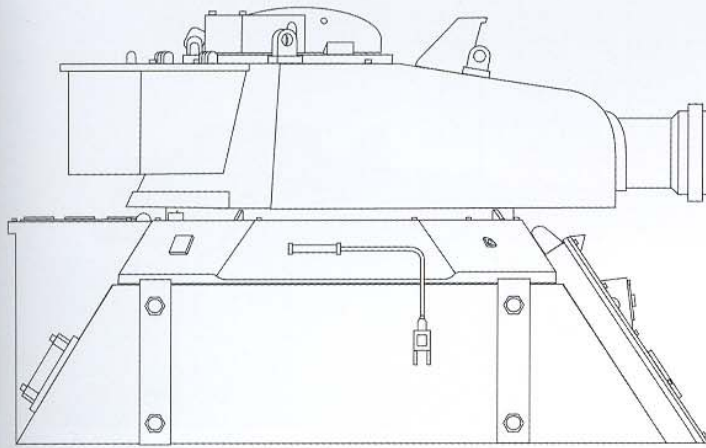
An emplacement is very versatile. It is designed to accommodate the turret of many standard Imperial Guard vehicles, it can be armed with a wide variety of heavy weapons, from the Leman Russ Battle cannon or Vanquisher cannon to Chimera multi-lasers, heavy flammers or heavy bolters. Some have been used to mount Tarantula sentry guns, others have turrets specially manufactured to fit the emplacement, armed with just about any heavy weapon in the Imperium's arsenal.

Within an emplacement conditions are cramped and stuffy. As well as space for manning the turret, below the surface there are also compartments for ammunition stowage, communications equipment, ventilation and air filtration machinery, a generator for internal power and a small living area, used by the crew as a sleeping compartment and for the storage of rations, equipment and personal weapons. These are all underground, reinforced against the impact

of shells on the surface, making a turret emplacement very hard to destroy. Larger batteries of turret emplacements, such as those forming a defence line protecting the approaches to a city or surrounding an important spaceport, can be inter-connected via underground tunnels. Some emplacements have an escape tunnel burrowed into the underground compartments, allowing the crew to evacuate the turret safely in the event of a catastrophic hit.

When sighting an emplacement, a commander must consider several factors. The first is lines of sight, which must be suitable for the weapon mounted. Generally, major landmarks are to be avoided. Situating an emplacement at a crossroads or on a hill top, which might provide excellent fields of fire, will generally make the emplacement vulnerable to enemy artillery fire. Being unable to move, once spotted, an emplacement can be shelled with relative ease. This tactical problem is only compounded by locating emplacements at points likely to draw artillery fire anyway. Another, less obvious, problem to be considered is the ground water level. With most of the emplacements workings underground, a high water level or the likelihood of flooding, will quickly render the position inoperable if it fills with water!





## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



Vehicle Designation 0427-941-4134-TE006

Vehicle Name TURRET EMPLACEMENT

Forge World of Origin ALL KNOWN

Known Patterns I-MXIV

Crew GUNNER, LOADER

Powerplant N/A

Weight 2.5 TONNES PLUS WEAPONS

Length 4.6 M

Width 4.6 M

Height 1.3 M PLUS TURRET

Ground Clearance N/A

Max Speed - On Road N/A

Max Speed - Off Road N/A

Main Armament VARIABLE

Secondary Armament N/A

Traverse 360 °

Elevation VARIABLE

Main Ammunition VARIABLE

Secondary Ammunition N/A

Armour

Turret VARIABLE

Superstructure 160 MM

Hull N/A

Gun Mantlet N/A

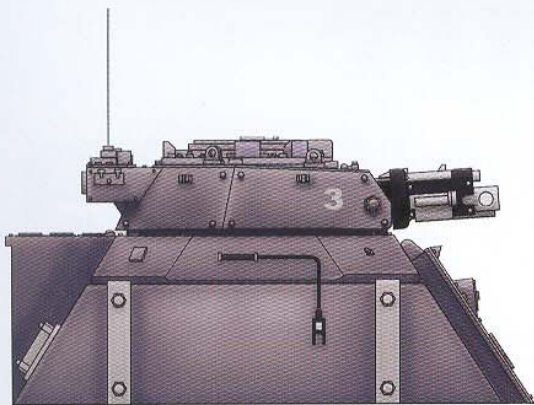


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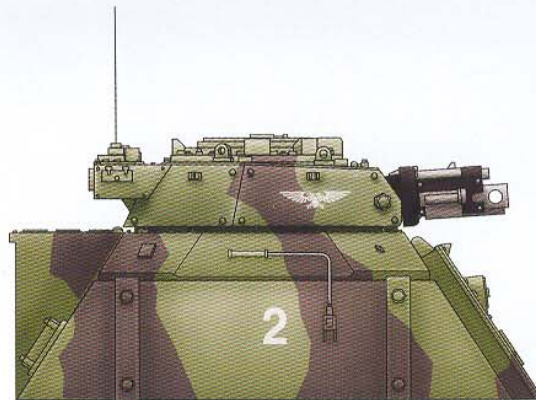
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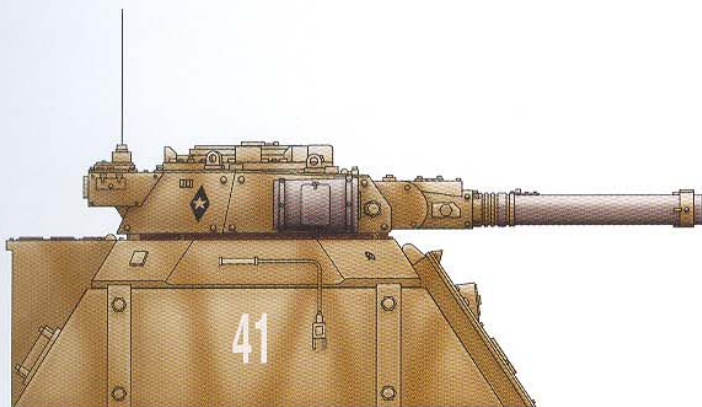




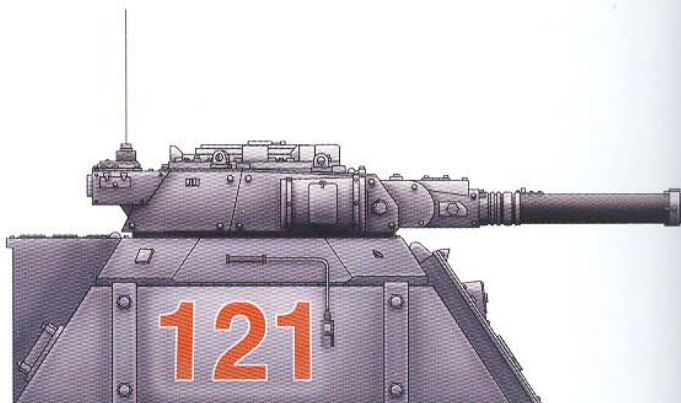
Emplaced Chimera turret with twin-linked heavy bolters.  
Operated by the Mordian 16th Regiment.



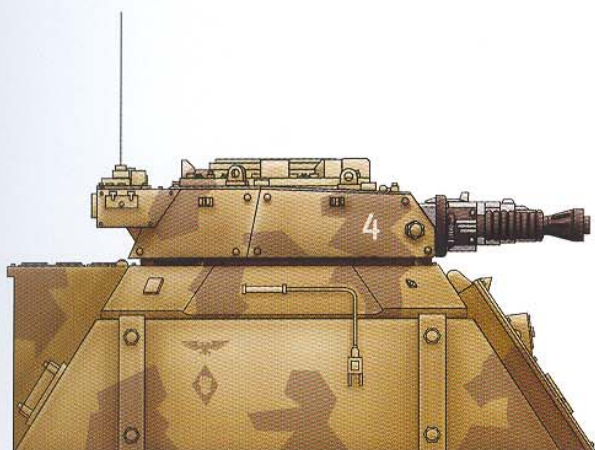
Emplaced Chimera turret with twin-linked heavy bolters.  
Operated by the Arcadian 66th Armoured Regiment. Toal III.



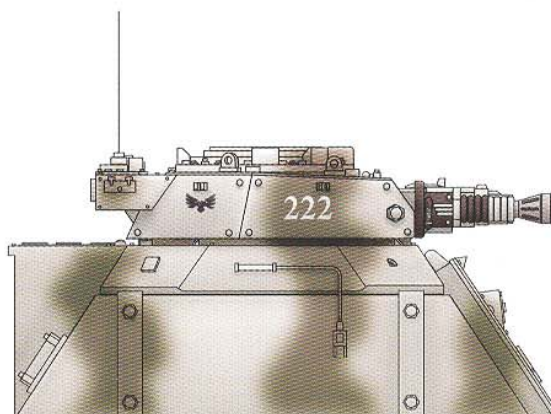
Emplaced Chimera turret with autocannon. Operated by the Balle  
132nd Regiment as part of the defences of Balle Alpha.



Emplaced Chimera turret with autocannon. Operated by an  
unidentified Teutonian Armoured Regiment. Unknown location.

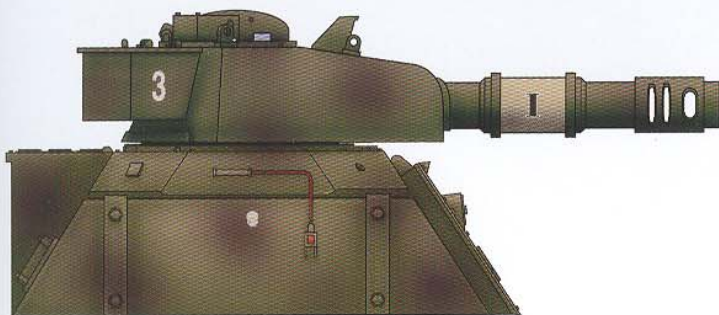


Emplaced Chimera turret with heavy flamer. Operated by Krieg's 28th  
Armoured Regiment, Galan V.

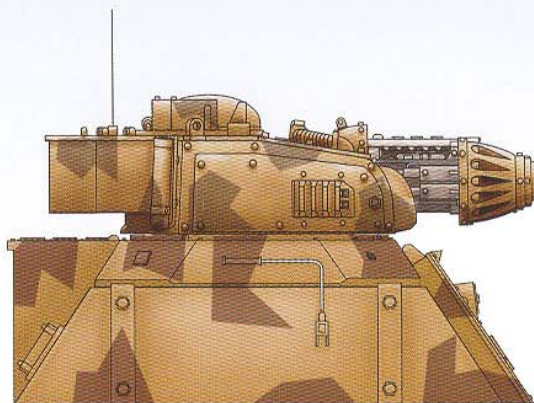


Emplaced Chimera turret with heavy flamer. Operated by the  
Valhallan 193rd Armoured Regiment as part of the Tynari lines,  
Achernar Prime.

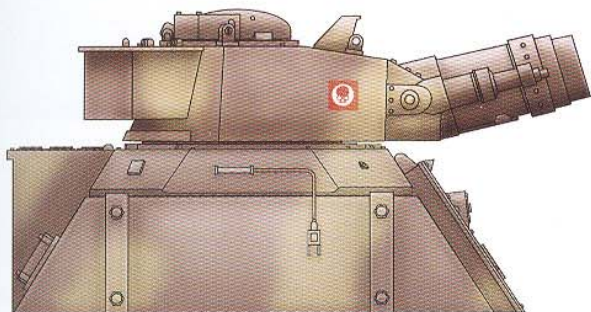




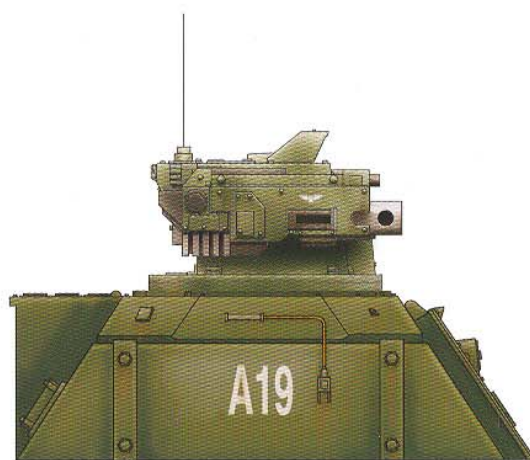
Emplaced Leman Russ turret with battle cannon. Operated by the Magdellan 6th Armoured Regiment, Tsaragrad campaign.



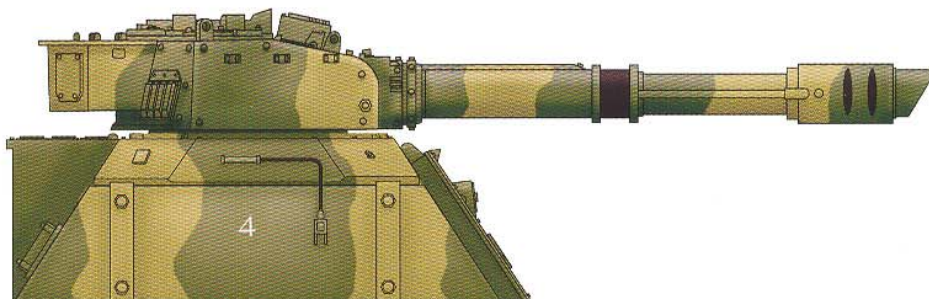
Emplaced Leman Russ Executioner turret. Also operated by the Krieg's 28th Armoured Regiment, Galahad.



Emplaced Leman Russ Demolisher turret. Operated by an Armageddon Steel Legion unit as part of the defences of Hades Hive.

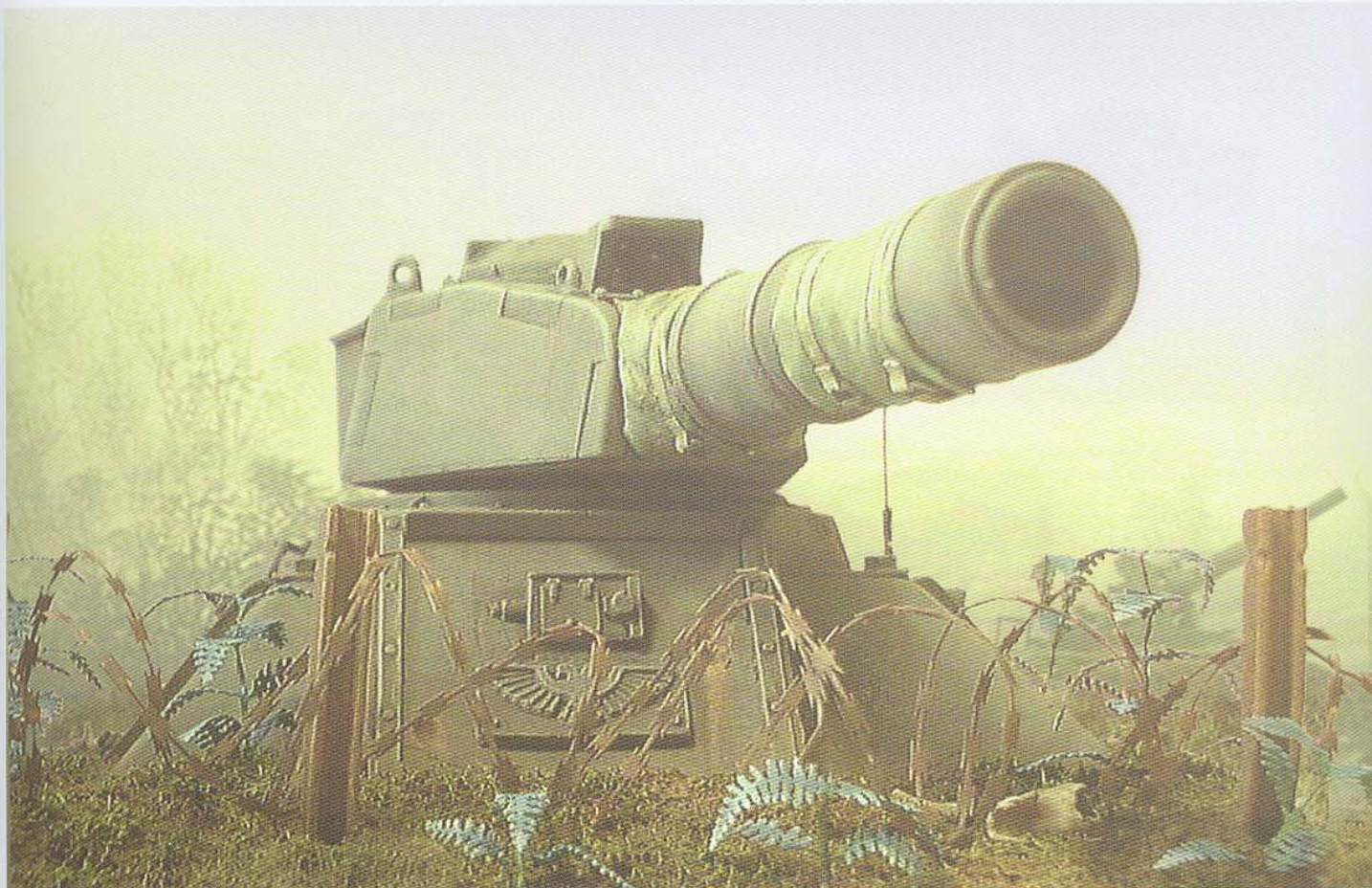


Emplaced Tarantula with twin-linked heavy bolters from an unknown unit.



Emplaced Leman Russ Vanquisher turret. Operated by the Cadian 9th Regiment as part of the defences on Cadia.





### TURRET EMPLACEMENT

	Points	Front Armour	Side Armour	Rear Armour	BS
Emplacement	80+ weapon	13	13	12	3

**Type:** Immobile

**Crew:** Imperial Guard

Thought for the day:  
Your freedom must be bought in the  
currency of toil, tears and blood;  
a price all men can pay.

**Weapons:** The Emplacement must be equipped with one of the following turret mounted weapons: twin-linked heavy bolters +25 pts; heavy flamer +15 pts; battle cannon +50 pts; multi-laser +20 pts; lascannon at +25 pts; autocannon at +20 pts; twin-linked autocannons +30 pts; plasma cannon at +30 pts; plasma-destroyer +45 pts; missile launcher +20 pts; multi-melta +30 pts; Demolisher cannon + 50 pts; Vanquisher cannon +75 pts; Inferno cannon +30 pts.

**Options:** An Emplacement may be upgraded with either of the following vehicle upgrades: camo-netting, searchlight.

**Fortifications:** In any game that the Imperial Guard are allowed to use Fortifications scenario special rules, they may pick Emplacements. Each Emplacement counts as a Troops choice for the points cost given above.

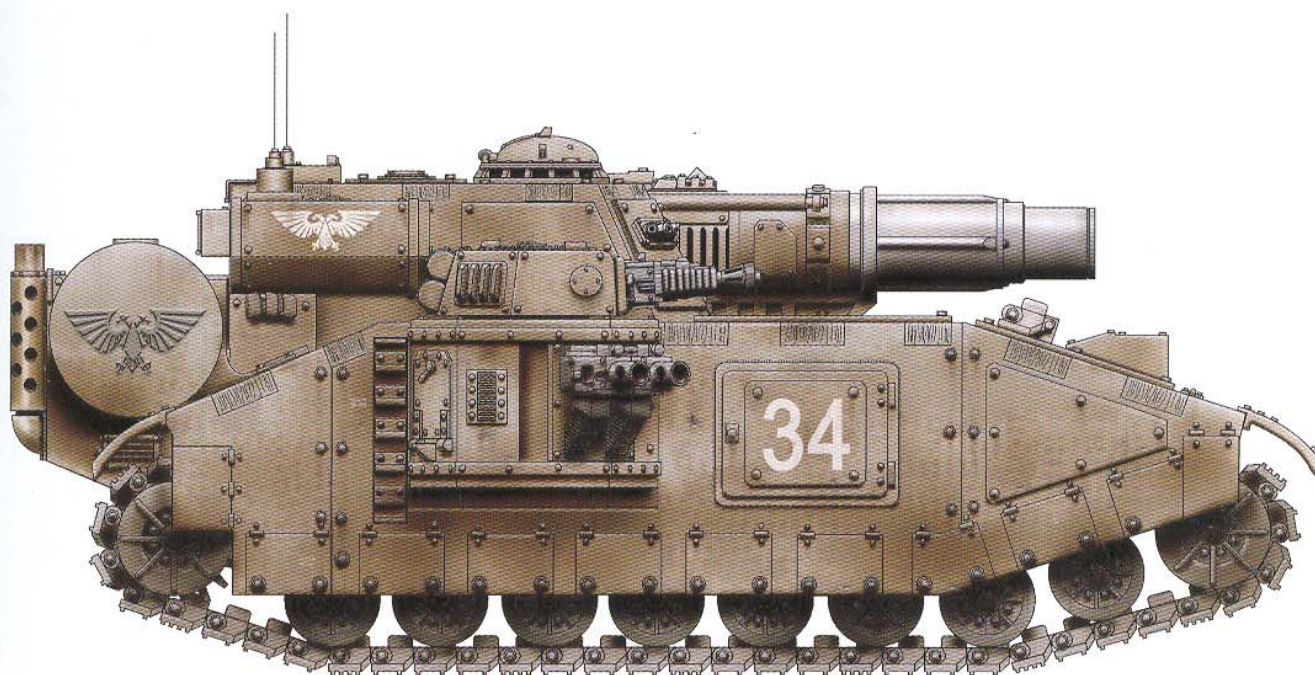
### SPECIAL RULES

**Damage:** Use the Fortifications Damage Table when rolling to damage a Gun Emplacement. In the event of a Collapse result do not roll for the occupants escaping, the crew of the weapon are lost.





# AMMUNITION



Stormsword of the 21st Teutonian Heavy Tank Company.



# AMMUNITION

"The best way of improving a gun is to improve its ammunition."

**High-Magos Hieronymous,  
Arch-heretic of Artemia Majoris.  
Terminated on request of the Fabricator-General.**

In an age of laser, plasma and melta weapons, the vast bulk of the Imperial Guard still rely on projectile weapons, firing high-explosive ammunition, to wage war and win battles. The well-known and simple principles behind this time-honoured method of delivering death to Mankind's foes are the main reasons for this.

Imperial Guardsmen are drawn from a wide range of societies and cultures. Many (most would say the best), come from violent backgrounds, such as hive gangs or penal colonies. Others come from feral worlds, primitive tribesmen and savages, barely evolved beyond the stone age. Once recruited and indoctrinated, all these guardsmen must be trained to fight with the same arsenal of weapons. The weapons must be robust, easy to use and maintain, and simple to make and mass-produce. Whilst more complex weapons, such as plasma guns, are employed, it is in far smaller numbers. Conventional projectile weapons such as battle cannons, demolisher cannons, earthshakers and autocannons fulfil all these criteria and remain efficient and deadly.

For battlefield effectiveness, the Imperial Guard rely upon simple principles to deliver high-explosive to a target. Ever has it been, and ever will it be, whilst the Adeptus Mechanicus holds sway. There is no need for advanced or sophisticated weapons when it comes to the Imperial Guard's method of waging war. Brute force, more men and more guns is the strategy relied upon by the Imperium. It has not failed in 10,000 years.

The development of new ammunition for these 'battle-cannons' (sometimes used as a general term for large calibre projectile firing weapons) would be a long and difficult process for the Adeptus Mechanicus. The sophisticated knowledge of matters such as metallurgy, chemistry, physics and ballistics are the premise of the Adeptus Mechanicus Magos. Each Magos is a master of his subject, but few have all the knowledge needed for the complex requirements of making ammunition. Instead, the Adeptus Mechanicus rely upon tried and tested techniques handed down through the years, methods that have always worked and never changed. Simplicity of production, to meet the huge demands placed on ammunition manufacture by the Departmento Munitorum, is always the highest priority. Countless millions of guns, spread across the galaxy, must be constantly supplied with ammunition. The production lines of every Forge World never stop. They produce a never-ending stream of shells and bullets for transportation to far flung war zones. Though there are many different types, each is relatively easy to make.

Most explosive battle cannon shells, of whatever type, have many common features.

**Ballistic cap.** This is not a hardened armour-piercing cap, but is only added to improve the in-flight ballistics of the shell, making it more accurate.

**Fuse.** This detonates the explosive material inside the shell. Usually the impact, either with the target or the ground, will cause the fuse to detonate. Timed fuses and delay fuses can also be used.

**Explosive material.** The commonest high explosive used is called Fyceline, although other explosive compounds and chemicals are known. The explosive is the shell's main destructive force, fragmenting the casing into shrapnel and causing a sudden, potentially lethal, pressure difference at detonation.

**Shell casing.** This is the main body of the shell, which is designed to fragment into sharp, jagged shards of metal upon detonation. These pieces of shrapnel fly out in all directions at high speed, causing great damage.

**Propellant charge.** This is the powder that, when ignited, burns with such ferocity that the very rapid pressure build-up of gases behind the shell propel it forwards, along the barrel at high speed. Obviously, heavier shells require more energy to move and thus more propellant to burn to create this energy.

**Tracer.** This is an aid to accuracy. The tracer is a brightly burning chemical mounted in the rear of a shell. It allows a gunner to see the shell's flight towards the target, helping him to see if he has hit the target and adjust for subsequent shots. When fired, a shell with a tracer is nothing more than a speeding dot of light but without it, the shell would be invisible.

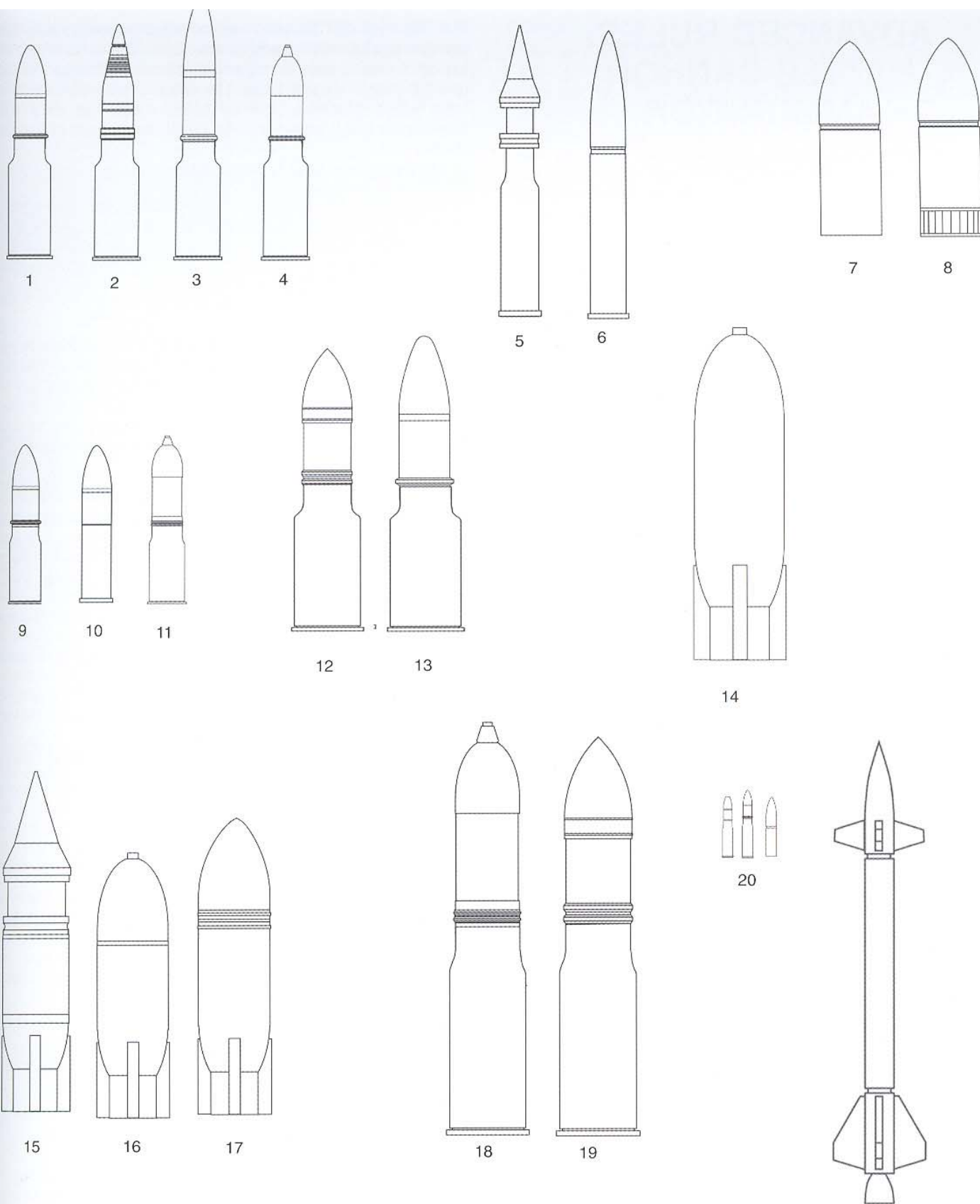
Some ammunition is rocket assisted, notable in the Baneblade's main battle cannon and 'bolter' weapons. Rather than relying upon a separate propellant charge the ammunition itself contains a miniature solid-propellant fuelled rocket. The propellant is shaped in such a way as to control the time and rate of burning, and hence the thrust and duration of the rocket. The resulting accuracy and range of the ammunition are impressive, and far more efficient in its use of propellant than the conventional firing method.

One drawback of rocket assisted ammunition is that, confined inside a barrel, the rocket blast creates over-pressuring problems, variously causing the barrel or the shell to deform, severely upsetting the shell's flight characteristics or, at worst, bursting the weapon's barrel. This problem can be alleviated by venting ports. In the Baneblade, this involves a double sleeve for the gun barrel, with venting ports around the muzzle. When ignited the rocket gases are directed into the outer sleeve and thus escape from the muzzle end of the gun. The shell exits under its own blast pressure and subsequent 'booster' burns maintain the shell's speed and range. Each booster burns out and ignites the next 'burn' before falling away. The shell is stabilised in flight by rear mounted fins.

Some bolter rounds use a combination of both systems to good effect, drastically reducing recoil whilst maintaining the range and accuracy of 'the bolt' and alleviating the need for fin-stabilisation. As a personal weapon, a standard bolter has no need to maintain the long range of a Baneblade's battle cannon.

Similar rocket assisted ammunition has been used to increase the range of artillery shells in Earthshaker platforms and Bombards, but are generally thought to be too complex to waste in sustained artillery barrages.





1. Lemman Russ High Explosive shell.
2. Lemman Russ Infernus shell.
3. Lemman Russ Anti-Tank shell.
4. Lemman Russ Smoke shell.
5. Vanquisher Anti-Tank shell.
6. Vanquisher High Explosive shell.
7. Earthshaker High Explosive shell.
8. Earthshaker Illumination shell.
9. Conqueror High Explosive shell.
10. Conqueror Anti-Tank shell.
11. Conqueror Augur shell.

12. Vindicator Siege shell.
13. Demolisher Siege shell.
14. Medusa Siege Mortar shell.
15. Baneblade, rocket assisted Anti-Tank shell.
16. Baneblade, rocket assisted Siege shell.
17. Baneblade, rocket assisted High Explosive shell.
18. Macro-cannon High Explosive shell.
19. Macro-cannon Armour Piecing shell.
20. Various Autocannon rounds.
21. Hunter-Killer missiles, Voss pattern Mk9.



# ADVANCED RULES: BATTLE CANNON AMMUNITION

These are some optional rules which you may like to try with your Imperial Guard tanks, and whilst they add a little detail and a small amount of book keeping to games of 40K I have found them to add an enjoyable and characterful extra dimension to tank combat.

Whilst the current ordnance rules cover big guns just fine, I wanted a little more detail. I fully realise that players will only really be interested in these rules if tanks are a major part of their games.

The starting point for these rules were the Vanquisher rules for Anti-tank shells, I have just expanded on these, and included some limitations on tanks by way of ammunition expenditure. You'll have to keep note of which tank fires which shell, but the pleasure of issuing "Gunner, traverse right. One round HE. Lay-on...fire!" orders is worth the effort.

These rules can be used for the following vehicles, whether loyalist or traitor: Leman Russ, Demolisher, Vanquisher, Conqueror, Thunderer, Medusa, Baneblade, Basilisk, Griffon, Stormsword and Earthshaker cannons.

Also Space Marine Vindicators and Chaos Defiler. Looted Ork vehicles can also use these rules, but Orks cannot take specialist or rare shells. Very keen Ork players might like to consider replacing battle cannons on looted vehicles with their own Kannons.

If you use these rules then they entirely replace the current ordnance rules for battle cannons and the like.

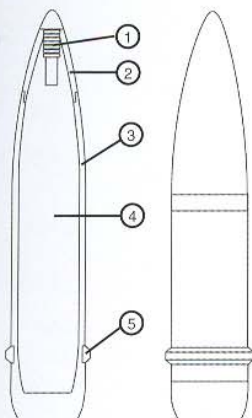
## AMMUNITION TYPES

These rules split battle cannon ordnance shots into different types of ammunition.

### HIGH EXPLOSIVE SHELLS

A High Explosive shell (HE for short) is the standard explosive round. The shell has a thin walled case, inside which is an explosive charge with an impact fuse which detonates the explosives when it hits a target or the ground. The explosion shatters the case, sending sharp, jagged, red hot metal shrapnel fragments flying in all directions at high speeds. The explosion also causes a blast shockwave, the sudden pressure difference being lethal to those close by.

Because a HE shell does not require a high velocity to penetrate armour it does not require a large propellant charge with the shell, leaving more space for explosives. A HE shell will also be fitted with a pointed ballistic cap, not for armour penetration but to improve in-flight ballistics and hence the shell's accuracy.



**LEMAN RUSS Mk3 G4  
HIGH-EXPLOSIVE ROUND**

1. Impact Fuse
2. Ballistic Cap
3. Case
4. 'Fyceline' explosive material
5. Driving band, spins shell through barrel rifling.

The HE shell can be used against most targets, but is most effective against infantry and light vehicles. The sheer size of the explosion can damage armoured vehicles, break tracks, damage running gear or engine parts. The external blast can affect the crew within, stunning or even killing them, but HE's main drawback is that it lacks the direct penetrating power of anti-tank shells.

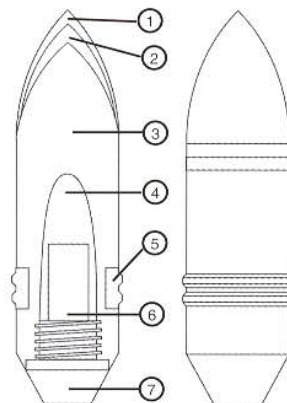
### Rules

When firing a HE shell use the vehicle's standard weapon statistics (so a Leman Russ Battle Cannon HE shell is Str 8, AP 3, Ordnance 1/Blast). When rolling to penetrate armour roll 2D6, but you must choose the lowest result. Use the Ordnance table when rolling for damage.

### ANTI-TANK SHELLS

The anti-tank or armour piercing shell (AT or AP for short) is used against hard targets, such as enemy tanks or bunkers. The anti-tank shell is a solid round with a hard adamantine tip. Over this a tip a soft metal cap is added. This cap melts on impact, creating a 'sticking' effect, which helps prevent the following adamantine tip from glancing off sloped armour or breaking up on impact.

Some AT shells also contain a small high-explosive charge and will explode on penetration, aiding secondary damage within a target. Most AT shells do not contain explosives and rely upon sheer velocity (kinetic energy) and the heat of impact to punch through armour. Such is the violence of the impact that a penetrating hit will send shrapnel and molten metal spinning through the target's interior, doing terrible damage to the crew and interior workings. To generate enough kinetic energy for the kill, an anti-tank shell must be fired at very high speeds, requiring a large propellant charge.



**LEMAN RUSS Mk12-G4  
ANTI-TANK ROUND**

1. Soft metal cap
2. Adamantine tip
3. Penetrating projectile
4. Small explosive charge
5. Driving band
6. Fuse
7. Tracer, allows spotting whilst shell is in flight.

### Rules

An anti-tank shell uses the vehicle's standard weapon stats, but has no Ordnance blast template. When firing an anti-tank shell, shots use the crew's BS rather than rolling the scatter dice. If a hit is scored, roll two dice to penetrate armour and choose the highest.

Use the Ordnance table when rolling for damage.

An anti-tank shot can be fired at an individual target. Any hit uses the weapon's STR to roll to wound as per a normal weapon.

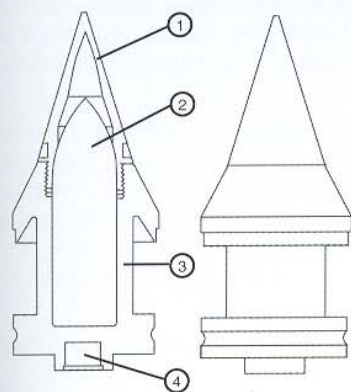
### VANQUISHER ANTI-TANK SHELLS

This is an advanced version of the basic anti-tank round. Also called sub-calibre munitions, high velocity anti-tank shells or 'Vanquisher' shells (because they are only fired by the Leman Russ Vanquisher tank). A Vanquisher shell is a solid dart of super dense metal contained within a lightweight exterior 'shoe' or case. The dart is only about a third of the calibre of the actual shell (hence sub-calibre). Once fired, the case will drop away leaving just the speeding dart.

The Vanquisher shell is fired by a super charge of high energy



propellant powder to generate increased velocity down the Vanquisher's long barrel. The combined effect of the heavy dart and high velocity creates massive kinetic energy upon impact. A Vanquisher round is capable of penetrating any known armour.



**LEMAN RUSS Mk1-S8  
VANQUISHER ROUND**

1. Ballistic Cap
2. High density armour piercing core
3. Mild steel case
4. Tracer

#### Rules

Use the same rules as for anti-tank shells, except when rolling to penetrate - roll 2D6 and add the scores together.

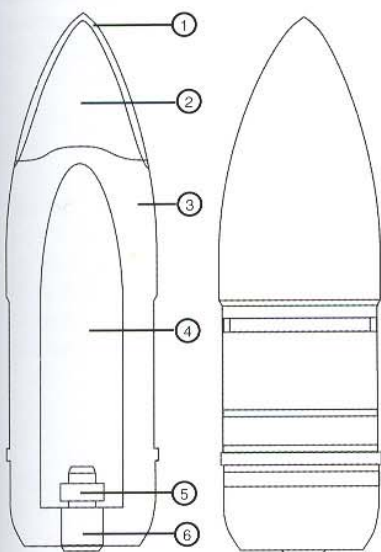
#### SIEGE SHELLS

These large shells are only issued to specialist 'siege' vehicles, such as the Demolisher. They combine the technology of the Anti-Tank and High-Explosive shells into one round.

Siege shells have the armour piercing tip and heavy case of an AT shell, but also contain a large charge of high explosives within. This explosive is fused to exploded micro-seconds after impact, allowing the armour piercing tip to penetrate through a building or bunker wall before the shell explodes inside, doing maximum damage to the structure and anybody inside!

To achieve a high enough velocity for penetration, a Siege shell must have a large propellant charge to fire it. The combination of heavy case, large amount propellant and high explosive within one shell means it must be large and heavy, and siege cannons are invariably of a large calibre. The weight and size of the shell means it rapidly becomes inaccurate over longer ranges. This is balanced by their devastating effects at close quarters.

A drawback of such large shells is the space they take up within a vehicle, significantly reducing the ammunition capacity of specialist siege vehicles. Whilst most effective against bunkers and buildings siege shells are easily capable of destroying armoured vehicles at close range.



**DEMOLISHER Mk4-M  
SIEGE SHELL**

1. Ballistic cap
2. Hardened armour piercing tip
3. Heavy case
4. Explosive charge
5. Delay fuse
6. Tracer

#### Rules

Use the standard Ordnance rules for Siege shells. Roll to hit with the Scatter dice. Roll 2D6 and choose the highest to penetrate armour, and roll on the Ordnance table for damage. When rolling to penetrate buildings or bunkers, roll 2D6 and add the results together.

#### SPECIALIST SHELLS

##### ILLUMINATION SHELLS

Illumination (Illum or Flare shells for short) are fired at night to light up a battlefield and allow other vehicles to find enemy targets. Once fired high into the sky, they burn slowly, drifting down to earth on a parachute whilst burning brightly. Illumination shells are general fired by artillery or mortar units, but versions are manufactured for tanks involved in night actions.

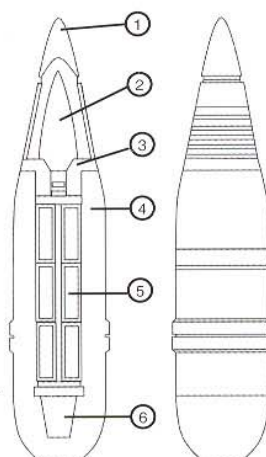
#### Rules

If any vehicle fires an Illum shell then for the rest of the Shooting phase, any unit on the table can re-roll their Night Fighting roll for targeting the enemy. They must accept the second roll even if it is worse than the first.

Of course a lighter battlefield for one side is also a lighter battlefield for the other. Your opponent may also re-roll Night Fighting targeting dice in his next Shooting phase.

##### INFERNUS SHELLS

Also referred to as Phosphorine, Incendiary and Thermite shells. Inferno shells work on a similar principle to HE shells, except instead of explosives, the interior of the shell is filled with a combustible substance, such as oxy-phosphur gel, white phosphorous or thermite. This instantly burns, setting the target on fire.



**LEMAN RUSS Mk7-G4  
INCENDIARY ROUND**

1. Ballistic cap
2. Penetrating warhead
3. Remote tube
4. Casing
5. Incendiary material
6. Propellant (for scattering incendiary material)

#### Rules

An Inferno shell has the same effects as a High Explosive shell, except any infantry unit that is hit must make an immediate fall back move, just as if it had been hit by a Hellhound's Inferno cannon.

##### SMOKE SHELLS

Sometimes used instead of vehicle mounted smoke launchers, a smoke shell can be fired to hide a vehicle from enemy fire or create a smoke screen.

#### Rules

Choose a friendly unit visible to the firer to protect with a smoke screen. The smoke shell provides a friendly unit with a 5+ cover save. Place some cotton wool in front of the unit to represent the smoke screen. The unit protected by a smoke screen cannot fire through it themselves. If the smoke shell is fired to hide a vehicle, then it counts as if it had used smoke launchers, any hits are glancing hits.



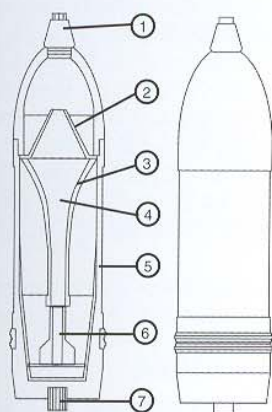
## RARE SHELLS

Rare shells must be bought and paid for before the game like a vehicle upgrade. An army may never include more than one rare shell.

### AUGUR SHELL

Developed on Gryphon IV specifically for the Conqueror cannon, the Augur shell was an attempt to up-gun the lighter Conqueror cannon when faced by heavy enemy armour or fortifications. It is another variation of the common high explosive round. The warhead consists of a soft explosive in a thin shell that is designed to open on impact, spreading the explosive over the target's surface for a short microsecond delay before the base-mounted fuse detonates it. This causes cratering and cracking on the outer armour. On the inside of the tank, however, the blast often causes some of the interior layers of armour to break off and ricochet around inside the vehicle. This will kill or wound any occupants, and can also disable controls and instruments, making the vehicle inoperable.

It was not regarded as a success and few shells are produced now.



CONQUEROR Mk2-G4  
AUGUR ROUND

1. Impact detonator
2. Directional cone
3. Steel funnel
4. Explosive charge
5. Thin casing
6. Secondary detonator
7. Tracer

#### Rules

An Augur shell should be treated as a High Explosive shell, but instead of using the Ordnance blast marker, use the smaller blast marker. Roll to penetrate as for High Explosive and use the Ordnance table for damage. Any vehicle or building hit by an Augur shell permanently reduces its Armour value on that facing by -1 for the cracking and cratering.

Only a Conqueror can fire Augur shells. One Conqueror may take 0-1 Augur shell for +10 pts.

### HUNTER SHELL

Once the cutting edge of battle cannon technology, the Hunter shell was developed on Tigrus and only ever produced on that Forge World. The knowledge of its construction was lost with the Forge World's capture by Orks. A few shells are occasionally found in storage and issued, but the vast majority of tank crews will never see a Hunter shell, let alone fire one.

The Hunter shell is blessed by the Machine Spirit and contains a small logic-engine, similar to that in a hunter-killer missile, which directs the shell after firing. Upon locking onto a target, it will track its movement. Just before impact the shell will rise up, and drop down on top of the target, hitting its thinner top armour.

#### Rules

Roll to hit and penetrate as with a basic anti-tank round. All rolls to penetrate should be made against the targets rear armour value (actually the top). If the vehicle has siege armour then roll to penetrate against the side armour value. Only a Leman Russ or Leman Russ Vanquisher can fire Hunter shells. One tank may take 0-1 Hunter shell for +20 pts.

## OPTIONAL RULES: AMMUNITION CAPACITY

Tanks only have a limited storage area for ammunition. Once it is fired, they must withdraw to re-arm or call for a supply vehicle to bring up ammunition.

Each vehicle is rated with an ammunition value, this is the total number of shells, of all types, it can carry. The number given is an abstraction based on the vehicle's actual capacity rather than the actual number of shells.

The different ammunition types available to a vehicle are shown on the table below. Those marked with a Y are always available. Those marked with a - are never available. Those with a number show the dice roll that must be made to be equipped with a single shell of that type. Only roll once for each shell type. If a specialist shell is unavailable then a standard round must be taken instead.

In the Shooting phase declare which type of shell is being fired before rolling any dice.

Tank	Ammo	HE	AT	Vanq	Siege	Infernus	Smoke	Illum
Leman Russ	8	Y	Y	-	-	5+	4+	4+
Demolisher	6	-	-	-	Y	-	-	-
Conqueror	9	Y	Y	-	-	-	4+	4+
Vanquisher	7	Y	-	Y	-	-	-	-
Thunderer	5	-	-	-	Y	-	-	-
Medusa	4	-	-	-	Y	5+	3+	5+
Griffon	8	Y	-	-	Y	6+	2+	2+
Basilisk	5	Y	Y	-	-	6+	2+	2+
Earthshaker	D6+2	Y	Y	-	-	6+	2+	2+
Baneblade								
B' Cannon	6	Y	Y	-	-	5+	4+	4+
Demolisher	5	-	-	-	Y	-	-	-
Stormsword	6	-	-	-	Y	-	-	-
Vindicator	6	-	-	-	Y	-	-	-
Defiler	8	Y	Y	-	-	4+	-	-

#### Example 1: Arming a Leman Russ

A standard Leman Russ has an ammunition capacity of 8 rounds. The player decides to take 4 HE shells, 2 AT shells, an Inferno shell and (thinking he might end up playing a Night Fight mission) an Illum shell. Rolling for the Illum requires a 4+ which he passes, but needing a 5+ for the Inferno shell he fails. Instead of the unavailable ammunition he takes another AT shell instead, giving this tank the following ammo: 4 HE, 3 AT and 1 ILLUM. He notes this down and crosses off shells as he fires them.

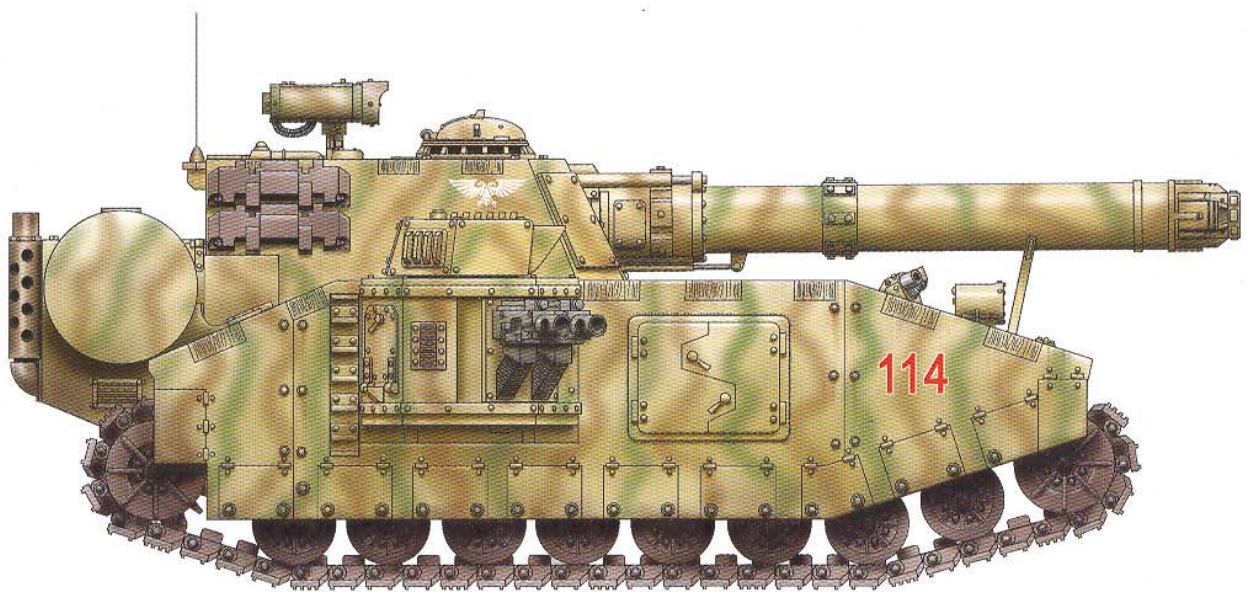
#### Example 2: Arming a Vanquisher

A Vanquisher has an ammunition capacity of 7 rounds, but can only take HE or Vanquisher shells. The player decides to take 2 HE shells and 4 Vanquisher shells. This leaves him a single shell, which he spends the extra 25 points to buy a Hunter shell. He has now bought the only rare ammunition choice allowed for his army. He notes down what ammunition his tank has and crosses them off as he fires them during the game.





# IMPERIAL GUARD TANK ACES



Shadowword of the 1st Krieg's Armoured Regiment, Atria Wilderness Campaign



# MAXIMILLIAN WEISEMANN

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

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

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

As a commander, Weisemann was a stern and unforgiving man. He demanded strict discipline from his crew and men. His tank crew observed morning and evening masses and the machine spirits of the vehicle were venerated daily. His crew lived by a rigid routine of prayer, maintenance and training. He pushed his men so hard on training exercises that they claimed battle was easier! Despite the rigid discipline, all his crew worshipped him. They knew that with Weisemann in command they would ultimately triumph, and so it was for over 40 years

## DEATH RIDE OF '212' ARETHUSA

Weisemann's illustrious career ended on Colonia. Today a shrine to him stands on the location of his final battle. Imperial Guard forces of the 7th Mortant regiment were fighting the Ork forces of Warlord Gharag Badtoof, whose warband had recently breached the defensive line along the Cambria river and established a bridgehead. Ork reinforcements were swarming across the bridge in preparation for a breakout.

Weisemann and his crew moved into the line supporting the 7th Mortant, as part of the holding force. His tank was the first of his company to arrive and was positioned blocking the main road from the bridge. On the first morning, a scout reported that Ork battlewagons and



buggies were massing on this side of the river for an attack. Rather than await the arrival of the rest of his company, Weisemann decided to strike first before the Orks amassed enough strength to smash the thinly spread defensive line.

The morning fog was thick in the river valley as he and his crew mounted the tank and started its massive engines. Arethusa rumbled into the fog along the main road alone.

The Orks were caught totally by surprise. The distant sound of the engine was dampened by the fog and drowned by their own revving motors. The first they saw of Weisemann's attack was the armoured prow of his Baneblade emerging from the mist just 30 metres away. Weisemann ordered Durann, the main gunner, to target the battlewagons, whilst the sponson heavy bolters raked the dismounted and disorganised crews. The first round tore a battlewagon turret clean off its turret ring, the second shell exploded the next wagon's ammunition, sending a fireball high into the sky. Orks scattered and raced to man their vehicles, buggies and bikes roared into life, only to be



silenced by the sweeping fire of Weisemann's heavy bolters and lascannon. Weisemann rolled directly into the confusion, directing the engagement from his turret hatch. The Orks broke and fled before his onslaught.

His tank cleared the road, leaving three battlewagons and eight buggies or wartraks wrecked in his wake. At this point many would have considered this a good day's work, but Weisemann realised that if he could get to the bridge itself he could cut off the Orks only line of retreat, then a general attack could wipe them out and re-establish the defensive line on the river.

Ordering his driver to full speed, Weisemann's tank rumbled on towards the bridge into the heart of the Ork force. Tech Adept M'Gala prayed to the Machine Spirit as he pushed the engine to its maximum 25 kilometres per hour. As Weisemann rolled down the road, Ork vehicles and squads would suddenly appear from the fog, only to be destroyed by the fire of Arethusa's cannons. But the tank's slow advance gave the Orks time to react and regroup, and Warboss Badtoof amassed his forces at the bridge to meet the attack.

The fog was starting to lift as Weisemann watched the bridge through his scanner. He could see swarms of greenskins running across and taking up defensive positions behind the sandbags left by the defenders. More buggies and battlewagons also waited.

Loader Orel reported the main gun ready for firing and the gunner laid his sights on the first battlewagon. The gun's massive discharge instantly revealed the Baneblade's position and the Orks returned fire, blazing away with every weapon they had.

Ducking inside the turret, Weisemann ordered the tank forward. Loader Orel reported he was down to just seven rounds of ammunition for the main battlecannon, but Weisemann pressed on. Ork shells broke against the Baneblade's armour as it closed relentlessly on the bridge. The driver was wounded when a splinter of armour from the interior flaked off and struck him through the shoulder. Momentarily stunned, the tank swung off the road and ploughed into boggy ground. Weisemann ordered smoke launched to cover the tank whilst driver Lowe received medical attention. Meanwhile outside, Ork tank hunters crept forwards to surround the Arethusa.

As the smoke cleared, Lowe tried to get the tank moving again, but its 300 tons had begun to sink into the soft ground. Lowe gunned the engine hard; churning mud and wate, but the tank was struck fast and slowly sinking.

Gunners Durann, Helbron and Sabrehagen manned the heavy bolters, driving back any approaching Orks, but they knew when their ammunition was gone, they would be defenceless, a sitting duck. Comms operator Tobias urgently called for assistance, and a relief force of Armoured Fist squads was rapidly gathered, ready to strike along the road, but it would be at least an hour before they reached the Arethusa.

With his boyz unable to approach the stricken behemoth, Warboss Badtoof ordered the trapped tank targeted by his fighta-bombers. The first fighta-bommer came racing in low across the river, loosing rockets that cracked off the tank and sent mud and water fountaining about it. Weisemann watched through his periscope as a second bomber roared in. The situation was hopeless. He gave the order for the crew to abandon the tank and yanked the emergency eject. His seat was violently flung out of the turret hatch as the Ork rockets impacted. The crew dived for cover as the Arethusa exploded. It's remaining ammunition detonating in a series of earth shuddering explosions, sending shrapnel fizzing over a wide area. Two crewmen were killed, their torn bodies left drifting in the marsh water. Reaching for his las-pistol Weisemann rallied his men as a third bomber screamed overhead, cannons blazing, kicking up spouts of water. Tech Adept M'Gala and Gunner Durann were hit in the strafing, Tobias killed outright. Now only five uninjured crew remained. Weisemann ordered the survivors to fall back to Imperial lines. He would stay with the burning hulk of his tank and the wounded men, to defend them until relief arrived. The others, led by the bandaged Lowe, and armed only with las pistols, would have to escape on foot, all the while hunted by Orks.

Somehow, the survivors made it to the road and rendezvoused with the advancing Armoured Fist squads. But behind them, the Orks were advancing again, and the road through to Weisemann was blocked. Try as they might the Chimeras could not break through. As darkness fell Weisemann was on his own...

It took the 7th Mortant Regiment two months of hard fighting to recapture the bridge, and when they did they discovered the forlorn twisted wreck of Baneblade 212 still half submerged in the bog. Of Weisemann and the other crew there was no sign. His body was never recovered and to this day his ultimate fate remains a mystery.

## **'212' ARETHUSA ..... 746 pts**

Weisemann's tank is a standard Lucius pattern Baneblade with the following upgrades.

**Options:** The Baneblade has the following options, it may not take any others. Searchlight, pintle-mounted heavy bolter, smoke launchers.

### **SPECIAL RULES**

**Veteran Crew:** Weisemann's crew have fought through unnumbered battles and warzones. They are all veterans. Arethusa has its BS increased to 4.

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

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



# CAPTAIN OBADIAH SCHFEER

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

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

Long exposure to the horrors of battle had unhinged him. Many senior officers thought he had a death wish and was unfit to command. But his men followed willingly and he continued to win battles. His tactics seemed to work, and inspire his men to reckless bravery. The Steel Dogs already had a reputation for bravery, now with 'Crazy' Obadiah in command, they were reckless to the point of foolhardiness, always charging the enemy to engage at point blank range, with their leader at the front, music



blaring, gun barrels glowing red hot, engines pushed to the point of overheating. Each crewman became a wild-eyed, scorched, oil-stained veteran and other units shunned them as dangerous and unreliable, but their superiors recognised their value, and overlooked Obadiah's unconventional leadership methods.

## THE VAROLIAN STEEL DOGS

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

### STEEL DOG ALPHA ..... 234 pts

Obadiah's tank is Steel Dog Alpha, the command vehicle of the company. It is a standard Gryphonnie IV Leman Russ Vanquisher with the following upgrades and special rules:

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

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

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

### SPECIAL RULES

**Command Crew:** As a company command vehicle, Steel Dog Alpha has its BS increased from 3 to 4.

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

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



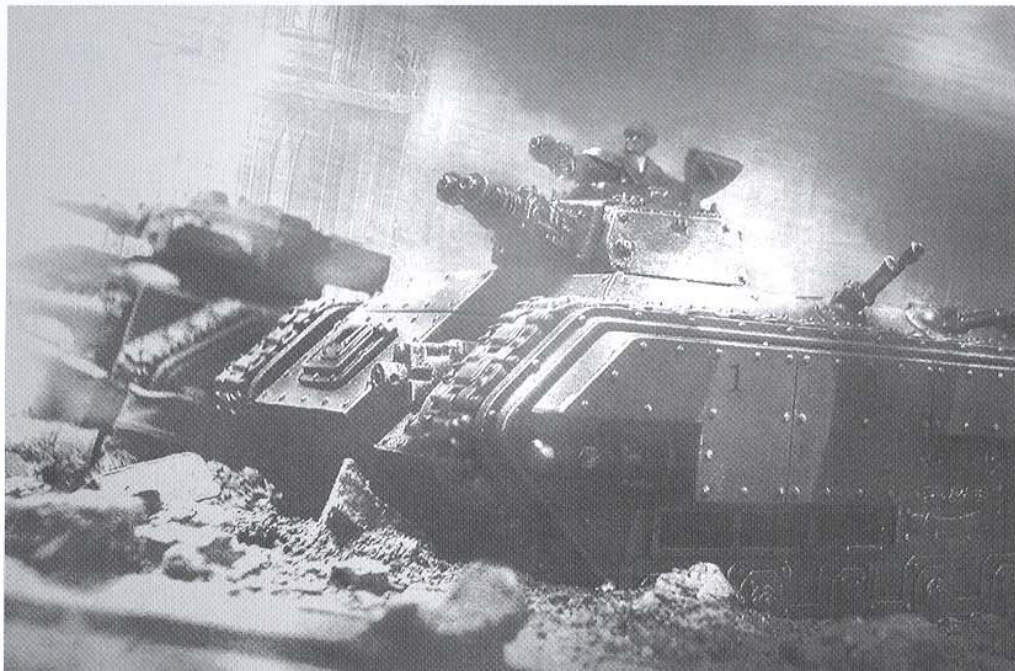
# COLONEL 'SNAKE' STRANSKI

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

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

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

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



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

## 'BLOOD AND THUNDER'

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

The regiment is organised into three companies, each made up of three platoons. The three companies are commanded by Captains, whilst the platoons are led by Lieutenants. All the squads, be they command squads, infantry squads or heavy weapons squads are mounted in Chimeras or Chimera variants.

## COLONEL 'SNAKE' STRANSKI ..... 263 pts

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

**Command HQ:** Stranski is armed with two plasma pistols (counts as twin-linked). These are also Trademark Items (see Codex: Imperial Guard). One member of the Command HQ is a Medic, equipped with a medi-pack. One member of the Command HQ carries a comm-link. The other two members of the squad carry melta-guns. All are armed with frag grenades.

**Chimera:** Stranski's current Chimera is the regiment's HQ vehicle. It is a standard Chimera with the following upgrades:

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

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

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

## SPECIAL RULES

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



# GENERAL GRIZMUND

Under the command of their esteemed General, the 1st Narmerian Armoured Regiment has developed a reputation as an elite tank force. General Grizmund demands the highest standards from his men, and has organised the 100 plus tanks of his regiment around a central cadre of veteran crews. Grizmund commands this cadre personally, and individually selects each crewman to make them the best of the best.

Grizmund himself is a legend to his men. Self assured and tactically brilliant he has led his elite troops to many victories in the name of the Emperor. Arguably, his most spectacular victory was at Vervunhive on the planet Verghast. Here Grizmund carefully planned a counter attack from the stricken hive city which destroyed 200 rebel armoured vehicles in one day of fighting. His men refer to him as 'the fighting general'. He is not afraid to join the frontline with his men, and always willing to commit his troops to the heart of battle. Since the battle for Vervunhive, the Narmerian 1st Armoured Regiment have continued to serve with honour in the Sabbat Crusades, Segmentum Pacificus, under the overall command of Warmaster Macaroth.

Grizmund's personal command tank is called the 'Grace of the Throne', it being common practice within the regiment to name each vehicle. It is distinctive with its elongated Mars Alpha pattern hull, containing all the communications equipment he needs to command his regiment in the field. On campaign, General Grizmund often carries the regiment's banner into battle, a revered item bearing the Spiked Fist insignia of Narmeria and listing all the regiments campaigns and victories. As well as inspiring his men General Grizmund uses the banner as a recognition marker so his sub-commanders can easily identify 'the Grace of the Throne' in the confusion of battle.



*General Grizmund raises the Regiment Standard above 'Grace of the Throne' after the Vervun Hive counter-attack. Note the kill markings on the turret side.*

## **'GRACE OF THE THRONE' ..... 194 pts**

Grizmund's tank is the 'Grace of the Throne', the regimental command vehicle. It is a standard Leman Russ battle tank with a Mars Alpha pattern hull.

**Weapons:** Grace of the Throne is armed with a battle cannon and a hull mounted heavy bolter.

**Options:** Grizmund tank always has the following upgrades, as described in Codex: Imperial Guard. These cannot be changed. It is the command tank of his unit so has 'improved communications'. It also has a searchlight and smoke launchers.

**Head Quarters:** General Grizmund in the 'Grace of the Throne' is a HQ choice for an Imperial Guard army. He is also a HQ choice for an Imperial Guard Armoured Battle Group.

### **SPECIAL RULES**

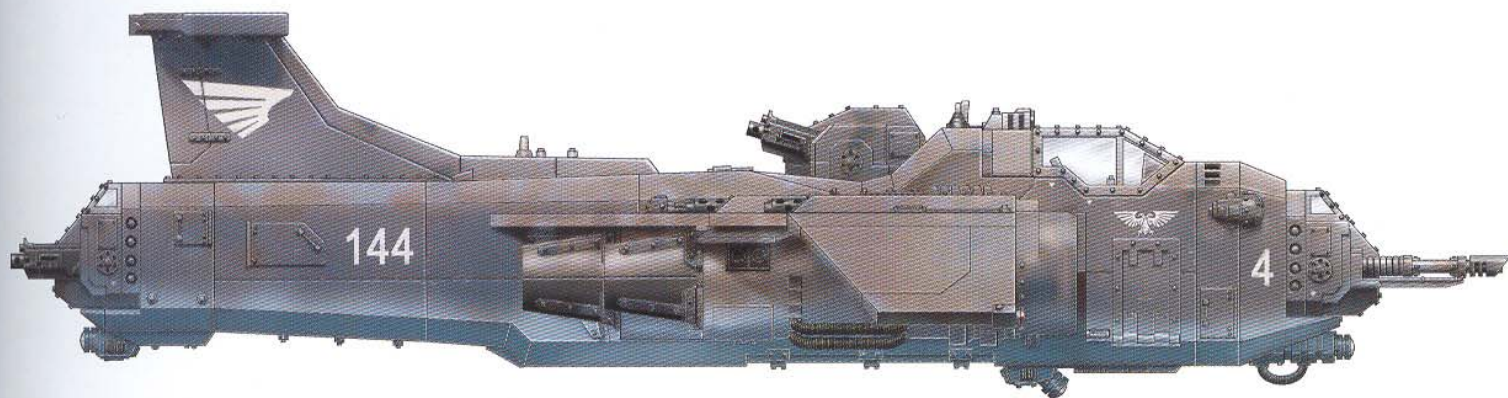
**Command Crew:** As a Regimental command vehicle, Grace of the Throne has its BS increased from 3 to 4.

**'Best of the best':** The Narmerian 1st are organised differently from other regiments. It has a core cadre of veteran crews, which Grizmund himself commands. To represent these elite crews, any other tank in a force led by Grizmund may take as many Ace Crew skills as they like, they are not restricted to one per vehicle. They may not take the same skill more than once per vehicle.





# **IMPERIAL NAVY AIRCRAFT**



Marauder Bomber of the 144th Imperial Navy Bomber Wing.



# LIGHTNING



Following the Saint-Saen Crusade, which liberated twelve worlds in the Segmentum Obscurus, the STC patterns for the Lightning were recovered on Karnak II by Adeptus Mechanicus exploration teams. The plans were immediately placed in the hands of the Adeptus Mechanicus lords of Cypra Mundi. These ancient lords then sat in judgement, took readings of the Emperor's Tarot and the advice of their oldest and wisest technicians. The plans were cross referenced with the archives of Mars before deciding that the omens were favourable, and they could begin work on the fighter with the Machine God's favour. It took over half a millennia of research, trials, testing and devotions to the Machine God before the first Lightning saw service with Battlefleet Obscurus. After initial problems with the swept wing design were corrected, the fighter was given approved status and went into full production, supplying the fleet carriers and cruisers.

Slowly, the STC technology has been disseminated to two other major Naval centres at Bakka and Hydraphur, and Lightnings are now in service alongside the more common Thunderbolts in the fleets of Segmentum Tempestus and Segmentum Pacificus as well.

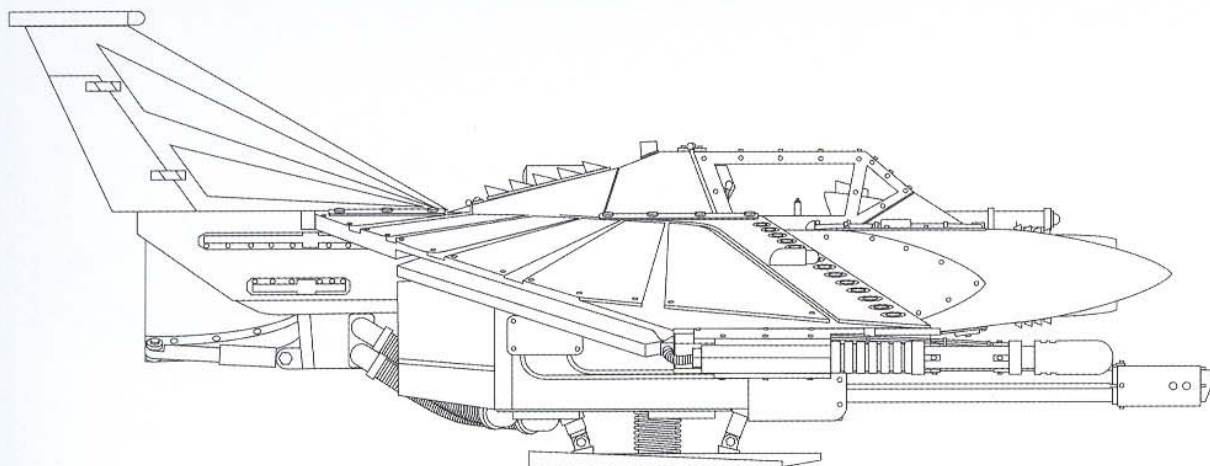
The fighter's main role is engaging enemy aircraft and establishing air superiority over the battlefield. Based on orbiting spaceships or on rapidly established forward air

bases, squadrons of Lightnings fly patrols, intercept missions and supply fighter cover to Marauder bomber missions. Plummeting from orbit or scrambling from ground airfields, Lightnings are given licence to engage targets of opportunity on the ground should they identify an enemy threat. Although this is not their primary function, the addition of up to four Hellstrike air to surface missiles make the Lightning an effective ground attack aircraft.

The Lightning 'Strike' variant is actually the same aircraft as a Lightning, only with a different weapons fit. The ventral-mounted autocannon is removed to save weight, and missile racks added under the fuselage. Along with the wing hardpoints, this allows a Lightning Strike to carry up to six Hellstrike missiles.

This weapons fit is only used on Lightnings that are in a dedicated ground attack role, with the primary mission of targeting enemy armour. During a major offensive, Lightnings fly in close support of the Imperial Guard units on the ground. A 'taxi rank' of Lightning Strikes will circle the battlefield, awaiting requests from a frontline Imperial Guard commander in need of assistance. The Lightning will then swoop down towards the target, unleashing a barrage of missiles before climbing back to the rank.





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## ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM TECHNICAL SPECIFICATIONS



### Vehicle Designation

Type... AIR SUPERIORITY FIGHTER

Vehicle Name... LIGHTNING

Forge World of Origin... CYPRA-MUNDI

Known Patterns... III-IX

Crew... PILOT

Powerplant... 2 X F100-XB AFTERBURNING TURBOFANS

Weight... 10 TONNES EMPTY

Length... 10.8 M

Wingspan... 13.75 M

Height... 3.4M WITH LANDING GEAR DOWN

Operational Ceiling... 36,000 M, WITH JET ENGINES

Max Speed... 2400 KPH

Range... 8,000 KM

Main Armament... 2 X WING MOUNTED LASCANNONS,  
VENTRAL MOUNTED LONG BARRELLED AUTOCANNON

Secondary Armament... 4 X HELLSTRIKE MISSILES

Main Ammunition... 30 SHOTS FROM BATTERY PACKS

Secondary Ammunition... 100 ROUNDS

Armour...

Superstructure... 45 MM

Hull... 30 MM

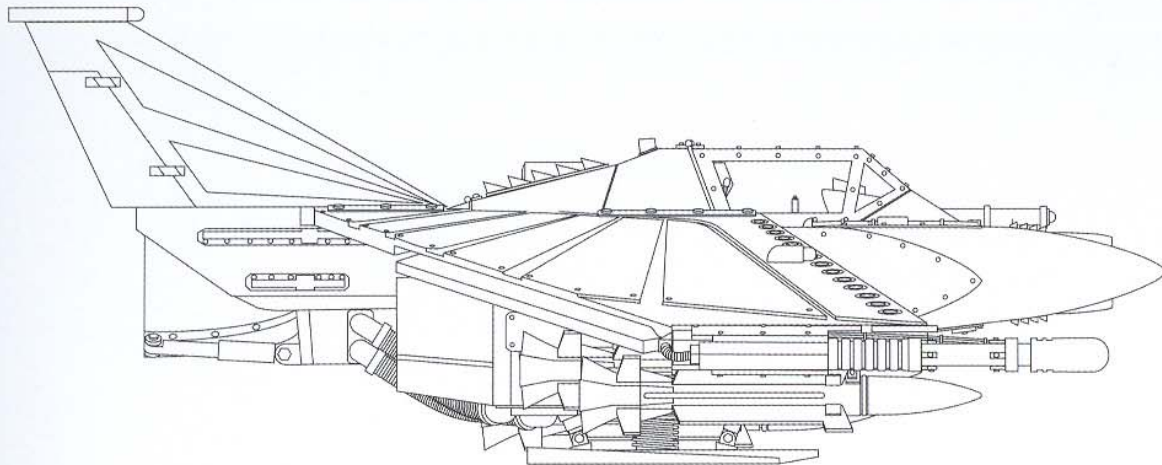


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## ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM TECHNICAL SPECIFICATIONS



### Vehicle Designation

Type.....GROUND ATTACK FIGHTER.....

Vehicle Name.....LIGHTNING STRIKE.....

Forge World of Origin.....CYPRA-MUNDI.....

Known Patterns.....III-XI.....

Crew.....PILOT.....

Powerplant.....2 X F100-XB AFTERBURNING TURBOFANS.....

Weight.....9.8 TONNES EMPTY.....

Length.....10.8 M.....

Wingspan.....13.75 M.....

Height.....3.4M WITH LANDING GEAR DOWN.....

Operational Ceiling.....36,000 M, WITH JET ENGINES.....

Max Speed.....2400 KPH.....

Range.....8,000 KM.....

Main Armament.....2 X WING MOUNTED LASCANNONS.....

Secondary Armament.....6 X HELLSTRIKE MISSILES.....

Main Ammunition.....30 SHOTS FROM BATTERY PACKS.....

Secondary Ammunition.....N/A.....

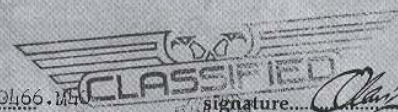
Armour.....

Superstructure.....45 MM.....

Hull.....30 MM.....



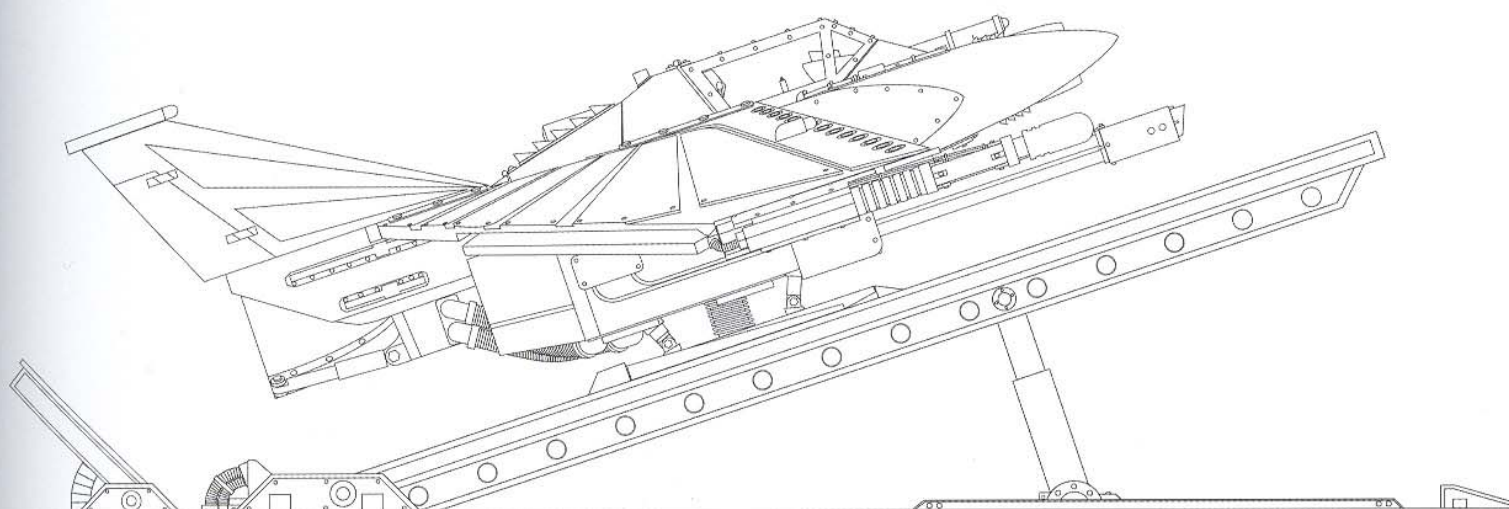
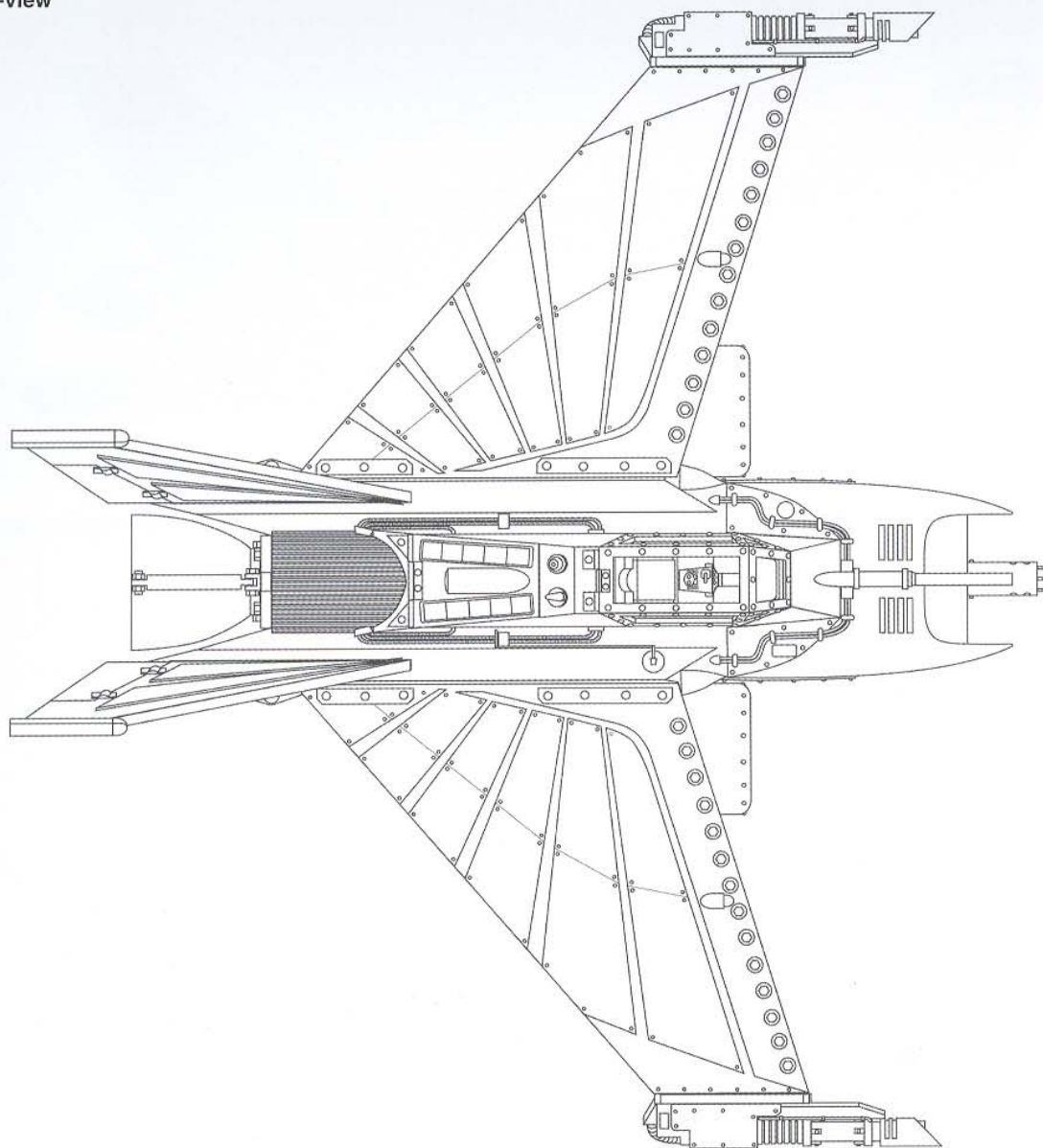
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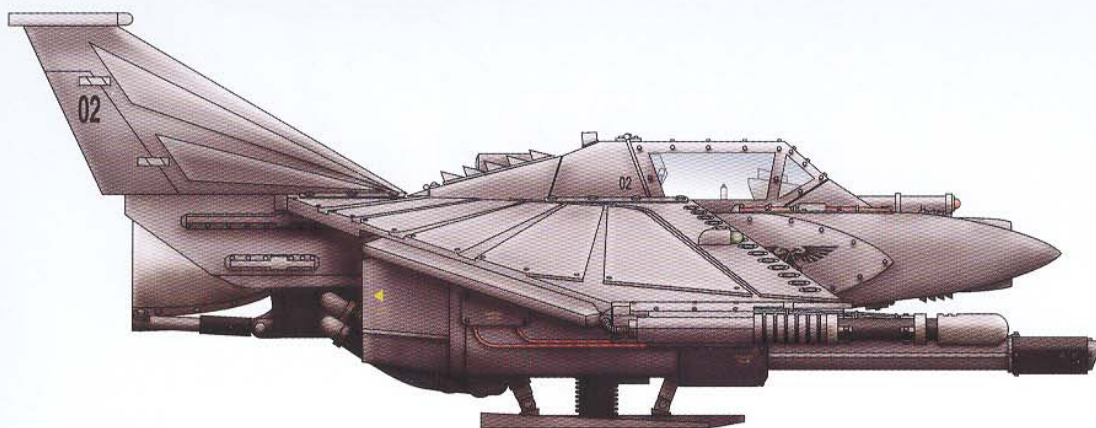
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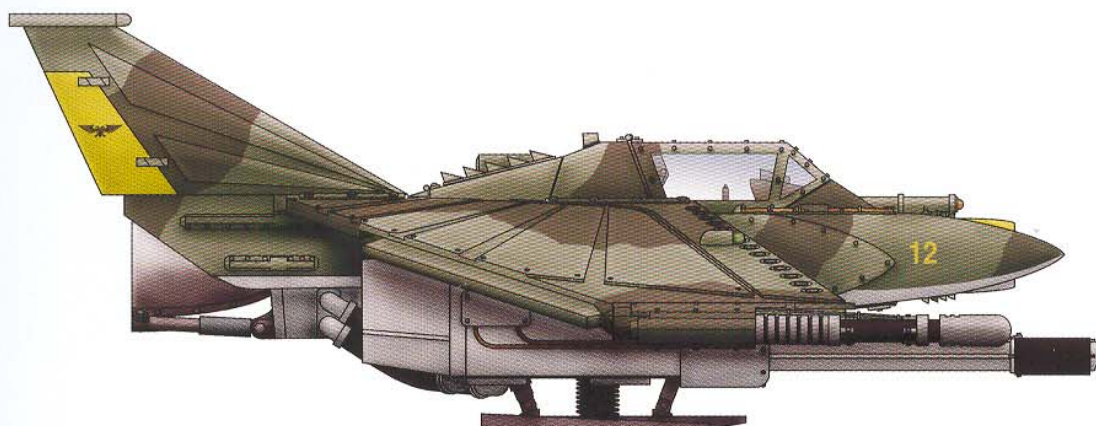


Lightning on hydraulic 'fast-launch' ramp. Such ramps allow for faster take-off than conventional VTOL and better acceleration. On an airfield, three or four aircraft will be placed on launch ramps in a constant state of readiness, as a rapid response force. Thunderbolts can also be launched in this way.

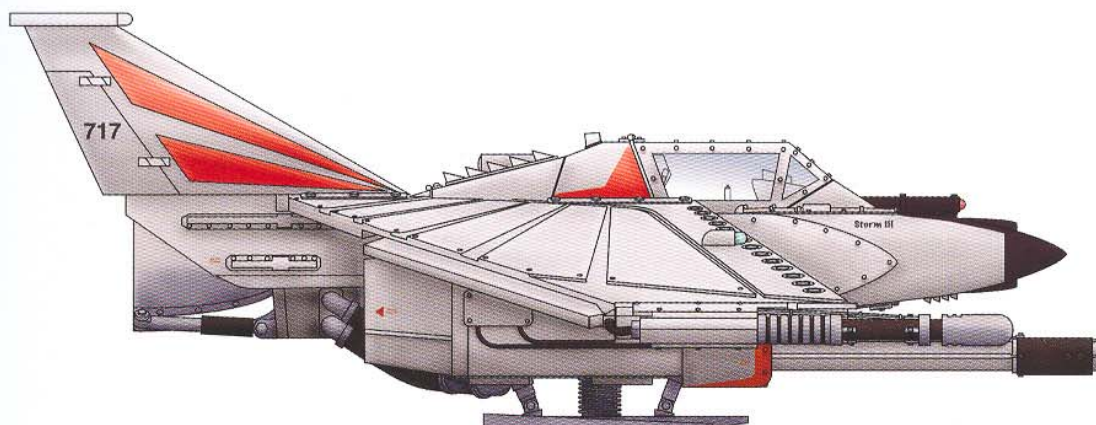




A Lightning Fighter of the 2774th Imperial Navy Fighter Wing, 'Wyrn' squadron. This is the wing's second aircraft, in a plain codex grey scheme.

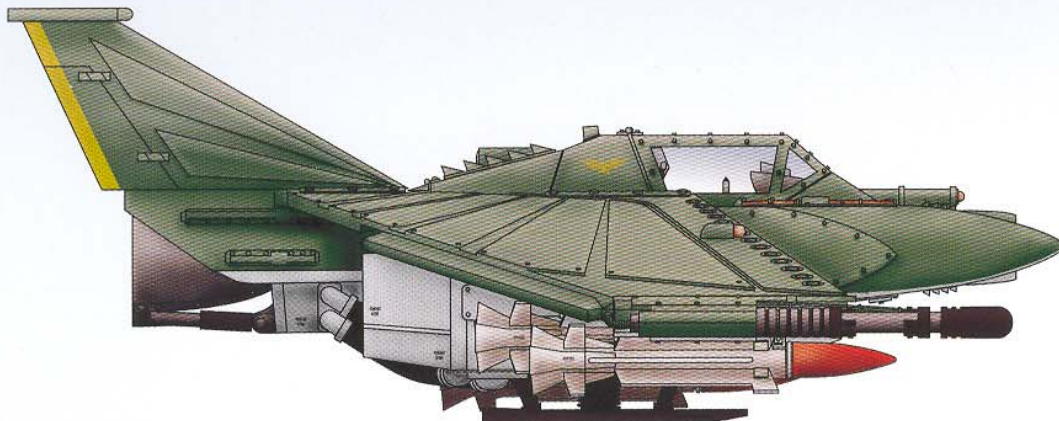


A Lightning Fighter of the 3035th Imperial Navy Fighter Wing, 'Firedrake' squadron. This is the wing's twelfth aircraft, camouflaged for ground attack missions in forest terrain.

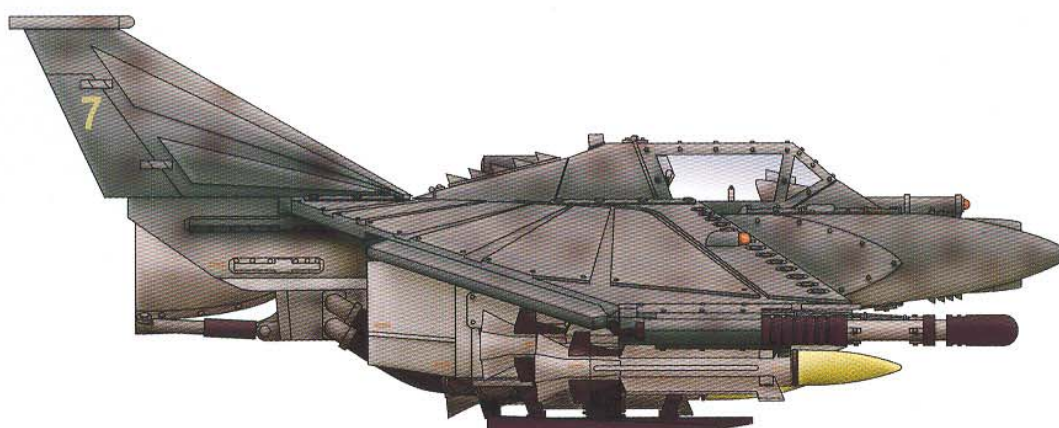


A Lightning Fighter of the 717th Imperial Navy Fighter Wing, 'Warhawk' squadron. Note the aircraft's name 'Storm III'.

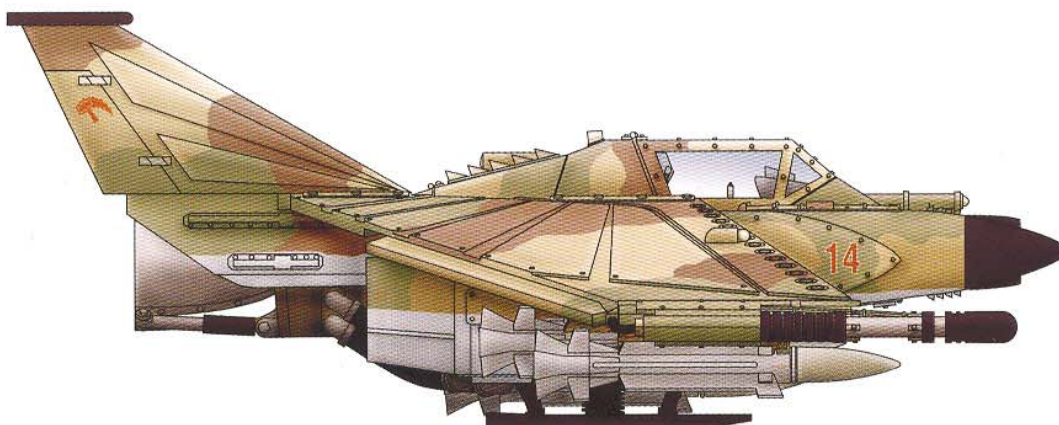




A Lightning 'Strike' Fighter of the 2872nd Imperial Navy Fighter Wing, 'Thunderbird' squadron. Plain codex green colour scheme with white underbelly.



A Lightning 'Strike' Fighter of the 484th Imperial Navy Fighter Wing, 'Talon' squadron. Camouflaged for operations over urban areas.



A Lightning 'Strike' Fighter of the 1002nd Imperial Navy Fighter Wing, 'Red-hammer' squadron. Camouflaged for operations in temperate climates.





## LIGHTNING

	Points	Front Armour	Side Armour	Rear Armour	BS
Lightning	145	10	10	10	3

**Type:** Flyer

**Crew:** Imperial Navy

Thought for the day:  
The only crime is cowardice.

**Weapons:** The Lightning is armed with a long-barrelled autocannon and twin-linked lascannons.

**Options:** The Lightning may be converted into a 'Strike' variant by exchanging it's long barrel autocannon for two hull mounted Hellstrike missiles for free.

A Lightning may be upgraded to carry up to four wing mounted Hellstrike missiles at +10 pts per missiles.

A Lightning may take any of the following Imperial Navy Aircraft Upgrades; Ejector Seat, Flare or Chaff Launcher, Armoured Cockpit, Infra-Red Targeting, Illum Flares, Distinctive Paint Scheme or Decals.

**Heavy Support:** A Lightning is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

### Long Barrelled Autocannon

Range: 72"      Strength: 7      AP: 4      Special: Heavy 2

### Hellstrike Missile

Range: Unlimited      Strength: 8      AP: 3      Special: Heavy 1



# THUNDERBOLT



The Thunderbolt is the Imperium's frontline, single-seater, heavy fighter. It is the main-stay of Imperial Navy Fighter wings, a tough, well-armed all-rounder, with good top speed and manoeuvrability, powerful nose mounted armaments and wing hard points for missiles or bombs. It is well liked by its crews and has provided good service for many centuries.

Durable and dependable in a fight, the Thunderbolt's main role is as an air superiority fighter, to seek and engage enemy aircraft in dogfights or hunting enemy bombers to establish air superiority over the battlefield. One of the Thunderbolt's strength is its versatility, with good performance as a high altitude escort fighter or a low level fighter bomber, as a night fighter or even as a reconnaissance aircraft.

The Thunderbolts wing hard points can carry bombs, air to surface Hellstrikes missiles or, more rarely, air to air missiles. A Thunderbolt can be equipped with fuel tanks to increase the aircraft's range, but as the Thunderbolt already has a long range for a fighter this is not often necessary.

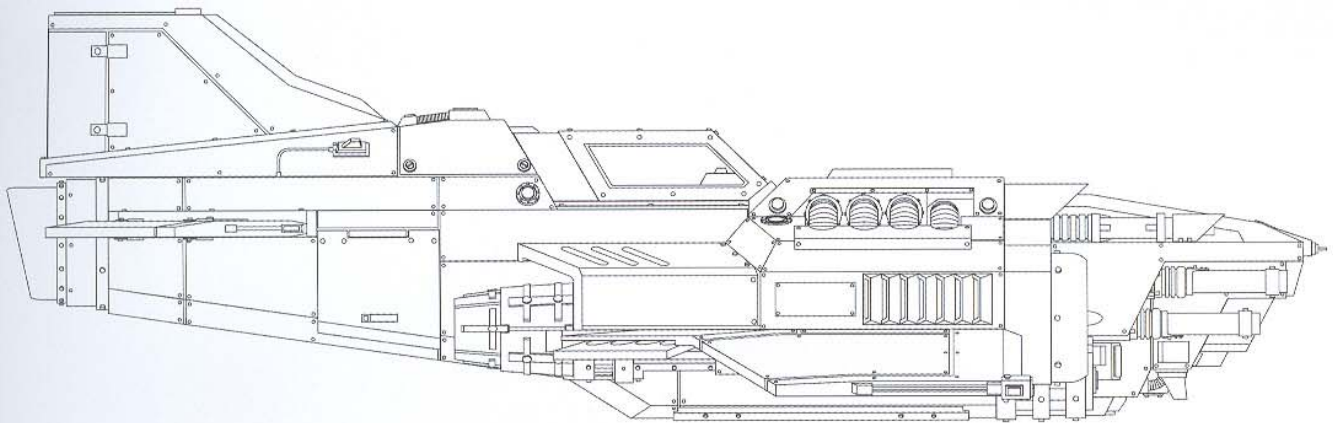
Quad nose-mounted autocannons and twin-linked lascannons give the Thunderbolt a reputation for packing a big punch for its size. The lascannons are mainly used in the ground attack role to engage enemy vehicles, whilst the autocannons are the weapons of choice for dog fighting and strafing enemy infantry.

Whilst the Lightning is faster, with better rates of climb and dive, it is also a lighter aircraft, less rugged in design and more demanding of maintenance crews.

The Thunderbolt, like the Lightning, is equipped with a rocket booster engine. This can be engaged to give the fighter limited operational capability in space. This is only for transport and deployment, not for combat, and Thunderbolts are not true 'star-fighters', a role left to Imperial Furies. The rocket engine allows a Thunderbolt to deploy from a space ship in low planetary orbit into the atmosphere, and can be engaged once the aircraft has reached its atmospheric ceiling with its jet engines to boost the fighter back to its waiting mothership. The rocket engine is also used in fast launch ramp take-offs.

Imperial Navy wings vary in size considerably. They usually consist of between ten and twenty aircraft although some are much larger. Each fighter wing traditionally takes a nickname, usually some form of flying creature or monster. There are many thousands of wings stationed on Battlefleet space ships, space stations and ground bases across the galaxy.





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## ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM TECHNICAL SPECIFICATIONS



### Vehicle Designation

Type... MULTI-ROLE HEAVY FIGHTER

Vehicle Name... THUNDERBOLT

Forge World of Origin... CYPRA-MUNDI

Known Patterns... I-XXI

Crew... PILOT

Powerplant... 2 X F122V AFTERBURNING TURBOFANS

Weight... 14 TONNES EMPTY

Length... 14.2 m

Wingspan... 16.06 m

Height... 3.5 m WITH LANDING GEAR DOWN

Operational Ceiling... 39,000 M, WITH JET ENGINES

Max Speed... 2200 KPH

Range... 12,000 KM IN ATMOSPHERE

Main Armament... 2 X NOSE MOUNTED LASCANNONS,

4 X NOSE MOUNTED AUTOCANNONS

Secondary Armament... 4 X HELLSTRIKE MISSILES

4 X BOMBS

Main Ammunition... 30 SHOTS FROM BATTERY PACKS

Secondary Ammunition... 400 ROUNDS

Armour...

Superstructure... 45 MM

Gull... 45 MM



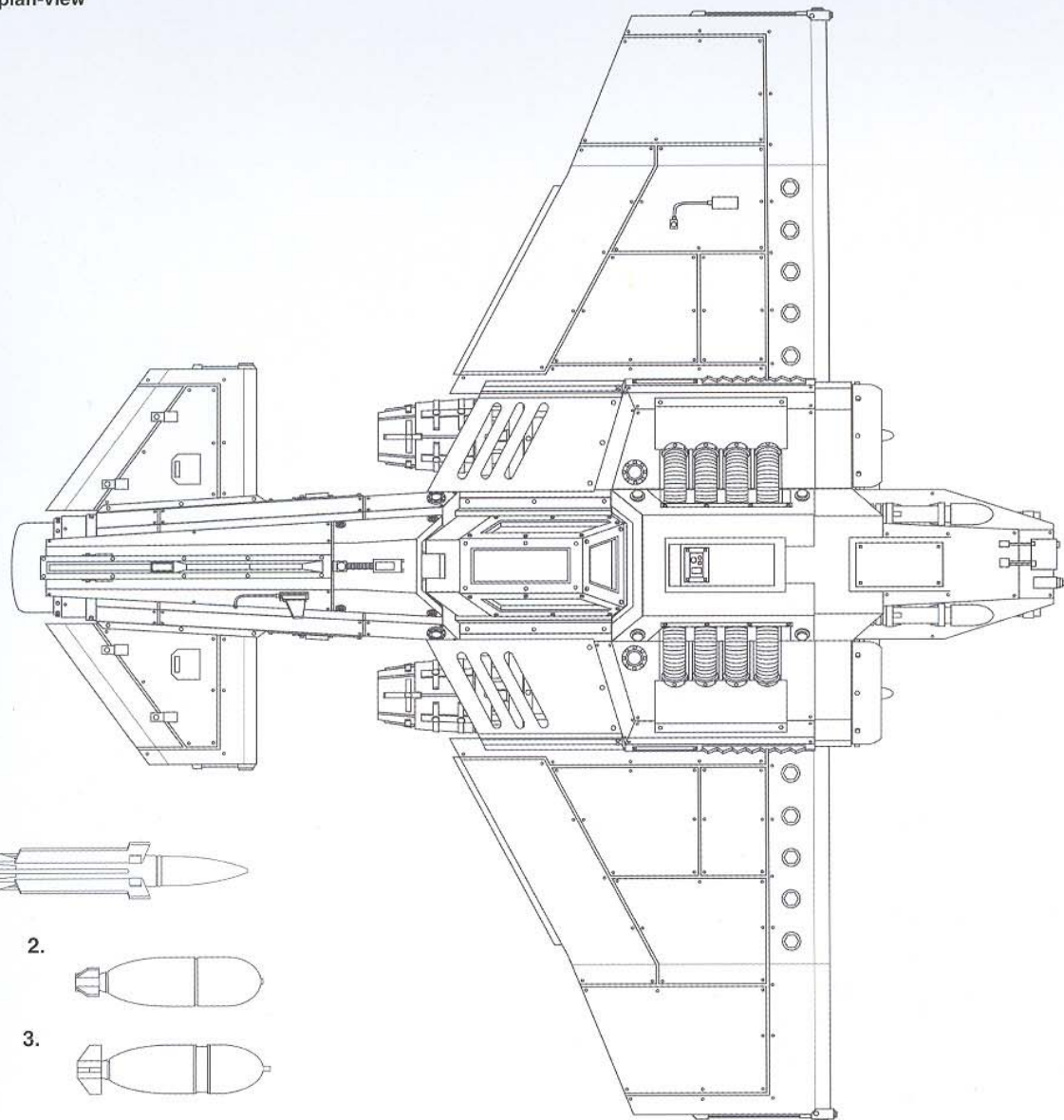
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Dominus Ex Machina



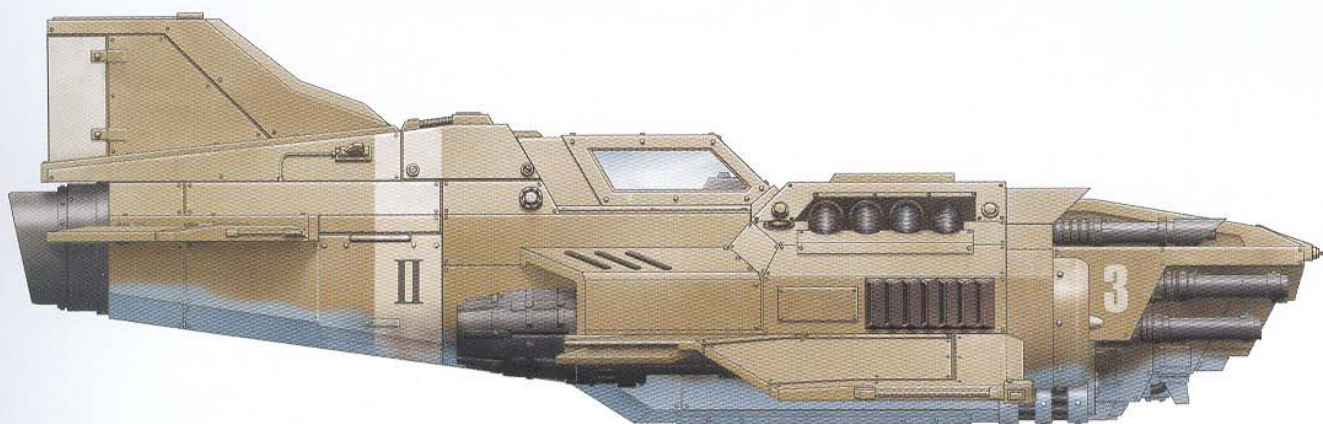


1. Mars pattern Mk14 Hellstrike, air-to-surface missile.
2. Gryphon IV pattern, Mk3 500 lbs general-purpose bomb.
3. Gryphon IV pattern, Mk17 incendiary bomb.

**Top:** Thunderbolts of 3494th Imperial Navy fighter wing sweep over the advancing Titans of Legio Tempstor during the recapture of Istenbrak city.



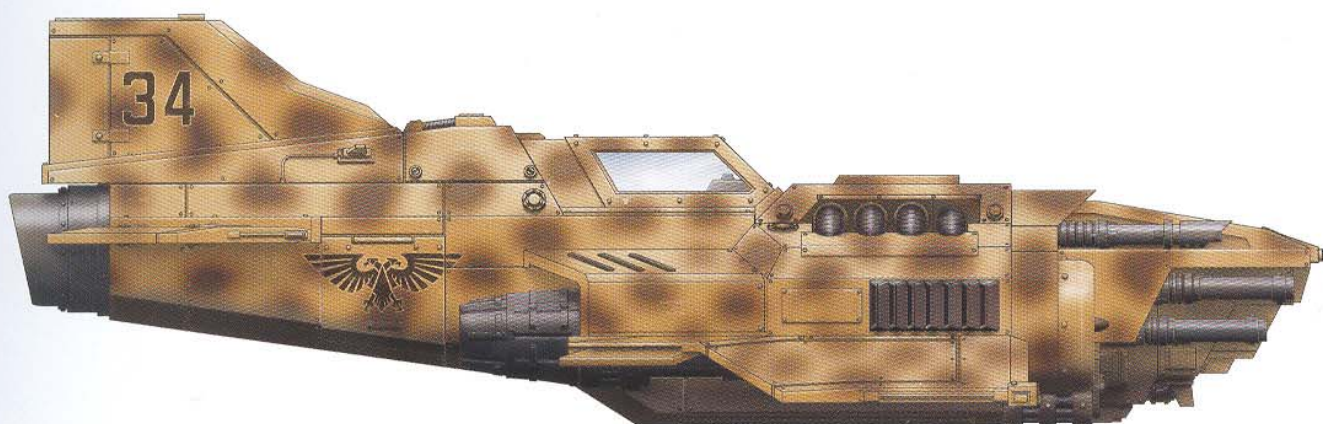




Thunderbolt of 490th Imperial Navy Fighter Wing, 'Wyvern' squadron. Number three aircraft of the second squadron. Ash wastes camouflaged for the 3rd Armageddon War.



Thunderbolt of 3659th Imperial Navy Fighter Wing, 'Harrier' squadron. Woodland camouflage scheme for low level operations on Lammas. The wing took heavy casualties during the campaign, and this aircraft was shot down by an Eldar 'Nightwing' fighter.



Thunderbolt of 83rd Imperial Navy Fighter Wing, 'Eagle' squadron. Disruptive camouflage scheme for low-level operations over the deserts of Quatara-Prime.

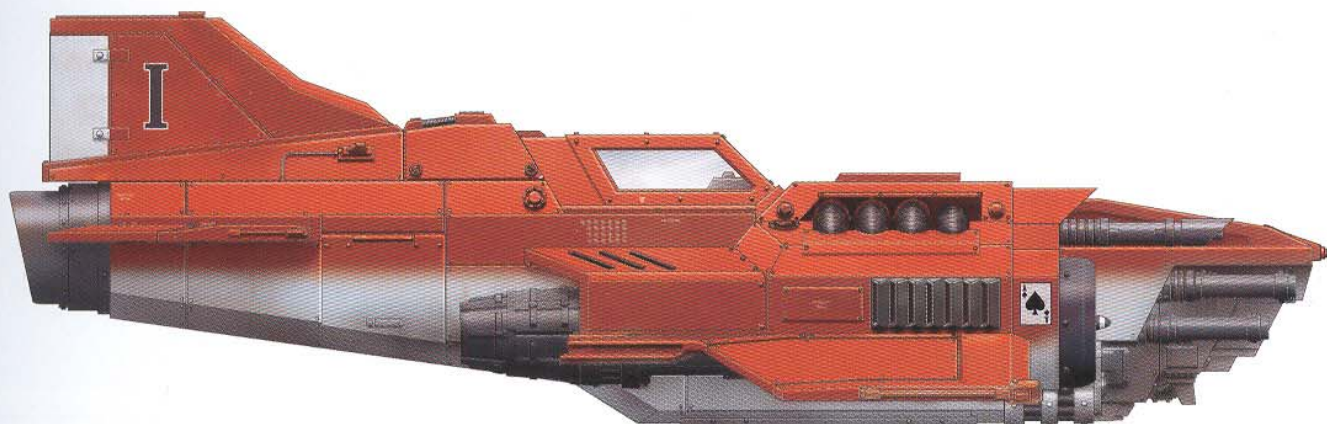




Thunderbolt of 386th Imperial Navy Fighter Wing, 'Falcon' squadron . Codex grey colour scheme with the wing's distinctive red decals.



Thunderbolt of 1303rd Imperial Navy Fighter Wing, 'Serpent' squadron. The wing's badge is on the aircraft's tail.  
Light blue colour scheme for operations over the ocean planet of Tyrama Secundus.



Thunderbolt of 672nd Imperial Navy Fighter Wing, 'Dragon' squadron. Rather than the more common camouflage scheme, this aircraft has been heavily personalised by its pilot (and also the wing commander), Flight Commander Richter Dagor-Jarni, one of the Imperium's highest ranked aces. The distinctive colour scheme is designed to mark him out to friends and foes alike and is unique.  
Note the kill markings and lucky totem. Rynn's World campaign.





## THUNDERBOLT

	Points	Front Armour	Side Armour	Rear Armour	BS
Thunderbolt	180	10	10	10	3

Thought for the day:  
We must endure the present so that  
those who follow may continue  
our endeavours.

**Type:** Flyer

**Crew:** Imperial Navy

**Weapons:** The Thunderbolt is armed with 2 x twin-linked autocannons and twin-linked lascannons.

**Options:** A Thunderbolt may be upgraded to carry up to four wing mounted Hellstrike missiles at +10 pts per missiles. Alternatively a Thunderbolt may be upgraded to carry up to four bombs at +10 pts per bomb.

A Thunderbolt may take any of the following Imperial Navy Aircraft Upgrades; Ejector Seat, Flare or Chaff Launcher, Armoured Cockpit, Infra-Red Targeting, Illum Flares, Distinctive Paint Scheme or Decals.

**Heavy Support:** A Thunderbolt is a Heavy Support choice for an Imperial Guard army.

## SPECIAL RULES

### Hellstrike missiles

Range: Unlimited    **Strength:** 8    **AP:** 3    **Special:** Heavy 1

### Bomb

Range: G 48"    **Strength:** 4    **AP:** 6    **Special:** Heavy 1/ Blast



# MARAUDER BOMBER



Like all aircraft, the Marauder comes under the command of the Imperial Navy, not the Imperial Guard. They are often based on orbiting spacecraft, and can operate in the vacuum of space. In prolonged campaigns, naval airbases will be established on the ground. Due to the Marauder's long range, these can be far from the frontline, safely away from enemy attacks, better still, on another continent!

The Marauder itself is the workhorse of the Imperial Navy. It has a very long range with good speed and maximum payload for its size. Commonly, Marauders are used in one of three roles.

Firstly, in a strategic bombing role. These are long range attacks on enemy held cities, spaceports, industrial centres and supply routes. In this strategic role, the squadron can operate at high altitude, beyond the range of most anti-aircraft weapons, with Thunderbolt wings escorting to provide anti-fighter defence.

Secondly, in a free ranging interdiction role. Squadrons fly deep into enemy territory seeking targets of opportunity; supply convoys, fuel dumps, troops in the open etc, to attack. These targets may have already been identified by aerial or orbital reconnaissance but the aircraft are not acting in concert with ground troops.

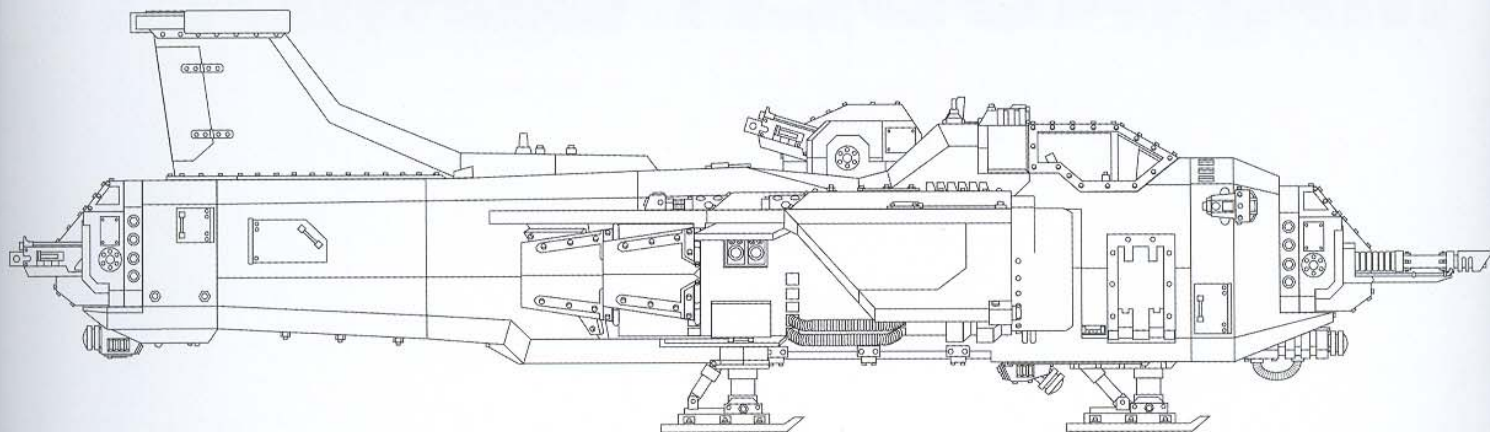
Thirdly, in a dedicated ground attack close support role, flying directly in support of ground troops and engaging specific targets on the frontline. These are by far the riskiest missions, being much closer to friendly forces and generally taking place at very low altitude.

Close support missions are fraught with difficulty. The problem of identifying targets and getting the information rapidly and clearly to an incoming aircraft in time, whilst the situation on the ground is constantly changing, has been tackled in various ways. Different commanders and units seek their own solutions.

Some units mark targets with weapons fire or coloured smoke to indicate a target to a pilot. Standing orders might be that 'red marks a target', and anything with red smoke can be freely attacked by strafing aircraft. Some regiments deploy forward air controllers. These are usually Imperial Navy personnel who volunteer for the task of going in with the ground troops. These can be pilots, with the experience needed to guide their comrades onto targets accurately. Riding in communications vehicles, they can talk directly to the pilots overhead. A third tactic calls for a more co-ordinated approach. Pre-warned ground forces will withdraw prior to an air strike, falling back a set distance before an air attack commences to allow room for misplaced bombs. This is a risky tactic because it means disengaging from the enemy.

The Marauder is capable of flying all of its three mission types successfully, but it is felt that its payload is a little too small to be a truly effective strategic bomber, and it lacks the correct weaponry to be at its most efficient in a dedicated ground attack role. It is in the second, interdiction role that a Marauder is at its most effective.





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## ADEPTUS MECHANICUS DEPARTAMENTO MANAFACTURUM TECHNICAL SPECIFICATIONS



### Vehicle Designation

Type TACTICAL BOMBER

Vehicle Name MARAUDER

Forge World of Origin CYPRA-MUNDI

Known Patterns I-XVI

Crew PILOT, NAVIGATOR, BOMBARDIER, NOSE GUNNER,  
TAIL GUNNER, TURRET GUNNER

Powerplant 4 X J79-CS AFTERBURNING RAMJET

Weight 41 TONNES EMPTY

Length 19.2 M

Wingspan 24.6 M

Height 4.8 M WITH LANDING GEAR DOWN

Operational Ceiling 41,000 M, WITH JET ENGINES

Max Speed 1800 KPH

Range 15,000 KM IN ATMOSPHERE

Main Armament 2 X NOSE TURRET MOUNTED LASCANNONS,  
2 X REAR TURRET MOUNTED HEAVY BOLTERS,  
2 X DORSAL TURRET MOUNTED HEAVY BOLTERS

Secondary Armament 6,000 LBS INTERNAL PAYLOAD

6,000 LBS EXTERNAL PAYLOAD

Main Ammunition 40 SHOTS FROM BATTERY PACKS

Secondary Ammunition 4000 ROUNDS

Armour

Superstructure 45 MM

Hull 30 MM



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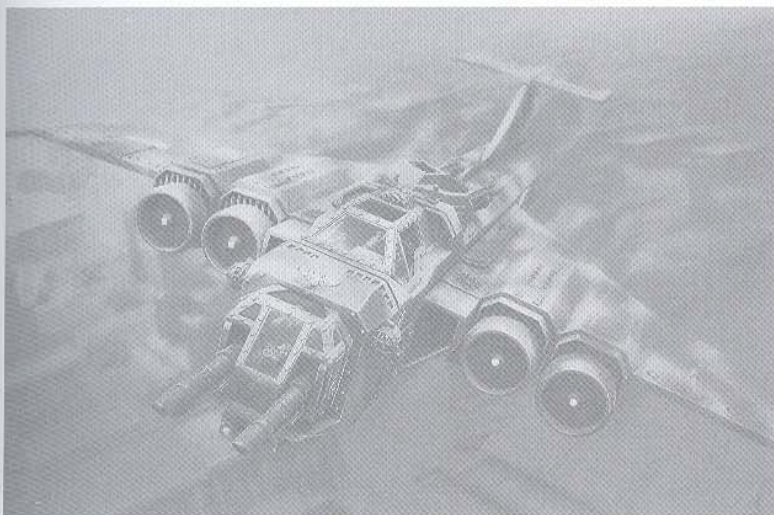
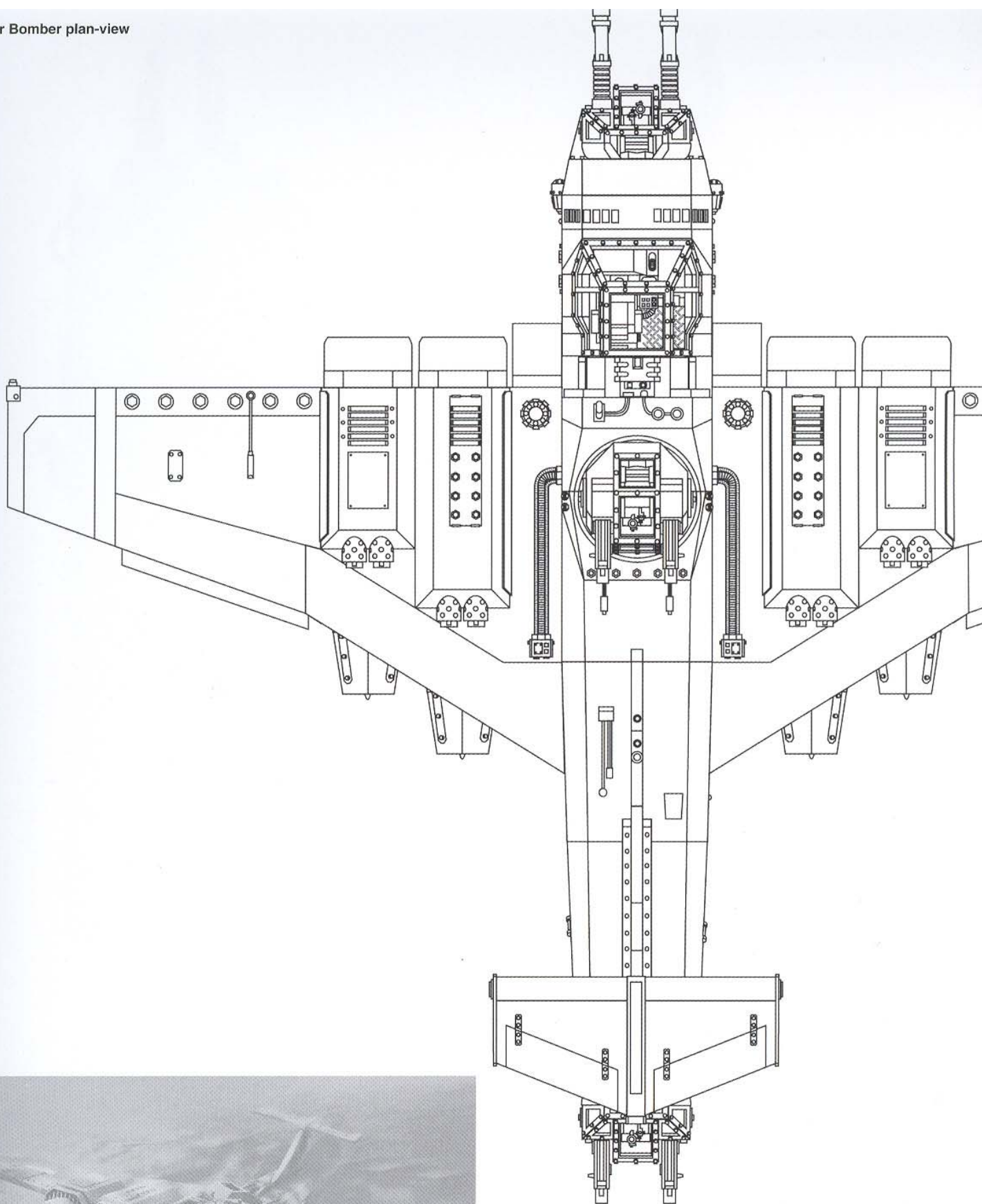
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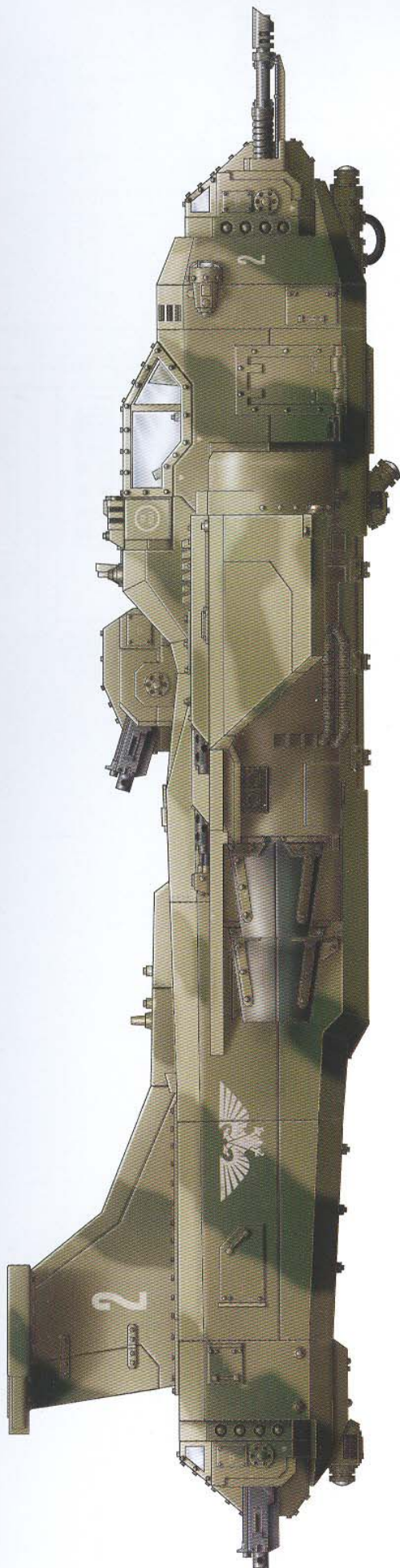
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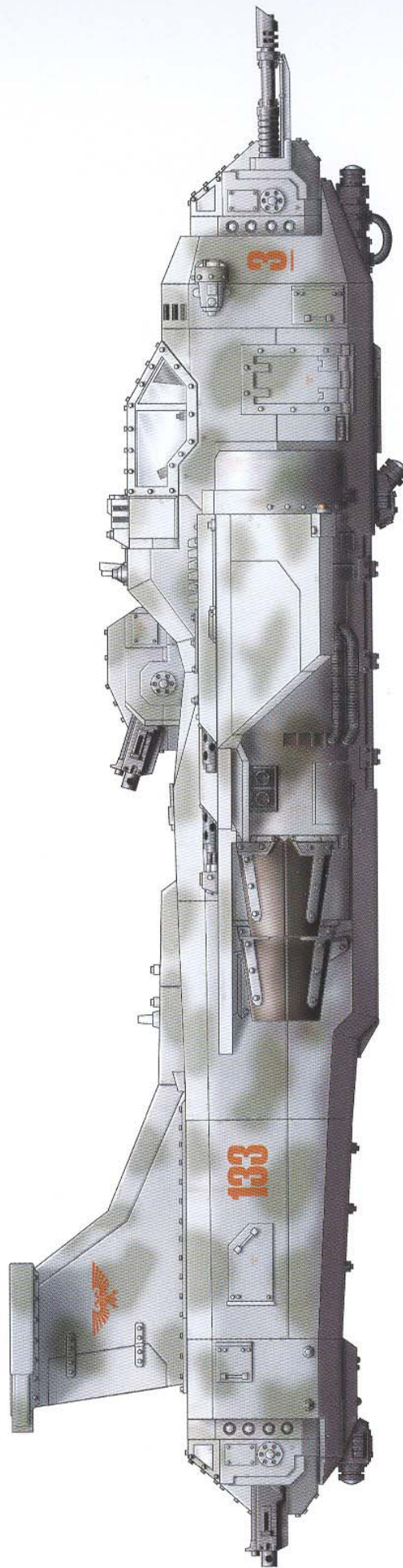


**Left:** Closing on it's target, a Marauder bomber flies low over the rebel held city of Istenbrak.



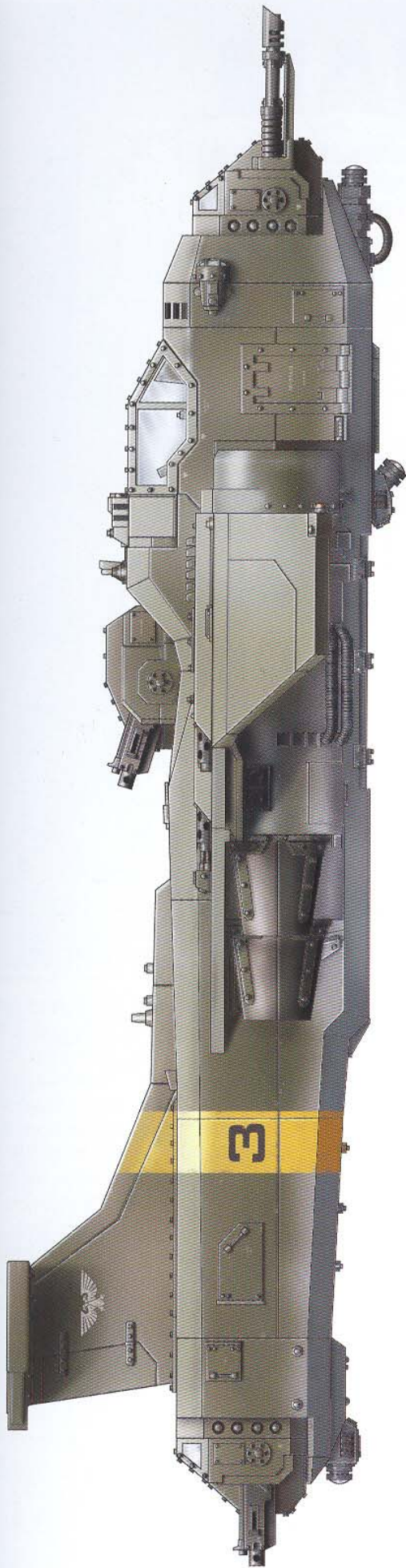


Marauder Bomber of the 23rd Imperial Navy Bomber Wing, 'Sabre' squadron, in woodland camouflage.

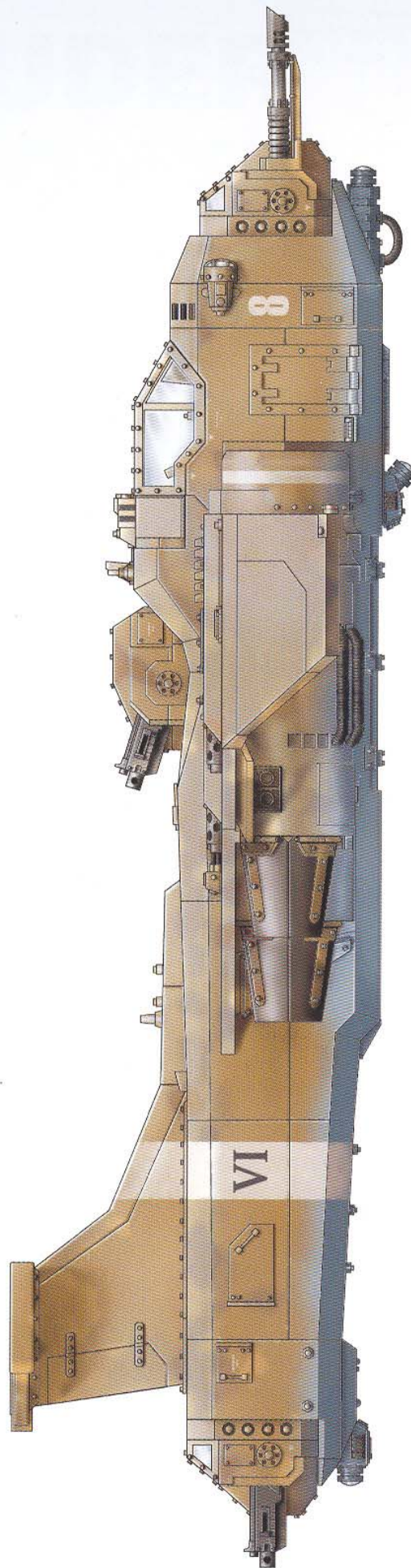


Marauder Bomber of the 133rd Imperial Navy Bomber Wing, 'Merlin' squadron. In arctic tundra camouflage during the Belatis IV campaign. Squadron's third aircraft.



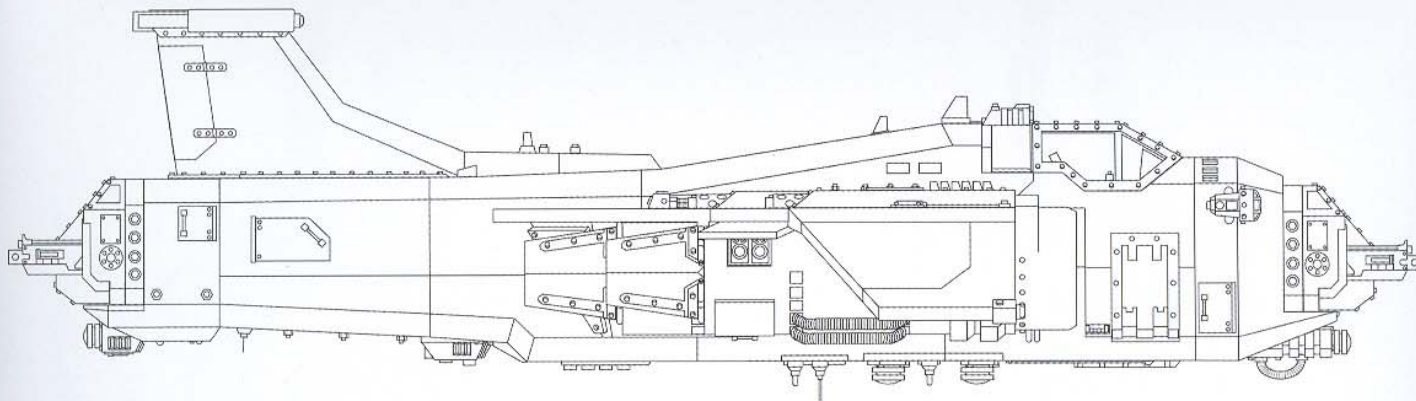


Marauder Bomber of the 1167th Imperial Navy Bomber Wing, 'Osprey' squadron.

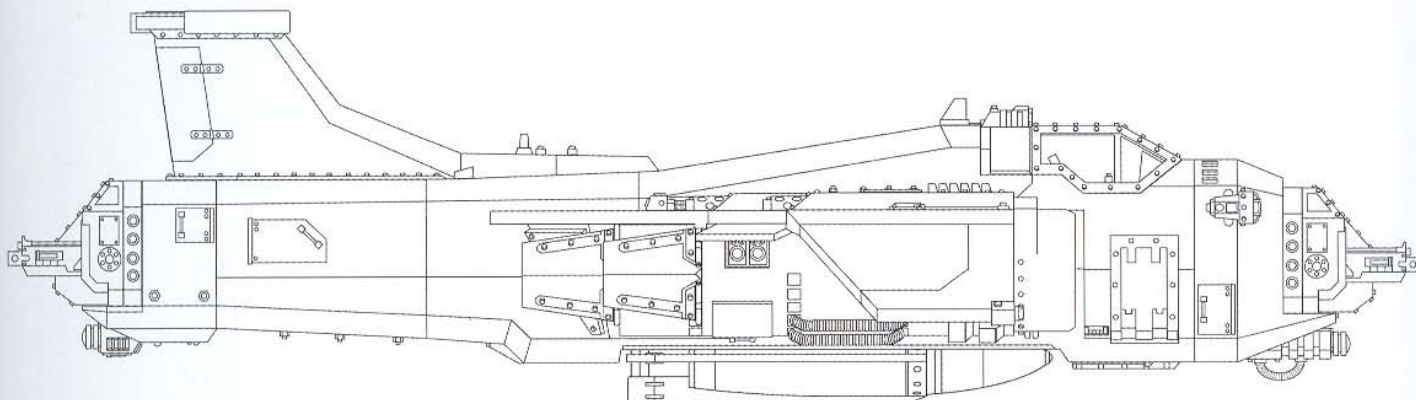


Marauder bomber of the 2424th Imperial Navy Bomber Wing, 'Blackwing' squadron. Squadron's eighth aircraft, camouflage for operations over Armageddon Prime. The significance of the 'IV' symbol is not known.

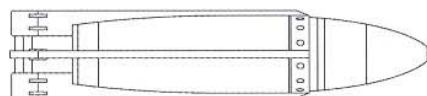




Marauder bomber variant used for a reconnaissance and surveillance role.



Marauder bomber variant used to carry a payload of a single 10,000 kg guided bomb.



## MARAUDER BOMBER

	Points	Front Armour	Side Armour	Rear Armour	BS
Marauder	395	10	10	10	3

Type: Super-Heavy Flyer

Structure Points: 3

Crew: Imperial Navy

Thought for the day:  
By the manner of our death  
are we judged.

**Weapons:** The Marauder is armed with twin-linked lascannons and 2 x twin-linked heavy bolters.

**Options:** A Marauder may be upgraded to carry a bombbay payload of up to twelve bombs at +10 pts per bomb, or it may carry up to six heavy bombs at +20 pts per bomb. In addition to its bombbay payload, a Marauder may carry up to twelve Bombs on wing mounted pylons (3 bombs per pylon) at +10 pts per Bomb.

A Marauder may take any of the following Imperial Navy Aircraft Upgrades; Ejector Seat, Flare or Chaff Launcher, Armoured Cockpit, Infra-Red Targeting, Illum Flares, Distinctive Paint Scheme or Decals.

## SPECIAL RULES

### Bomb

Range: G 48"    Strength: 4    AP: 6    Special: Heavy 1/ Blast

### Heavy Bomb

Range: G 12-48"    Strength: 6    AP: 4    Special: Ordnance1/ Blast



# MARAUDER DESTROYER



The Destroyer is the name given to a particular variant of the Marauder bomber designed for dedicated ground attack missions. The Marauder Destroyer specialises in low level attacks. It has a reduced bomb payload in favour of increased firepower. It bristles with weaponry: its nose cone mounts six autocannons, capable of unleashing a maelstrom of fire. Under the wings are eight racks for Hellstrike missiles. The tail turret replaces the standard defensive heavy bolters with two assault cannons, which are used to strafe targets after the main attack run is complete and the Marauder is climbing away from the target.

The Marauder is primarily equipped for deployment in close ground support. It lacks the bomb payload for any other role, although it can search for emerging targets behind the lines with its missiles and reduced bomb-load, but there are generally too few Destroyers for it to be wasted in the 'interdiction' role.

Records show that the first use of the Marauder Destroyer was during the Second War for Armageddon, after heavy losses in the Naval airforces. Ork dominance of the skies over certain areas of Armageddon forced the few remaining Marauders to be refitted to operate at night, flying at extremely low level where they could evade

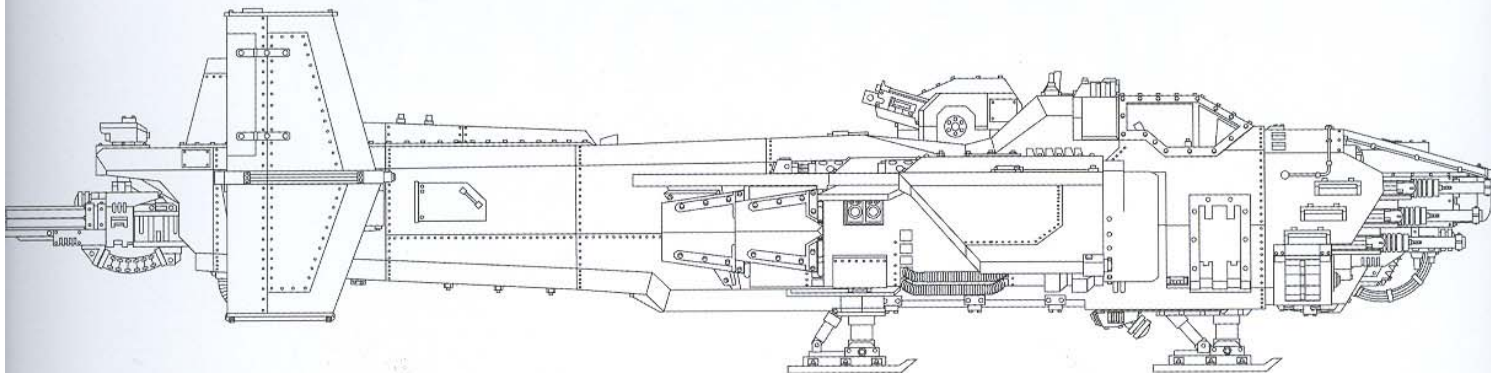
detection. Given the new low-level tactics, a new weapons payload was sanctioned.

Tech-Priests added tracking and sensor systems, which enabled the Destroyer to fly and fight in the dark at heights as low as 100 metres and speeds exceeding 1500 kph. The six nose-mounted autocannon, eight Hellstrike missiles and two assault cannon allow the Destroyer to blast its way through to a target, deliver its payload and fight clear.

Airbases, headquarters and supply depots are all high priority targets, which, if neutralised, can drastically reduce combat effectiveness. Unfortunately for Imperial forces, they are also among the most heavily defended. If attacking such targets with the standard Marauder, the Imperial Navy might use as an entire squadron, carpet bombing enemy positions from high altitude. The Destroyer however, crewed by hand picked Imperial Navy pilots, allows Imperial commanders to strike hard at these key targets with far less risk of failure.

The heavy firepower also means a Destroyer is the weapon of choice for close ground support. As an added bonus, the deafening roar of a low-flying Marauder Destroyer's quad ram-jets, as it comes in for attack run, is a great boost to friendly ground troops' morale.





DVLA ao 345 732



## ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM TECHNICAL SPECIFICATIONS



### Vehicle Designation

Type..... GROUND ATTACK BOMBER.....

Vehicle Name..... MARAUDER DESTROYER.....

Forge World of Origin..... CYPRA-MUNDI.....

Known Patterns..... I-VII.....

Crew..... PILOT, NAVIGATOR, BOMBARDIER, NOSE GUNNER,  
TAIL GUNNER, TURRET GUNNER.....

Powerplant..... 4 X J79-CS AFTERBURNING RAMJET.....

Weight..... 43 TONNES EMPTY.....

Length..... 19.2 M.....

Wingspan..... 24.6 M.....

Height..... 4.8 M WITH LANDING GEAR DOWN.....

Operational Ceiling..... 41,000 M, WITH JET ENGINES.....

Max Speed..... 1800 KPH.....

Range..... 15,000 KM IN ATMOSPHERE.....

Main Armament..... 6 X NOSE MOUNTED AUTOCANNONS.....

2 X REAR TURRET MOUNTED ASSAULT CANNONS,  
2 X DORSAL TURRET MOUNTED HEAVY BOLTERS.....

Secondary Armament..... 3,000 LBS INTERNAL PAYLOAD.....

8 X HELLSTRIKE MISSILES.....

Main Ammunition..... 300 ROUNDS.....

Secondary Ammunition..... 2000 ROUNDS.....

Armour.....

Superstructure..... 45 MM.....

Hull..... 30 MM.....



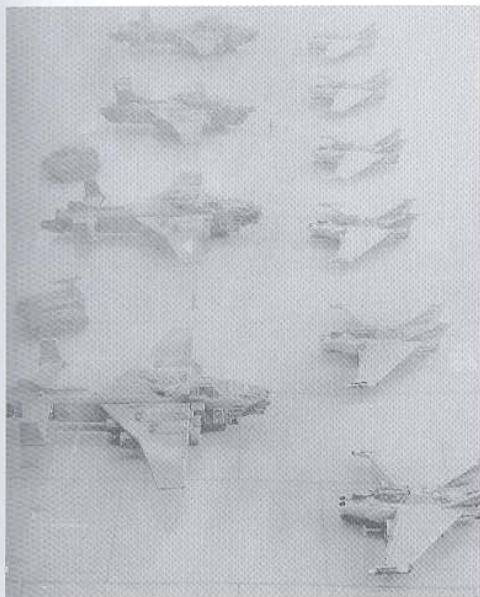
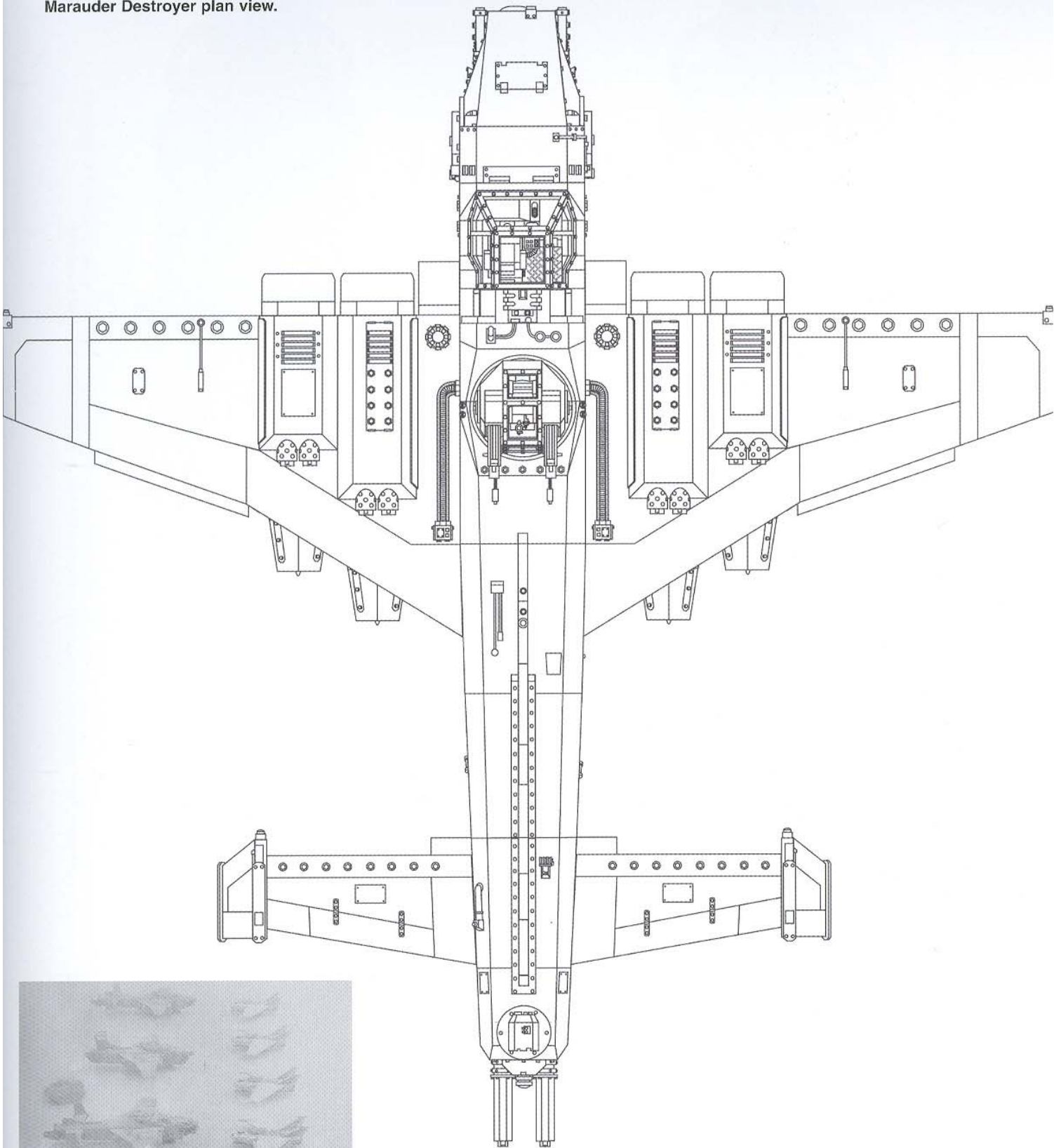
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signature..... *Olav's*.....

Magos Fabricator

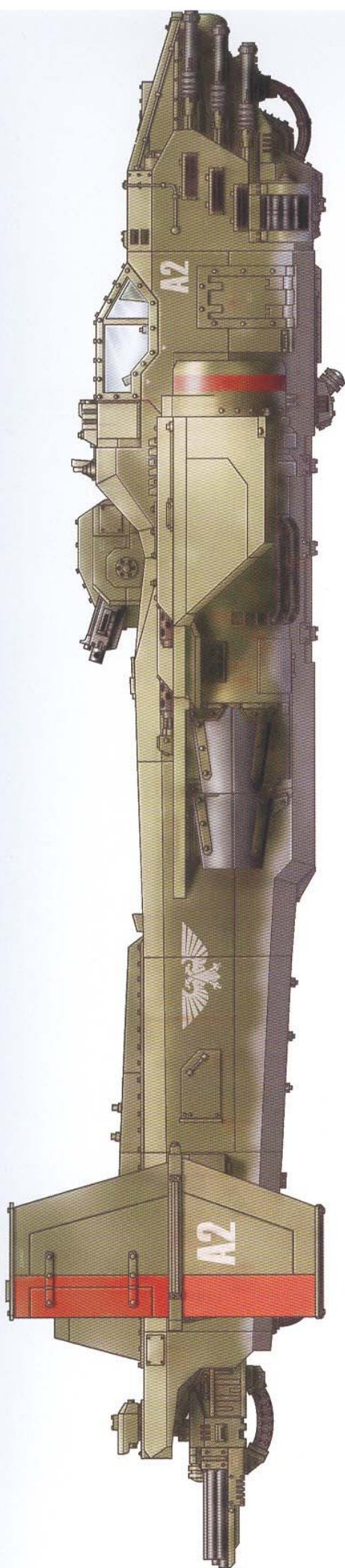


Marauder Destroyer plan view.

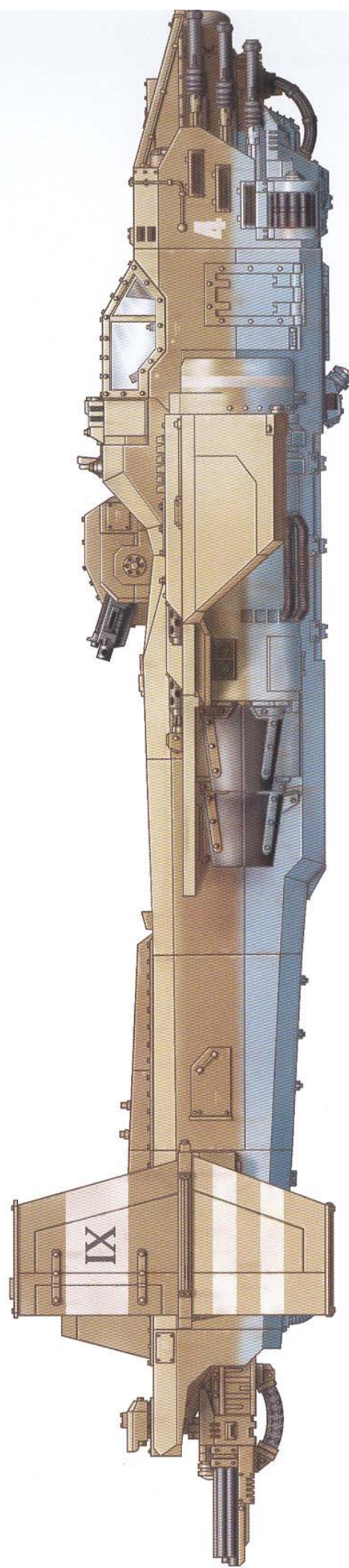


**Left:** An Imperial Navy airbase, home to a fighter and a bomber wing. These aircraft are being readied for combat.



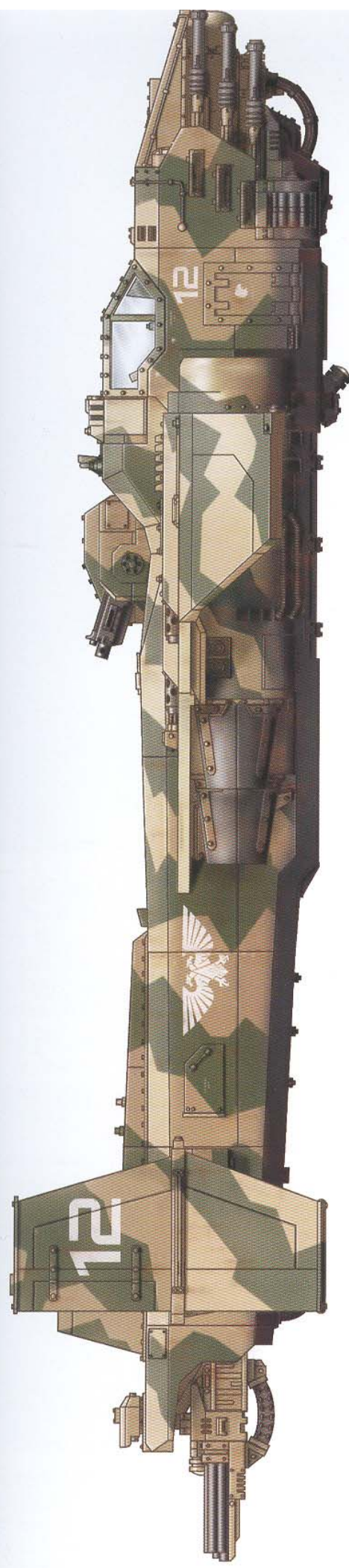


Marauder Destroyer of the 501st Imperial Navy Bomber Wing, plain green colour scheme for operations in temperate climates.

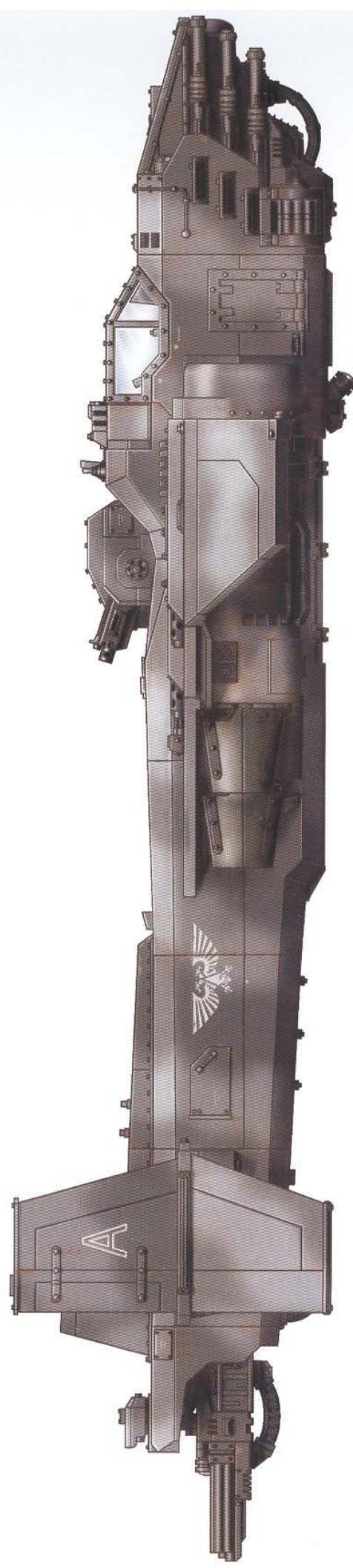


Marauder Destroyer of the 2424th Imperial Navy Bomber Wing, 'Blackwing' squadron. Squadron fourth aircraft, camouflage for operations over the ash wastes of Armageddon. The significance of the 'IX' numeral is not known, but it seems this squadron has adopted the use of similar markings on all its aircraft.



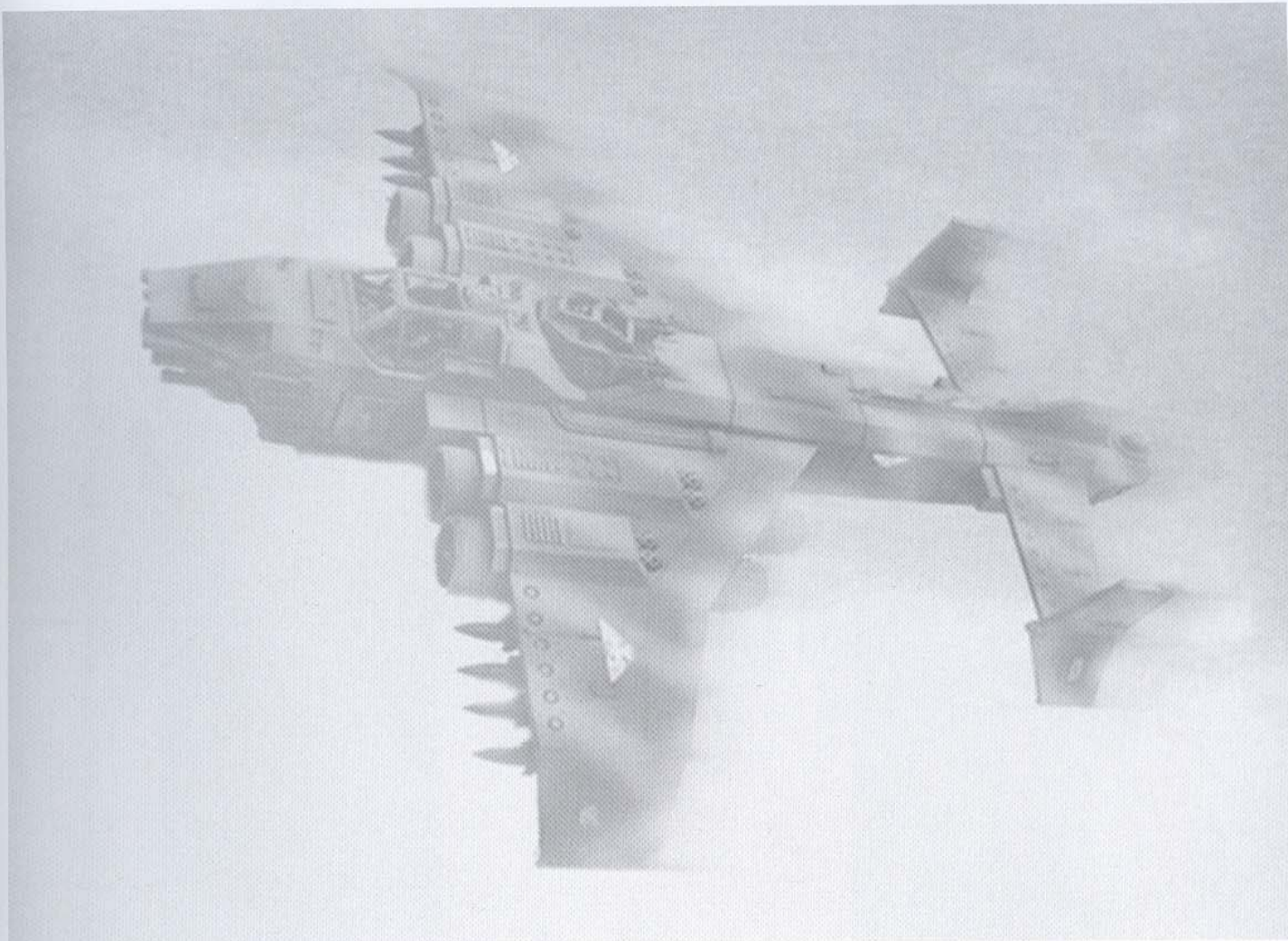


Marauder Destroyer of the 23rd Imperial Navy Bomber Wing, 'Sabre' squadron. Camouflaged for operations over the jungles of Denkari-Prime deathworld.



Marauder Destroyer of the 4521st Imperial Navy Bomber Wing, 'Drako' squadron. Camouflaged for operations over the ash wastes of Armageddon during the third invasion of Armageddon.





### MARAUDER DESTROYER

	Points	Front Armour	Side Armour	Rear Armour	BS
Destroyer	425	10	10	10	3

Thought for the day:  
Destroy, destroy, destroy!

**Type:** Super-Heavy Flyer

**Structure Points:** 3

**Crew:** Imperial Navy

**Weapons:** The Marauder Destroyer is armed with 3 x twin-linked autocannons, twin-linked heavy bolters and twin-linked assault cannons.

**Options:** A Marauder Destroyer may be upgraded to carry a bombbay payload of up to six bombs at +10 pts per bomb. It may also carry up to eight Hellstrike missiles at +10 pts per missile.

A Marauder Destroyer may take any of the following Imperial Navy Aircraft Upgrades: Ejector Seat, Flare or Chaff Launcher, Armoured Cockpit, Infra-Red Targeting, Illum Flares, Distinctive Paint Scheme or Decals.

### SPECIAL RULES

#### Bomb

**Range:** G 48"    **Strength:** 4    **AP:** 6    **Special:** Heavy 1/ Blast

#### Hellstrike Missiles

**Range:** Unlimited    **Strength:** 8    **AP:** 3    **Special:** Heavy 1



# VALKYRIE

## AIRBORNE ASSAULT CARRIER



The Valkyrie airborne assault carrier is the aircraft issued to Storm Trooper units. In addition to providing the Imperial Guard with a core of well trained infantry, special operations such as insertion behind enemy lines for commando raids, rescues and sabotage missions are all part of the Storm Troopers' regular assignments.

The Valkyrie utilises vector engines for vertical take off and landings, giving it very high manoeuvrability and the ability to hover in the air by directing the engine thrust through its wing exhausts. It is an atmospheric aircraft and cannot operate in the vacuum of space, although it can be sealed against hostile environments. The Valkyrie lacks the high top-speed of a true fighter aircraft, like a Lightning or Thunderbolt, but its ability to hover means Storm Troopers can land with great accuracy at their drop zone or on their objective. This can be done by a variety of methods.

*Conventional vertical landing.* This is rarely used in hostile areas as being on the ground makes the aircraft too vulnerable.

*Low hover.* Just two or three metres above the ground allowing troops to quickly jump to the ground.

*Fast roping.* Sliding down ropes from 10-15 metres above the ground.

*Rappelling.* Abseiling on a harness down ropes from 20 metres plus above the ground. Slower than fast roping, but useful for descending through jungle canopy or

when the distance to the ground cannot be accurately judged.

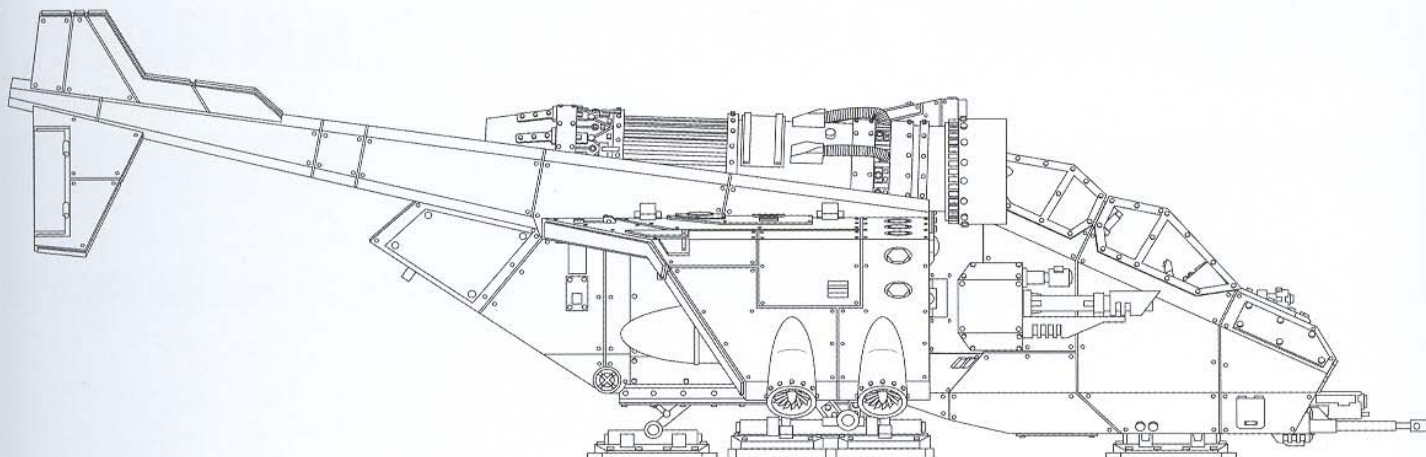
*Grav-chute.* Jumping from higher altitude, usually from the back ramp with grav-chutes to slow descent.

The Valkyrie is an advanced piece of hardware, containing many systems comparable with those found in Space Marine vehicles. Only a few Forge Worlds can manufacture them, and all the Valkyries that are built are supplied to the Storm Troopers or 'Drop Troop' Imperial Guard regiments, such as those recruited on Elysia or Harakon.

As well as carrying troops, a Valkyrie can also be used to transport support equipment, such as Cyclops, Tarantula sentry guns and other heavy weapons. When carrying heavy loads or travelling long distances, the aircraft must be equipped with fuel tanks. These replace the under wing Hellstrike missiles but give the aircraft extra versatility as a heavy lifter.

Only the very best Imperial Navy pilots fly the Valkyrie. These pilots consider themselves an elite force in their own right. They are trained for dangerous insertion missions behind enemy lines, night flying and manoeuvring the aircraft in close confines and at very low altitudes. Each Valkyrie has four crew: a pilot, a co-pilot (who is also the weapons operator) and two door gunners to fire the heavy bolters.





DVLA ao 345 732



## ADEPTUS MECHANICUS DEPARTMENTO MANUFACTURUM TECHNICAL SPECIFICATIONS



### Vehicle Designation

Type... AIRBORNE ASSAULT CARRIER

Vehicle Name... VALKYRIE

Forge World of Origin... MARS, VOSS, ARTEMIA, ESTABAN VII

AGRIPIAAA, PHAETON, LUCIUS

Known Patterns... I-X

Crew... PILOT, NAVIGATOR, 2 DOOR GUNNERS

Powerplant... 2 X F75-MV AFTERBURNING VECTOR-TURBOJETS

Weight... 13 TONNES EMPTY

Length... 18.5 M

Wingspan... 16.9 M

Height... 4.8 M

Operational Ceiling... 13,000 M

Max Speed... 1100 KPH

Range... 2,000 KM IN ATMOSPHERE

Main Armament... HULL MOUNTED MULTI-LASER

2 X DOOR MOUNTED HEAVY BOLTERS

Secondary Armament... 2 X HELLSTRIKE MISSILES

Main Ammunition... 150 SHOTS FROM POWERPACK

Secondary Ammunition... 1000 ROUNDS

Armour...

Superstructure... 75 MM

Hull... 75 MM



Date... 1549473.M49

**CLASSIFIED**

signature... *Chary Red*

Magos Fabricator

Dominus Ex Machina





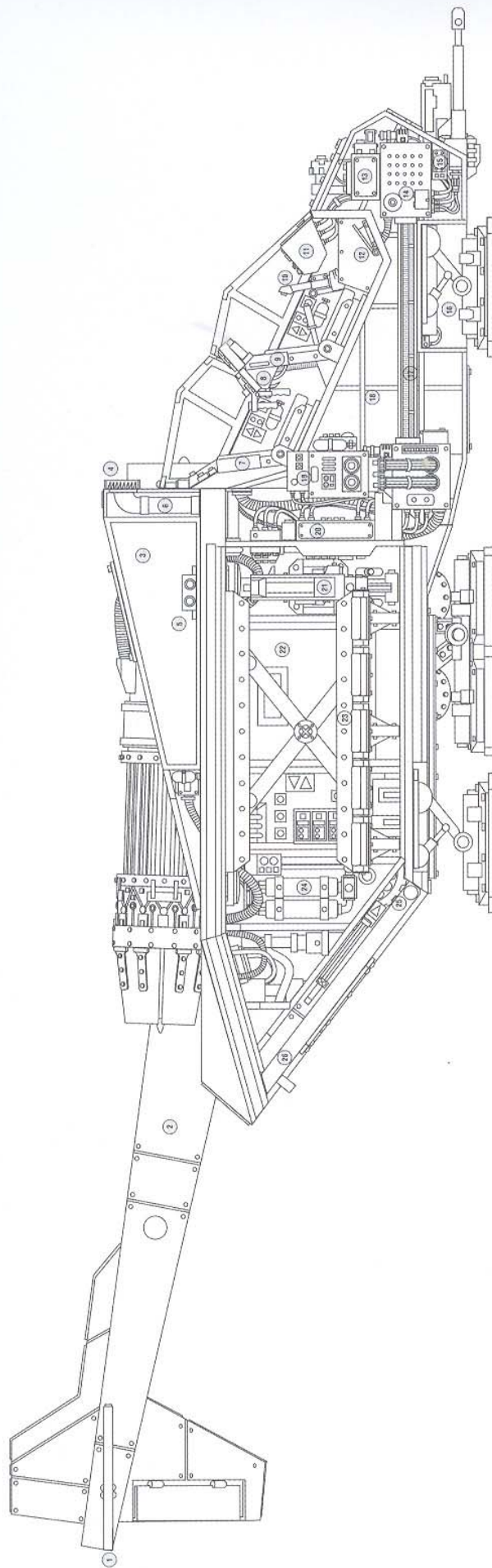
**Top:** Three Valkyries approach their jungle drop-zone at tree top level.

**Above:** Two Valkyries of the 2nd Tactical Wing speed over the surface of Cadia during the 13th Black Crusade. The lead aircraft is so close to the ground it is throwing up a dust cloud. It is during low flying like this that the vehicle's camouflage is most useful.



# VALKYRIE - INTERIOR DETAIL

VOSS PATTERN

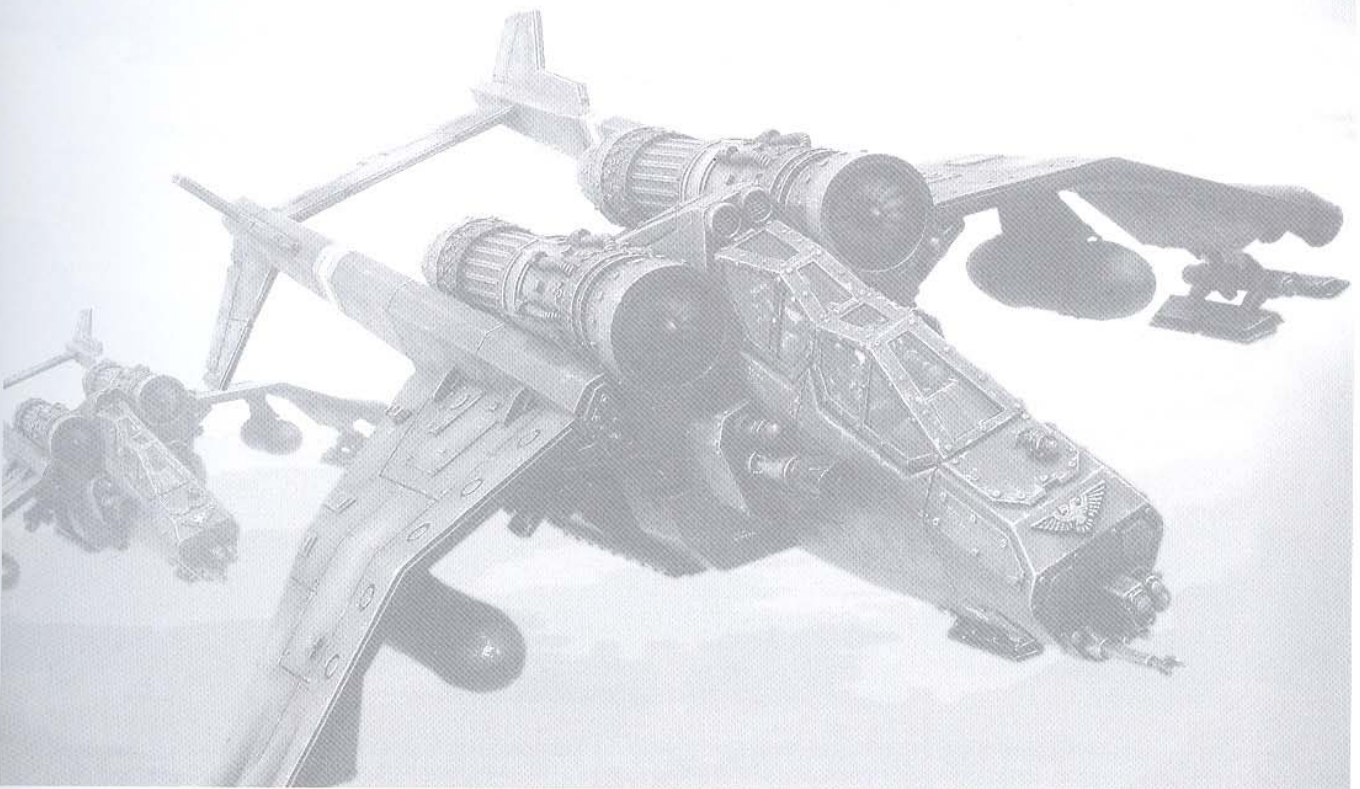
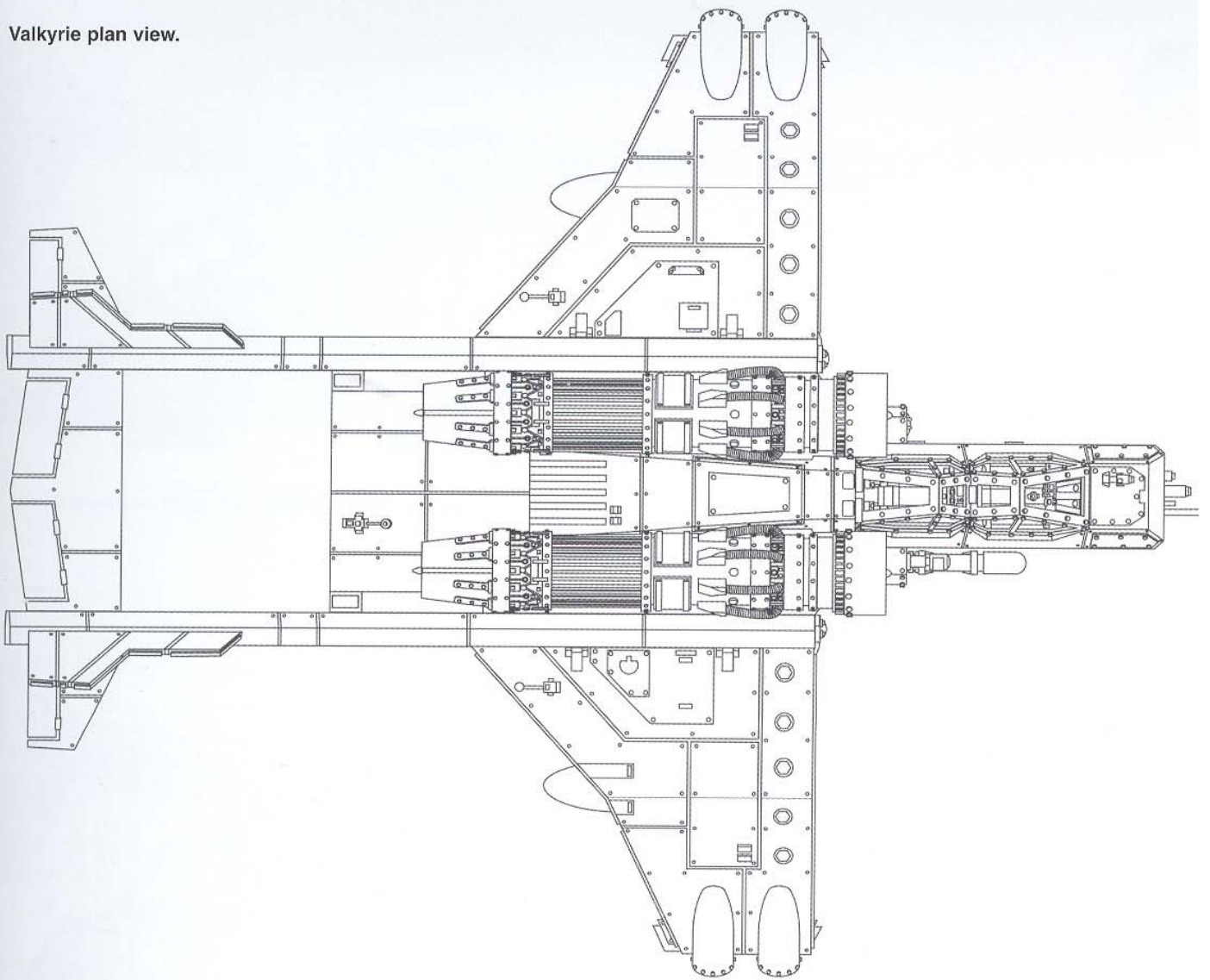


## VALKYRIE INTERIOR DETAIL KEY

- |  |   |   |
|--|---|---|
| 1 Main tail fin                                  | 10 Flight control sticks                          | 19 Hull weapon power pack (adjustable for lascannon or multi-laser) |
| 2 Tail boom                                      | 11 Pilot's systems control console                | 20 Primary avionics compartment                                     |
| 3 Fuel tank                                      | 12 Rudder pedals                                  | 21 Heavy bolter in stowed position                                  |
| 4 Air intakes (sealable in hostile environments) | 13 Communications and tracking equipment          | 22 Side door (closed)   |
| 5 Fuel supply lines                              | 14 Primary flight control systems                 | 23 Seating array on scissor mount (down)                            |
| 6 Ducting  | 15 Sensor equipment and navigational antenna unit | 24 Oxygen supply (for hostile environments)                         |
| 7 Co-pilot's seat                                | 16 Landing gear and landing gear stowage space    | 25 Rear ramp drive gear   |
| 8 Weapons control console                        | 17 Cable run                                      | 26 Rear ramp  |
| 9 Pilot's seat                                   | 18 Airframe                                       |   |

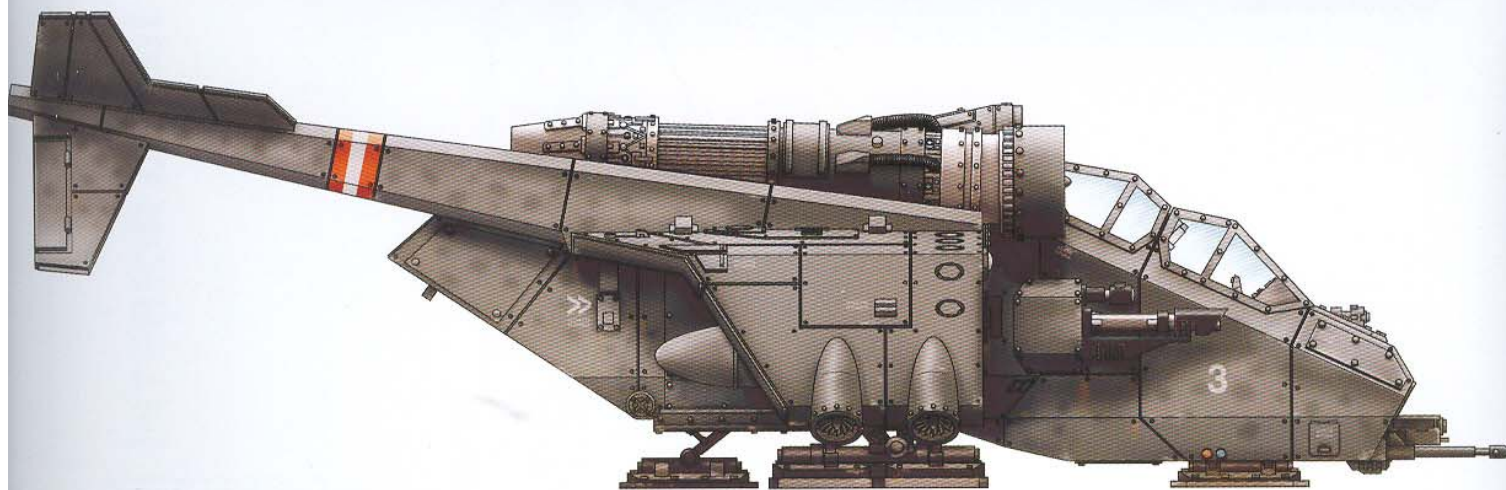


Valkyrie plan view.

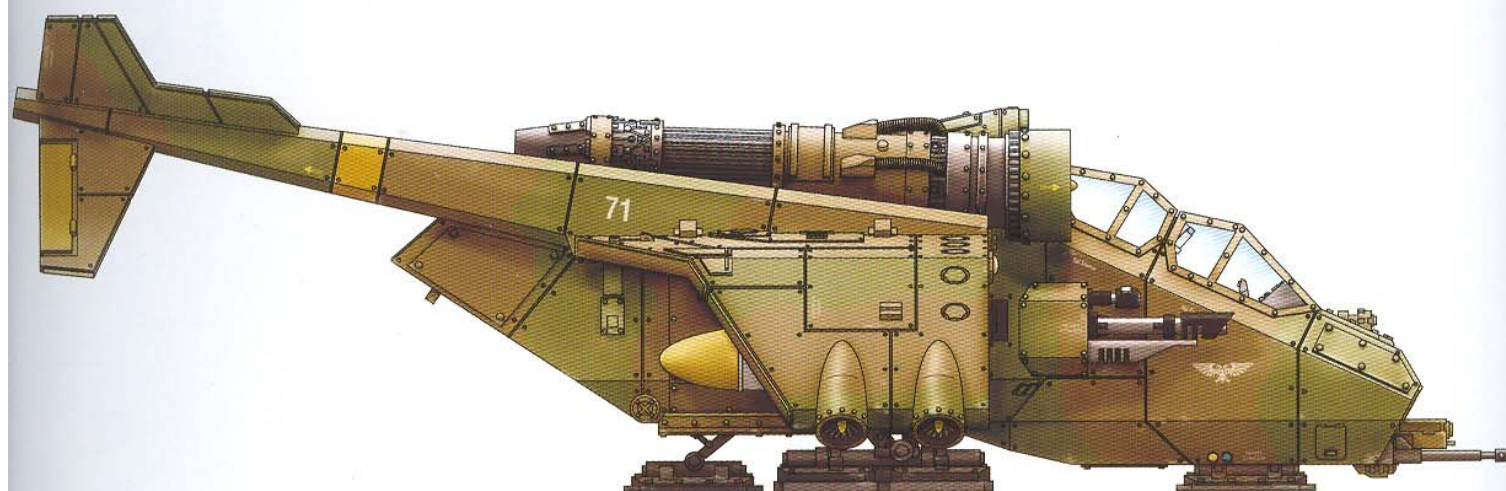


Above: Valkyries in close formation approach thier drop zone.

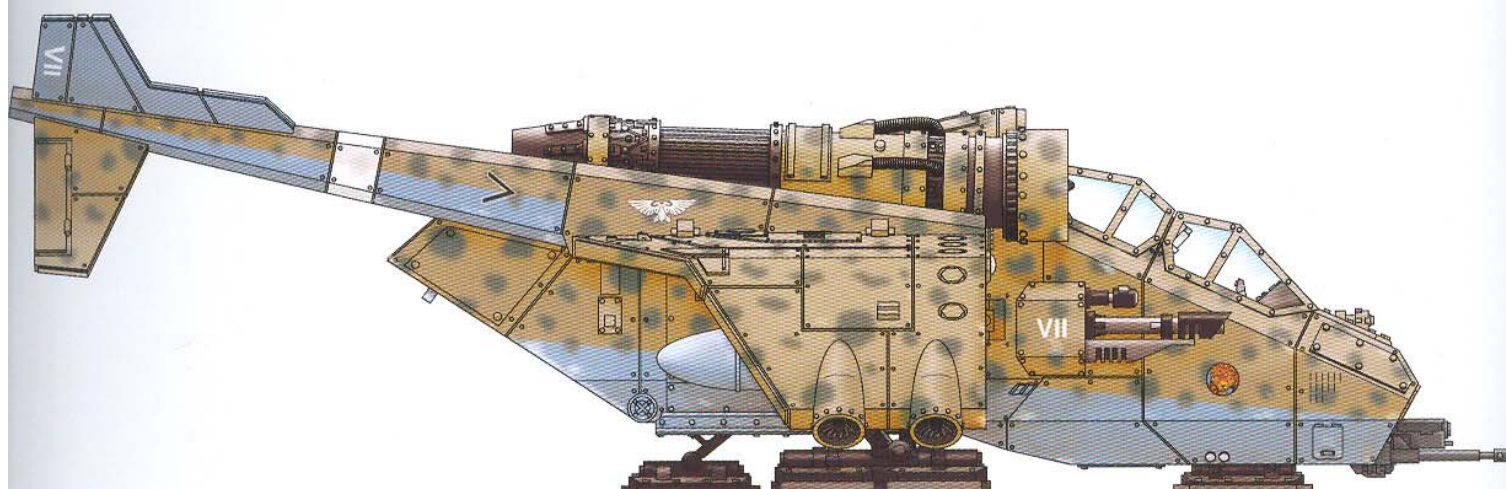




Valkyrie of the 2nd Imperial Navy Tactical Wing. This is the wings third aircraft, camouflaged for operations during the defence of Cadia.

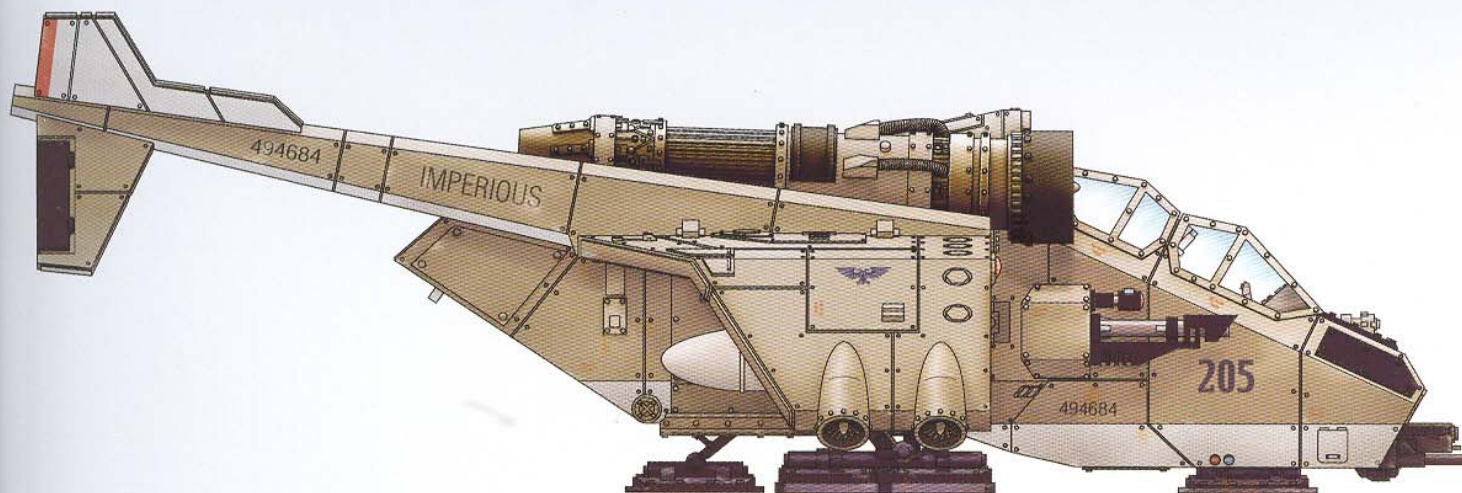


Valkyrie of the 71st Imperial Navy Tactical Wing. Woodland camouflage used during the Helion V campaign.

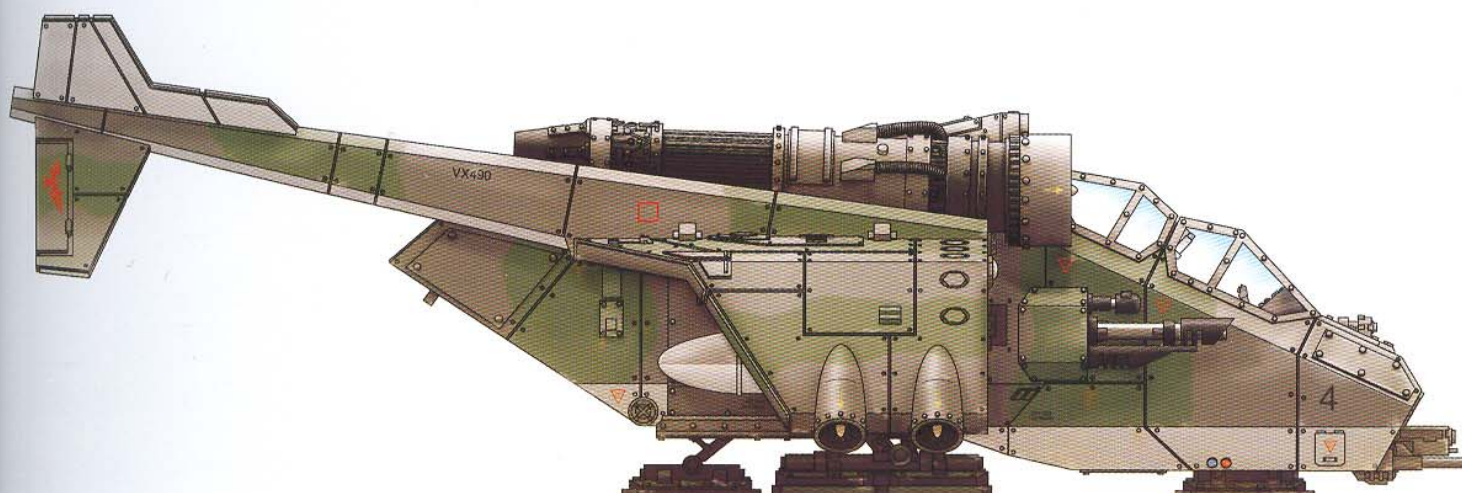


Valkyrie of the 22nd Elysian Drop Troop regiment. Desert camouflage from Yarrant III.  
Note the badge under the pilot's cockpit and the kill markings on the nose.

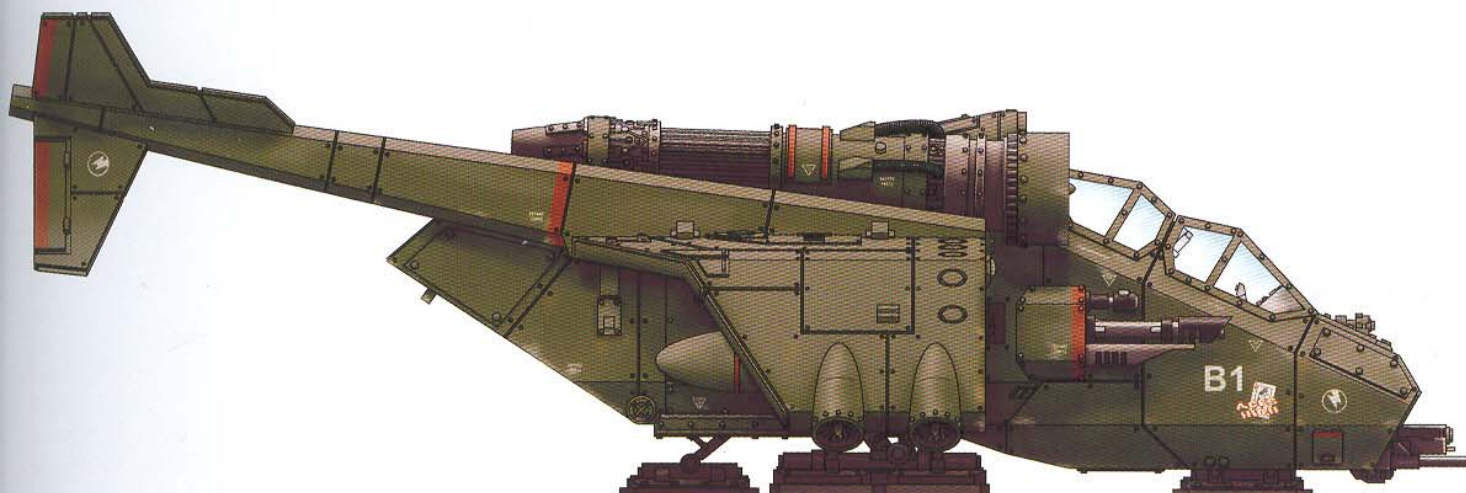




Valkyrie of the 205th Imperial Navy Tactical Wing. This aircraft has been named 'Imperious' by its crew. Camouflaged for operations on the ocean planet of Tyrama Secundus.



Valkyrie of the 123rd Imperial Navy Tactical Wing, part of 'Pursuit Force Fidelis', Kovalic 479.



Valkyrie of the 64th Elysian Drop Troops Regiment. Codex green colour scheme used during the ill-fated fifth Ymgarl Insertion. The regiment's tactical wing badge is the lightning symbol. This aircraft has been named 'Aces-High' by its crew, although its official number is B1.





## VALKYRIE

	Points	Front Armour	Side Armour	Rear Armour	BS
Valkyrie	140 + wpns	11	11	10	3

**Type:** Flyer, Orbital Lander

**Crew:** Imperial Navy

Thought for the day:  
Seek honour as you act,  
and you will know no fear.

**Weapons:** The Valkyrie is armed with a hull mounted multi-laser and two door mounted heavy bolters.

**Options:** The multi-laser may be upgraded to a lascannon for +10 pts.

The Valkyrie has two external fuel tanks. The Valkyrie may exchange both the fuel tanks for one of the following: two Hellstrike missiles for +20 pts; two multiple rocket pods for +50 pts.

A Valkyrie may take any of the following Imperial Navy Aircraft Upgrades: Ejector Seat, Flare or Chaff Launcher, Armoured Cockpit, Infra-Red Targeting, Illum Flares, Distinctive Paint Scheme or Decals.

## SPECIAL RULES

**VTOL Hover Mode:** After its passengers disembark (or embark), rather than leave the table as per the normal flyer rules the Valkyrie can choose to engage its VTOL hover mode and remain on the table. The Valkyrie uses its vectored engines to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering, it may fire all its weapons.

For the purposes of being fired at, treat the Valkyrie as a moving Skimmer whilst in Hover mode. It can be targeted using the firer's normal BS. All hits are treated as glancing hits. If the Valkyrie is immobilised then it is destroyed. Whilst hovering, it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it was a moving vehicle.

At the end of its own turn the Valkyrie may disengage VTOL Hover Mode, using its main thrusters and fly off. It now reverts to being a flyer. It will return in the enemy turn on a 2+ as per the normal flyer rules. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run.

**Heavy Lift:** If the Valkyrie is carrying the following: Tarantula sentry guns or Cyclops remote control demolition vehicles then it must be equipped with external fuel tanks. Whilst equipped with fuel tanks, a Valkyrie may not carry Hellstrike missiles or Multiple rocket pods.

### Multiple Rocket Pods

Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are an effective anti-infantry weapon used against swarms of lightly armed troops.

**Range:** 24"      **Str:** 4      **AP:** 6      **Type:** Heavy2, Blast



# VULTURE

## GUNSHIP



The Vulture is closely related to the Valkyrie. Whilst the Valkyrie is a transport aircraft for carrying troops and equipment into the battle zone, the Vulture is a multi-role gunship, replacing the transport compartment in favour of a large weapons load. Like the Valkyrie, it is far slower than a Lightning or Thunderbolt, but carries a far larger weapons payload for its size. Its ability to hover over the battlefield means it is always close to the action and in direct support of the ground battle.

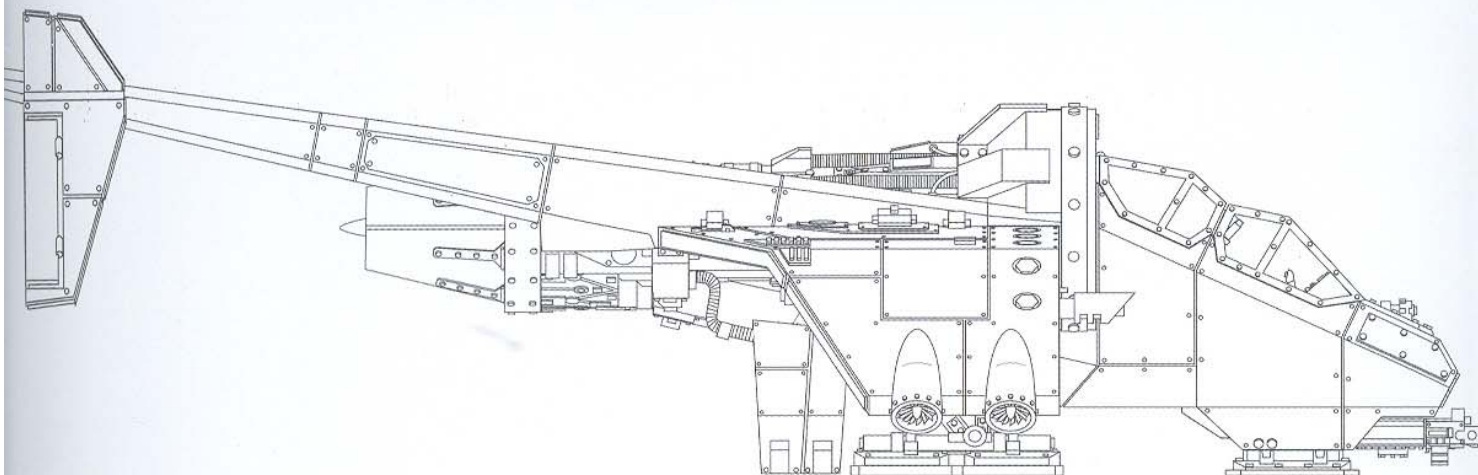
Vultures usually fly in support of Valkyrie operations, providing heavy firepower as the airborne troops go in. A flight of Valkyries will generally be supported by a single Vulture, whose task is to engage the enemy with its full firepower at the moment of insertion, when the infantry are at their most vulnerable. They also provide heavy hitting power for lightly equipped drop troops regiments, who lack tank and artillery support. The Vulture's highly variable weapons configuration means it can fulfil any role the drop troops need it to, from anti-tank fire with its Hellstrike missiles, to strafing infantry with cannons and fragmentation rockets, to attacking a strongpoint with bombs.

A Vulture has two Imperial Navy crewmen, a pilot and a weapons operator, who aims and fires all the various

weapon systems. What combination of weapons the Vulture actually carries depends upon what its mission is and the enemy it is likely to encounter. For increased range, a Vulture can be fitted with external fuel tanks, and although this reduces the weapons payload, it does allow the Vulture to accompany Valkyries on long-range insertion operations.

Like the Valkyrie, the Vulture can hover in place, and is mobile enough to squeeze into small spaces, such as between buildings, for low level attack runs. It is flown as part of Imperial Navy Tactical wings just like its transport partner. The Vulture is an atmospheric aircraft, and cannot operate in the vacuum of space.





## ADEPTUS MECHANICUS DEPARTMENTO MANAFACTURUM TECHNICAL SPECIFICATIONS

DVLA no 345 732



### Vehicle Designation

Type ATTACK GUNSHIP

Vehicle Name VULTURE

Forge World of Origin MARS, VOSS, ARTEMIA, ESTABAN VII

AGHIPINAA, PHAETON, LUCIUS

Known Patterns I-X

Crew PILOT, WEAPONS OPERATOR

Powerplant 1 X F200-KWL AFTERBURNING VECTOR TURBOJET

Weight 9 TONNES EMPTY

Length 19.2 M

Wingspan 14.2 M

Height 4.9 M

Operational Ceiling 11,000 M

Max Speed 1100 KPH

Range 2,000 KM IN ATMOSPHERE

Main Armament NOSE MOUNTED HEAVY BOLTER

Secondary Armament 4 UNDER WING HARDPOINTS

FOR VARIOUS WEAPON SYSTEMS

Main Ammunition 200 ROUNDS

Secondary Ammunition VARIES BY WEAPON TYPE

Armour

Superstructure 75 MM

Hull 75 MM



Date 1601473.M40

signature *Clair's Red*

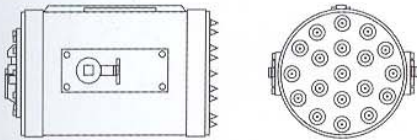
Magos Fabricator



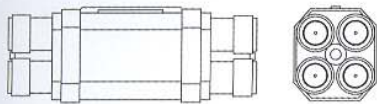
Vulture plan view.

1. Voss pattern fragmentation warhead, multiple rocket pod.
2. Voss pattern, Mk23 quad missile launcher tubes.
3. Voss pattern autocannon and ammunition drum.
4. Phaeton pattern lascannon and powerpacks.
5. Mars pattern multi-laser and powerpacks.

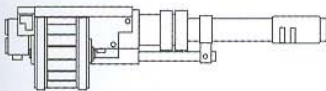
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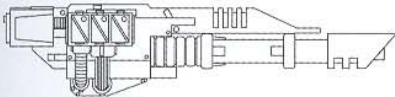
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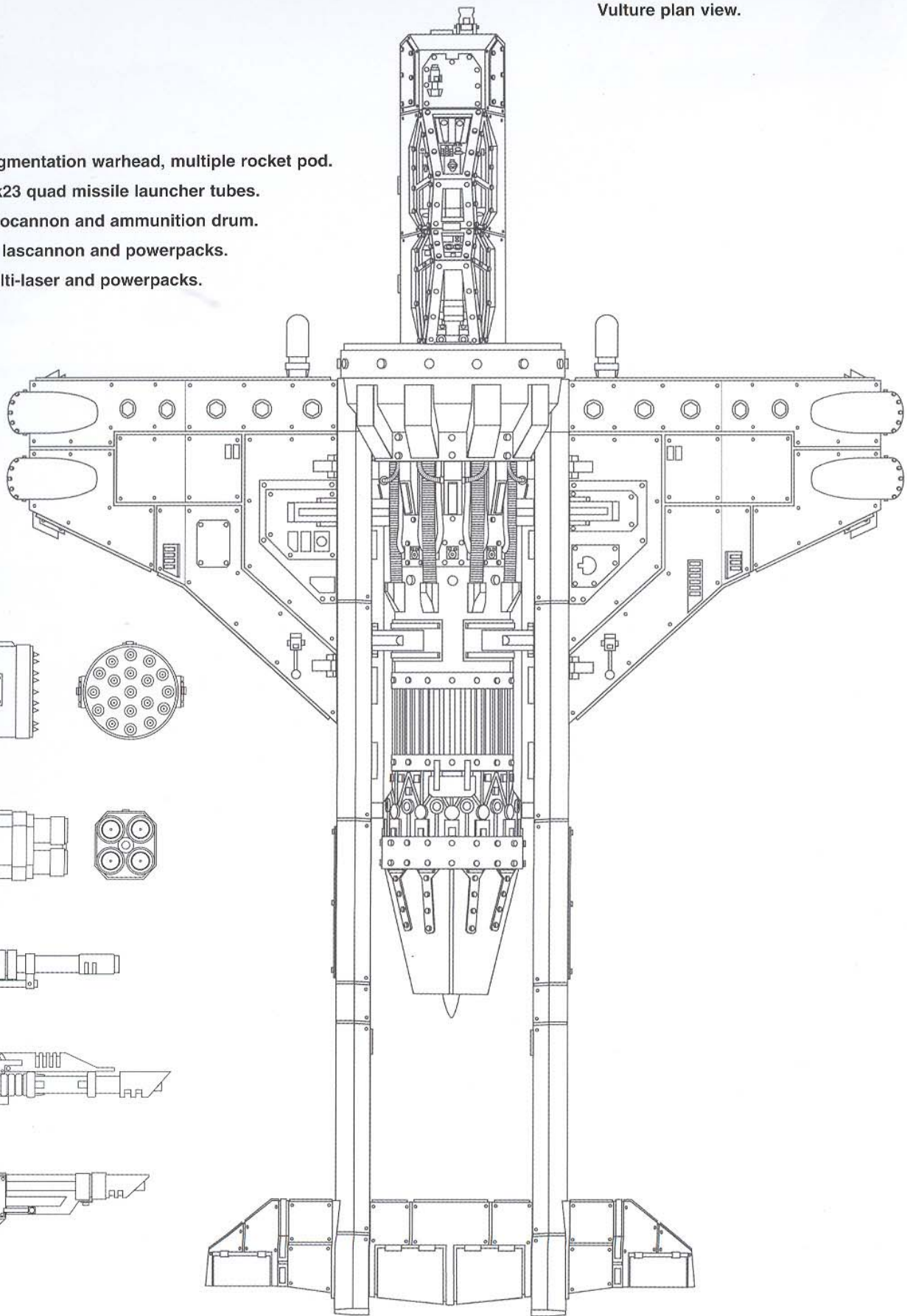
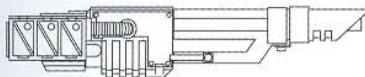
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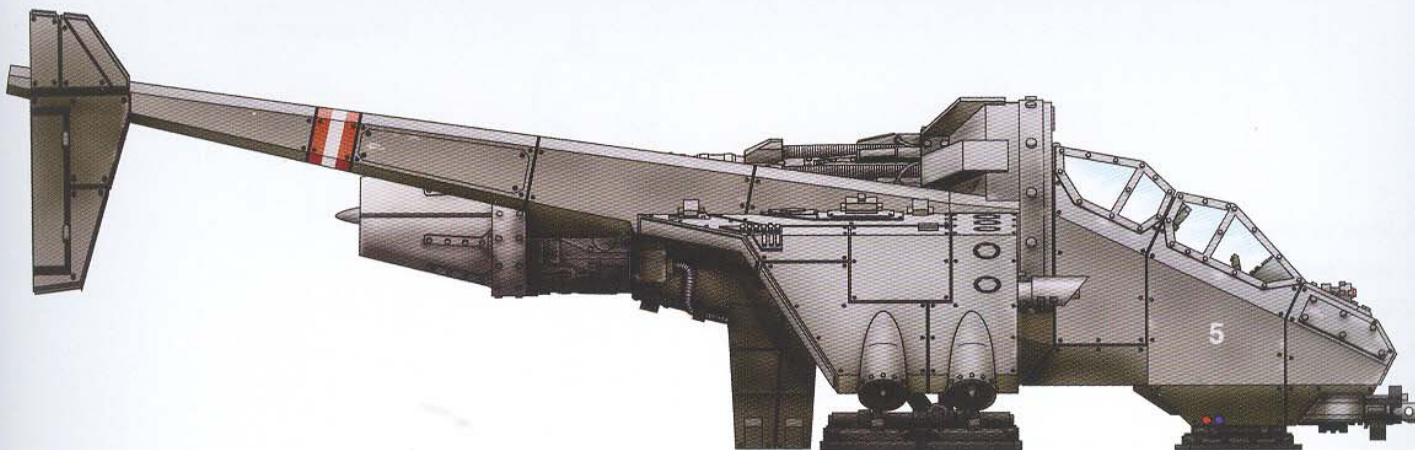
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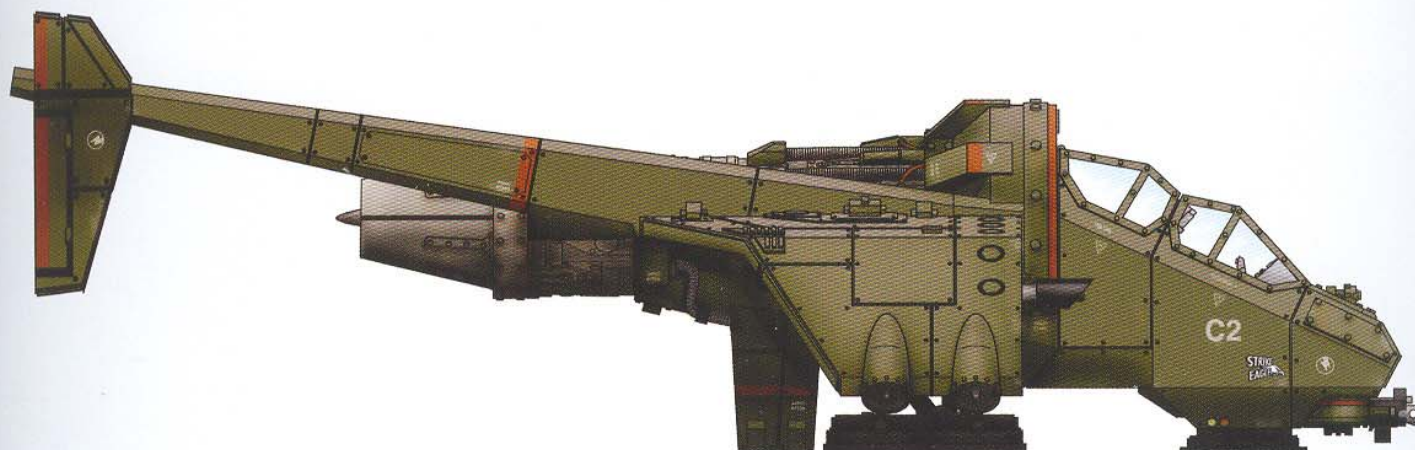
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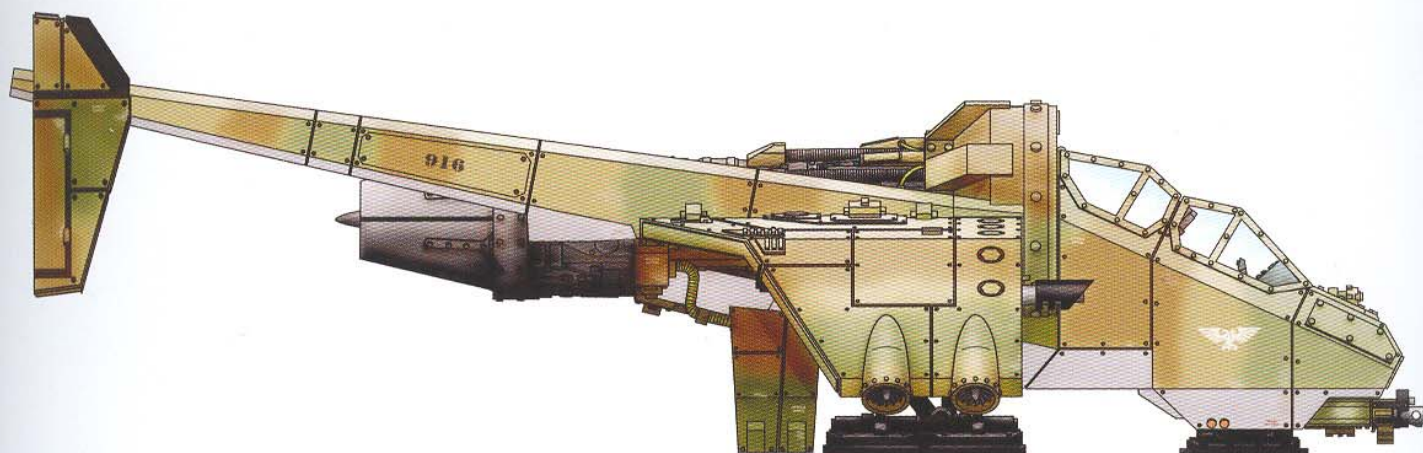




Vulture of the 2nd Imperial Navy Tactical Wing. This is the wing's fifth aircraft, camouflaged for operations during the defence of Cadia.

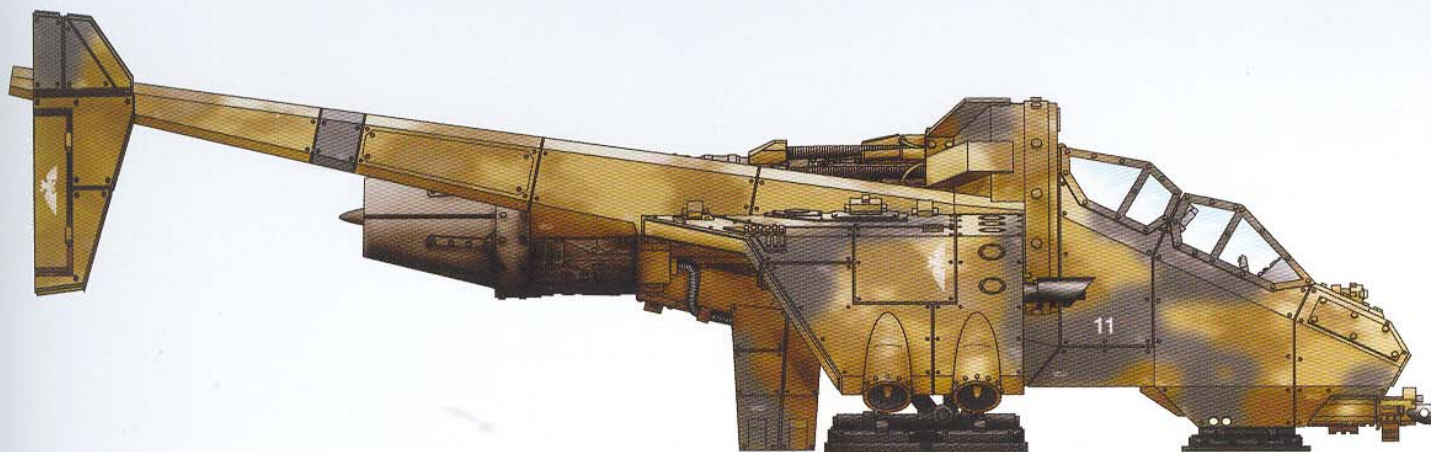


Vulture of the 64th Elysian Drop Troops Regiment. Codex green colour scheme used during the ill-fated fifth Ymgarl Insertion. The regiment's tactical wing badge is the lightning symbol. This aircraft has been named 'Strike Eagle' by its crew, although its official number is C2.



Vulture of the 15th Elysian Drop Troop Regiment. This is an aircraft from the 9th company. The sixth aircraft of the first platoon, operating in place of the platoon's heavy weapons squad. Camouflaged for the Yarrant II campaign.

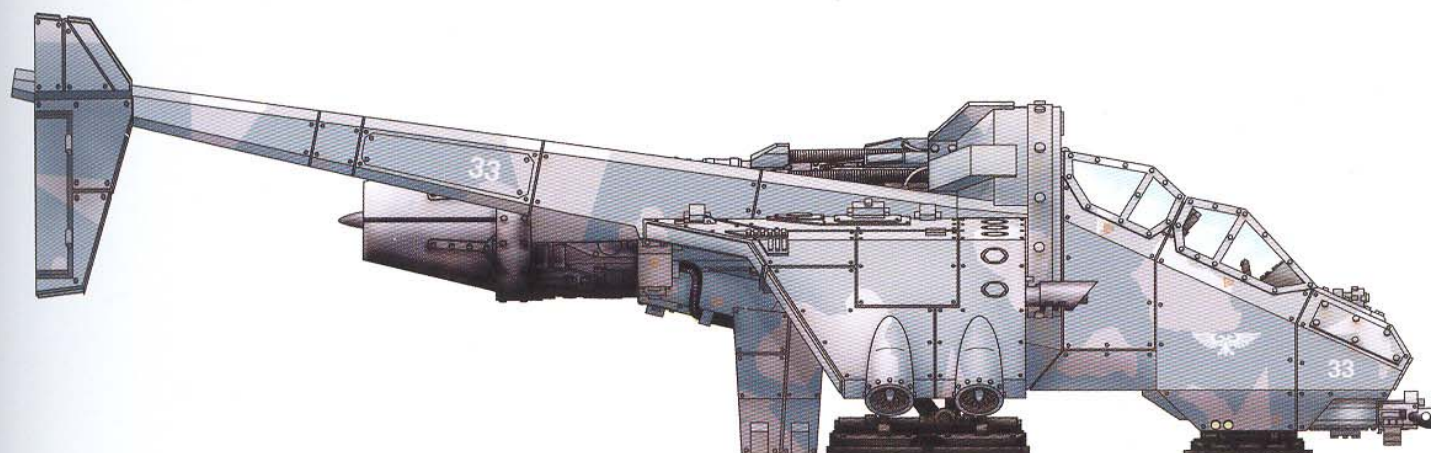




Vulture gunship of the 81st Imperial Navy Tactical Wing. Camouflaged for operations against Tau forces on Dolumar IV.



Vulture gunship of the 9th Elysian Drop Troop Regiment. Camouflaged for operations against Hive Fleet Kraken, in the jungles of Veridian Prime.



Vulture gunship of the 33rd Imperial Navy Tactical Wing. Camouflaged for operations on the ice-world of Belatis IV.





## VULTURE GUNSHIP

	Points	Front Armour	Side Armour	Rear Armour	BS
Vulture	100+ wpns	11	11	10	3

Thought for the day:  
His will be done.

Type: Flyer

Crew: Imperial Navy

**Weapons:** The Vulture is armed with a nose mounted heavy bolter.

**Options:** The Vulture has four wing hard points for mounting weapons. Each weapon is bought as a pair and a Vulture may mount two pairs of weapons. A Vulture must choose one pair of weapons from the Hardpoint 1 list (inner wing) and one pair of weapons from the Hardpoint 2 list (outer wing).

**Hardpoint 1:** 2 x External fuel tanks for free; twin-linked las-cannons at +45 pts; twin-linked missile launchers at +45 pts; twin-linked autocannons at +30 pts; twin-linked multi-lasers at +30 pts; 2 x multiple rocket pods at +50 pts.

**Hardpoint 2:** 2 x External fuel tanks for free; 2 x bomb racks of 3 heavy bombs per rack at +60 pts; 2 x bomb racks of 3 heavy smart bombs per rack at +90 pts; 2 x missile racks of 3 hunter-killer missiles per rack at +60 pts; 2 x multiple rocket pods at + 50 pts; 2 x Hellstrike missiles at +20 pts.

A Vulture may take any of the following Imperial Navy Aircraft Upgrades: Ejector Seat, Flare or Chaff Launcher, Armoured Cockpit, Infra-Red Targeting, Illum Flares, Distinctive Paint Scheme or Decals.

## SPECIAL RULES

**VTOL Hover Mode:** Rather than leave the table as per the normal flyer rules the Vulture can choose to engage its VTOL Hover mode and remain on the table. The Vulture uses its vectored engines to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering it may fire all its weapons.

For the purposes of being fired at, treat the Vulture as a moving Skimmer whilst in Hover mode. It can be targeted using the firer's normal BS. All hits are treated as glancing hits. If the Vulture is immobilised then it is destroyed. Whilst hovering, it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it was a moving vehicle.

At the end of its own turn, the Vulture may disengage VTOL Hover Mode, using its main thruster to fly off. It now reverts to being a flyer. It will return in the enemy turn on a 2+ as per the normal flyer rules. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run.

### Multiple Rocket Pods

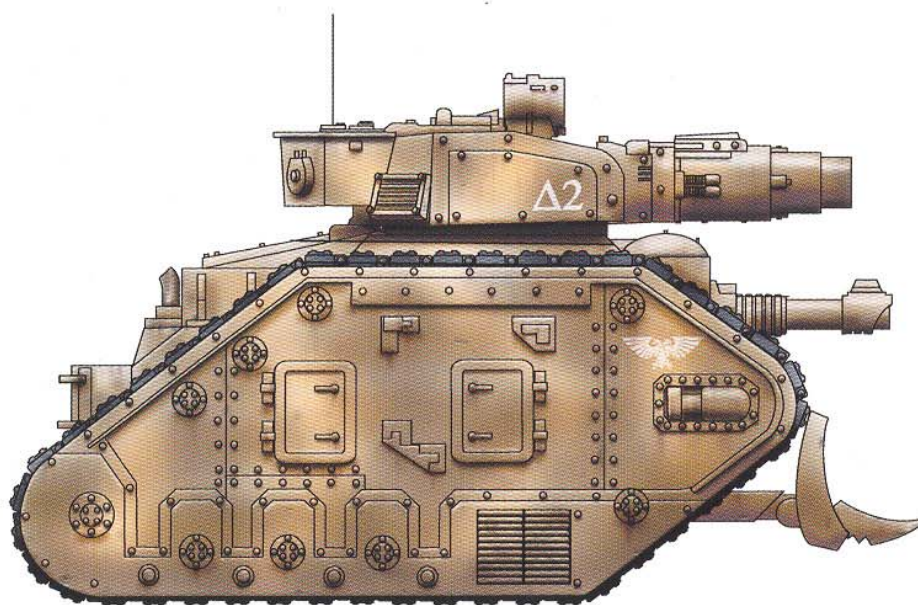
Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are an effective anti-infantry weapon used against swarms of lightly armed troops.

Range: 24"      Str: 4      AP: 6      Type: Heavy2, Blast





# ARMY LIST



Conqueror of 10th Thracian Armoured Regiment.



# ARMoured BATTLEGROUP

## ARMY LIST

*"What I cannot crush with words I will crush with the tanks of the Imperial Guard."*

*Solar Macharius*

### THE ARMoured REGIMENT

The Imperial Guard is the largest fighting force in the galaxy, and the largest military organisation in the long history of Mankind. It is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to fight for the Emperor. It is the Imperial Guard that must bear the brunt of the Imperium's wars. Wherever there is conflict, there is the Imperial Guard.

The manpower for such a vast fighting force is drawn from across the Imperium. They come from primitive Feral worlds and Hive worlds, from Death worlds and savage Penal colonies. All must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower. These conscripts form new regiments or are shipped as replacements to regiments already in battle.

Many units are formed as infantry regiments, with tens of thousands of men. But others are trained and equipped as Armoured regiments. The tanks and carriers of the Armoured regiments form the cutting edge of the Imperial Guard's fighting forces. It is their task to take battle deep into the heart of the enemy, striking fast and hard with overwhelming firepower to smash enemy defences.

### WHY COLLECT AN ARMoured BATTLE GROUP?

The one overwhelming reason to collect an Armoured Battlegroup army is tanks! If you enjoy modelling and painting tanks then why play anything else? In standard Imperial Guard armies the heart of the force is the infantry, here it is the tanks and other armoured fighting vehicles. Whilst infantry still play their part, it is only as support to the heavy metal!

Modelling tanks is a real joy, and a player can lavish as much time on a tank as on a special character for other armies. Adding upgrades, crew, stowage, battle damage, rust and mud all help to bring a tank model to life. More experienced or ambitious players can move on to converting their vehicles, changing weapons or going so far as to create their own vehicles, from basic turret swaps or complete vehicles scratch built from plasticard. The background given earlier in this book provides the reasoning behind this diversity.

The standard equipment of an Armoured Battlegroup will be Leman Russ tanks, Chimera carriers and Basilisks, but it is unlikely that these three basic 'troop types' will sustain an avid collector for very long. Most players enjoy diversity, and like to have lots of troops to choose from. Thanks to the Imperial Armour model range, we have been able to produce a wide diversity of vehicles and weapons as models, giving armoured unit players as much choice as the player of any other army, be it Eldar, Chaos, Space Marines, etc.

One common criticism of tank heavy forces is they lack character (and characters!). There is no reason why an Armoured Battlegroup should not be strongly themed like any other army. Players should spend some time to name their force, even if it is something as simple as 'The Armageddon 9th'. From the name you can then devise a colour scheme, it might be best to think about what terrain you are likely to be playing on most, or where the regiment is from. If you have a green board with woods and

hills, then a camouflage scheme that reflects this will help add character to the army. If you are ambitious then plan your army and terrain together, if you want to play on city fight terrain, then paint your vehicles in urban camouflage schemes. We have provided many examples in this book for you to copy. Next there is a numbering scheme to think about, again we have provided examples but feel free to make up your own. This has a practical value in helping you identify your vehicles from one another on the tabletop. You can also name individual vehicles. You also need army badges, campaign markings, honour badges and kill marking, as well as names for your ace tank crew commanders. Suddenly, an Armoured Battlegroup is packed with characterful details, which help bring the models to life on the tabletop.

### IMPERIAL GUARD ARMoured BATTLEGROUP LIST

On the following pages you will find an army list that enables you to field an Imperial Guard Armoured Battlegroup army. This list includes all the models currently available from Forge World. The army list allows you to fight battles using the scenarios in the Warhammer 40,000 rulebook but also provides enough information to field Armoured Battlegroups in scenarios of your own devising or as part of a campaign.

The heart of this list is the ten or so tanks of a Tank Company, with Armoured Fist squads in support and with attached elements of specialist siege tanks or artillery. Other support comes from the regimental artillery firing from off-table and the Imperial Navy flying in close support.

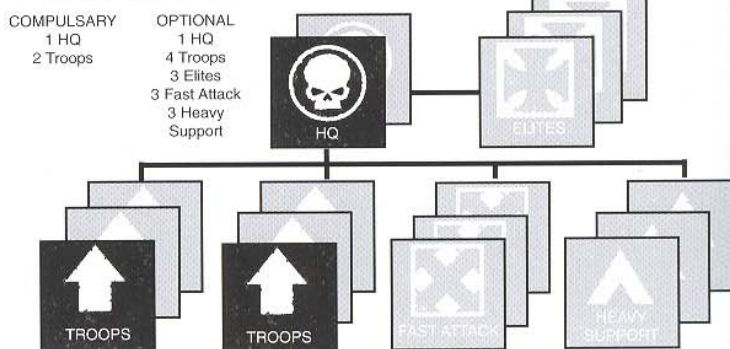
This army list is provided for players who wish to use their Imperial Armour models en masse in games. If you only wish to use one or two models then I'd recommend sticking with the Imperial Guard Codex army list. The rules for each vehicle detail what choice each Imperial Armour vehicle is for a 'standard' Imperial Guard army.

### USING FORCE ORGANISATION CHARTS

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or squadron it counts as single choice from those available to the army.

### Standard Mission





## USING THE ARMY LISTS

To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Note that in this list some choices are dependant on other choices. You must take an Elite choice squadron command tank to be allowed to take up to two tanks from the Troop choices. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

## ARMY LIST ENTRIES

**Unit Name:** The type of unit, which may also show a limitation on the maximum number of choices you can make for that unit (0-1, for example)

## ARMoured BATTLE GROUP SPECIAL RULES

### ACE CREW SKILLS

Many Imperial Guard armoured regiments have fought in the Imperium's wars for decades and gained much experience.

Any vehicle can be upgraded to an Ace Crew. Veterans of many campaigns, these are the best crews, well disciplined, experienced and well led. Any vehicle in an Armoured Battle Group can take a single Ace Crew skill. No vehicle may take more than one Ace Crew skill.

Each upgrade may only be used once per battle. Once it is used it cannot be used again, so once a skilled driver has re-rolled a Difficult Terrain test he cannot re-roll another. A skilled gunner may add +1 to a Penetration roll once, not for every shot.

These skills can only be taken for standard vehicles. They cannot be taken by Weapons Platforms, Cyclops, Super-heavy vehicles or for any Imperial Navy aircraft.

**Skilled Driver** – The driver can keep the tank moving, even in difficult terrain, finding the best routes of attack, picking the easiest routes across the ground. Using this skill you can re-roll the dice for crossing difficult ground. You must abide by the re-roll result even if it is worse. **5 pts**

**Night Fighters** – The crew are experienced in fighting battles at night. They may re-roll the dice when rolling to determine how far they can see in a Night Fight scenario. You must abide by the re-roll result even if it is worse. **5 pts**

**Ace Gunner** – The gunner has an eye for finding weak spots on enemy vehicles. After rolling to hit, the gunner may add +1 to the Armour Penetration roll. **10 pts**

**Disciplined Crew** – The crew have great discipline and mental strength. Treat a Crew Stunned damage result as a Crew Shaken result instead. **10 pts**

**Gung-ho! Crew** – The tank crew are happiest storming through the heart of the battle, where they can do the most damage. They are unperturbed by the presence of enemy infantry – for them it is just a target rich environment, they just keep on charging! An enemy infantry unit forced to take a Tank Shock test by this vehicle do so at -1 to their Leadership. **10 pts**

**Battle Hardened Crew** – This crew is tough as old boots and have seen it all before. Nothing phases them, even in the heat of battle they grit their teeth and keep fighting. If the vehicle takes a Crew Shaken result on the Damage table, then roll a D6. On a 4+ ignore the result, the Battle Hardened Crew are unshaken by the enemy fire and fight on regardless. **10 pts**

**Profile:** These are the characteristics of the unit type, including its points cost.

**Type:** The vehicle type, such as tank, skimmer, which often has other rules relating to it. For details of these rules see the Warhammer 40,000 rulebook.

**Crew:** Who crews the vehicle. This is usually reflected in the vehicle's BS, but also may affect such things as crew escape mechanisms.

**Weapons:** The unit's standard weapons

**Options:** This lists different weapons and equipment options for the unit and the additional points cost that must be paid to take them. Details of upgrades can be found in the Armoury and Wargear section.

**Special Rules:** Any special rules that apply to the unit.

**Veteran Commander** – The commander is a veteran of many campaigns and knows how to keep his men fighting at their peak. The veteran commander gives the tank a single re-roll for the battle. This re-roll can be used on any one D6 roll which relates to the tank's action, this could be crossing difficult terrain, rolling to hit with a weapon, rolling to wound or for armour penetration. Note it is only a single dice, so the re-roll would allow one miss with the heavy bolter to be re-rolled, not all misses. It cannot be used on the Scatter dice, but can be used on a dice roll for the distance scattered. It cannot be used on rolls made by the enemy, such as Morale tests against Tank Shock, or armour saves. **10 pts**

**Slick Loader** – The vehicle's loader quickly gets the main gun ready to fire after each shot. If the vehicle remains stationary, it may fire its main weapon twice in one turn. The second shot must be at the same target as the first. The vehicle cannot move at all and cannot fire any other weapons in the turn this skill is used. The weapon fired must be an ordnance weapon, you cannot use this skill on a heavy weapon. **20 pts**

## USING ARMoured BATTLE GROUPS IN SCENARIOS

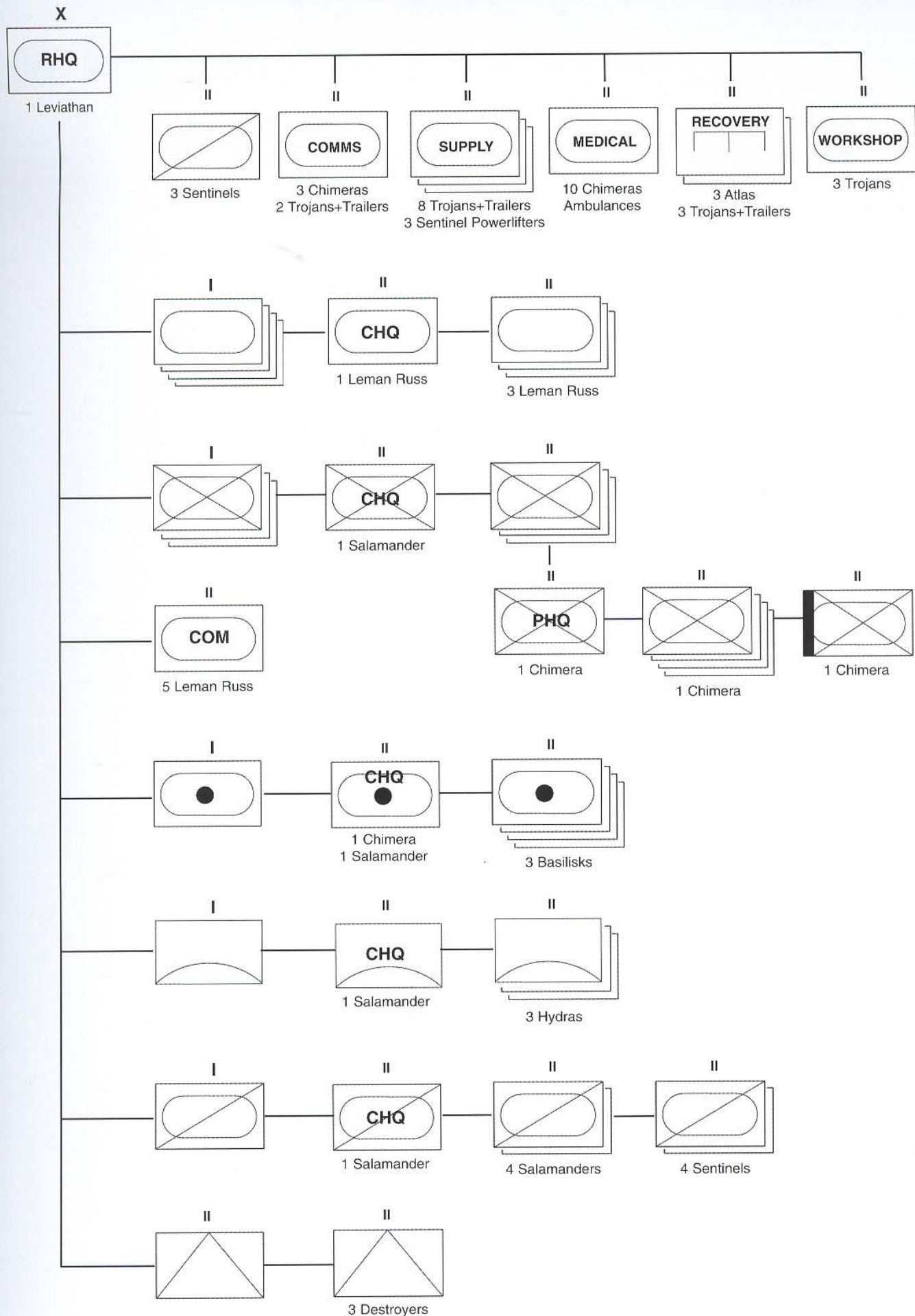
Imperial Guard Armoured units are only deployed in certain roles, and many scenarios are not appropriate for an Armoured Battlegroup. For example, attacking in a Sabotage scenario, where they have to sneak up - they might be the target of a sabotage attack though. Listed below are the restrictions on whether an Armoured Battle Group can be the attacker or defender. Players may feel they want to experiment and ignore these restrictions, this is fine, but may result in a rather strange game!

<b>Standard Missions:</b>	Normal restrictions
<b>Battles:</b>	Attacker only
<b>Raids:</b>	Defender only
<b>Breakthrough:</b>	Attacker only

This cannot be a definitive list. There have been many different scenarios published and we cannot list them all. So players will have to use common sense when it comes to special scenarios and their own scenarios. As a guideline Armoured Battlegroups will not be the attackers when stealth is required (say if the defender is using Sentries), and they will generally not be the defenders in scenarios where the defenders are static and using Obstacles, Fortifications or Hidden set-up.

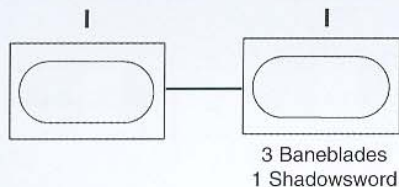


# 19th KRIEG'S ARMoured REGIMENT ORDERS OF BATTLE: TAROS CAMPAIGN

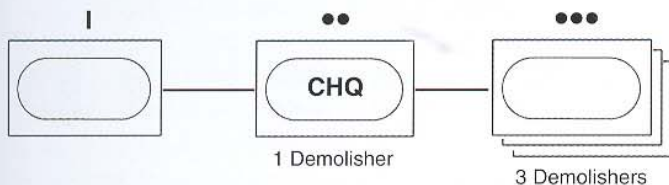




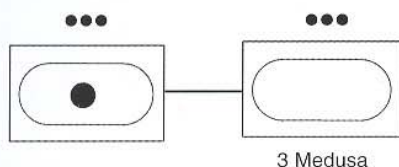
## 50th CADIAN HEAVY TANK COMPANY



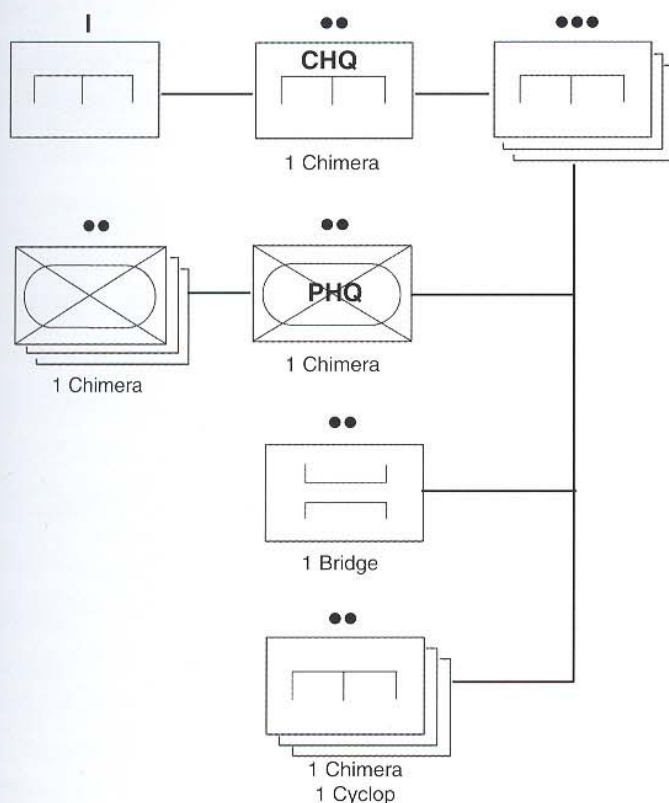
## 113th DNIIEPR SIEGE TANK COMPANY



## 24th PARDUS SIEGE GUN SQUADRON



## 11th SAREANIAN ASSAULT ENGINEER COMPANY



## TEMPORARILY ATTACHED UNITS

These units were attached for the duration of the Taros campaign before being reassigned at the campaign's conclusion. The inclusion of these units, with extra men and vehicles required, increased support resources, especially Medical, Recovery and Workshop units, and Departamento Munitorum supply columns.

## ALTERNATIVE VEHICLES

For clarity and simplicity only the main vehicle type is listed for each unit. The exact vehicles present may vary by type.

For Leman Russ also read: Exterminator, Conqueror, Vanquisher, Executioner.

For Demolisher also read: Thunderer or Hellhound.

For CHQ Chimera's also read: Salamander Command Vehicle.

For Basilisk also read: Griffon, Medusa, Bombard, Earthshaker Platform and Trojan, Medusa Platform and Trojan.

For Hydra also read: Hydra Platform and tow.

## TO & E

### Personel

1	Colonel
17	Captains
48	Lieutenants
5	Commissars
210	Sergeants
1064	other ranks

1345 Total

### Vehicles

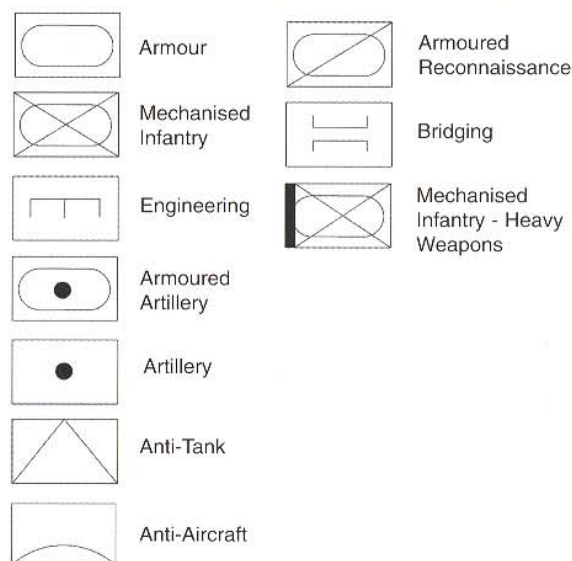
45	Leman Russ
10	Demolishers
12	Basilisks
9	Hydras
11	Sentinels
9	Sentinel Powerlifters
13	Salamanders
3	Destroyers
3	Medusa
9	Cyclops
3	Bridges
94	Chimeras
35	Trojans
6	Atlas
3	Baneblades
1	Shadowword

266 Total

### Weapons

695	Las pistols
166	Close combat weapons (various types)
865	Lasguns
19	Heavy Bolters
19	Mortars
19	Lascannons
11	Autocannons
11	Missile Launchers
20	Melta guns
20	Plasma guns
20	Grenade Launchers
20	Flamers
9	Heavy Flamers

1894 Total





## IMPERIAL GUARD ARMoured BATTLE GROUP ARMOURY

A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. Each model may take up to 50 points worth of wargear but no item more than once. Wargear and weapons must be represented on the model.

### SINGLE-HANDED WEAPONS

Bolt pistol	.1 pt
Close combat weapon	.1 pt
Hellpistol	.2 pts
Plasma pistol	.10 pts
Power fist*	.20 pts
Power weapon*	.5 pts

### TWO-HANDED WEAPONS

Bolter	.1 pt
Shotgun	.1 pt
Storm bolter*	.5 pts

### WARGEAR

Bionics	.5 pts
Carapace armour	.5 pts
Frag grenades	.1 pt
Krak grenades	.2 pts
Holy relic (Standard Bearer or Commissars only, no more than one per army)	.30 pts
Macharian Cross*	.20 pts
Master-crafted weapon	.15 pts
Medallion Crimson	.15 pts
Melta bombs	.5 pts

Refractor field*	.15 pts
Scanner	.2 pts
Trademark item*	.10 pts

\* Officers & Commissars only.

### AIRCRAFT UPGRADES

Imperial Navy aircraft may be fitted with the following equipment (see the entry for the aircraft in this book for details). No duplicates may be chosen for the same aircraft.

Ejector seats	
for Marauder / Destroyer	.20 pts
for all other aircraft	.10 pts
Flare or Chaff launcher	.5 pts
Armoured cockpit	.20 pts
Infrared targeting	.10 pts
Illum flare	.3 pts
Distinctive paint scheme or decals	.10 pts

### VEHICLE UPGRADES

Some Imperial Guard vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle.

Armoured crew compartment	.20 pts
Camo netting	.1 pt
Extra armour	.5 pts
Hunter-killer missile	.10 pts
Improved comms	.20 pts
Mine sweeper*	.5 pts
Pintle-mounted heavy stubber*	.12 pts
Pintle-mounted storm bolter*	.10 pts
Rough terrain modification	.5 pts
Searchlight	.1 pt
Smoke launchers	.3 pts
Track guards*	.10 pts

\*These upgrades cannot be used by Sentinels.

Name	Pts	Front	Side	Rear	BS	Weapons**
Leman Russ	145*	14	12	10	3	Battle cannon, hvy bolter
Demolisher	155*	14	13	11	3	Demolisher cannon, hvy bolter
Vanquisher	180*	14	12	10	3	Vanquisher cannon, hvy bolter
Exterminator	125*	14	12	10	3	Autocannons, hvy bolter
Executioner	170*	14	12	10	3	Plasma destroyer, hvy bolter
Conqueror	150*	14	12	10	3	Conqueror cannon, hvy bolter
Destroyer	160	14	12	10	3	Laser destroyer
Thunderer	140	14	12	10	3	Demolisher cannon
Chimera	85*	12	10	10	3	Multi laser, hvy bolter
Salamander Sc'	100	12	10	10	3	Autocannon, hvy bolter
Salamander Co'	100	12	10	10	3	Hvy flamer, hvy bolter
Trojan	45	10	10	10	3	Hvy bolter
Atlas	85	12	10	10	3	Hvy bolter
Cyclops	25	10	10	10	3	Demo-charge
Sentinel	45*	10	10	10	3	Multi-laser
Basilisk	100	12	10	10	3	Earthshaker, hvy bolter
Griffon	75	12	10	10	3	Griffon mortar, hvy bolter
Medusa	135	12	10	10	3	Medusa siege gun, hvy bolter
Manticore	135	12	10	10	3	Manticore missiles, hvy bolter
Hydra	200	12	10	10	3	4x lb autocannons

#### Weapon Platforms

Earthshaker	75	10	10	10	3	Earthshaker
Manticore	110	10	10	10	3	Manticore missiles
Hydra	145	10	10	10	3	4x lb autocannons
Tarantula	15*	10	10	10	2	Hvy bolters*

#### Aircraft

Lightning	145	10	10	10	3	lb autocannon, 2x lascannon
Thunderbolt	180	10	10	10	3	2x lascannons, 4x autocannons
Valkyrie	140*	11	11	10	3	Multi-laser, 2 x hvy bolters
Vulture	100*	11	11	10	3	Hvy bolter

\* where vehicles have multiple weapons options, only the cheapest is included here. For full details see the individual vehicle options.

\*\* basic weapons only, many vehicles have multiple options.

	Range	Str	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast
Griffon mortar	G12-48"	6	4	Ordnance 1/Blast
Laser destroyer	72"	10	2	Ordnance 1
Manticore missile	G36-300"	9	2	Ordnance 1/Blast
Medusa siege gun	36"	10	2	Ordnance 1/Blast
Vanquisher cannon	96"	8	3	Ordnance 1/Blast*
Autocannon	48"	7	4	Heavy 2
Lb autocannon	72"	7	4	Heavy 2
Conqueror cannon	48"	7	4	Heavy 1/Blast
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	template	5	4	Assault 1
Heavy stubber	36"	4	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Missile launcher (frag)	48"	4	6	Heavy 1/Blast
Missile launcher (krak)	48"	8	3	Heavy 1
Mortar	G48"	4	6	Heavy 1/Blast*
Multi-laser	36"	6	6	Heavy 3
Multi-melta	24"	8	1	Heavy 1*
Plasma cannon	36"	7	2	Heavy 1
Plasma Destroyer	54"	7	2	Heavy 1/Blast
Boltgun	24"	4	5	Rapid Fire
Bolt pistol	12"	4	5	Pistol
Flamer	template	4	5	Assault 1
Grenade launcher (frag)	24"	3	6	Assault 1/Blast
Grenade launcher (krak)	24"	6	4	Assault 1
Hellgun	24"	3	5	Rapid Fire
Hell pistol	12"	3	5	Pistol
Lasgun	24"	3	-	Rapid Fire
Las pistol	12"	3	-	Pistol
Melta gun	12"	8	1	Assault 1*
Plasma gun	24"	7	2	Rapid Fire*
Plasma pistol	12"	7	2	Pistol*
Storm bolter	24"	4	5	Assault 2

\* special rules apply to these weapons.



## DEPLOYMENT OF AN ARMoured REGIMENT

Whilst all Imperial Guard officers command their regiments differently, drawing upon their own training, tactical doctrines and experience to turn their regiment into the best fighting force they can, there are many standard organisational and tactical doctrines behind much of their methods. One doctrine is the Battlegroup Theory.

### THE BATTLEGROUP THEORY

Rather than deploy the full fighting force of a regiment in one place at one time it is often more advisable for a commander to split his regiment into 'Battlegroups'. Instead of the sledge hammer approach of a full regimental attack (still favoured by many commanders), Battlegroups are smaller, more flexible, fighting forces. Depending upon its total strength a regiment might be divided into two or three Battlegroups. Each group will be given a codename, often using its commanding officer (such as Battlegroup Grizmund), a number (Battlegroup 1), a colour (Battlegroup Blue), or a letter (Battlegroup A or Alpha).

The core of each Battlegroup will be one or more of the regiment's Tank companies. Attached to the Tank company will be an Armoured Fist company or two, as well as other assets, an AA battery, siege guns, tank destroyers etc. The exact division of these supporting assets varies widely, depending upon what enemy the Battlegroup is facing and the terrain it is likely to encounter.

Only one or two of the Battlegroups will be a fighting force. One will be held as the reserve Battlegroup, ready to move forwards to exploit a breakthrough, or move quickly to meet enemy counter-attacks. The reserve Battlegroup also provides an immediate pool of replacement vehicles and men for the forward fighting groups as casualties begin to mount.

A fighting Battlegroup will commonly be given the lions share of the regimental support assets. For example, any Super-heavy tanks are likely to amongst the spearhead, as are specialist engineer platoons or siege tanks if reconnaissance units report enemy bunkers or strongpoints. In this way the bulk of a regiment's strength will be found in a fighting Battlegroup, with more specialised vehicles, such as siege guns or tank destroyers held back as part of the reserve to be committed quickly at need.

Artillery batteries are usually deployed in the rear to support the fighting Battlegroups with no batteries kept in reserve.

A reconnaissance company is generally deployed in front of the fighting Battlegroup(s), with the aim of locating and identify enemy units as well as finding routes of advance, reporting terrain, etc. As such, the reconnaissance company is unlikely to be divided between any of the Battlegroups and operates as its own independent force ahead of the main spearhead(s). Once battle proper is joined the reconnaissance company will either be withdrawn from the frontline to form part of the reserve battlegroup, be moved to defend an exposed flank, sent on a diversionary attack or used for an outflanking manoeuvre itself.

Commissars operate outside the regimental command structure and are free to attach themselves to any unit they wish. Often this will be amongst the fighting Battlegroups, leading from the front, but a Commissar might see fit to join the regimental commander himself. Some have been known to attach themselves to the medical units to make sure shirkers and cowards are not trying to seek safety with only light or self-inflicted wounds! No part of a regiment is beyond the wary gaze of the Commissars.

## IMPERIAL GUARD WARGEAR

This section describes how the specialised Imperial Guard equipment works. These rules supersede those in the Warhammer 40,000 rulebook. Items not listed here function as described in the Warhammer 40,000 rulebook. All wargear chosen must be represented on the model/vehicle.

### Bionics

Bionics allow an Imperial Guard character that has suffered a crippling injury to return to service but they do not improve his abilities in any way.

However, there is a chance that an attack will damage a bionic part rather than doing any real harm. To represent this, if a model with bionics is killed, instead of removing it place it on its side. Roll a D6 at the start of the next turn: on a roll of 6 the model is stood back up with 1 wound but on any other roll it is removed as a casualty.

### Carapace Armour

This is made up of large rigid plates of armaplas or ceramite moulded to fit parts of the body. This provides better protection than the flak armour which is normally worn by the Imperial Guard. A model that has carapace armour receives a 4+ armour saving throw.

### Vox-Caster

Communications between Imperial Guard units on the battlefield are dealt with by troopers trained to use special vox-caster or comm-link. The size and appearance of a comm-link depends on its place of origin but in game terms they all have the same effects.

If a Command HQ or Command Section has a vox-caster, then

one squad per turn that also has a vox-caster may use the Leadership value of the Officer, no matter where they are located on the battlefield (ie, they don't have to be within 12" of the Officer as would normally be the case). You may choose to use the vox-caster at any time (eg, when an eligible squad is about to take a Leadership test or if the command unit is in reserve).

### Hellguns & Hellpistols

Hellguns use a very advanced form of lasgun that utilises a high energy laser beam. In game terms, they are treated as a las weapon of the same type, except that their AP value is 5 rather than '-'.

### Holy Relic

A model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as the model with the relic does not move on the turn it is shown.

On the turn the relic is revealed, all Imperial Guardsmen that are within 2D6" get a +1 attack bonus for the rest of that turn. The relic may be revealed in an opposing player's turn if you wish.

### Macharian Cross

The Cross is awarded only to Imperial Guard Officers in recognition of innovative and successful tactical thinking. The bearer can be expected to use initiative in battle. After deployment is complete (including deploying infiltrators and moving scouts) but before determining who has the first turn any single vehicle within 6" of the officer may redeploy up to 12", but must abide by all the mission's deployment zones and rules. They may not be moved into base-to-base contact with the enemy.

### Master-Crafted Weapons

A master-crafted weapon follows the normal rules for the



converted weapon except that it allows one failed to hit roll per turn to be re-rolled. Such a modified weapon is taken as an upgrade for a weapon already carried by a model and must be represented by a suitably ornate weapon on the model itself. A grenade cannot be master-crafted.

The upgrade cost of 15 points is added to the normal cost of the weapon but only the upgrade cost is taken against the 50 points limit on wargear taken by a model (so a master-crafted power weapon costs 25 points but counts as only 15 points against a character's 50 points Wargear limit).

#### Medallion Crimson

The Medallion Crimson is awarded to men who have suffered horrific wounds and have not lost their faith in the Emperor or their will to fight on. It takes a lot to stop a man who has earned this decoration. The first time the bearer is wounded by an attack that causes instant death, he just takes a single wound instead.

#### Power Weapons

These weapons generate a crackling energy field that can cut through an opponent's armour like a hot knife through butter. The type of power weapon most commonly used by the Imperial Guard is the power sword. A model armed with a power weapon ignores armour saves.

#### Refractor Field

This piece of equipment produces an energy field that gives the model a 5+ invulnerable save. This may be used instead of the model's normal armour save.

#### Surveyor

A scanner (also known as an auspex or surveyor) is used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with a scanner then the model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit, the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrators to fall back.

#### Trademark Item

This is something the character carries into battle to show his disregard for the enemy. It could be a swagger stick or a nonchalantly smoked cigar, or something more grandiose like a billowing, scarlet cape or a chestful of shiny medals.

A unit led by a character who carries a trademark item will be reassured by his presence and may re-roll any failed Morale or Pinning checks that it suffers. However, if the character is slain the unit must pass a Morale test to avoid falling back.

## ARMoured BATTLEGROUP VEHICLE UPGRADES

### Armoured Crew Compartment

These may only be added to open-topped vehicles. The vehicle no longer counts as being open-topped.

### Camo Netting

Vehicles often carry rolls of camouflage netting that can be unrolled to help hide the vehicle. In scenarios using the hidden set-up rules (see page 134 of the Warhammer 40,000 rules) vehicles carrying camo netting can be set up hidden anywhere in their deployment zone, not just in or behind appropriate terrain features.

### Extra Armour

Vehicle crews sometimes add extra armour plating to their vehicle to provide a little extra protection. Vehicles equipped with this count 'Crew Stunned' results on the Damage tables as 'Crew Shaken' results instead.

### Hunter-Killer Missile

These missiles are treated as krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armour as normal.

### Improved Comms

These upgrades take the form of long 'whip' aerials or other large aerial set-ups. A vehicle with improved comms can communicate with other Imperial Guard formations, such as nearby reserves or artillery support. To represent this, the improved comms allow the Imperial Guard player to re-roll one Reserves roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment. Regardless of how many improved comms are present, an Imperial Guard player can only use one re-roll per turn.

### Mine Sweeper

The vehicle is fitted with a heavy dozer blade or some other device designed to clear minefields (see page 134 of the Warhammer 40,000 rules). It can enter a minefield without being attacked. Any minefield that the vehicle moves across is cleared and removed from play.

### Pintle-Mounted Heavy Stubber

Pintle mounted heavy stubbers fulfil exactly the same role as pintle mounted storm bolters. Mounted outside the vehicle to be fired by a crewman from an open hatch or by remote control from inside. They may be fired in addition to other weapons the vehicle can fire. If the vehicle cannot fire any weapons, then it cannot the heavy stubber either.

Heavy Stubber    **Range:** 36"    **Str:** 4    **AP:** 6    **Type:** Heavy3

### Pintle-Mounted Storm Bolter

Pintle-mounted storm bolters are located on the outside of a vehicle and can be used by a crewman from an open hatch or by remote control from inside. They are treated as an extra storm bolter and may be used in addition to other weapons the vehicle can fire, so a moving vehicle can fire one weapon and the pintle-mounted storm bolter.

Storm Bolter    **Range:** 24"    **Str:** 4    **AP:** 5  
**Type:** Assault2

### Rough Terrain Modification

This is a catch-all category for the many upgrades that help vehicles move through difficult terrain, such as dozer blades. They allow a vehicle moving no further than 6" that turn to re-roll a failed Difficult Terrain test.

### Searchlight

Searchlights can be used in missions where the rules for night fighting are used (see page 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to





be fired at by any other Imperial Guards within range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn; they can see the searchlight shining in the dark.

#### **Smoke Launchers**

These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle may not fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect.

#### **Track Guards**

Track guards protect the vulnerable track mechanism of an armoured vehicle. The vehicle treats Immobilised results as Crew Stunned instead on a D6 roll of 4+.

### **IMPERIAL NAVY AIRCRAFT UPGRADES**

#### **Ejector Seats**

Should the aircraft be hit, the ejector seat fires the pilot (and crew if present), out of the aircraft and grav-chutes them safely to ground. If the aircraft is destroyed then roll a D6 for each crewman. On a 1-3 the crewman is killed. On a 4+ the crewman manages to successfully eject. Roll a Scatter dice and 4D6 for the direction and distance away from the aircraft that each crewman lands. Roll separately for each crewman. An aircraft crewman counts a single Imperial Guardsman with a laspistol. They are considered to be below half strength for the purposes of morale checks, claiming table quarters, etc. They are worth no Victory points on their own but if any crew survive the aircraft only counts as damaged for the purposes of the Victory Points total.

#### **Flare or Chaff Launcher**

Flares and chaff are launched to fool enemy fire aimed at the aircraft. If it takes a Vehicle Immobilised damage result on the damage tables then re-roll the result. The second result must stand even if it is another immobilised result. The flare or chaff launcher only works once. Once it has been used it cannot be used again.

#### **Armoured Cockpit**

Reinforced armour around the cockpit helps to keep the pilot and crew safe from incoming fire. If the aircraft takes a Crew Shaken, Crew Stunned or Pilot Shaken result on the Damage table, then on a dice roll of 4+ the effect is ignored.

#### **Infrared Targeting**

The aircraft has been modified to fight at night. When used in a Night Fighting mission, the aircraft can re-roll the dice for the distance it can engage enemies at. You must abide by the second result even if it is worse than the first.

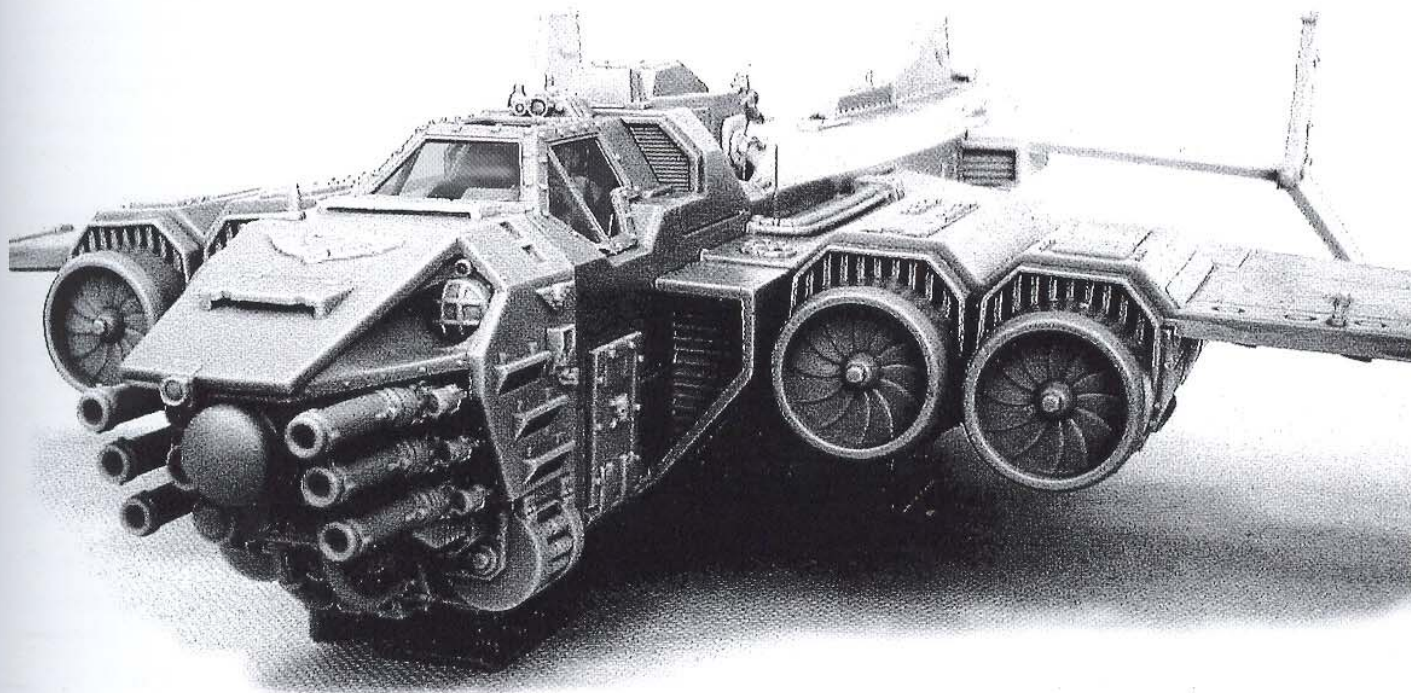
#### **Illum Flare**

The aircraft carries a bright flare, which is dropped to illuminate the battlefield at night. The Illum flare can be used in missions where the rules for night fighting are used. They allow one enemy unit spotted by the aircraft to be fired at in the next turn by any other ground forces that are in range and have a line of sight.

#### **Distinctive Paint Scheme or Decals**

The crew have painted the aircraft in such a way as to make it stand out. Commonly, the nose of the plane is painted as the face of a monster, or the wings are given bright lightning flashes or similar decoration. This allows troops on the ground to recognise it, giving them the morale boost of knowing the Imperial Navy is at hand.

In the player's own turn, after the aircraft has attacked in the opponent's turn, the first unit to fail a Morale test may re-roll the test. The unit must abide by the second result. To take a distinctive paint scheme upgrade it must be shown on the model.





# HEADQUARTERS

## 0-1 COMPANY COMMAND TANK

Tank Company Commander ..... 45 pts + cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	4	4	3	3	2	4	2	8	5+
Crew	3	4	3	3	1	3	1	8	5+

**Unit:** Consists of 1 tank. This can be either: a Leman Russ, Demolisher, Exterminator, Vanquisher, Executioner or Conqueror. For the points costs and options see the individual vehicle's entry.

**Crew Weapons:** Laspistols

**Special Rules:** Due to the Commander's experience and hand picked crew, the company command tank increases its BS by +1 to 4

Each Tank company is led by an officer, often a Captain, who commands his company in battle from his own tank. This Tank is usually equipped with improved communications equipment for the task. You may include the Company commander's tank as a single HQ choice. The inclusion of a Company command tank also allows you to take other attached artillery vehicles from the Heavy Support section of the army list.

## 0-1 ARMoured FIST COMPANY HQ

Armoured Fist Company Commander ..... 100 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	4	4	3	3	2	4	2	8	5+
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** The unit consists of a single Salamander Commander vehicle. For the options see the individual vehicle's entry.

**Crew Weapons:** Lasguns

Just like each Tank company has its own commander, each Armoured Fist company is also led by a Captain. On the battlefield the Captain must direct his fighting platoons in support of the tanks. Being mechanised forces these troops advance quickly, and the Captain must keep up. He rides into battle in a Salamander Command vehicle. The inclusion of an Armoured Fist company HQ also allows you to take other attached artillery vehicles from the Heavy Support section of the army list

## 0-1 ARTILLERY COMPANY FORWARD OBSERVER

Forward Observer ..... 100 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** The unit consists of a single Salamander Commander vehicle. For the options see the individual vehicle's entry.

**Crew Weapons:** Lasguns

Artillery Company forward observers join the frontline units to spot for the artillery, directing fire onto the enemy. In order to keep up with the tank's swift advance they operate in a Salamander Command vehicle.

## 0-1 ATLAS RECOVERY TANK

Atlas Recovery Tank ..... 85 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** The unit consist's of a single Atlas Recovery tank. For the options see the individual vehicle's entry.

**Crew Weapons:** Lasguns or Laspistols

When the Imperial Guard tanks roll forwards into battle, the Headquarters unit will often be accompaied by an Atlas recovery tank, ready on-call to recover damaged or broken down vehicles and tow them to the workshop.



# ELITES

## SQUADRON COMMAND TANK

**Tank Squadron Commander** ..... 35 pts + cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	3	3	3	1	3	2	8	5+
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 tank. This can be either; a Leman Russ, a Demolisher, Exterminator, Vanquisher, Executioner or Conqueror. For the points costs and options see the individual vehicle entry.

**Crew Weapons:** Las pistols

A Tank company is made up of squadrons. The Tank squadrons are usually led by a Lieutenant, who commands his squadron in battle from his own tank. You may include the squadron commander's tank as a single Elites choice. The inclusion of a squadron command tank also allows you to take up to two other tanks as Troops choices and a Siege tank as a Heavy Support choice.

## ARMoured FIST PLATOON COMMAND SECTION

**Armoured Fist Command Section** ..... 35 pts + cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Officer	3	3	3	3	1	3	2	8	5+
Guardsman	3	3	3	3	1	3	1	7	5+
Vet. Sergeant	3	3	3	3	1	3	2	8	5+
Commissar	4	4	3	3	2	4	3	10	5+

**Unit:** The Command section consists of one Officer and four Guardsmen. These are all transported in a Chimera.

**Weapons:** Lasgun or las pistol and close combat weapon.

**Options:** Up to two models may be armed with the following each: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

Two Guardsmen may form a weapons team armed with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +25 pts; autocannon at +15 pts.

One model may be given a vox-caster at +5 pts.

The entire Command Section may be given frag grenades for an additional +5 pts. The entire Command Section may be given Krak grenades for an additional +10 pts.

**Characters:** One Guardsman can be upgraded to a Veteran Sergeant for an additional +6 pts. The Lieutenant and Veteran Sergeant may choose additional equipment from the Armoury.

One Guardsman, not forming part of a heavy weapons team or equipped with a special weapon or a vox-caster may be upgraded to a Medic at +5 pts. The Medic has a medipack.

**Commissar:** A Command Section may include a Commissar armed with a laspistol and sword at +40 pts. All the special rules from Codex: Imperial Guard apply to the Commissar. He may be given additional equipment from the Armoury.

**Transport:** The Command Section must be mounted in a Chimera. For the points costs and options see the individual vehicle's entry.

Like other Imperial Guard infantry companies, Armoured Fist companies are made up of platoons, and each platoon is led by a Lieutenant and his command section, just like their foot-slogging brethren. Each Command section allows you to take up to four Armoured Fist squads and an Armoury Fist Heavy Weapons squad.

## 0-1 COMMISSAR TANK

**Commissar Tank** ..... 45 pts + cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	4	4	3	3	2	4	3	10	5+
Crew	3	4	3	3	1	3	1	8	5+

**Unit:** Consists of 1 tank. This can be either; a Leman Russ, Demolisher, Exterminator, Vanquisher, Executioner, Conqueror. For the points costs and options see the individual vehicle's entry.

**Crew Weapons:** Las pistols. The Commissar also has a close combat weapon.

**Special Rules:** Due to the Commissar's experience and hand picked crew, the Commissar tank increases its BS by +1 to 4.

A Regiment's Commissars are free to fight in any way they see fit. Many choose to fight on foot alongside the Armoured Fist Infantry, but others prefer to lead by example, from the front. Each Commissar can have his own personal vehicle, with a hand picked crew at his command.



# TROOPS

## ARMoured FIST SQUAD

You may take up to 4 Armoured Fist Squads per Armoured Fist Command Section

Armoured Fist Squad ..... 60 pts +cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Vet. Sergeant	3	3	3	3	1	3	2	8	5+

**Unit:** The squad consists of one Sergeant and nine Guardsmen. These are all transported in a Chimera.

**Weapons:** Lasgun. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra points cost.

**Options:** Up to one model may be armed with the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

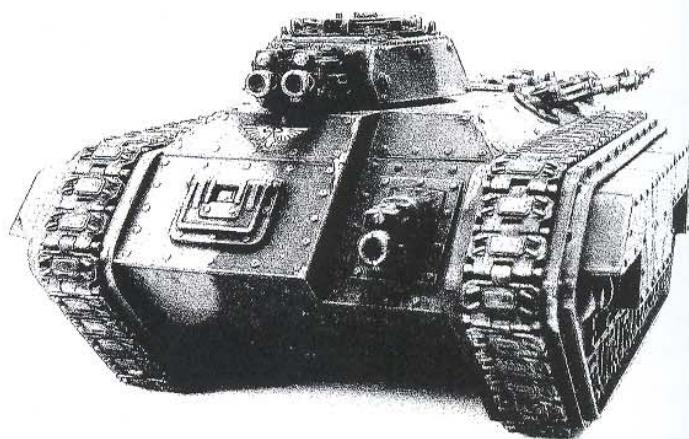
Two Guardsmen may form a weapons team armed with one of the following: heavy bolter at +10 pts; missile launcher at +15 pts; lascannon at +25 pts; autocannon at +15 pts; mortar at +10 pts.

One model may be given a vox-caster at +5 pts.

The entire squad may be given frag grenades for an additional +10 pts. The entire squad may be given krak grenades for an additional +20 pts.

**Characters:** The Sergeant can be upgraded to a Veteran Sergeant for an additional +6 pts. The Veteran Sergeant may choose additional equipment from the Armoury.

**Transport:** An Armoured Fist squad must be mounted in a Chimera. For the points costs and options see the individual vehicle's entry.



Each Armoured Fist platoon is made up of up to four squads. For each Command Section, you may take up to four Armoured Fist squads. Each squad counts as a single Troops choice.

## TANK

You may take up to 2 Tanks per Squadron Command Tank

Tank ..... cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 tank. This can be either; a Leman Russ, Exterminator, Vanquisher, Executioner or Conqueror. For the points costs and options see the individual vehicle's entry.

**Crew Weapons:** Laspistol or lasgun



The fighting heart of an Armoured Company is its tanks. You may take up to two tanks in your force for each Squadron HQ Tank taken as an Elites choice. Each tank counts as a single Troops choice.

"Though the darkness will be rent by noise and flame, let not men's souls be broken in the crucible of war."

- Prayer of Preacher Veltros Theodorus before the third assault on Tarrisus Ridge



# FAST ATTACK

## SENTINEL RECONNAISSANCE SQUADRON

1-3 Sentinels ..... 35 pts plus weapon per vehicle

	WS	BS	S	Front	Side	Rear	I	A
Sentinel	3	3	5	10	10	10	3	1

**Unit:** Consists of 1-3 Sentinels.

**Weapons:** A Sentinel must be armed with one of the following weapons: either a multi-laser at +10 pts, autocannon at +15 pts, lascannon at +20 pts or a heavy flamer at +5 pts.

**Options:** A Sentinel may have any of the following vehicle upgrades: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, rough terrain modification, searchlight, smoke launcher.

### SPECIAL RULES

**Scouts:** Any Sentinel in an army may be deployed at the start of a battle, even in scenarios where they could not normally be deployed. If you are playing a scenario where you can only deploy a limited number of units then any Sentinel you deploy is not counted against the limited.

In addition to this rule, after both sides have deployed, any Sentinels may make a free move. The move happens before the first turn takes place. All normal movement rules apply.

*Sentinels are light scout vehicles, highly mobile and capable of operating in any terrain. As single seater scout vehicles, they form an integral part of reconnaissance companies.*

## SALAMANDER RECONNAISSANCE SQUADRON

1-2 Salamanders ..... 100 pts per vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1-2 Salamander Scout vehicles. For options see the individual vehicle's entry.

**Crew Weapons:** Lasgun

*Salamanders form the backbone of armoured reconnaissance companies and are often to be found in the forefront of battle, having located the enemy for the following tanks.*

## STORM TROOPERS SQUAD

Storm Troopers Squad ..... 100 pts + cost of vehicle.

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	3	4	3	3	1	3	1	8	4+
Vet. Sergeant	3	4	3	3	1	3	2	8	4+

**Unit:** The squad consists of a Sergeant and nine Storm Troopers. These are all transported in a Chimera or a Valkyrie.

**Weapons:** Hellguns with targeters, frag and krak grenades. The Sergeant may exchange his hellgun for a hellpistol and close combat weapon at no extra points cost. All models have carapace armour.

**Options:** Up to two models may be armed with the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

One model may be given a vox-caster at +5 pts.

The entire squad may be given melta bombs for an additional +40 pts.

**Characters:** The Sergeant may be upgraded to a Veteran Sergeant at +6 pts. A Veteran Sergeant may choose additional equipment from the Armoury.

**Transport:** A Storm Troopers squad must be mounted in a Chimera or a Valkyrie airborne assault carrier. For the points costs and options see the individual vehicle's entry.

*Storm Troopers are the elite forces of the Imperial Guard, specialising in commando operations, as well as providing a tough core to Imperial Guard infantry during assaults. They have access to specialist equipment, such as hellguns and carapace armour, and are often inserted onto the battlefield in Valkyrie airborne assault carriers.*



## CYCLOPS

Cyclops ..... 25 pts + cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Operator	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 Cyclops and 1 operator. For options see the individual vehicle's entry.

**Crew Weapon:** Lasgun

**Options:** The Cyclops may be carried in a Chimera or a Valkyrie. For points costs and options see the individual vehicle's entry.

*Cyclops are sometimes deployed at the front of armoured attacks to destroy enemy obstacles, tank traps and minefields, clearing the way for the tanks and armoured carriers.*

# HEAVY SUPPORT

## DESTROYER TANK HUNTER

Destroyer Tank Hunter ..... 170 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 Destroyer Tank Hunter. For options see the individual vehicle's entry.

**Crew Weapons:** Laspistol or lasgun

*The Destroyer Tank Hunter offers a Tank Company commander additional firepower against enemy armour. When scouts report enemy armour is likely to be encountered then the Destroyers are brought into the frontline to support the battle tanks.*

## SIEGE TANK

You may take up to one Siege Tank per Squadron Command Tank or Armoured Fist Platoon Command Section.

Siege Tank ..... cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 tank. This can be either; a Demolisher, Thunderer or Hellhound. For the points costs and options see the individual vehicle entry.

**Crew Weapons:** Laspistol or Lasgun

*As well as its own battle tanks, an Armoured Regiment may be supported by specialist Siege tanks, armed with devastating short range weaponry for use during street fighting and against enemy bunkers.*

## ARMOURED FIST HEAVY WEAPONS SQUAD

You may take up to one Armoured Fist Heavy Weapons squad per Armoured Fist Platoon Command Section.

Armoured Fist Heavy Weapons Squad ..... 35 pts + cost of weapons

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+

**Unit:** The squad consists of six Guardsmen forming three heavy weapons teams. These are all transported in a Chimera.

**Weapons:** Lasguns. Each of the three weapon teams must be armed with one of the following heavy weapons: heavy bolter at +10 pts; autocannon at +15 pts; missile launcher at +15 pts; lascannon at +25 pts; mortar at +10 pts.

**Options:** One model may be given a vox-caster at +5 pts. The entire squad may be given frag grenades for an additional +6 pts and krak grenades for an additional +12 pts.

**Transport:** An Armoured Fist Heavy Weapons Squad must be mounted in a Chimera. For the points costs and options see the individual vehicle's entry.

*Each Armoured Fist platoon is supported by its own dedicated heavy weapons squad to give the infantry covering fire as they move into the attack, and provide a platoon's backbone when on the defensive.*



## HYDRA FLAK TANK

Hydra Flak Tank ..... 200 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 Hydra Flak Tank. For options see the individual vehicle's entry.

**Crew Weapons:** Laspistol or lasgun

When an Armoured Battlegroup advances into battle it must be defended against enemy air attacks, whenever possible this protection is provided by Hydra Flak Tanks.

## CLOSE SUPPORT ARTILLERY

You may take up to one Close Support Artillery choice per Company Command Tank or Armoured Fist Company HQ

Close Support Artillery ..... cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 artillery vehicle. This can be either: Basilisk, Griffon, Manticore, Medusa. For points costs and options see the individual vehicle's entry.

**Crew Weapons:** Laspistol or lasgun

Close support artillery are vehicles brought up from their artillery units and attached to a Tank Company or Armoured Fist Company to support an attack with direct fire. They are usually placed directly under the command of the company commander.

## WEAPONS PLATFORM

You may take up to one Weapons Platform per Company Command Tank or Armoured Fist Company HQ.

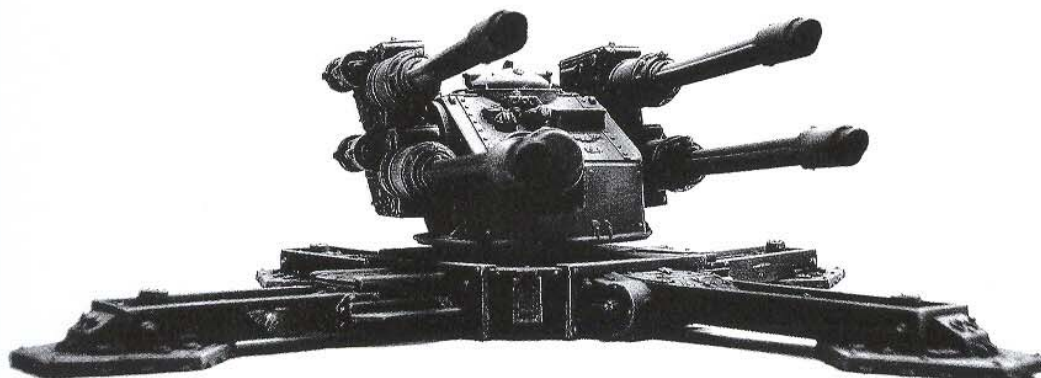
Weapon Platform ..... cost of platform

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 Weapons Platform. This can be either: an Earthshaker, Manticore or Hydra. For points costs and options see the Weapon Platform's entry.

**Crew Weapons:** Laspistol or lasgun

Not every regiment has self-propelled artillery units, many must rely upon towed platforms instead. Like the mobile versions, these weapons are placed directly under the control of the company commander to provide direct fire support.





## 0-1 ARTILLERY STRIKE

You may only take an Artillery Strike if your army includes an Artillery Forward Observer, Company Command Tank or Armoured Fist Company HQ.

	Pts	Str	AP	Notes
Manticore Strike	90	9	2	Ordnance blast
Basilisk Strike	70	9	3	Ordnance blast
Griffon Strike	50	6	4	Ordnance blast
Mortar Battery Strike	50	4	6	Heavy 3 blast

An artillery strike is indirect fire from artillery units well to the rear, called for by officers and forward observers at the front. There are many forms of artillery available to the Imperial Guard, from mortar teams up to large Manticore missiles

### SPECIAL RULES

**Timing:** An Artillery Strike will always use the Reserves special rule even in missions where reserves are not allowed. The Reserve roll may be re-rolled using the Improved-Comms vehicle upgrade. Once the artillery strike is available, it lands in each Shooting phase of the Armoured Company player's turn thereafter. The Imperial Guard player can opt not to roll for the availability of the Artillery strike if he wishes, but once the roll has been passed and the forward observer or officer has selected the target, the artillery strike will continue each turn until the end of the game. You can delay a strike but once started it doesn't stop.

**Placement:** The blast marker for the artillery strike can be placed anywhere visible to the Artillery Forward Observer unit, the Company Command tank, or the Armoured Fist Company Command HQ that is calling in the fire. This can be an enemy unit or just a point on the tabletop.

**(In)accuracy:** An artillery strike scatters just like an ordnance weapon but if a miss is rolled, the distance scattered is double the score on the D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol.

**Pinning:** All artillery strikes cause Pinning tests as for the standard rules for the weapon type fired.

## IMPERIAL NAVY AIR SUPPORT

Aircraft ..... cost of aircraft

	WS	BS	S	T	W	I	A	Ld	Sv
Crew	3	3	3	3	1	3	1	7	5+

**Unit:** Consists of 1 Aircraft. This can be either: a Thunderbolt Fighter, Lightning Fighter or Vulture Gunship. For the points costs and options see the individual vehicle's entry.

**Crew Weapons:** Laspistol

The Imperial Navy often fly in close support of the Imperial Guard Armoured units, seeking out the enemy with strafing cannons, bombs and Hellstrike missiles.

All the normal rules for aircraft apply to air support.

## 0-1 SENTRY GUN BATTERY

Tarantula ..... 15 pts per gun

	Front	Side	Rear	BS
Tarantula	10	10	10	2

**Unit:** Consists of 1 to 3 Tarantula Sentry guns.

**Weapons:** Twin-linked heavy bolters

**Options:** A Tarantula may exchange its twin-linked heavy bolters for twin-linked lascannons for +10 pts per gun.

A Tarantula maybe carried in a Chimera or a Valkyrie. For points costs and options see the individual vehicle entry.

Shortage of manpower is often a problem for armoured units, who rely on their vehicles. They often employ remote sentry guns to free up infantry from routine tasks. These guns can be set up to defend an armoured column or a headquarters. Being immobile weapons they are not suited to use during an attack, being far too slow to position, set up and programme.



## SELECTING AN ARMoured BATTLEGROUP EXAMPLE

The Armoured Battle Group army list is little more complex than other codex army lists. The availability of many troop types in the list is dependant on the other troop types selected. Here is a step-by-step guide to selecting an Armoured Battle Group to help players with these complexities.

### The Army

In this example I will select an army to play a 1,500 points battle. I have arranged with my opponent that it will be a Standard Mission from the 40K rulebook. Although I do not know which scenario we will be playing yet, I do know my opponent has an Eldar force.

**Step One:** Looking at the Standard Missions organisation chart, I need to take 1 HQ choice and 2 Troops choices. I can also take 1 more HQ choice, 3 Elites, 4 more Troops, 3 Fast Attacks and 3 Heavy Support choices.

My first choice will be my compulsory HQ unit. I select my Tank Company Command tank. This will be a Vanquisher with a hull mounted lascannon at 235 pts, which should put the fear of god into any Falcons or Wraithlords. I'll come back to add vehicle upgrades and veteran skills at the end.

**Step Two:** Is choosing my two compulsory troops choices. I can't take either a Tank or an Armoured Fist squad before I have selected an equivalent command unit from Elites. I decide that I want my two Troop choices to be an Armoured Fist squad and a tank, but first I must go to the Elites and choose the command units.

As an Elites choice I select a Squadron Command tank. This will be a standard Leman Russ with a hull mounted heavy bolter, at 180 pts. Again, I'll come back to vehicle upgrades later.

My second Elites choice is an Armoured Fist platoon command section, a Lieutenant and 4 Guardsmen in a Chimera. The Chimera will have twin-linked heavy bolters in the turret and a heavy bolter in the hull (wounding Aspect Warriors on a 2+ and AP4 is good enough to penetrate their armour). The command section will be equipped with a missile launcher, vox-caster and frag grenades for all. Total cost 155 pts.

**Step Three:** Now I have my command units, I can select my two compulsory Troops. My first Troops choice will be a tank. I can take up to two tanks for my squadron command unit, but one will be fine for now, I may take the second later. This will be a Leman Russ Executioner, again with a heavy bolter in the hull. It costs 170 pts.

My second choice is an Armoured Fist squad, the first of four I am allowed because of the platoon command section. Ten Guardsmen equipped for a close assault. They carry a flamer, frag grenades and a vox-caster. The Sergeant is upgraded to a Veteran Sergeant, and to give the squad a fighting chance against a vehicle I will give him melta-bombs. I expect these guys to get up close, so their Chimera has a turret mounted heavy flamer and a hull mounted heavy bolter. That comes to 93 pts for the squad. 85 pts for the Chimera. Total cost of 178 pts.

**Step Four:** My running total is now 918 points, leaving me with 582 points still to spend. So far I have three tanks and two squads in Chimeras. Time for something different. I'll go for a Heavy Support choice and I'll take my one allowed artillery strike. I already have a Company HQ tank, which allows me to take this and it will have to do the spotting as well. It will be a Mortar Strike at 50 pts. Hopefully, I can pin some Eldar units (preferably any Howling Banshees or Striking Scorpions).

**Step Five:** My next choice will also be Heavy Support from the Heavy Support section - a Siege tank. My Squadron HQ tank from the Elites allows me to take a Siege tank, and the Armoured Fist platoon command section would allow me to take

another, but one will be fine for now. This will be deployed to directly support the Armoured Fist attack. I want a Demolisher, but am worried about the remaining points costs, so I take the cheaper Thunderer option. This costs 140 pts with vehicle upgrades still to come.

**Step Six:** Down to just 392 pts left. Looking at the overall style of the force I feel it lacks a little speed and mobility. I'll never match the Eldar in this department, but just one fast vehicle to grab an objective late in the game or speed forwards to get a last final shot might be important. My next choice will be from the Fast Attack options, and for speed it comes down to either a Storm Trooper squad in a Valkyrie or a Salamander Scout. In the end, I go with the Salamander Scout to conserve some pts. That is another 100 pts spent.

**Step Seven:** Still 292 pts left to spend, although I'm aware I need to keep 70 or 80 points back for vehicle upgrades and veteran skills at the end. I decide to use my final Heavy Support choice, and take my single allowed Close Support Artillery choice, a Basilisk. My Company HQ tank allows me to take 1 close support artillery choice, if I wanted another I'd need an Armoured Fist Company HQ as well. The Basilisk costs 100 points and will have the indirect fire upgrade, total 125 points.

**Step Eight:** With only 167 pts left this is a rather awkward total. I'd like a second Tank or Armoured Fist squad from Troops, but can't afford it and the vehicle upgrades I want. I have already filled all three Heavy Support choices I'm allowed, so it'll have to be HQ, Elites or Fast Attack. Scanning the lists I'll take Fast Attack, a Sentinel Reconnaissance squadron of two Sentinels. Both will have heavy flamers and join the Armoured Fist squad. This costs 80 points for both. My running total is now 1413 points.

**Step Nine:** The last thing to do is fine-tune my tanks for the battle to come. I still have 87 points to spend on vehicle upgrades and wargear. I give my Company Command tank improved comms (mainly for contacting the artillery strike), a pintle-mounted storm-bolter and smoke launchers for an additional 33 points.

The Squadron Command Leman Russ gets a searchlight and smoke launchers for 4 points. The Armoured Fist Platoon Command Sections gets a hunter-killer missile for their Chimera at 10 points.

The Executioner gets a pintle-mounted storm bolter and smoke launchers for 13 points. The Salamander Scout gets the rough terrain modification for 5 points, and the Thunderer is given extra armour and a mine sweeper (dozerblade) for 10 pts.

Finally, I equip the Armoured Fist squad's Chimera with track guards for 10 points. This leaves me just 2 points. I give my Armoured Fist Platoon Lieutenant a Hellpistol to make 1,500 pts exactly.

**Step Ten:** I'm ready to play. As an interesting aside, when it came to the game we rolled a Patrol scenario. The scenario actually states both sides must deploy one Troops choice as their patrol, with everything else in reserve. For me, this would be either the Leman Russ Executioner or (more likely) my Armoured Fist squad in Chimera. Feeling it would be more in character if my Salamander Scout led the way I asked my opponent if he minded if I used it as my patrol, even though it was a Fast Attack choice. I explained I wasn't seeking an advantage, but just thought it would be cool if my reconnaissance unit was first to encounter the enemy. Sportingly he agreed. Also, using the Sentinel's Scout special rules meant I could deploy them as well, making a small recon force leading the way for my tanks and infantry.



# EXAMPLE ARMY LIST

## BATTLEGROUP 'GOETZ'

1,500 points, standard mission organisation

### HQ

**Tank Company Command Tank** ..... 268 pts  
 Captain Goetz in Leman Russ Vanquisher with hull-mounted lascannon *improved comms, pintle-mounted storm bolter smoke launcher.*

### ELITES

**Squadron Command Tank** ..... 184 pts  
 Lieutenant Kyman in Leman Russ Battle Tank with hull-mounted heavy bolter *searchlight, smoke launcher*

**Armoured Fist Platoon Command Section** ..... 167 pts  
 Lieutenant Seros with hellpistol and close combat weapon  
 2 Guardsmen with a missile launcher  
 1 Guardsman with vox-caster  
 1 Guardsmen with las gun  
 All have frag grenades

Chimera with twin-linked heavy bolters and hull-mounted heavy bolter *hunter-killer missile*

### TROOPS

**Tank** ..... 183 pts  
 Leman Russ Executioner with hull-mounted heavy bolter *pintle-mounted storm bolter, smoke launchers*

**Armoured Fist squad** ..... 188 pts  
 Veteran Sergeant with las-pistol, close combat weapon, melta-bombs  
 1 Guardsman with flamer  
 1 Guardsman with vox-caster  
 8 Guardsmen with las guns  
 All have frag grenades

Chimera with heavy flamer and hull-mounted heavy bolter *track guards*

### FAST ATTACK

**Salamander Scout** ..... 105 pts  
 Salamander Scout *rough terrain modification*

**Sentinel Recon Squadron** ..... 80 pts  
 2 x Sentinels with heavy flamers

### HEAVY SUPPORT

**Artillery Strike** ..... 50 pts  
 Mortar Strike

**Siege Tank** ..... 150 pts  
 Thunderer *extra armour, mine sweeper (dozerblade)*

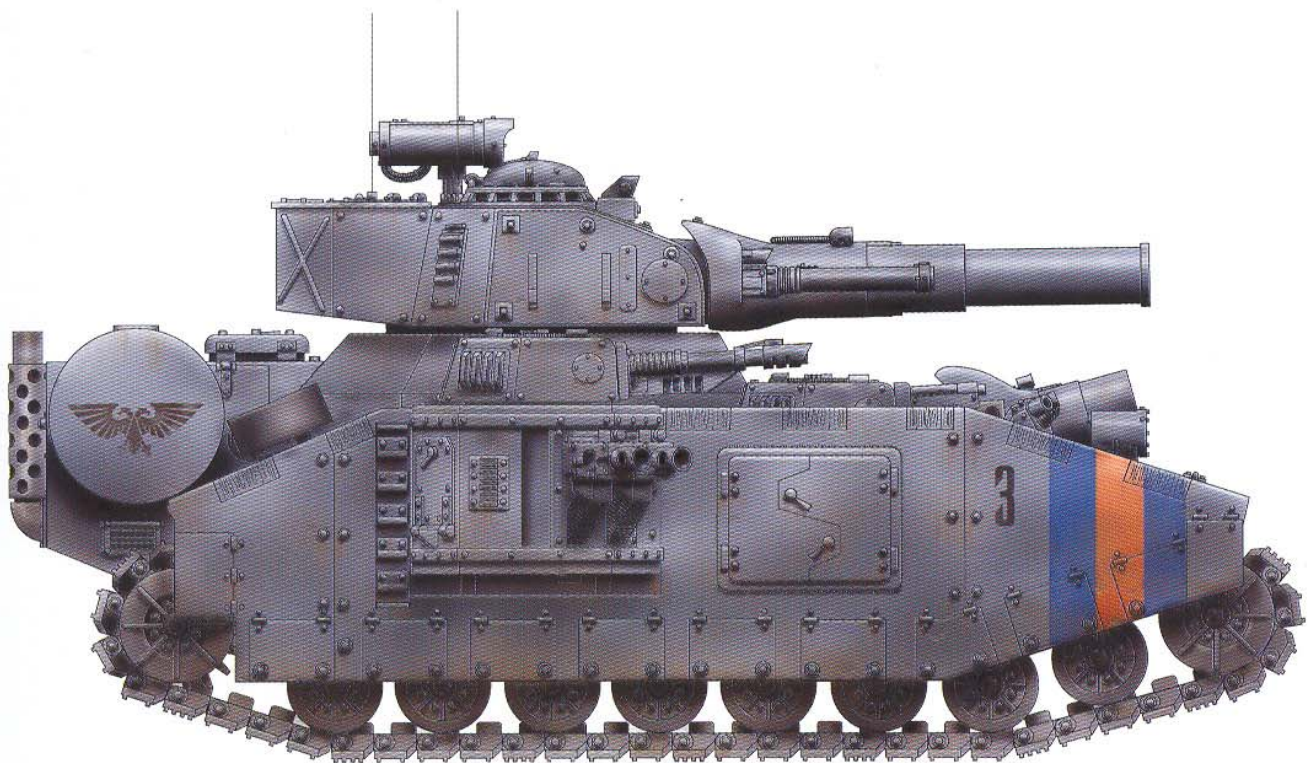
**Close Support Artillery** ..... 125 pts  
 Basilisk with indirect fire upgrade

**TOTAL: 1500 pts**





## APPENDICES



Mars pattern Baneblade of the Cadian 3rd Heavy Tank Regiment, in the urban camouflage scheme used in the Battle for Vogen, during the Khai-Zhan rebellion. Tanks of the 3rd were attached to the Cadian 122nd Regiment during the street fighting and use the same colour schemes. This is the regiment's third vehicle.



# APPENDIX I

# SUPER-HEAVY VEHICLES

## RULES FOR USING SUPER-HEAVY VEHICLES IN GAMES OF WARHAMMER 40,000

The battlefields of the 41st Millennium are home to some truly awesome war machines. These huge vehicles tower over the battlefield and carry enough weapons to wipe out a typical 40K army in a round or two of shooting! I've yet to meet a 40K player who didn't secretly want to include such a vehicle in their own army, and the following rules allow you to do just that.

Be warned! Super-heavy tanks will dominate any game they are used in, and because of this should be saved up for special occasions, rather than being wheeled out willy-nilly for every battle that is played.

### USING SUPER-HEAVY TANKS

Super-Heavy Tanks fight in their own 'army', fighting alongside another army as a separate detachment, as described in the 40K rules. In addition, you may only include one Super-Heavy Tank detachment in your army for each 'normal' detachment that you field. This limits the use of Super-Heavy Tanks to large games of over 2000 points, as is appropriate for such rare and potentially devastating machines. Of course, players that wish to may ignore this restriction and use Super-heavy Tanks in smaller games, but only if they get their opponent's consent first. Super-heavy Tanks may only be used in tournament games if the tournament instructions specifically say they may be used.

Super-Heavy Tank detachments and Super-heavy Flyer detachments consist up to three machines of (more or less) the same type. Baneblades and Shadowswords are considered similar enough to be mixed into the same detachment, as are Marauders and Marauder Destroyers.

### STRUCTURE POINTS

Super-Heavy Tanks are so large that they can absorb damage that would destroy another vehicle. To represent this, they must be given 2 or more Structure points, which equate roughly to wounds for other models. Basically, the more Structure points a vehicle has, the bigger it is.

### ORDNANCE

Super-Heavy vehicles may fire Ordnance and still fire other weapons. They may fire Ordnance even if they move.

### TARGETING

Super-Heavy vehicles can engage more than one target unit if desired. Instead of picking a target for the Super-Heavy vehicle, pick a target for each weapon on the Super-Heavy Tank. You must declare all of the Super-Heavy vehicle's targets before resolving any fire (you can't see how one of its weapons did before deciding what the others are firing at).

### SUPER-HEAVY TANK SHOCK

Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Super-Heavy Tank.

### LUMBERING VEHICLES

Lumbering vehicles grind along at a slow and steady pace. They can move up to 6" a turn. They must always move straight ahead, but can pivot by up to 90° at the end of the move. Lumbering vehicles can fire all of their weapons even if they move.

### WAR ENGINES AND DIFFICULT TERRAIN

Super-heavy Tanks treat difficult terrain differently to normal vehicles. For a start, they can ignore low walls, hedges, bushes and rubble – there's no need to test for these at all. Going through other difficult terrain they test as normal. However, if they roll a 1, they are not automatically immobilised, instead they lose D3" of movement, just as if they had suffered an Engines Damaged result on the Damage tables (see later).

### CLOSE COMBAT ATTACKS

Super-Heavy Tanks can tank shock an enemy in the Movement phase. If the enemy pass the morale check then the Super-heavy Tank moves into contact with the enemy unit and must fight a close combat against it in the Assault phase. This is the only way that Super-heavy Tanks can enter close combat (though they can be assaulted by enemy units in the enemy's turn as normal). Being in close combat does not stop the Super-heavy Tank shooting, and it may fire at the unit it is assaulting if desired.

Super-heavy Tanks are allowed to 'barge into' enemy infantry units rather than stopping when they contact the first enemy model. Keep moving the Super-heavy Tank until it completes its move, moving enemy models out of the way as required. Any models moved out of the way should be placed back on the table so that they are touching the Super-heavy Tank as close as possible to their starting location before they were 'barged'. Super-heavy Tanks can't barge other Super-heavy Tanks out of the way.

In the Assault phase, a Super-Heavy Tank that Tank Shocked the enemy receives a number of bonus close combat attacks. These attacks represent the chance of the victim either getting stomped upon or crushed under the tank tracks, wheels or what ever, and are only ever received in the Super-heavy Tank's turn; if the Super-heavy Tank is assaulted by the enemy in the enemy turn then it does not receive any bonus attacks.

The number of bonus attacks is equal to the number of enemy models or vehicles that are in base contact with the Super-Heavy Tank (i.e., each enemy touching the war machine is attacked once). All bonus attacks count as having a WS of 1 and a strength of 6. Roll to hit and damage normally. All Super-heavy Tank close combat attacks ignore armour saves, and roll 2D6 for Armour Penetration.

Opponents that fight a round of close combat against a Super-heavy Tank and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Super-heavy Tanks may never pursue or consolidate – they remain stationary.

### NEW WEAPON RULES

**Co-axial Weapons:** A 'co-axial' weapon is one that is fixed beside another weapon of a different type, a bit like a twin-linked weapon but where two different types of weapon are used. For example, a tank might have a turret mounted autocannon with a co-axial heavy bolter mounted beside it. Any type of weapons may be fitted into a 'co-axial' mount. Both weapons must fire at the same target unit, even if fitted to a war machine.



## SUPER-HEAVY TANK DAMAGE TABLES

Roll on the following tables for glancing and penetrating hits on a Super-Heavy Tank. Ordnance also rolls on these tables, not the Ordnance Damage tables.

### GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

**1 Gun Crew Shaken** – One weapon may not shoot next turn (chosen by opponent).

**2 Gun Crew Shaken** – One weapon may not shoot next turn (chosen by opponent).

**3 Driver Stunned** – May not move next turn.

**4 Engines Damaged** – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised, skimmers are destroyed).

**5 Field or Weapon Destroyed** – One weapon or field chosen by opponent is destroyed.

**6 Major Damage** – Lose -1 Structure point and roll again on this table. If reduced to '0' damage points then roll on the Catastrophic Damage table opposite.

### PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

**1 Driver Stunned** – May not move next turn (Skimmers drift D6" straight ahead).

**2 Engines Damaged** – Knock D3" off the vehicle's move (vehicles reduced to a move of 0 are immobilised, skimmers destroyed).

**3 Field or Weapon Destroyed** – One weapon or field chosen by opponent is destroyed.

**4 Major Damage** – Lose -1 Structure point and roll again on the Glancing Hit table. If reduced to 0 damage points, roll on the Catastrophic Damage table below.

**5 Major Damage** – Lose -1 Structure point and roll again on the Glancing Hit table. If reduced to 0 damage points, roll on the Catastrophic Damage table below.

**6 Chain Reaction** – Lose -1 Structure point and roll again on this table. If reduced to 0 damage points, roll on the Catastrophic Damage table opposite.

## CATASTROPHIC DAMAGE

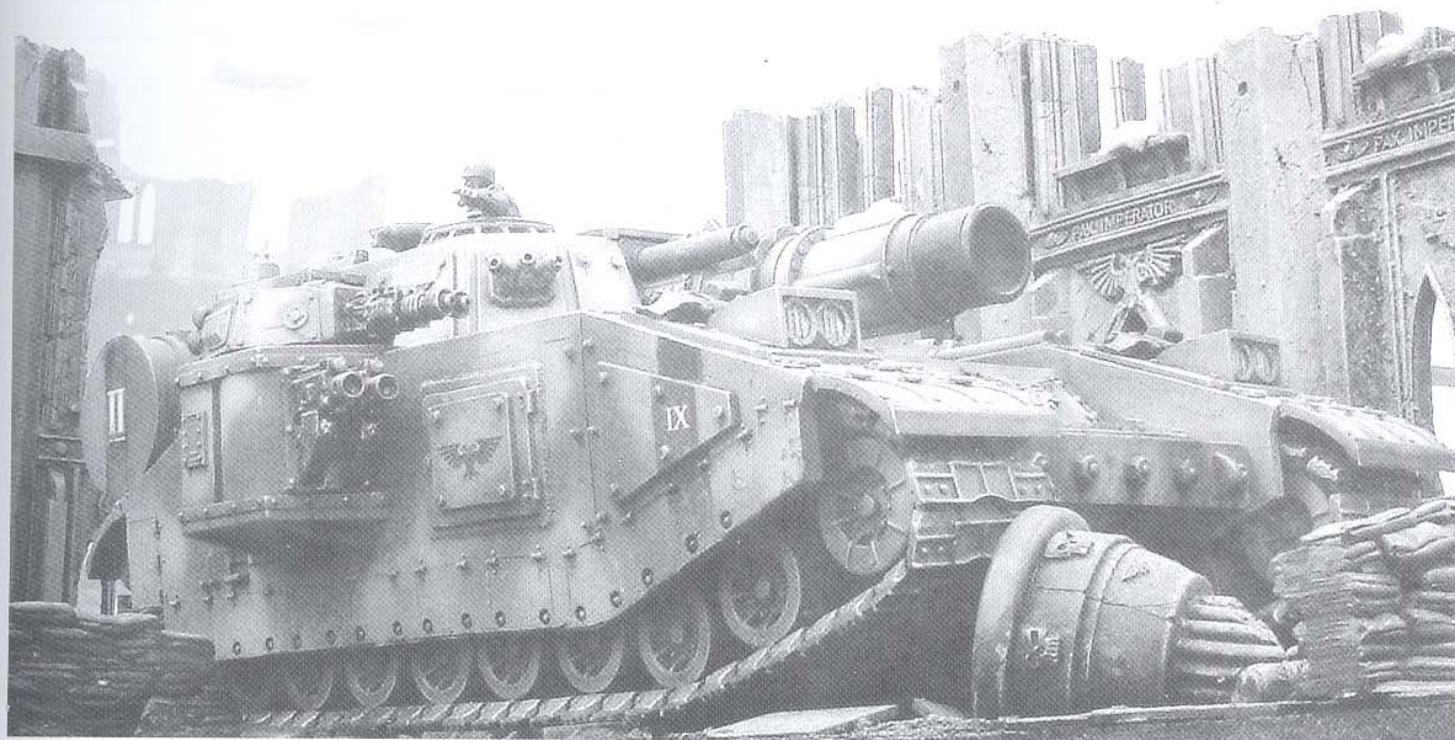
(S+D6 ROLL BEATS ARMOUR VALUE)

**1 Damage Control** – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, i.e. 7 for Imperial Guard). If the Ld test is passed, then the damage control systems on the Super-heavy Tank have contained the damage, and 1 Structure point is 'repaired'. If the test is failed, your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

**2-3 Destroyed** – The vehicle is wrecked. Mark the destroyed vehicle with cotton wool or remove it entirely.

**4-5 Explosion** – Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected. Otherwise, as above.

**6 Huge Explosion** – The vehicle is vapourised in a huge explosion. Roll a D3 per original Structure point to determine how far the explosion extends in inches. Models in range suffer a wound on a roll of 4+ (armour saving throws allowed). Vehicles suffer a glancing hit on a roll of 4+.





### GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

**1 Gun Crew Shaken** – One weapon may not shoot (chosen by opponent).

**2 Gun Crew Shaken** – One weapon may not shoot (chosen by opponent).

**3 Pilot Shaken** – Roll a D6 immediately. On a 1-3, the aircraft turns 45° left. On a 4-6, the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

**4 Engines Damaged** – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two engine damaged result would suffer a -2 modifier, etc.

**5 Field or Weapon Destroyed** – One weapon or field chosen by opponent is destroyed.

**6 Major Damage** – Lose one structure point and roll again on the Penetrating Hits table. If reduced to '0' damage points then roll on the Catastrophic Damage table instead.

### PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

**1 Pilot Shaken** – Roll 1D6 immediately. On a 1-3 the aircraft turns 45° left. On a 4-6 the aircraft turns 45° right. The flyer may not turn again for the remainder of this turn, and must remain facing in this direction when it shoots and moves off the table.

**2 Engines Damaged** – From now on there is a -1 modifier to the dice roll made to see if this flyer returns to the table after each attack run. The modifier is cumulative, so a flyer which suffered two Engine Damaged results would suffer a -2 modifier, etc.

**3 Field or Weapon Destroyed** – One weapon or field chosen by opponent is destroyed.

**4 Major Damage** – Lose -1 Structure point and roll again on this table. If reduced to 0 Damage points, roll on the Catastrophic Damage table instead.

**5 Major Damage** – Lose -1 structure point and roll again on this table. If reduced to 0 Damage points, roll on the Catastrophic Damage table instead.

**6 Chain Reaction** – Lose -1 structure point and roll again on this table. If reduced to 0 Damage points, roll on the Catastrophic Damage table instead.

### SUPER-HEAVY FLYER DAMAGE TABLES

Roll on the following tables for hits on a Super-heavy Flyer. As a flyer, all hits are Glancing. Ordnance also rolls on these tables, not the Ordnance Damage tables.

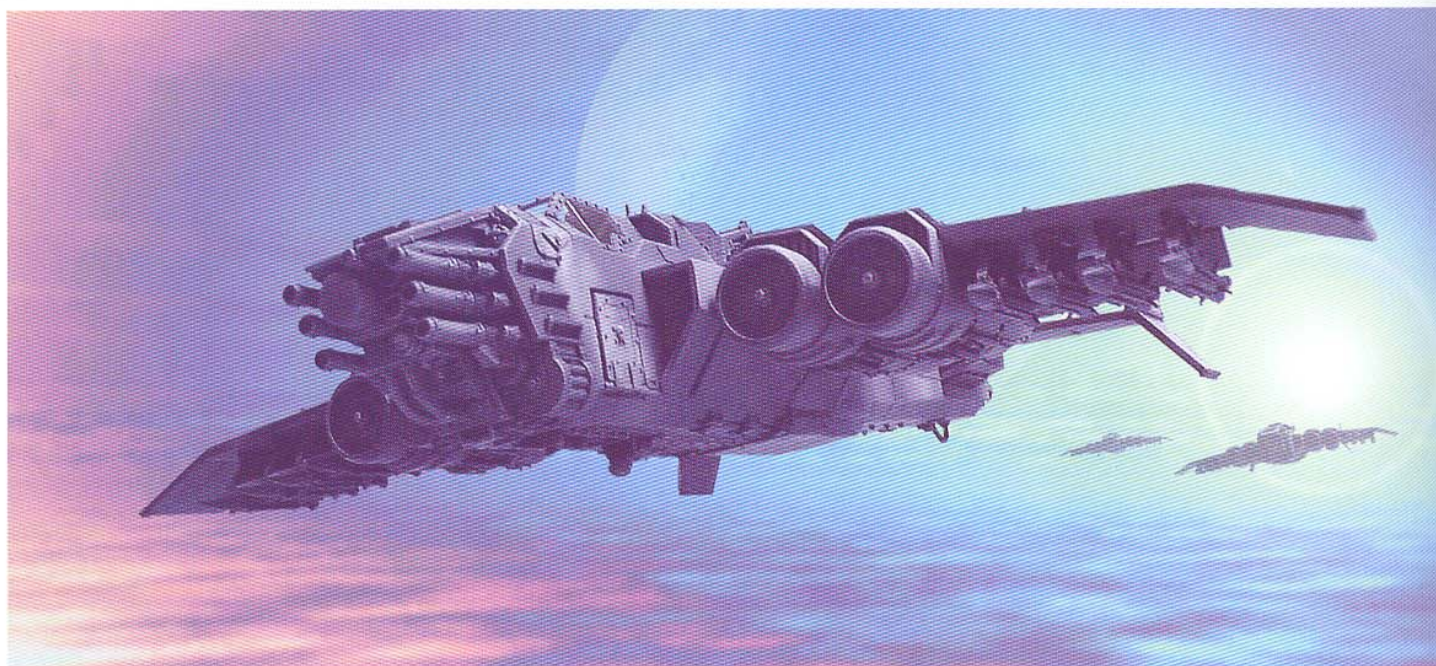
#### CATASTROPHIC DAMAGE

(S+D6 ROLL BEATS ARMOUR VALUE)

**1 Damage Control** – The player controlling the vehicle must take a Ld test for it (use the 'standard' Ld for the army, i.e. 7 for Imperial Guard). If the Ld test is passed then the damage control systems on the Super-heavy Flyer have contained the damage, and 1 Structure point is 'repaired'. If the test is failed your opponent must roll again on this table (which may give you another damage control test, if you're lucky!).

**2-5 Crash** – The flyer crashes into the table 2D6" away in a random direction and then explodes. Models within D6" suffer one wound on a D6 roll of 4+ (saving throws allowed). Vehicles are unaffected.

**6 Huge Explosion** – The flyer is vapourised in a huge explosion. This does not affect units on the ground, but other flyers within D6" suffer a glancing hit. Remove the flyer from play.





# APPENDIX II

# FLYERS

## RULES FOR USING AIRCRAFT IN GAMES OF WARHAMMER 40,000

Imperial Armour introduces a new type of vehicle to the Warhammer 40,000 rules, called a Flyer. These vehicles are similar to skimmers in that they are capable of flight. The main difference between a skimmer and a flyer is that flyers tend to make an 'attack run', flying on at one table edge and then hurtling in a straight line very fast over the table before zooming off another table edge, all in the course of less than a turn, while a skimmer can 'loiter' and stays in play.

### FLYERS

Flying vehicles require rather a lot of special rules to cover their movement. They start the game off the table, and then basically carry out an 'attack run' by flying over the table in a straight line. The following rules explain how this works in a game of 40K.

### ON-STATION!

Flyers always start the game 'on-station', i.e. in reserve, even in scenarios that do not normally allow reserves to be used. Roll a dice for them each turn, starting with the second turn, as you would normally for a reserve unit. When the flyer appears, place it on any table edge, facing in the direction you wish it to fly. It will not actually move until the opponent's turn, but placing it like this equates to the opposing army hearing and seeing the flyer appearing on the horizon! Because it's not really got to the table yet, the flyer may not shoot or be shot at until it makes its attack run.

### ATTACK RUN

A flyer makes its attack run after your opposing player's Movement phase, but before their Shooting phase – in effect you 'interrupt' their turn to let the flyer make its move, (if several flyers all arrive at the same time, make their moves in any order you like and then move onto the shooting phase). Move the flyer in a straight line any distance you like across the table. The flyer will get to make its attack at the end of the opponent's Shooting phase, after he has had a chance to fire at it.

After making the move, play returns to your opponent's Shooting phase. Enemy units shoot normally, or can target the flyer if preferred. The flyer can be shot at by any weapons apart from ordnance and barrage weapons, which may only target flyers if they are in an AA mount.

Measure the range to the flyer's base, or to any position the flyer occupied during its move before it reached its final position (i.e. the shots can be assumed to have taken place as the aircraft moved). Then add 12" to the range measured to the base to find the range to the flyer. Roll to hit the flyer, but because it is moving so fast it will only be hit on a roll of 6, no matter what the BS of the model making the attack is. Then roll for damage normally, counting the flyer as a fast-moving skimmer (i.e. all hits are glancing). Stunned and shaken results stop the flyer from attacking but have no other effect. Immobilised results destroy the flyer. Note that the LOS can never be blocked between a flyer and a target, either when it attacks or when it is shot at.

Assuming the flyer isn't shot down or suffers a stunned or shaken result, then it can make its attacks after your opponent has finished his Shooting phase. The flyer may pivot up to 45° either before or after making the attack (but not both). A flyer may shoot all of its weapons, even though it has moved.

Measure the range from the flyer's base to the target, but do not add 12" to the range this time (the flyer's attack doesn't have to work against gravity!). Then make the attack using the normal shooting rules. After the flyer has made its attack, it flies in a straight line off the table.

### SECOND STRIKE

The flyer can make further attack runs. Roll a D6 at the start of the next friendly player's turn, and position the flyer on the table edge in the same manner as when it first appeared on a D6 roll of 2+. On a roll of 1, the flyer doesn't return this turn, but you may roll again for it in your next player turn.

### NEW WEAPONS

These weapons may only be fitted to flyers.

**Bombs:** Bombs have the same effect as Mortars (G48", S4, AP6, Heavy 1 blast, may pin). If a flyer releases several bombs at the same time, count each as a separate mortar in a 'battery'. Each bomb carried may be used once per battle. Bombs costs 5 pts each.

**Heavy Bombs:** These work in the same manner as a normal bomb, but it has the effect of a Griffon Mortar (G12-48", S6, AP4, Ordnance 1 blast). Heavy Bombs cost 20 pts each.

**Rockets:** Rockets have the same cost and effect as hunter-killer missiles (unlimited range, S8, AP3, Heavy 1). Each rocket carried may be used once per battle. Rockets cost 10 pts each.

**Smart Bombs:** A bomb or heavy bomb can be upgraded to a smart bomb for +50% cost. A Smart Bomb works in the same way as a normal bomb, except you may reroll the scatter dice if you doesn't like the first result (you must accept the second roll though!). To turn a Bomb or Heavy Bomb into a smart bomb add +50% to its standard point costs.

### ANTI-AIRCRAFT MOUNT

An anti-aircraft mount, as its name implies, is a mount that allows a weapon to be fired at flyers more easily than would normally be the case. Any weapon may be fitted in an anti-aircraft mounts. An anti-aircraft mount allows the weapon to shoot at flyers using its normal BS, rather than only hitting on a 6. It also allows ordnance and barrage weapons to fire at flyers. For ordnance or barrage weapons roll the scatter dice, on a 'Hit' result the flyer's is hit, otherwise the shot misses, do not roll for scatter.

Weapons fitted in anti-aircraft mounts may not fire at all if the vehicle moved, and preclude the use of any other weapons on the vehicle in the turn that they fired, unless they are fitted to a war machine.

### SUPER-HEAVY FLYERS

The Marauder is a Super-Heavy Flyer, and all of the rules that apply to Super-Heavy Tanks apply to it also. Note that because the Marauder is a flyer it can't tank-shock enemy units or assault them! Because Marauders are Super-heavy units they must be taken in their own 'detachment', as described for Baneblades and Shadowswords. A Marauder detachment can consist of between 1-3 Marauder aircraft. Both types of Marauder variant may be included in the same detachment.



# APPENDIX III

## CAMOUFLAGE & VEHICLE MARKINGS

Although there were originally strict rules within the Imperial Guard for the painting and marking of vehicles, over the years these have been gradually diluted to give a vast array of vehicle camouflage and markings. This is mainly due to the diversity of regiments and varying battlefield environments they have fought in.

Some regiments of the Imperial Guard still pay homage to the official edicts for painting vehicles but even many of these have been changed over time. Other regiments have designed their own entirely new schemes, sometimes purely to suit a particular campaign environment or a general's whim.

### CAMOUFLAGE SCHEMES

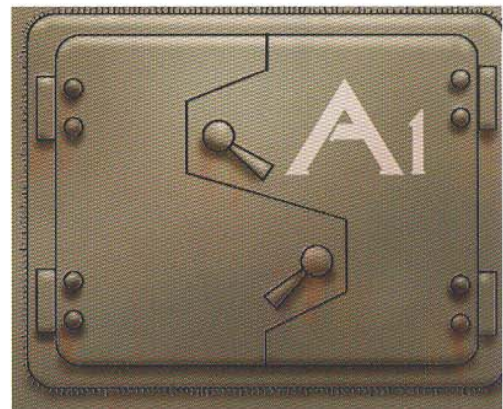
The reason for choosing a particular colour scheme for a regiment's vehicles can be for one or more of the following reasons:

1. Concealment. By matching the colours and patterns of the current environment.
2. Confusion. By disrupting the shape of the vehicle usually to prevent easy targeting or recognition by the enemy.
3. Recognition. A particular colour or pattern will allow troops to differentiate between friendly & enemy troops and also between particular units.

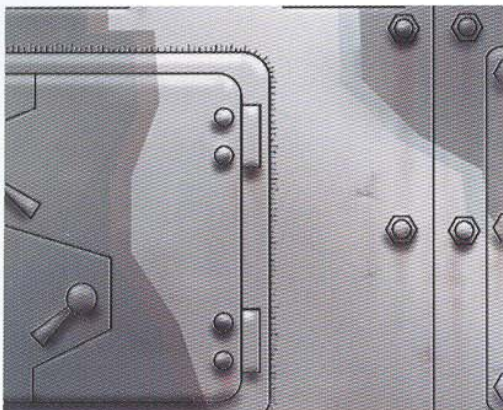
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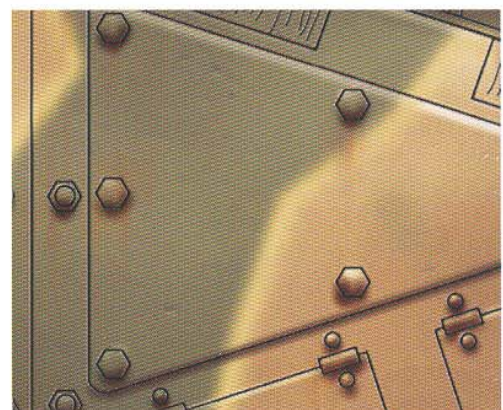
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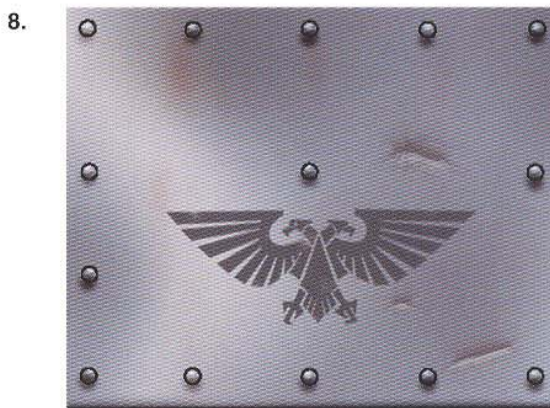
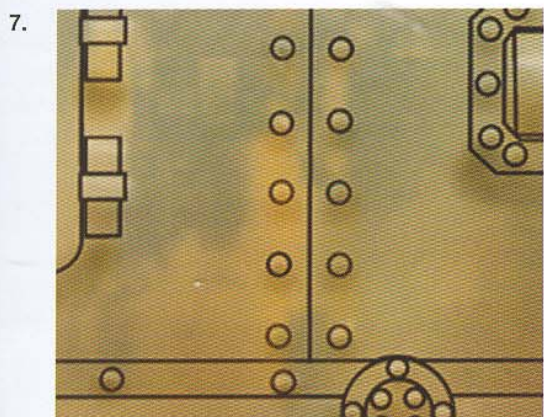
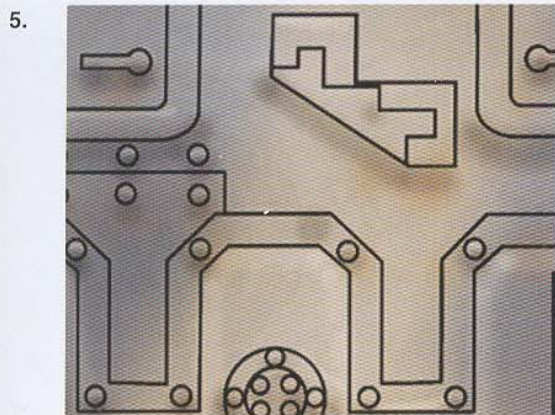


The theoretical basis and success of applications varies considerably between Imperial Guard units. Some schemes are the result of years of research while others are the result of a long standing tradition. Many are simply field applications by frontline troops.

The more complex schemes tend to use the works contained in the 'Tacticus Obscura' section of the *Tactica Imperium* as their basis. This extensive and respected document outlines the many principles for 'Camouflage Deception'. It not only covers the effects of colour and pattern but also is an analysis of structure patterns, diffusion, blending distances, obtrusive & unobtrusive disruption and other principles. Although a detailed coverage of this work is beyond the scope of this book, some of the basic principles are shown in the examples given.

The appearance of vehicles can also be affected to a great degree by the result of exposure to the elements. This effect, commonly known as weathering, can be the result of many factors including light, temperature, atmosphere, moisture and dust. This can cause the vehicle's appearance to change over time, when paint shows the signs of discolouration, peeling and cracking, staining, etc.





1. Desert colours, splinter design, confusion pattern.
2. Codex green, recognition pattern with weathering.
3. Three tone grey, over print splinter design, confusion pattern.
4. Jungle colours, stroked design, confusion and concealment pattern.

5. Ash waste colours, feathered design, concealment pattern.
6. Three tone grey, feathered design, confusion pattern.
7. Swamp colours, hastily applied, concealment pattern with weathering.
8. Two tone grey, feathered design, confusion pattern.

## TANK NUMBERING AND MARKINGS

The markings on Imperial Guard vehicles can, like camouflage, vary greatly from regiment to regiment and campaign to campaign. The markings generally fall in the following categories:

1. Tank Numbers & Letters
2. Unit Markings (Company, Squadron, etc.)
3. Regiment Names
4. Slogans and Vehicle Names
5. Campaign Badges
6. Kill Markings

Some vehicles display a vast array of different markings, while others display as little as a single number or no markings at all.

Tank numbers and letters can represent many different things but by far the most common designate the company, squadron or battle group and particular vehicle. Three digit numbers usually represent all three, while two digits show just squadron and vehicle and a single digit just the vehicle. For example, the number '213' would represent the third vehicle of the first squadron of the second company and the markings 'B2' would be for the second vehicle of Beta company. Some units use the number '0' or a particular letter within these markings to designate command and HQ vehicles.

Unit designations can also be shown by the use of particular badges and coloured stripes. Coloured banding is usually used to denote company, with certain colours used by each company - red for first, blue for second, green for third, for example. Many commanders dislike this identification method and do not use it, as it compromises a vehicles camouflage.

Crews of some regiments continue to follow the practice of painting regiment and vehicle names and loyal slogans onto their vehicles. These can vary in quality of rendering between those applied quickly in the field to ones carefully stenciled before deployment. Other markings on a tank might be lucky totems or small religious items or artefacts, granted to a particularly loyal or zealous crew by Ecclesiarchy representatives.

Campaign badges are markings denoting which campaign the vehicle is fighting in. They are usually adopted by all the fighting forces, regardless of their origin (be they Adeptus Astartes, Adeptus Sororitas, Adeptus Arbites). Some badges are retained as a honorific, for good performance in a campaign, but most are removed at the campaign's conclusion.

Kill markings may be added by the crew for each confirmed kill. They might be bands around a weapon's barrel, crosses, tally marks, or similar.

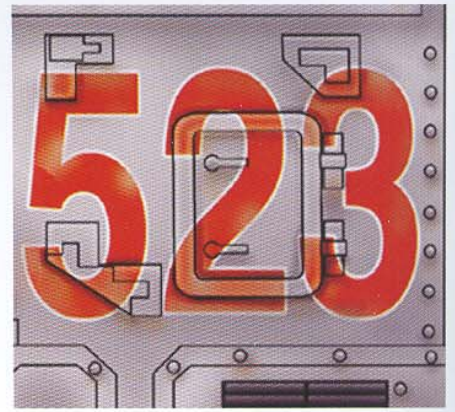




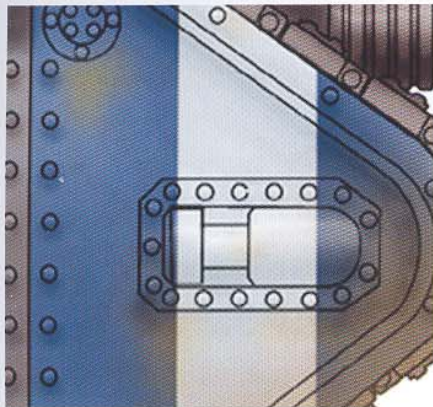
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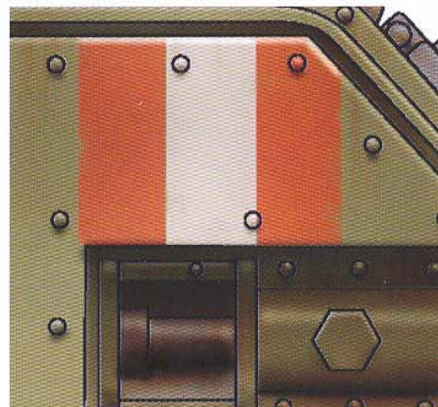
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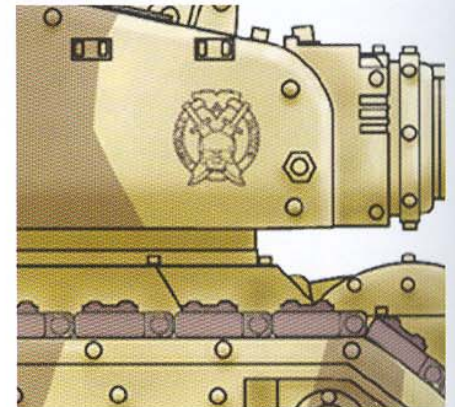
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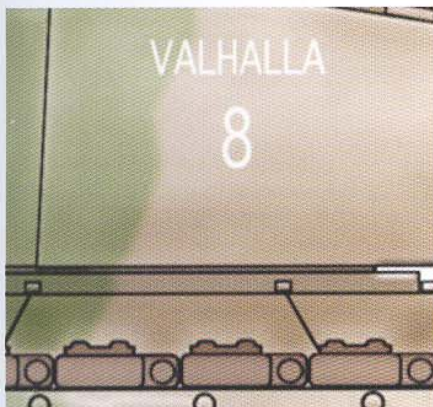
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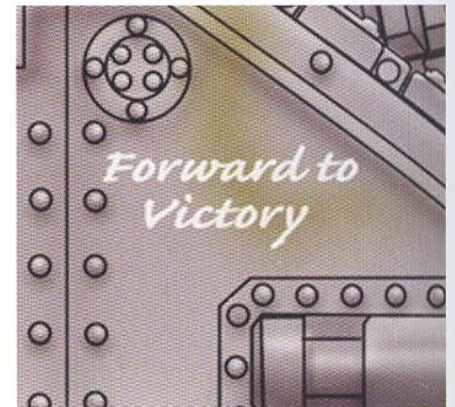
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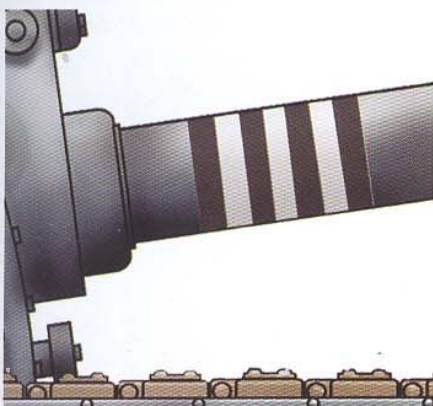
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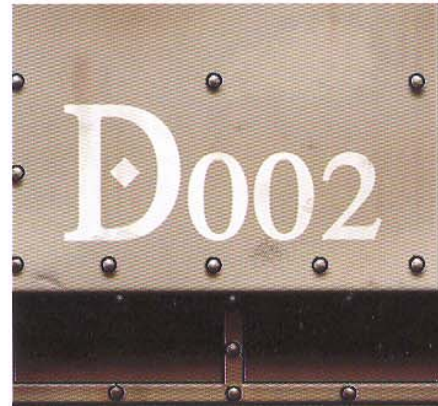
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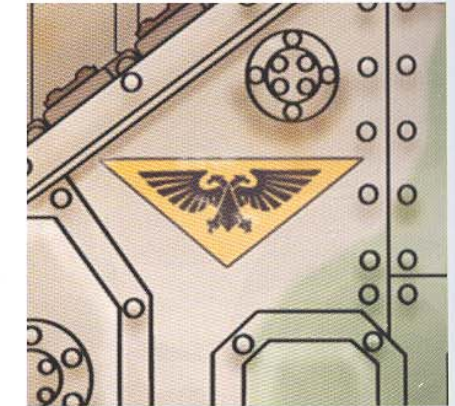
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10.



11.



12.



1. Company letter, squadron number, vehicle number.
2. Company number, squadron number, vehicle number.
3. Company number, squadron number, vehicle number.
4. Company identification stripes, full hull.
5. Company identification stripes, reduced size.
6. Regimental badge.

7. Regiment name and number.
8. Planet of regiment's founding.
9. Patriotic slogan added by crew.
10. Barrel rings for kill markings.
11. Company letter, squadron number (00 - Headquarters), vehicle number.
12. Campaign badge.

## AIRCRAFT COLOUR SCHEMES AND MARKINGS

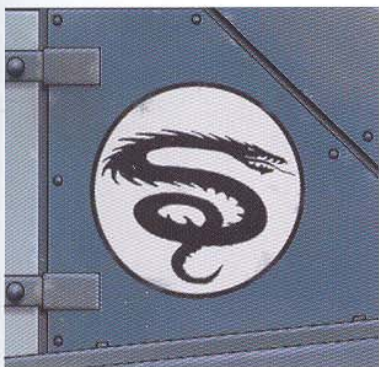
Colour schemes and camouflage patterns used by the Imperial Navy are broadly similar to those used by the Imperial Guard. Of course, an aircraft has different requirements to a tank. Camouflage is generally for confusion and disruption rather than concealment. Disruption patterns make an aircraft harder to identify and target at low levels. Recognition is also required to avoid 'friendly-fire' during battle. Like the Imperial Guard, there are guidelines laid down for aircraft colours, but they have become diluted over time and many Imperial Navy wings now operate their own colour schemes, established through long-standing tradition.

Aircraft operating in a low-level ground attack role will often forego the underbelly colour for a complete camouflage colour scheme. Those whose main role is air superiority, intercepting or bomber escort generally operate at higher altitudes and use a pale underbelly to disrupt the aircraft's shape, making it harder to spot from the ground.

Some aircraft are heavily personalised by their pilot. Distinctive colour schemes or decals fore-go the benefits of disruption for higher visibility. It has long been recognised that air attacks have a greater affect on ground troops than other ground based weapons. Friendly troops draw comfort and confidence from the presence of friendly air forces. Conversely, enemy aircraft inspire greater fear, due to their perceived invulnerability. A highly visible colour scheme is intended to emphasis this.

### Markings

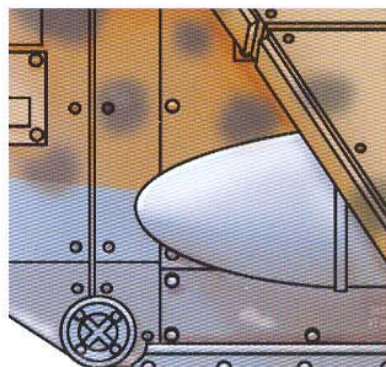
Markings on aircraft are similar to those on tanks. Numbering is generally by wing, squadron and aircraft. Wing, squadron and campaign badges or insignia are used on tails and wings. Brightly coloured identification stripes are common, as are kill markings. Many aircraft are also stencilled with technical details, numbering and warning symbols to alert ground crew to potential hazards.



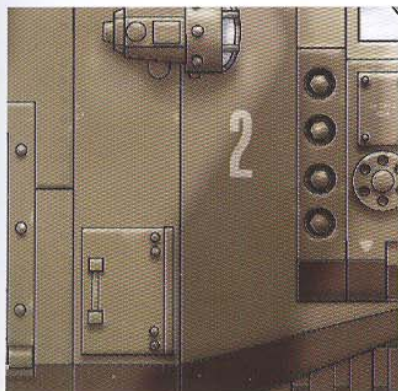
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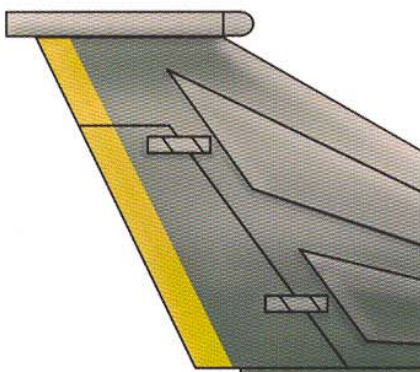
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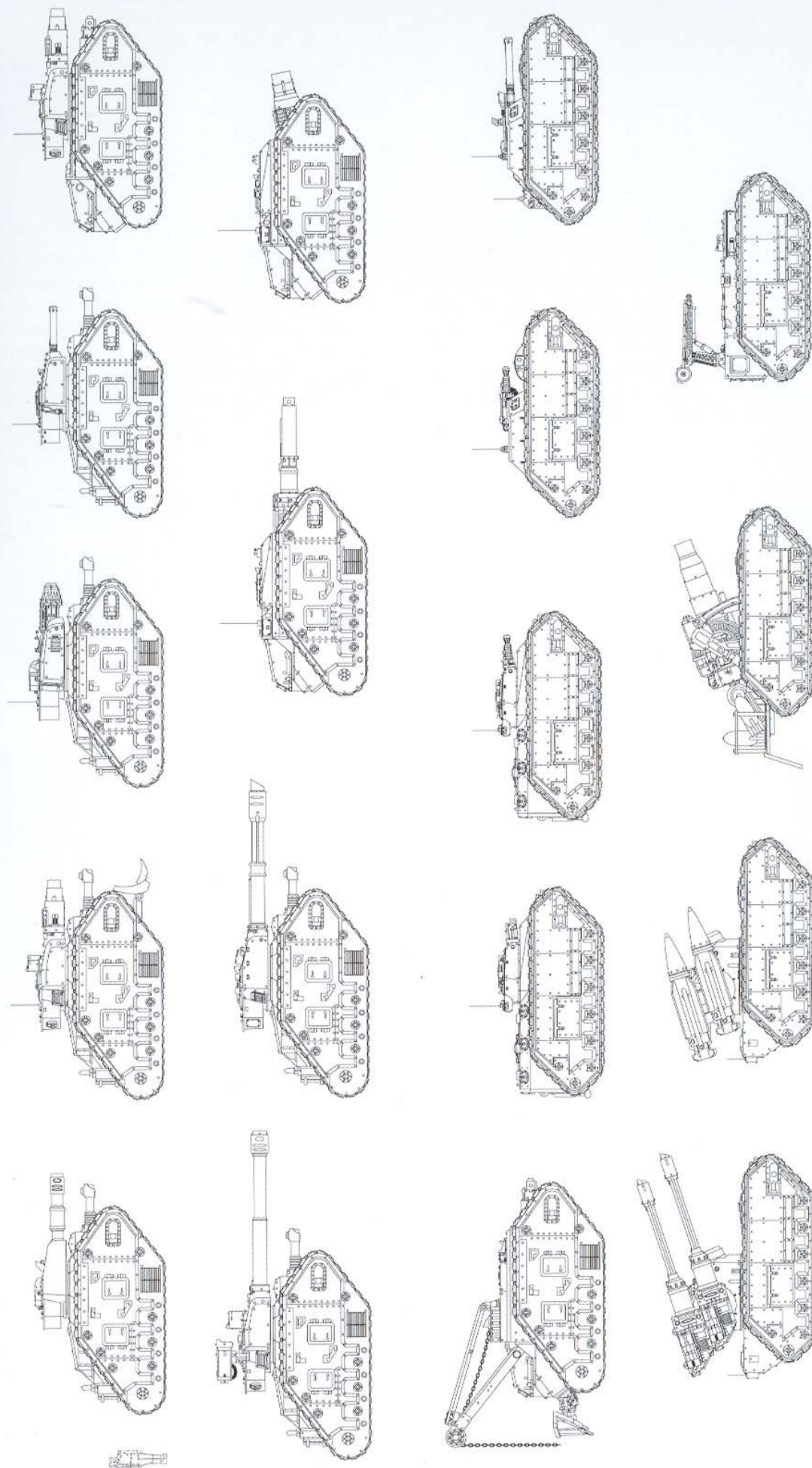


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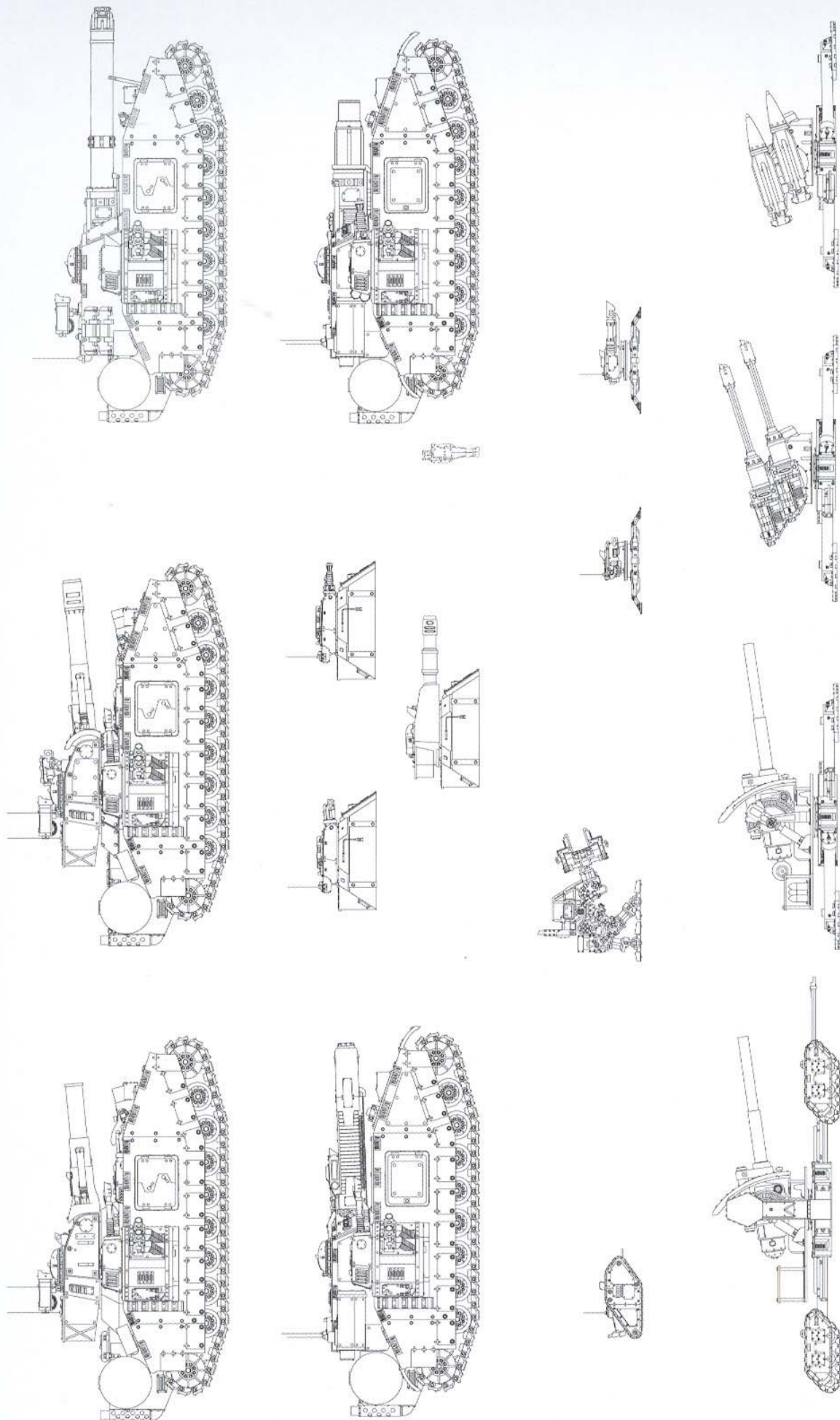
1. Squadron badge.
2. Kill markings.
3. Pale underbelly and camouflaged top.
4. Fuselage camouflage and aircraft number.
5. Identification stripe on tail.



# APPENDIX IV - SIZE COMPARISON









# IMPERIAL ARMOUR

## VOLUME ONE

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