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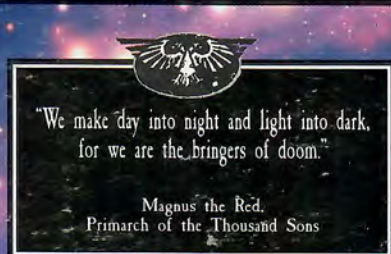
40,000



In the grim darkness of the far future there is only war.



Tyranid and Saim-Hann Eldar battle lines engage in a fight for supremacy



Chaos Space Marines hold their ground against the Dark Angels Ravenwing



Cataphan and Cadian Imperial Guard advance across a battle-scarred landscape

WARHAMMER[®]

40,000



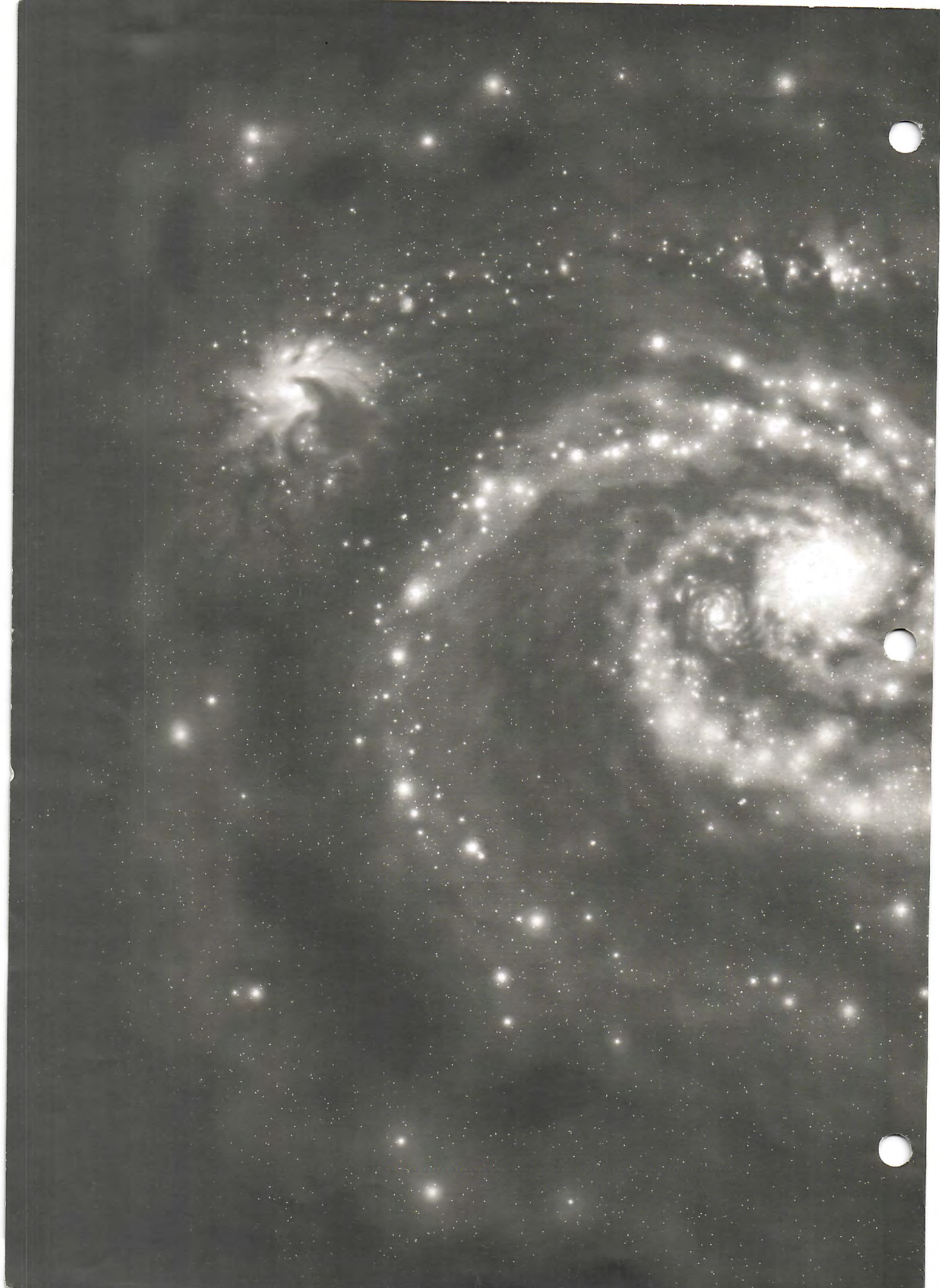
IN THE GRIM DARKNESS OF THE
FAR FUTURE THERE IS ONLY WAR



Being in part an exposition of the Warhammer 40,000 game
wherein opposing players assume command of miniature armies
to recreate upon the tabletop the savage battles of a future age.



Proceed at Your own Peril



For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls die every day, for whom blood is drunk and flesh eaten. Human blood and human flesh — the stuff of which the Imperium is made.



To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. This is the tale of those times. It is a universe you can live in today — if you dare — for this is a dark and terrible era where you will find little comfort or hope. If you want to take part in the adventure then prepare yourself now. Forget the power of technology, science and common humanity. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.



But the universe is a big place and, whatever happens, you will not be missed...

WARHAMMER[®]

40,000

Game Design & Development:

Rick Priestley, Andy Chambers, Gavin Thorpe, Ian Pickstock & Jervis Johnson.

Assistant Games Developers:

Iain Compton, Andy Kettlewell & Warwick Kinrade.

Editors:

Lindsey Priestley, Talima Fox & Jake Thornton.

Cover painting:

John Blanche.

Illustrators:

John Blanche, Alex Boyd, Wayne England, David Gallagher, Des Hanley, Neil Hodgson, Nuala Kennedy, Paul Smith, John Wigley & Richard Wright.

Citadel Designers:

Tim Adcock, Dave Andrews, Colin Dixon, Chris Fitzpatrick, Jes Goodwin, Gary Morley, Aly Morrison, Trish Morrison, Paul Muller, Brian Nelson, Alan Perry, Michael Perry & Norman Swales.

Wargames Terrain Modellers:

Owen Branham, Mark Bedford & Mark Jones.

Miniatures Painters:

Stuart Thomas, Ben Jefferson, Martin Footitt, Chris Smart, Richard Baker, David Thomas, Dave Perry, Torben Schnoor, Neil Green & Adrian Walters.

Production:

Alan Merrett, Chris Colston, Jim Butler, Matt White, Mark Saunders, Nick Davis, Simon Burton, Andy Banks, Steve Averill, Simon Smith, Andy Bacon & Owen Crisp.

Photography:

Anthony Bath.

Thanks to:

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US
GAMES WORKSHOP INC.
6721 BAYMEADOW DRIVE,
GLEN BURNIE,
MARYLAND,
21060 6401

AUSTRALIA
GAMES WORKSHOP,
23 LIVERPOOL ST,
INGLEBURN,
NSW 2565

CANADA
GAMES WORKSHOP,
1645 BONHILL RD,
UNITS 9-11,
MISSISSAUGA,
TORONTO L5T 1R3

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Welcome to Warhammer 40,000, the game of tabletop battles between armies of futuristic warriors, fighting machines and hordes of implacable aliens set in the far distant future.

As veteran gamers will know, this latest version of the Warhammer 40,000 game is the third to bear the title. It incorporates numerous improvements and revisions which have been suggested by players or developed in response to comments from all over the world. Overall our aim has been to produce a fast paced game that rewards good strategy, common sense and courage! The result is a set of rules that enables you to fight games between as few or as many models as you wish, from skirmishes involving a handful of determined warriors to truly vast armies with swarms of tanks and sweeping formations of troops.

If you already own huge Warhammer 40,000 armies then be reassured that you can use your existing troops with the minimum of reorganisation. Although the game is, in some ways, very different from the previous edition, demanding a different style of play and often favouring one kind of troop over another, the game is still Warhammer 40,000. Space Marines are not one jot less super-human, Orks are no less brutal or ugly, and Eldar remain as sinister and elusive as ever.

I for one am looking forward to seeing the many new and bizarre developments that the Games Workshop writers, artists and model makers have lined up for the future. In the meantime, I hope that you derive as much enjoyment from reading and playing the new Warhammer 40,000 as I have from working on it.

Best Wishes

Rick P

Rick Priestley

Classified



THE ETERNITY GATE

For fourteen years I had trodden the Pilgrim's Trail. My Most Honourable Discharge for acts of extreme valour during the Gehenna Scouring was the greatest reward I could receive as a loyal citizen and servant of the Most Revered Emperor. From the multi-spired splendours of Ophelia, to the marble sepulchres of Chiros, I had witnessed the many glorious edifices of the Ecclesiarchy. And so it was that I, a humble but pious retired officer, was able to stand upon the sacred ground of Terra itself and marvel at the wondrous and magnificent Imperial Palace.

As I entered the narthex I was struck by the sheer grandeur of our worshipful buildings. Not even the Temple of Thor on Dimmamar had prepared me for the spectacle of the mile-long aisle stretching from me towards the distance-shrouded portal into the Sanctum Imperialis. The air was filled with incense, a heavy aromatic fog that was uplifting to breathe. The vaulted roof arched half a mile over my head, its recesses lost in dark shadows, supported by pillars that looked as if they could support the whole weight of Terra, such was their girth. All was constructed from the finest marble, alabaster and lunarite, and overlaid with countless precious gems, filigrees and decorations wrought from gold, silver, electrum and other rare metals from distant worlds whose names I do not know. Unnumbered gargoyles stared down at the pilgrims; each leering face more grotesque than the last. Scenes of great battles, mighty heroes and lordly saints adorned the walls. No greater celebration to the artifice of Man exists. There can be found no surer testament to Mankind's right to rule the galaxy, under the ever present gaze of the magnificent Immortal Emperor.

As I walked up the thousand steps towards the Eternity Gate, along with a multitude of other servants of the Emperor, I marvelled at the scores of banners. I am told that the oldest date from the very founding of our great Empire, carried in battles by exalted heroes whose names have become legend: Hieronymus Scathe, Count Dire, Captain Virgil, Agamar Strick, Lord Commander Macharius, Commissar Arden, Stugen Deathwalker, Colonel Gravitz and many others. To know that my labours for the Imperial Cause have been founded upon the mighty endeavours of these individuals was a stirring thought, causing my chest to swell with pride; truly to serve the Emperor is the most holy of deeds.

The Journals of Lieutenant Commander Sturn.

Chapter XVII





THE IMPERIAL PALACE

Manyfold are the labours of those who serve the Emperor on Mighty Terra itself, most exalted of a million worlds. Let us now remind ourselves of their Holy Tasks; that which gives them their reward in this life.

Give due thought to those ancient holders of Dark Mystery, the Adeptus Mechanicus. Through the magnificent artifices of their Machine God, the Magi of Mars maintain the Golden Throne which sustains the Imperius Incarnate; that breathes life into the Immortal Emperor of the Galaxy. Through their endeavours, the Protector of Mankind is freed from physical concern; liberated to spread his Mind and Word across his subjects, unfettered by any mortal barrier.

Give thanks to those most courageous and loyal of guardians, the Adeptus Custodes, who stand constant vigil over the Emperor's Palace. A veritable Legion of warriors ready to lay down their lives without doubt, for the beloved Ward of Mankind. None pass through the Imperial Palace without their knowledge; steeped are they in the arcane secrets of that labyrinthine edifice. Ten thousand blades await the call to arms; to defend against any threat, from without or from within.

Give praise to the wise Ecclesiarch of the Ministorum, and the Cardinals and Deacons who serve under him. Raise your voice in prayer and hymnal, knowing that these pious men raise their voice alongside yours in everlasting worship of the Emperor of Terra. Heed well the fables and parables that the Preachers and Confessors tell, and look to their great deeds and sacrifices to inspire your own devotion.

And let us not forget that great unnumbered mass who are the scribes and clerks, the auditors and chroniclers, the compilers and corroborators who serve in the Administratum. Through their labours, the Imperial Decree is spread to a thousand times a thousand worlds. The desires of the Most Holy, as voiced by the Noble Offices of the High Lords, are recorded and transmitted to the waiting masses. Through these humble minions come momentous tidings that tell of dire threats and great victories, craven criminals and magnificent heroes. Do not look down upon the common worker, for each finds his place as ordained by the Emperor, and serves to his best ability.





THE THRONE ROOM

Who can say what lies at the heart of the Emperor's inner sanctum? What terrible devices are there which keep our Lord alive, if life it truly is? What dark ministrations are daily vested on his shattered husk? What sickly liquids are pumped through his veins? Only the Eternal Guard of the Custodes see and they are sworn to silence. Mere mortals such as us can only guess and wonder at these and other things. But we know we must have faith for without the Emperor we are nothing.



Adore the Immortal Emperor

For He is our Protector.

Admire the Immortal Emperor

For His Sacrifice to Mankind.

Exalt the Immortal Emperor

For His Strict Guidance.

Revere the Immortal Emperor

For His Undying Guard.

Venerate the Immortal Emperor

For His Holy Wisdom.

Honour the Immortal Emperor

For His Eternal Strength.

Glorify the Immortal Emperor

For his All-seeing Vision.

Praise the Immortal Emperor

For his Enduring Rule.

Hail the Immortal Emperor

For He is the Lord and Master.

Worship the Immortal Emperor

For without Him we are Nothing.



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INTRODUCTION

Science fiction is more popular today than it has ever been – films, television programmes and books are filled with visions of tomorrow ranging from star-spanning Utopian societies to apocalyptic worlds in flames where even basic survival is a nasty, brutal and bloody business.

Unfortunately the nature of stories means that you can look but not touch, observe but not participate. Warhammer 40,000 changes all that! Warhammer 40,000 is a wargame that lets you command your own power armoured Space Marines in the service of the Emperor or lead your alien warriors forth to ravage and despoil your enemies.

This book has been written to explain how to go about creating exciting battles and campaigns in the Warhammer 40,000 setting. Millennia in the future when the galaxy is riven by warfare and bloodshed, humankind must battle for its very survival. You choose your own forces and create battlefields to fight over within the framework of rules presented in this volume. This book is divided into four sections containing rules, background information, battles to fight and army lists.

• **The Rules Book** gives game rules for staging your own battles using miniatures and dice.

Movement, shooting, weaponry, close combat, morale, characters and vehicles are all covered, with extra rules for cavalry, bikes and jump pack troops.



Two armies deployed for a game



Nick Davis and Adrian Wood fight a battle

CHARACTERISTIC PROFILES

Every character in Warhammer 40,000 has a characteristic profile that lists his or her abilities. This is a summary of the most important statistics that a character has. The number in the profile for a characteristic is the number of dice that are rolled to determine the result of that characteristic.

Wounds 3 **Wounds** 1 **Wounds** 1 **Wounds** 1

Skills 3 **Skills** 1 **Skills** 1 **Skills** 1

Strength 3 **Strength** 1 **Strength** 1 **Strength** 1

Agility 3 **Agility** 1 **Agility** 1 **Agility** 1

Intelligence 3 **Intelligence** 1 **Intelligence** 1 **Intelligence** 1

Willpower 3 **Willpower** 1 **Willpower** 1 **Willpower** 1

Luck 3 **Luck** 1 **Luck** 1 **Luck** 1

WEAPONS

The technology of the great future has spawned innumerable weapons of destruction, ranging from the simple but effective boltgun to the barely comprehensible energy of the plasma cannon. In this section we describe the basic types of weapons and their characteristics.

TYPE

Melee Weapons

These weapons are used in close combat. They are designed to kill or maim the enemy in a single blow. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

Range Weapons

These weapons are used at a distance. They are designed to kill or maim the enemy from a distance. They are usually long and thin, and are often made of metal. They are used by characters who are far from the enemy.

Flame Weapons

These weapons are used to set the enemy on fire. They are designed to kill or maim the enemy by burning them. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

Fast Weapons

These weapons are used to kill or maim the enemy quickly. They are designed to kill or maim the enemy in a single blow. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

CHARACTERS IN UNITS

Characters who are in a unit are treated as a single character. They are used to represent the unit in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

Independent Characters

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

Shooting at Characters

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

CHARACTERS IN ASSAULTS

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

Shooting at Characters

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

BARBARIC WEAPONS

These weapons are used to kill or maim the enemy quickly. They are designed to kill or maim the enemy in a single blow. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

Multiple Damage (Close Weapons)

These weapons are used to kill or maim the enemy quickly. They are designed to kill or maim the enemy in a single blow. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

CONSOLIDATE

The rules for consolidating a unit are as follows: 1. The unit must be in a single file. 2. The unit must be in a single file. 3. The unit must be in a single file. 4. The unit must be in a single file.

Shooting into Combat

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

DRAWN COMBAT

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

Multiple Combat

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

ADDITIONAL

These characters are used to represent a single character in a battle. They are usually short and stout, and are often made of metal. They are used by characters who are close to the enemy.

• **The Age of the Imperium** describes the dark gothic background of the 41st millennium, and the hostile alien races at war with the Imperium of man. It also details some of the worlds and labyrinthine organisations of the galaxy-spanning human Imperium.

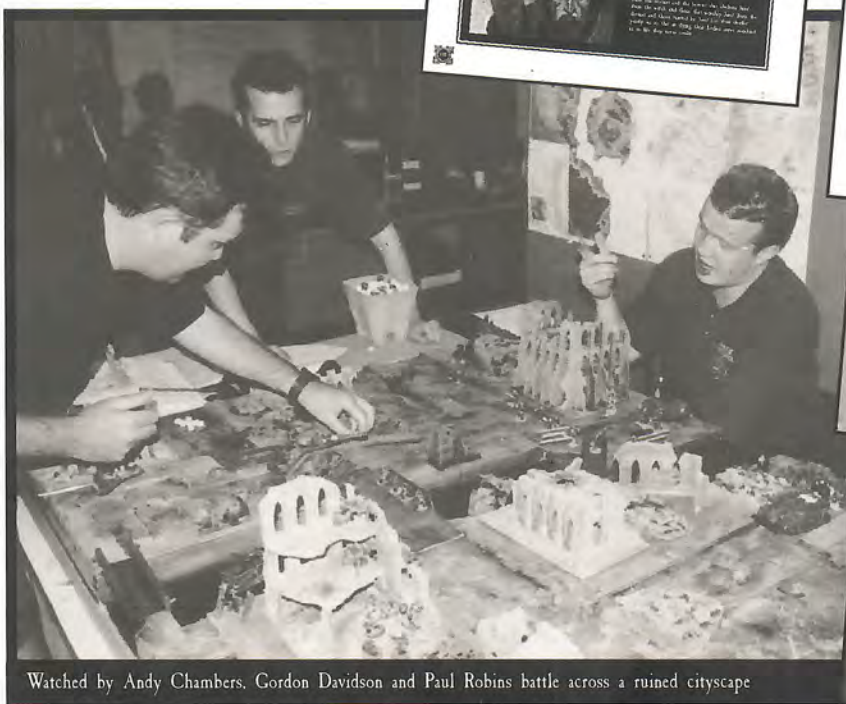
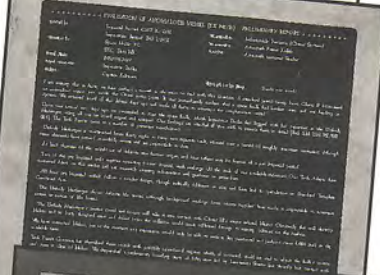
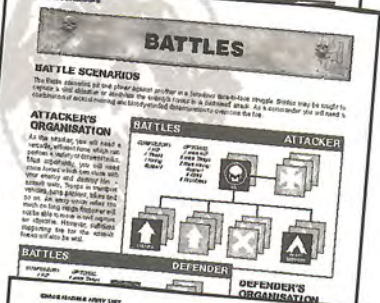
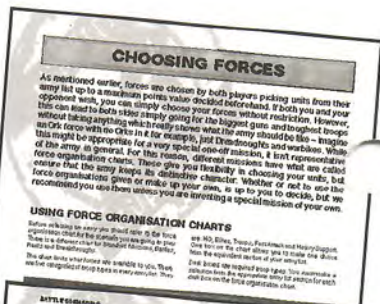
• **The Battles Book** provides suggestions and advice about setting up a tabletop battlefield, scenarios and missions to fight, and some hints on inventing your own missions. Campaign rules are provided for troops and vehicle crews gaining experience, with notes on how to run a series of battles as a campaign.

• **The Armies Book** contains army lists that detail the organisation and equipment of the warring forces of the 41st millennium so that you can choose your troops and build your own armies.

There is also a final **Appendix** section which includes designers' notes, various treatises and reports pertaining to the Warhammer 40,000 background, a quick start section for new gamers, ready reference sheets for the rules, weapon summary sheets, weapon effect templates and army rosters.

The first part of this book is given over to discussing the nature of wargames, what choosing and collecting your own army actually involves along with a description of

a game. We've also described how to go about creating a tabletop battlefield and painting miniatures. If you've never played a wargame before you'll find it useful to read through this section before you delve into the rest of book.



Watched by Andy Chambers, Gordon Davidson and Paul Robins battle across a ruined cityscape



Chaos Space Marine



Ork Slugga Boy



Ultramarines Space Marine



Dark Eldar

There are many different armies in the Warhammer 40,000 universe. This page shows a small selection of the models available from the vast range of metal and plastic miniatures you can collect.



Eldar Guardian



Genestealer



Sister of Battle



Gretchin



Eldar Falcon
Grav Tank

INTRODUCTION

A wargame is a battle between model armies of mighty warriors. The battle is fought by two players each controlling a painted miniature army complete with squads of troops, lumbering tanks and artillery!

A wargame in full swing, Imperial Guard and Orks battle it out.

This book tells you all about the Warhammer 40,000 wargame. In this first section we'll be taking a look at what armies are, how you collect them and how to paint them. We'll also examine how to create a tabletop battlefield to fight across and how to set up a battle between the opposing forces. Later on we'll explain all this in much greater detail but it's useful to give an overview right at the start.

First and foremost, you can't fight a battle without troops, which in our case are represented by models. Model armies, just like real armies, contain different kinds of troops and vehicles under the command of an officer. Some of the armies you can collect are human, such as the soldiers of the Imperial Guard or the zealous Space Marines of the Adeptus Astartes. Other armies consist of alien creatures such as the ancient race of the Eldar, the barbaric green-skinned Orks, or the monstrous entities of the Tyranid hive fleets.

When you're starting to collect an army you will probably want to use all of it at once, so the best way to begin is with a few squads of troops and some vehicles which can fight against many different kinds of enemy. Later on, when your collection gets bigger, you can add more of the special troop types which are useful against certain enemies but perhaps not so good against others.

The bigger your collection the more choice you'll have, and you'll be able to fight bigger battles too!



A SPACE MARINE ARMY

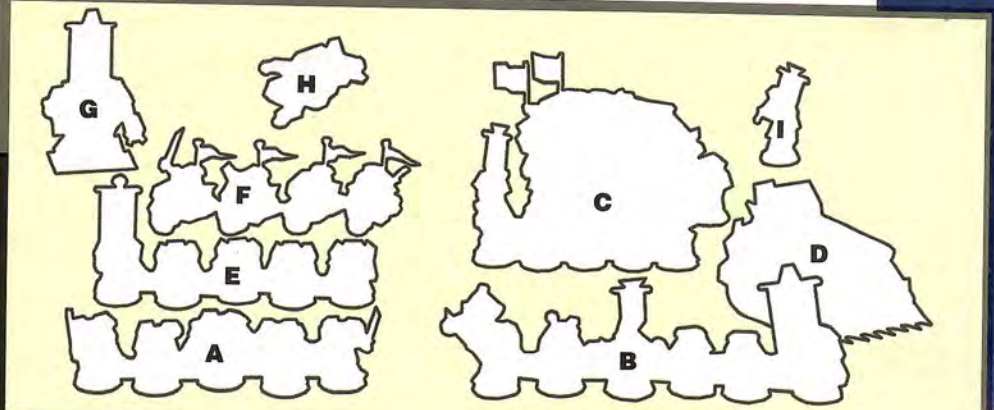
Space Marines are genetically enhanced super-warriors dedicated to the defence of humanity. To start

a Space Marine army you could assemble and paint a force such as the one pictured below. An army can be any size from a small force such as the one shown here to a massive horde with dozens of squads and vehicles. It can contain almost any mix of squads too: mostly assault squads for attacking the enemy at close range, or heavy weapons squads for blasting the enemy apart from a distance. It might have lots of vehicles or none at all – it's up to each player to build up his collection to make the best army possible!





A TYPICAL SPACE MARINE ARMY



- A Assault Squad** – equipped with close quarter weapons such as pistols and chainswords. Their jump packs enable them to quickly engage the enemy.
- B Command Squad** – normally an army is led by a commander, who represents the player in person on the battlefield! They can be accompanied by a bodyguard which includes experienced veterans and specialists such as Apothecaries and Techmarines.
- C Tactical Squad with Rhino Transporter** – Tactical squads are highly flexible troops that make up the majority of squads in most Space Marine armies. Their standard equipment of rapid-firing bolters can deal with most opponents, while additional heavy weapons can be issued to deal with any enemy vehicles or monstrous creatures. Tactical squads can be mounted in a Rhino to transport them rapidly across the battlefield.
- D Razorback** – the Razorback is a variant of the Rhino that has more firepower but can still transport troops.
- E Terminator Squad** – elite Space Marines equipped with the virtually impregnable Terminator armour and carrying the deadly storm bolter. They can teleport directly into the midst of the enemy's battlelines.
- F Bike Squadron** – fast attack bike squadrons make excellent assault troops and are very manoeuvrable. They can engage the enemy quickly to support the assault squad.
- G Dreadnought** – Dreadnoughts are huge, heavily armoured fighting machines. They can be armed with a number of heavy weapons that can destroy tanks, mow down infantry or crush enemies in assaults.
- H Land Speeder Tornado** – A fast attack vehicle that can fly and is extremely manoeuvrable. The Land Speeder Tornado mounts a heavy bolter for gunning down infantry and a multi-melta for vapourising enemy vehicles. It can inflict a lot of damage but only is lightly armoured.
- I Chaplain** – Independent and resourceful characters such as a Chaplain can lend your troops much needed support on the battlefield.





Nick Davis' Imperial Guard army and Imperial fortress

This enormous Imperial Guard army collected and painted by Nick Davis shows just what can be achieved! Nick is a veteran gamer whose Imperial Guard have fought and been victorious on many a tabletop battlefield.

Like most players, Nick has given his army a personality all of its own, (he's even modelled a fortress for them!). It isn't just any old Imperial Guard army – it's the 95th Cadia Rifles Imperial Guard regiment, nicknamed 'The Revenants', under the command of Colonel Fiess. Most players like to choose a suitable name for their commander and army. After all, how do you think your troops would feel if their commander didn't even have a name?

As you can see, the army includes different kinds of troop types – Imperial Guardsmen, Commissars, Ratling Snipers, Storm Troopers, savage Attilan Rough Riders and the brutal Ogryns. These all fight as part of the Imperial Guard. Nick has also included loads of armoured vehicles in his army such as a Hellhound flame tank and a Lemn Russ battle tank squadron!

There are many specialised vehicles and elite troop types ready to recruit into whichever army you choose to collect. Most of the

special models available for the Imperial Guard are included within this army but not all in great quantity! The gaming rules that explain how to use these special pieces will be covered by a supplementary Warhammer 40,000 Codex book.

Nick's army is now so big that he rarely gets to field all of it at once, but with such a huge collection he can always choose to use the troops he thinks will fight best in different scenarios against different enemies.

When you start to collect your army you'll probably want to use all of it at once, so the best way to begin is by collecting lots of infantry units to form a core and then add a couple of vehicles. This type of force can fight well against many different kinds of enemy. After you have learned how your army fights, you can enlarge it with more specialised troop choices. This will increase your options against most enemies.

Remember that the bigger your army the more options you'll have, and, of course the bigger battles you'll be able to fight.



Nick and Adrian battle it out in a 'Cleanse' mission

FIGHTING A WARGAME

Having explained the basic principles of wargaming, what follows is a report of Warhammer 40,000 game being played. A game report uses a combination of maps, photos and writing to depict victories, defeats and the whole drama of war on a small scale, all for your entertainment! Game reports like this are a common feature in Games Workshop's monthly White Dwarf magazine. Reading game reports is a very good way to see armies in action and pick up hints and tips about tactics and choosing an army.

Our two players, Gavin Thorpe and Andy Chambers, are about to start the game. Gavin Thorpe (henceforth noted as Farseer Tyladrhas) and Andy Chambers (Space Marine Captain Cassius) are playing a small battle and have already deployed their opposing armies onto the tabletop. Exactly where the the players troops can be deployed is determined by the scenario they are playing. In this case they are attempting to cleanse the battlefield of enemy forces, so they each start in one quarter of the battlefield and will need to control as many of the other three quarters of the table as possible by the end of the game crushing opposing units as they go!

THE FIRST TURN

The players each roll a dice to see who goes first. Captain Cassius wins the first turn by rolling the highest score – a good start! The Space Marine force swings into action by sending its squad of Terminators towards the nearby hill beyond the ruins. Realising its value as a defensive position, Captain Cassius sends his Space Marine squad to occupy the ruins. Captain Cassius and his squad then take up position behind the ruins so that they can move to where the fighting is fiercest later in the battle. As they advance the heavily armed Terminators open fire on the Eldar Rangers lurking on the edge of the jungle, gunning down several despite their concealment in the cover.

The Eldar are undaunted by their enemy's guns. They begin their first



Gavin Thorpe

GAV'S ELДАР ARMY



- ☸ **Farseer Tyladrhas:** *Shuriken pistol & Witchblade*
- ☸ **Striking Scorpions:** 6 with *chainswords & shuriken pistols*
- ☸ **Guardian Defender Squad:** 5 with *shuriken catapults*
- ☸ **Eldar Rangers:** 8 with *sniper rifles*



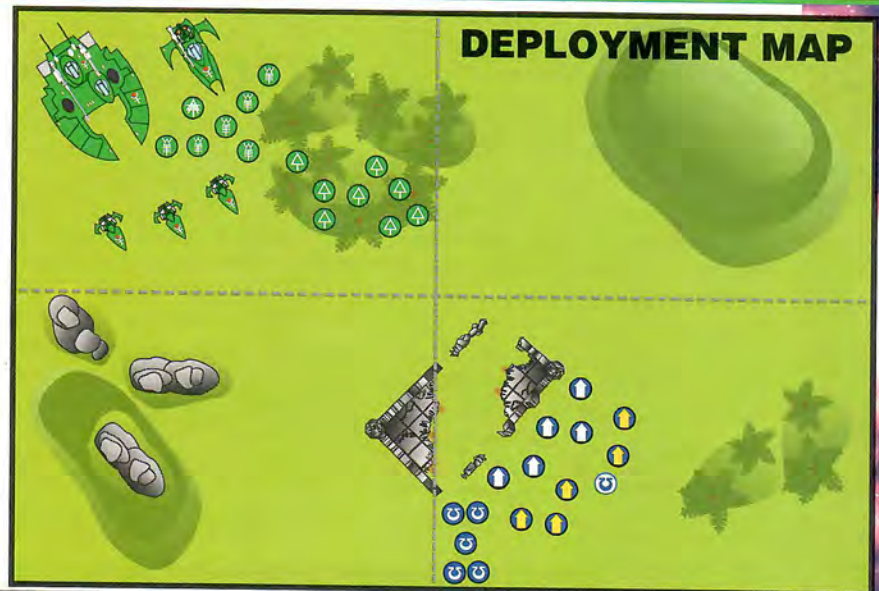
Falcon Grav Tank



3 Jetbikes



Vyper



Andy Chambers

ANDY'S SPACE MARINE ARMY



- ☉ **Captain Cassius:** *Boltgun, bolt pistol & power fist*
- ☉ **Terminators:** *Sergeant with power sword, 1 with an assault cannon and power fist, 3 with storm bolters and power fist*
- ☉ **Space Marine Tactical squad:** 4 *Space Marines with bolters* and 1 with a *flamer*
- ☉ **Space Marine Tactical squad:** *Sergeant with power fist, 3 Space Marines with bolters* and 1 with a *missile launcher*

INTRODUCTION



Turn 1 Map



The Space Marine Tactical squad takes cover in the ruins as the jetbikes attack

turn by slipping around the enemy centre. The sleek jetbikes fly past the Terminators, while the heavier Vyper and Falcon grav vehicles circle around the jungle, skimming along just above the ground. Sinister Aspect Warriors move into the jungle to support the beleaguered Rangers against the hulking Terminators that are advancing on their position. The Falcon and the Vyper let fly with the heavy weapons mounted in their turrets, targetting the Space Marines amidst the ruins. Shot after shot is deflected by the Space Marines' power armour, but a single Space Marine is felled by the awesome power of the Falcon's lascannon, his power armour reduced to bubbling slag.

The Rangers shoot at the Terminators, but even their finely-crafted sniper rifles can find no chinks in the Terminator's heavy armour.

ON TO TURN TWO

Captain Cassius begins his second turn unsure what to do next. Should he attack the Eldar flanking around him or hold his position and rely on his superior firepower to see off his enemy? He decides to hold his ground and fire with his forces in the ruins while the Terminators continue their attack. Fortunately his stalwart Space Marines do not let him down, the squad in the ruins hitting the Eldar Falcon with an armour piercing missile which sends it crashing to the ground! Captain Cassius' own squad target

the jetbikes and knock one out of the air. For their part the Terminators hammer the Eldar Rangers again, and this time the Rangers decide to fall back from their position and out of the Terminator's line of fire. Destroying the Eldar Falcon has given the Space Marines a big advantage but now they must survive the Eldar response.

Farseer Tyladrhas is still confident at the start of his second turn, for his forces are now in position to counter-attack and wreak havoc upon the Space Marines. The Guardians also survived the wreck of the Falcon open fire, along with the jetbikes and the Vyper. Under a ferocious hail of fire the Space Marines lose three more warriors from the squad in the ruins, leaving only the Space Marine with the missile launcher alive! The Striking Scorpion Aspect Warriors in the jungle charge out to fight the Terminators in hand-to-hand combat and cleave down one of them before the Terminators strike back and crush two of the Scorpions. The Scorpions fall back to the safety of the jungle, easily outpacing the Terminators as they move away. Farseer Tyladrhas' turn is over and he can only await the Space Marine's onslaught.

TURN THREE

Sensing victory, Captain Cassius orders his Space Marines to attack the remaining Guardians while the Terminators advance as rapidly as they can. With Captain Cassius



Turn 2 Map



Striking Scorpions charge the Terminators

leading them the Space Marines charge with a mighty roar. The Eldar Guardians fight back fiercely but they are no match for the mighty Space Marines. The Guardians attempt to fall back but the Space Marines mercilessly press forward, pursuing the enemy and cutting them down until not one Guardian is left alive!

The Terminators also fire on the retreating Aspect Warriors and punch through the armour of one unlucky Scorpion. The turn is a great set back for the Eldar who have lost all the troops on their right flank, leaving only the jetbikes and the Vyper to hold back the Space Marines. But Captain Cassius' turn is over and he knows Farseer Tyladrhas is not finished yet!

Things look pretty bad for the Eldar army, but Farseer Tyladrhas is too experienced to give up just yet. The Striking Scorpions and the Rangers successfully regroup behind the jungle and move to keep the jungle between them and the deadly Terminators. Meanwhile the Vyper and the jetbikes buzz past like angry hornets, targetting the last



Space Marine Captian Cassius leads the assault on the Eldar Guardians

Space Marine in the ruins and eliminating him in a hail of fire.

TURN FOUR THE FINAL TURN

The Space Marines have lost more than a third of their number but the Eldar are almost spent. Captain Cassius considers carefully how to complete driving the enemy from the battle.

He orders the Terminators to advance into the edge of the jungle, from where they open fire on the Vyper near the ruins. Their shots punch through the vehicle's armour, making it spiral out of

control and crash. Captain Cassius and his squad target the jetbikes and succeed in knocking down one of them in a hail of bolter fire.

With only the Scorpions and the Rangers left to command, Farseer Tyladrhas can only attempt one thing to stave off defeat – destroy the Terminators at all costs. Led by the Farseer himself, both units plunge into the jungle to attack the seemingly unstoppable Terminators. A vicious hand-to-hand combat ensues with Farseer Tyladrhas cutting down one Terminator and the Scorpions felling another, however, the lightly-armed Rangers make no impression on the massive Terminators at all and can only wait to see what damage they will suffer in return.

The vengeance visited by the Terminators for the loss of their brother marines is bloody. The Scorpions and the Rangers suffer one casualty each, but worst of all Farseer Tyladrhas is himself felled by a mighty blow from a Terminator's power fist. Although the Eldar are not driven back their hopes of defeating the Terminators have come to nothing.

As the battle ends the Space Marines control just a single quarter of the table, but the Eldar are too weak to contest any others. The Space Marines too are badly mauled but with his opposite number dead Captain Cassius can offer a prayer of thanks for his triumph! It is victory... just... but a victory none the less.



Farseer Tyladrhas leads the final assault against the Terminators

COLLECTING AN ARMY

By purchasing and painting one unit of troops at a time, you'll soon see your army grow into an impressive force.

CHOOSING AN ARMY

Before you start collecting an army, you'll have to decide which one you want. Different races have different troop types, fighting skills and technological assets. The Imperial Guard, the human troops of the Imperium, make great use of tanks and artillery in their armies, while Ork warbands fight in huge mobs of ferocious warriors supported by insane bikers and swarms of crude vehicles.

Later on in this book you'll find army lists which detail what kinds of troops, weapons and tanks different armies can use. The army lists are a vital part of the book because they tell you how many and what sort of troops you can have in an army. While you can always make

choices about how you compose your force, certain combinations or numbers of troops may be restricted. This is to preserve the character of the different armies, and to ensure a balanced selection. An army that consisted entirely of tanks or artillery wouldn't give you or your opponent much choice of tactics.

Within the selections permitted, the army lists are very flexible. It's unlikely that any two players would ever pick precisely the same combination of troops.

We have also included lots of photographs of painted models in this book to inspire you, indeed to many people the look of an army is just as important as its performance on the battlefield. If you live near a Games Workshop store go down and have a look at the painted models they have there. All Games Workshop store staff are keen gamers themselves, so they'll be happy to give you advice.

WARHAMMER 40,000 CODEX BOOKS

Once you've chosen your army, you'll want to know more about it, how it fights, and what special models it can include. You'll find all this and more besides in the Warhammer 40,000 Codex book for your army. Each Codex tells you more about the race, details uniforms and paint schemes, describes the different weapons and troop types they use, any special rules they might have, and contains a full army list.



Just a small selection from the vast range of Citadel miniatures available for Warhammer 40,000

COLLECTING TROOPS

Most players start by buying a few models and painting them without worrying too much about points values or what they are. This gives you a flavour of the army, and by adding sufficient models to make up squads, enough to play a modest game. By adding more squads, as well as vehicles, heroes and other special models your army will soon grow bigger. How big your collection grows is up to you!

Ultimately it is better to have more troops than you need for a battle as this gives you the opportunity to 'tailor' your force to suit your opponent. Some troops are more effective against others, for example Imperial Guard fire support squads are great at cutting down enemies who attack in large units such as Orks and Tyranids.



Imperial Guard
Leman Russ battle tank



Eldar Guardians



A mighty Chaos Lord



Chaos Space Marine squad



A vicious mob of Orks

PAINTING YOUR MODELS

Although you don't have to play Warhammer 40,000 with painted models, there's nothing to match the sight of two painted armies facing each other on the tabletop. Some people paint their models quite simply, so they can start gaming straight away, while for others painting miniatures becomes a satisfying hobby in itself. Most gamers, though, fall between these two extremes, and paint models to a standard they feel comfortable with, but which allows them to finish their armies relatively quick

GETTING READY TO PAINT

You will need to set up a painting area before you start. A table or desk next to a window is best, so



you can paint in natural daylight. Spread a thick layer of newspaper on the table to protect the surface in case you have an accidental spillage of paint, water or glue.

As well as paints and brushes, you'll need to find a few more bits and pieces of equipment – a jar to put the water in, some kitchen roll to wipe your brushes on, and an old plate or plastic palette to mix paint on.

PAINTING AN ARMY, NOT SINGLE MODELS!

Painting Citadel miniatures is mostly about painting multiples of models. Eventually you may wish to fight battles with a hundred odd models per side in which case there is no point spending hours on each miniature. A couple of hours on a squad of ten is more like it, enabling you to build up a sizeable force quickly. Simply paint each colour on



▲ You don't need much equipment to start painting – a couple of brushes, some paint, glue and a modelling knife will do.

all five or ten miniatures before moving onto the next colour or area. By the time you've finished one colour the first model will be dry and ready for the next stage.

PREPARATION

Before you start painting a model, you need to do a little preparation. First check the model for 'flash', the fine mould lines that are left over from the casting process, and trim them off carefully with the modelling knife. Next, glue the model into its slottabase.



▲ This portable home made painting tray is ideal

PAINTING A BLACK TEMPLAR SPACE MARINE



❶ After cleaning up your Space Marine miniature, undercoat it with black Citadel spray paint. Alternatively you can brush on black.



❷ Paint the chest eagle and the shoulder pads white. Don't worry about making mistakes. When the white is dry, simply tidy up any accidental brush strokes with black.



❸ Paint the boltgun, the pipes on the helmet and the exhausts on the backpack in metal. It's now time to start on the base. You can simply paint the base green, or for an extra touch glue sand to the base before you paint it green. Your Space Marine is now ready for battle.



❹ To add a finishing touch to your model you could paint the eyes and the gem of the chest eagle in red. Then apply transfers to the shoulder pads. If you feel really confident with a brush, you could also paint the edges of the armour with light grey to exaggerate the detail.

Some models (like the ones shown here) benefit from a undercoat of black paint instead of the more usual white. Heavily armoured models, or models that are mostly painted in dark colours, all work well with a black undercoat. Note that you may need to paint two coats of the same colour to get a good finish.

UNDERCOATING

Just one more thing to do now – paint on an undercoat. This is a thin layer of white or black paint that seals the metal or plastic of the model, and gives you a better surface to paint on. You can skip the undercoat if you like, but you'll find it much easier to paint models if you undercoat them first. A good way to undercoat models is to spray them with paint designed specifically for this purpose (such as Citadel Colour Black and White Undercoat sprays).



▲ Spray your models in a well ventilated area, preferably outdoors. If you place your models on an upturned box you can rotate them and spray the other side without having to touch them.

PAINTING

Now you are ready to paint! Just paint each area of your model in an appropriate colour. If you were painting an Ork for example, a good start would be to paint all his skin green. If you'd chosen a human, you would paint his hands and face in a flesh-coloured paint.

Paint each area of your model, as neatly as you can. If you make a mistake, you can always paint over it. Wait for each area to dry before painting a fresh colour next to it, or the two colours may run together.

It's best not to use the paint straight from the pot, as it can be too thick. Take some of the colour you want to use from the pot with a brush and put it onto your palette. You can then thin it down with a little water, or even mix in another paint to get a new colour. Remember to wash your brush each time you change colours, or you could end up with a rather muddy set of paints!

BASING YOUR MODELS

As a finishing touch to your models, it's a good idea to flock their bases. This not only helps to present them better, but also enables you to keep their bases the same colour as the battlefield you use for your games. Flocking bases is very simple:



▲ The Warhammer 40,000 paint set contains nine basic colours: Blood Red, Skull White, Chaos black, Snakebite leather, Bad Moon yellow, Dark Angels green, Ultramarines blue, Bronzed flesh and Boltgun metal. The box also contains two paint brushes and a unit of five Space Marines.

① Fill any gaps in the base with blue tac, tape or similar material. Paint the base green.



② When dry paint PVA glue on the top of the base.



③ Before the glue dries, dip the base into some flock, lift it out, then shake off any excess. When dry the model is ready to join its squad.



PAINTING A DARK ELДАР



① After cleaning up your Dark Eldar miniature, undercoat it with black Citadel spray. Alternatively you can brush on black.



② Paint the large flat areas of your model, like the shoulder pads and helmet, purple. Also pick out any armour plates and paint those purple as well. You can use black paint to tidy any areas of black which you may have accidentally covered in purple.



③ Paint the helmet plume bone and the gun metal. It's now time to start on the base. You can simply paint the base green, or for an extra touch, glue sand to the base before you paint it green. Your Dark Eldar is now ready for battle.



④ To add a finishing touch to your model you could paint gold on the ridges of the helmet and paint the eyes yellow. You could also paint the helmet plume with chestnut ink and paint the gun with a coat of thinned down black ink.

YOUR TABLETOP BATTLEFIELD

An elaborate or expensive set-up is not required to play a wargame. That doesn't mean that most hardened gamers don't aspire to create their own specially equipped games room! In this ideal environment the wargames table can be left permanently in place, battles can be abandoned and resumed at any time without having to be cleared away, and ranks of models can be displayed safely upon shelves.

For most people the chances of dedicating an entire room to the hobby are slim. There are simply too many demands upon most people's living space to indulge such a luxury. That doesn't mean you can't enjoy a perfectly satisfactory wargame however, although you may have to make sure your games are fought over the course of an evening or afternoon, and that model armies and terrain are safely stowed away after use.

THE BATTLEFIELD

Imagine you and your opponent wish to fight a battle. Aside from the opposing armies themselves the most obvious requirement is somewhere to play the game – a



▲ The photographs above show two types of playing surfaces that represent a desert planet. Top: A cloth battlefield on a table with books placed under the cloth to make hills. Bottom: A Sulphur Desert Battle Mat (available at Games Workshop stores) with homemade terrain such as boulders made out of stones and hills made from polystyrene.

battlefield! What is needed is a flat and sturdy surface of a reasonable size. An area about 3' by 4' will do at a pinch; obviously bigger armies require more space in which to fight.

The most readily available battlefield is the floor, and there is nothing wrong with clearing some space and crawling about on your hands and knees in pursuit of victory. A further advantage is that

should you drop a model it is unlikely to come to any harm, models plummeting from a table are not always so lucky!

Although the floor is the most readily available playing surface, there are plenty of alternatives which are almost as simple to arrange. You might be fortunate enough to have a suitable kitchen table or large desk.

BATTLEFIELD TERRAIN



◀ Plastic ruins



◀ Plastic jungle trees



▲ Jungle tree made with wire and paper.
◀ Alien plant made with polystyrene and cocktail sticks.



▶ Sand covered cardboard lake.



▲ Cardboard hills covered in green flock.



▼ Boulders made with real stones.



◀ Cardboard and polystyrene craters, covered in sand.

On the other hand, and with just a little more effort, it is possible to buy a sheet of stiff board which affords a very satisfactory surface and which can be placed over a bed or on top of a small table to increase its playing area. Such a board can be stored on its side against a wall, under a bed, or behind a wardrobe when not in use.



▲ Two gaming boards made from a thick sheet of polystyrene (top) and chipboard (bottom).



Green Flock

Sand

Brown Flock

Small Pebbles



▲ Adding a layer of texture to your gaming surface will make your battlefield look all the more realistic. Flock is ideal for this and can be stuck to the board by sprinkling it over a layer of watered down PVA glue.

For an even more textured

terrain, you can try mixing sand or small pebbles into a tub of all-purpose filler and applying the mixture to the board. Once dry, you can paint the gaming surface whatever colours you like.

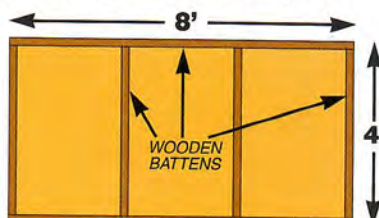
MODEL TERRAIN

Whatever form your battlefield takes, it will benefit from the addition of extra scenic features such as hills, trees and buildings. It is possible to buy suitable model terrain and Games Workshop manufactures a range of polystyrene hills, card self-assembly buildings and model trees especially for Warhammer 40,000. On the other hand, most players start off by improvising scenery for themselves as this is not difficult and leaves precious resources for

expanding the armies themselves. Many players find that they already have a few models that can be adopted, perhaps from a model railway layout for example.

Even if this is not the case, it is possible to represent hills, and even more complex contours, by covering your battlefield with a blanket or some such heavy cloth and positioning books or sturdy boxes underneath to form the hills. Similarly, the author has fought upon perfectly useable battlefields where painted pine cones have

► Many gamers eventually make their own wargames table from a piece of chipboard or fibre board (obtainable from any DIY stores). A good sized area measures 8 x 4', although it could easily be larger or smaller depending on how much space you have available. You will need to strengthen your table by screwing some wooden battens underneath the outside edges and across the middle, to make the table more sturdy. Then all you need to do is paint the table the colour of your choice (emulsion paint works best), and your wargames table is ready for use.



Construction plan for an 8'x4' wargames table



▲ This is just a small selection of the terrain available from Games Workshop stores.

been pressed into service as trees, twigs have been turned into blasted tree trunks, and pebbles from the garden have been arranged to form walls and rocky outcrops.

BATTLEFIELD TERRAIN



▲ River section made from cardboard, sand and clear-setting PVA glue.



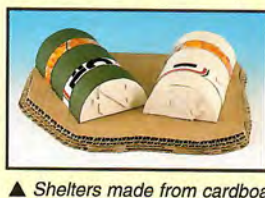
▲ Shelters made from cardboard tubes.



◀ Fences made with wire mesh.



▲ Cardboard ruins.



▲ Cardboard shelters covered in textured paint.



► Industrial installations can be made using very simple shapes like cubes and cylinders. This one is made from sheets of card, cardboard tubes and drinking straws.



WARGAME TABLES



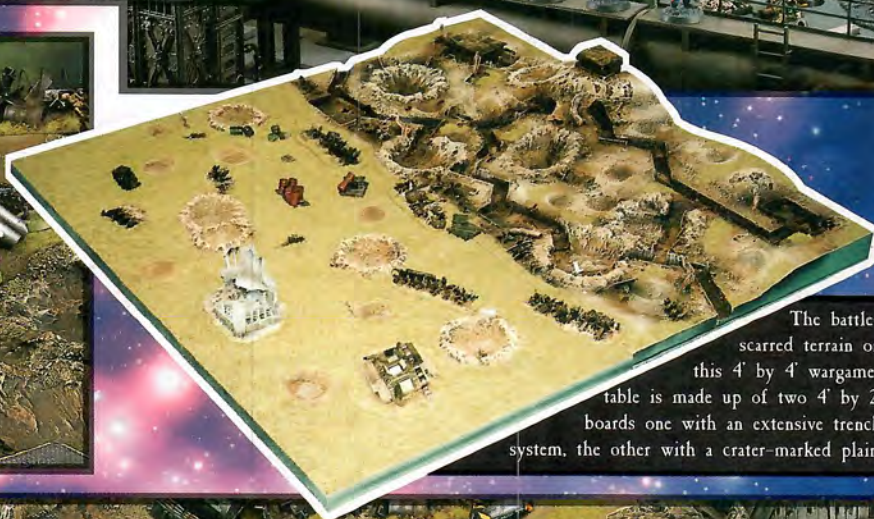
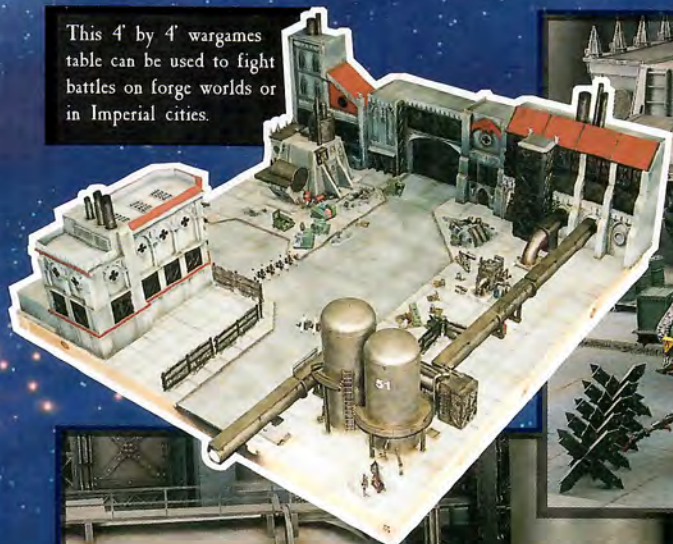
8' by 4' wargames table of a desert world featuring an Ork settlement.



8' by 4' Ice world wargames table with snow drifts and research station.



This 4' by 4' wargames table can be used to fight battles on forge worlds or in Imperial cities.



The battle-scarred terrain on this 4' by 4' wargames table is made up of two 4' by 2' boards one with an extensive trench system, the other with a crater-marked plain.



SETTING UP THE BATTLE

When it comes to setting up your battlefield you might choose to recreate a situation you've seen on film, or have read about in a book. Alternatively you could invent a plot: an Imperial convoy is ambushed, Space Marines are despatched to investigate loss of communications with an outpost, Ork pirates assail a mining settlement....and so on!

The most straightforward kind of battle is a clash between two armies, both sweeping the sector to eliminate enemy forces. We call this a Cleanse mission – a battle where two forces of roughly equal size face off against each other.

On this page you can see a map showing one way of arranging the scenery for an encounter like this. You can, of course, arrange the scenery any way you like, changing the layout every time you play. A good way to lay out the scenery is for each player to position one feature at a time, or for one player to place the scenery whilst his opponent chooses which side his army will start on. It doesn't much matter how you set up your battlefield – but try to make sure the layout is reasonably balanced and doesn't favour one side.

THE ARMIES

Once the battlefield is laid out it is time to deploy the armies. It is assumed at this point that players

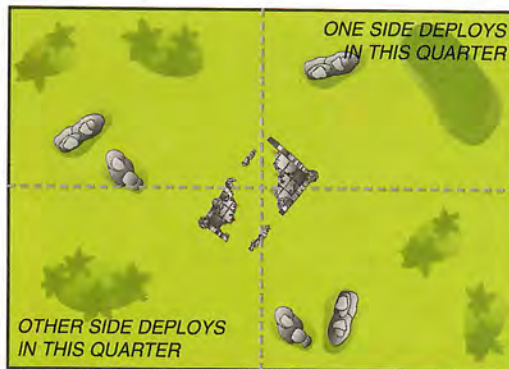
have armies of roughly equal size and ability, so that the battle will be a fair contest. Warhammer 40,000 army lists present players with a means of calculating the relative value of their forces, but to start with just make sure that both forces are of roughly equal size. You can always swap sides and play again later.

Let us suppose that our two generals are fielding a Space Marines army and an Eldar army. The Space Marines have some Space Marine Tactical squads plus some Space Marine bikers and a land speeder. The Eldar have several large units of lightly armoured Guardians, some Guardians mounted on jetbikes and heavily armed Vyper jetbikes.

There are fewer Space Marines than Eldar, but this doesn't matter too much because Space Marines are far better warriors than the highly advanced but lightly equipped Eldar!

DEPLOYMENT

Setting the armies up ready for battle is called *deployment*. How you arrange your forces is important because tactics are



▲ Map of a Cleanse mission setup – note in a Cleanse mission the table is divided into quarters.

determined by where your troops start from, and may well decide which side wins or loses. It is important that one player does not gain an unfair advantage by watching his opponent deploy, enabling him to set up his troops in the most advantageous positions. In reality generals must make their plans and stick to them, and rarely have the opportunity to change their mind once a battle has begun.

In a 'pitched battle' the armies are deployed in opposing table quarters. Each player rolls a dice and the player who rolls the highest score places one of his units in his table quarter. Once the first player has deployed a unit his opponent deploys one of his in the opposite table quarter. To ensure that the two sides do not start too close together the opposing unit may not be deployed within 18" of the unit already in place.

The players continue taking turns position their units until all the units have been deployed. If one player has a significantly more units than his opponent it's a good idea for him to deploy first, as this will help to even things up. In any case, once one army is entirely deployed any remaining units can be positioned on the other side and the game is ready to begin!

It is easy to vary the way the armies set up, allowing some troops to deploy at the table sides, or others to begin in the centre of the battlefield. Similarly, some forces can be kept off the table altogether and introduced as 'reserves' at a later stage of the game. This kind of thing is discussed in more detail later in this book.



Tyrannids assault a Blood Angels position

RULES BOOK



Thought for the Reverent: The wise man learns from the deaths of others.

00a3. 00a Regum finis.



It is the savage beast of war that drives Mankind
on his course and pursues him to his destruction.
It feeds upon his terror. It grows more hungry with
each passing year and soon it shall consume him
whole.



The Age of Battle is begun. The fires of war burn brightly from star to star. Everywhere the fortresses of Man are steeped in blood and ancient enemies appear from the darkness. Sensing weakness they gather for the kill. They know as we know that as night approaches all mortal life shall be extinguished. We know, as they cannot, that there shall be a new dawn and a new day when we will rise anew and they will be driven into the darkness forever.



The Age of Battle is Begun.



RULES INTRODUCTION

This section of Warhammer 40,000 details the rules of the game – the nuts and bolts of how different troops move and fight on the battlefield. You do not need to have learned all the rules to begin playing, in fact if you try to learn everything at once you may end up over-stretched and confused.

If you've never played a game like Warhammer 40,000 before, we recommend you read 'To Battle' at the back of this book, and work through the example combats shown there before you start reading the rules properly.

Very few games of Warhammer 40,000, especially if you are just starting out, will involve all of the rules given over the following sections. Our advice is to have a quick look through the rules once. You don't have to read every word, just get an idea of what's going on and where different rules can be found. After that, the best idea is to get stuck in and play a few games! As you come across situations you're not sure how to deal with, look up the

relevant section and read the rules as you are playing. In particular, the sections on Characteristics, The Turn, The Movement Phase, The Shooting Phase, The Assault Phase and Morale contain all the basic rules you need to play.

By starting this way you'll find that you pick up the core rules in a few games and will be able to play most of the time with just the information on the playsheet. As you introduce other elements into your games, such as heroic characters, lumbering tanks and Dreadnoughts, read through the appropriate rules and refer to them while playing.

WHAT YOU NEED

As well as the Warhammer 40,000 book, there are a few other items you will need while you are playing. For a start, you'll need two or more players, with a selection of miniatures to represent their forces and a battlefield for them to fight over. Any firm, level surface will do, such as a tabletop or an area of floor – most kitchen tables will do fine! It's a good idea to protect the

table from scratches and chips with a blanket or cloth. Some players use a special gaming board made from chipboard on top of the table to extend their playing area. To complete the battlefield you should try to obtain some terrain such as hills, fences, ruined buildings, jungle or woods. Terrain, whether you made it yourself or bought it, adds realism to your battles and gives armies something to fight over or use as much needed cover from enemy fire. You can find out more about armies and battlefields in the Battles Book.



As well as players, armies, a battlefield and terrain there are a few other things you'll need when playing. For troop movement etc, you will need at least one measuring device marked in inches (such as a ruler or retractable tape measure). All distances in Warhammer 40,000 are in imperial measurements.

You will need some ordinary six-sided dice, and a Scatter dice will also be useful. Finally, a pen and some paper can be handy for noting down damage to vehicles, casualties on units and other details that will crop up during a game.

DICE ROLLS

There are lots of occasions in Warhammer 40,000 when you have to roll dice to see how the actions of your troops turn out – how effective their shooting is, what damage they've done to a vehicle, how far they fall back from enemy fire and so on. All of the dice rolls in Warhammer 40,000 use a standard six-sided dice (usually shortened to 'D6'). Sometimes you may have to modify the result of the dice roll. This is noted as D6 plus or minus a number, such as D6+1 or D6-2. Roll the dice and add or subtract the number to or from the score to get the final result. For example, D6+2 means roll a dice and add 2 to the score, giving a total of between 3 and 8.



You may also be told to roll a number of dice in one go, which is written as 2D6, 3D6 and so on. Roll the indicated number of dice and add the scores together, so a 2D6 roll is two dice rolled and added together for a score of between 2-12, 3D6 adds together the scores of three dice for a total of 3-18 and so on. For example, a 2D6 roll of a 5 and a 3 are added together to score 8. Another method sometimes used is to multiply the score of a dice by a certain amount. Therefore, D6x5 means roll a D6 and multiply it by 5, giving a total between 5-30.

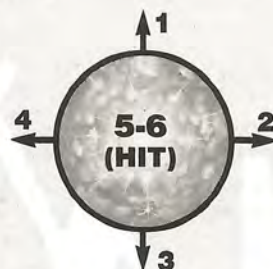
Sometimes a combination of these methods may be used, such as 2D6+5 giving a score of between 7 and 17, or 3D6-3 which will total 0-15.

In very rare circumstances you may be told to roll a D3. Since there's no such thing as a three-sided dice, use the following method for determining a score between 1 and 3. Roll a D6 and halve the score, rounding up. Thus 1 or 2=1, 3 or 4=2 and 5 or 6=3.

SCATTER DICE

A few weapons are fairly random in their accuracy and require you to roll a Games Workshop Scatter dice to determine where they land. This Scatter dice is marked on four sides with an arrow, and on two sides with a special 'HIT' symbol. Simply roll the Scatter dice near the target point, if an arrow is rolled this shows which direction the shot has deviated in. If a Hit symbol is rolled this generally means the shot is bang on target. Some weapons may scatter automatically, with no chance of a direct Hit, in which case you will find a small arrow on the Hit side to determine the direction.

Although a Scatter dice is the best way to determine random direction, you can achieve a similar result by using a D6. Put this book flat on the table with the arrow marked 1 on the diagram facing in the direction you want the weapon to fire. Roll a D6 and on a score of 5 or 6 the hit lands on target. If you roll 1, 2, 3 or 4 then the shot scatters, as shown. This method isn't as random as a Scatter dice but suffices in most circumstances.



RE-ROLLS

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




We are the Space Marines.


The champions of Humanity.


The Emperor's chosen warriors.


For every one of us that falls in
battle one hundred enemies will die.



CHARACTERISTICS

In Warhammer 40,000 there are many different types of warriors ranging from the mighty Space Marines to the brutal Orks and deadly Eldar. There are other creatures as well, some small, such as the green-skinned Gretchin, and others as massive as the dreaded Tyranids. To represent these creatures in the game there are nine categories that describe the various aspects of their physical or mental make-up. These are called *characteristics*.

All characteristics are measured on a scale of 0 to 10. The higher a characteristic the better it is. The characteristics are: Weapon Skill (WS), Ballistic Skill (BS), Strength (S), Toughness (T), Wounds (W), Initiative (I), Attacks (A), Leadership (Ld) and Save (Sv).

Weapon Skill (WS)

Defines how skilled a warrior is with his weapons in hand-to-hand combat, or how determined and vicious a creature is. The higher the score the more likely the fighter will land blows on a hand-to-hand combat opponent. An ordinary human has a Weapon Skill of 3. A battle-hardened Space Marine will have a Weapon Skill of 4 or 5.

Ballistic Skill (BS)

Shows how accurate a warrior is with ranged weapons such as guns and energy weapons. It also includes a measure of the warrior's technical competence with his weapons. The higher this score is the easier a creature finds it to hit when it shoots at something. Some monsters have natural weapons that can be used at range (they may be able to spit venom, for example) and their BS is used to determine whether they hit or not.

Strength (S)

Shows how strong a creature is. An exceptionally puny creature may have a Strength of 1, a deadly Tyranid Lictor has a Strength of 6 and most men have a Strength of 3. Strength tells us how hard a creature can hit in hand-to-hand combat and how easily it can hurt an opponent.

Toughness (T)

Toughness measures a creature's ability to resist physical damage and pain, and reflects such factors as the toughness of its flesh, hide or skin. The tougher a creature is the better it can survive enemy blows or shots.

Wounds (W)

Shows how much damage a creature can take before it either dies or is so badly hurt it can't fight any more. Most humans/human-sized creatures have a Wounds value of only 1. Large monsters are often able to withstand several wounds that would slay a smaller creature and so have a Wounds value of 2, 3, 4 or more.

Initiative (I)

Indicates how alert a creature is and how fast it can react. Creatures with a low Initiative score are slow and cumbersome; creatures with a high Initiative score are much quicker and more agile. In close combat initiative gives faster creatures an edge over slower ones.

Attacks (A)

Indicates the number of Attacks a creature makes during close combat. Most creatures only attack once, although some warriors of exceptional skill or monsters can strike several times. The number of Attacks a creature can make is increased if it has the added impetus of charging into its foe or is fighting using two weapons.

Leadership (Ld)

A creature with a high Leadership value is courageous, steadfast, and self-controlled. A creature with a low value is the opposite! Creatures with high Leadership can lead others, inspiring them on to greater feats of valour.

Save (Sv)

A creature's saving throw gives it a chance of avoiding harm when it is struck or shot. Most creatures have a saving throw based on what kind of armour they are wearing, so their saving throw may be improved if they are equipped with better armour. Other creatures may receive a natural saving throw from having a thick hide or chitinous shell.

0 LEVEL CHARACTERISTICS

Some creatures have been given a '0' for certain characteristics which means that they have no ability whatsoever in that field! This usually applies to creatures who are unable to use missile weapons, and so they have a BS of 0, but it might equally apply to other characteristics too. For example, a defenceless civilian will have no Attacks whatsoever.



In an hour of Darkness a blind man is the best guide. In an age of Insanity look to the madman to show the way.

CHARACTERISTIC PROFILES

Every creature in Warhammer 40,000 has a *characteristic profile* that lists the value of its characteristics. In the Armies Book you will find profiles for many of the races and creatures of Warhammer 40,000. The examples below show the profiles for a Dark Eldar warrior and a Space Marine.

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Eldar	4	4	3	3	1	5	1	8	5+
Space Marine	4	4	4	4	1	4	1	8	3+

As you can see, a Dark Eldar warrior and Space Marine are similar in many respects. They both have the same Weapon Skill and Ballistic Skill which means that they are very evenly matched in combat. When it comes to Strength and Toughness however, the Space Marine wins over the Dark Eldar as his Strength and Toughness are 4 compared to 3. Although not a big difference, the

greater Strength value gives the Space Marine a better chance of injuring or killing the Dark Eldar in hand-to-hand combat. The Space Marine's higher Toughness means he is more able to survive any damage inflicted by the Dark Eldar. The Space Marine's thicker armour gives him a marked advantage over the Dark Eldar and any shot or blow that hits the Space Marine is deflected on a D6 roll of 3 or more. The Dark Eldar however, needs a 5 or more to be saved by its mesh armour.

Both creatures have 1 Wound which is the normal value for man-sized creatures but the Space Marine loses out when it comes to Initiative. This is not a terrible disadvantage, but it does mean that the Dark Eldar warrior will have an edge on the Space Marine once they get into hand-to-hand combat, though the Space Marine's Toughness will make him hard to hurt. Both races have the same Leadership of - 8 - better than the average Leadership for Orks and human warriors, which is only 7.



There is a terrible darkness
descending upon the galaxy, and we
shall not see it end in our lifetimes.

Inquisitor Czevak at the Conclave of Har.



A hundred thousand worlds, ten
hundred thousand wars. There is no
respite, there is nowhere to hide.
Across the galaxy there is only war.

UNITS

Warhammer 40,000 allows you to fight battles with armies of troops and supporting units of tanks and guns. It is up to you as general of your forces to find the best way to use your vehicles and infantry to achieve victory. The Citadel miniatures used to play Warhammer 40,000 are simply referred to as models in the rules that follow. Each model is an individual playing piece with its own capabilities.

Of course in real warfare soldiers group together to fight in squads, teams, sections, etc – individual warriors do not normally go wandering off on their own for obvious reasons! In Warhammer 40,000 we represent the way that real troops fight by grouping them together into *units*.

Units of warriors fight in loose groups with gaps between each model. This gives the troopers the freedom to

move over difficult terrain quickly, and enables them to take advantage of such things as minor folds in the ground, scrub, and other small features to shelter from enemy fire.

Similarly, artillery batteries consist of the guns and the crew that fire them, vehicle squadrons are made up of a number of light vehicles and so on. The different elements of the unit have to stay together to remain an effective fighting force. This is detailed more fully in the rules that follow.

A unit will usually consist of several infantry models or small vehicles that fight as a group, but it can also be a single, very large and powerful model such as a battle tank, a monstrous alien creature or a heavy gun and its crew. In the rules that follow all of these things are referred to as units.

Units can have very different capabilities so are divided into four types: *infantry*, *vehicles*, *cavalry* and *bikes*.

Infantry includes all squads of foot troops, whether human or alien. A typical unit of troops is between five and ten warriors strong. Infantry can cross almost any terrain (given enough time) and make the best use of cover to avoid enemy fire. Most large bipedal creatures such as the Tyranid Carnifex are counted as infantry although they are usually individual models.



Bikes are infantry units mounted on machines. They move rapidly and gain extra protection from their armoured steeds. Bikes usually carry better weapons than foot-slogging infantrymen.



Vehicles include all war machines – Land Raiders, Rhinos, Dreadnoughts and Ork Buggies all fall into this category. Vehicles can move more rapidly than infantry but need to stick to open ground to avoid getting bogged down. Vehicle units are represented by single models in the case of tanks and other large vehicles or as a group of smaller vehicles. Vehicle crew members such as drivers, commanders and gunners are assumed to be an integral part of their machine, if the vehicle is destroyed they are killed along with it.



Cavalry includes all units of infantry mounted on steeds of any sort – horses, boars, daemonic creatures etc. A cavalry unit is typically five models strong and operates in much the same way as an infantry unit, although it is faster moving into an assault than foot troops.



IMPORTANT: The basic rules that follow deal with the core rules for infantry. Vehicles, bikes and cavalry get their own specific rules sections later.

THE TURN

A Warhammer 40,000 battle is unlike other games such as chess or draughts where you only move a single piece at a time. A tremendous amount of action takes place in a battle: squads manoeuvre and fire, tanks rumble into action and artillery fire roars down from overhead in a torrential downpour of destruction.

In a real battle this all happens at once amidst the confusion and chaos of combat. A Warhammer 40,000 game represents the whole ebb and flow of battle but in order to determine its outcome players alternate taking turns moving and fighting with their troops. So in a battle player A will move and fight with his forces first, then player B will move and fight, and then player A will move and fight again and so on.

During his turn the player can move and fight with **all** of his troops if he wishes. For convenience the actions of moving, shooting and fighting are dealt with one after the other. This means you move any troops and vehicles you want to first, and then you shoot with anyone who can and so on. This process helps everyone to keep track of what is going on and makes it easier to know when one player's actions are over and their opponent can start taking his turn.

In a complete turn each player performs their actions in the appropriate phases – the move, shoot and close assault phases to be precise. Exactly what happens in each phase is described in the turn sequence (opposite).

WHO GETS THE FIRST TURN

Which player gets the first turn of the game can be determined in a number of different ways. Normally both players roll a D6 and the player with the highest score can decide to move first or second (first being a popular choice unless you have a *really* cunning plan). Sometimes the kind of game you are fighting will decide it for you. For example, in an ambush the attacking side will always get the first turn.

Fighting all sorts of different battles is covered in more detail in the Battles Book.

ENDING THE BATTLE

A battle can end in a number of ways. One of the most common is having a pre-set number of turns. Most games are set to a limit of six turns for each player.

However, in some kinds of battle players might be able to win a 'sudden death' victory which ends the game immediately – eg if they destroy the power generator they win straight away. Alternatively the number of turns being fought might be random, determined by a dice throw. You could also decide to end a battle at a preset time if you only have a limited amount of time to play in.

Different ways of ending the battle are discussed in more detail in the Battles Book.

EXCEPTIONS

There are times when a player performs actions when it is not their turn, such as fighting in a close assault for example. It may also be convenient to interrupt a player's turn because of some event occurring like a booby trap being triggered. The thing to remember is that after the interruption the turn sequence always continues as normal.

THE TURN SEQUENCE

MOVE

The player can move any of his units that are capable of doing so (eg they're not stuck in a swamp or something). See the Movement rules for more details of how to move your forces.

SHOOT

The player can shoot with any of his units that are within range of the enemy. See the Shooting rules for more details about how to resolve shooting.

CLOSE ASSAULT

The player can move any of his units in to assault the enemy if they are close enough. Close assaults are bloody, desperate affairs where troops are fighting in hand-to-hand combat and shooting at a very close range. This means that both forces can fight in a close assault phase, but only the player whose turn it is can move troops. The Close Assault rules will tell you more about assaults.

THE MOVEMENT PHASE

The Movement phase is your chance to move your troops. For example you can send them into the attack, move them in to cover, retreat from a superior foe or sweep around an enemy's vulnerable side or rear. Although the movement phase is the easiest to perform, it's probably the most important.

For the time being we'll just explain how warriors on foot move as they are by far the most common units in the game. Vehicles, bikes, cavalry and other units move in different ways to represent their greater mobility and these will be discussed in detail later.

There can be no bystanders in the battle for survival.
Anyone who will not fight by your side is an enemy you must crush.

Scriptorus Munificatus

MOVING UNITS

In his turn a player may move each unit up to its standard Move distance. Once one unit has completed all of its move, the player selects another and moves that one, and so on until the player has moved all of the units he wishes to move. This can be summarised as:

- 1 Choose a unit to move.
- 2 Move the unit up to its maximum move distance.
- 3 Choose another unit to move.

Note that a player doesn't have to move all (or indeed any) of his units. A unit that doesn't move is often more effective at shooting, as we will explain later in the rules.

MOVEMENT DISTANCE

Warriors on foot move 6 inches (6") in the movement phase. This represents most creatures moving at a run but stopping several times to observe the surrounding landscape for enemies, snap off a few quick shots with their weapons and so on.

Even warriors who are moving in a part of the battlefield where no enemies may be apparent move 6". This is because your troops lack your own god-like knowledge that there is no enemy around.

A player cannot position a model so that it touches an enemy during the move phase – he must wait until the assault phase to do so. Opposing models must be left at least 1" away in the move phase to keep things clear.



MOVING MODELS IN A UNIT

As mentioned before, units are often groups of warriors operating together. They fight in a loose formation with gaps between each model. This gives the individual troopers freedom to move quicker over difficult terrain, and enables them to take advantage of cover.

When you are moving a unit the individual models in it can move by any amount up to their maximum Movement distance. Remember that units have to stick together otherwise individual troopers or vehicles become scattered as the squad loses its cohesion as a fighting unit.

Once a unit has finished moving, the models in it must form an imaginary chain where the distance between one model and the next is no more than 2".

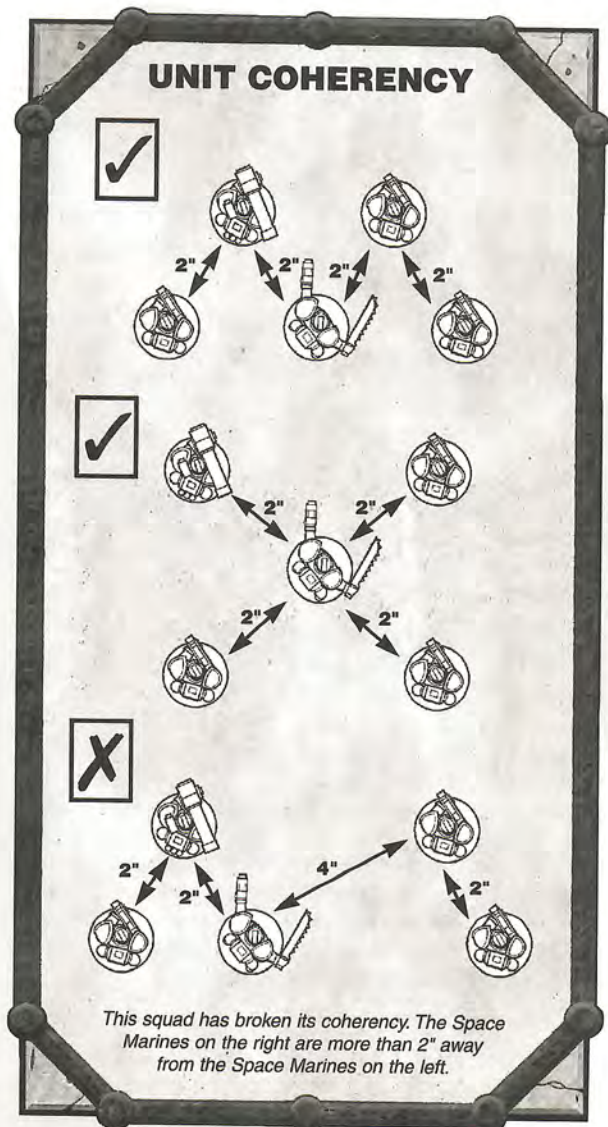
During the course of a game it's possible a unit will get broken up, usually because it takes casualties or individual models are engaged in close combat. When this happens the following rule applies:

If a unit is broken up for any other reason the models in it must be moved to restore coherency in the next movement phase. If they can not do so then the unit may not shoot or launch an assault until it is in a coherent formation again.

Models engaged in close combat are not bound by the above rule. Once combat has finished the unit must form up again.

Turning and Facing

As you move models in a unit they can turn by any amount without any penalty to the distance they are able to cover. Models are turned to face their targets in the shooting phase so don't worry about which way they are pointing at the end of their movement phase (although dramatically facing off against their foes is traditional).



TERRAIN

The galaxy is a vast place with millions of different worlds: ice worlds, desert worlds, hive worlds, feral worlds and more others than can be easily enumerated. The terrain covering these worlds can vary from broad, empty plains to sky-scraping towers of plexiglass and plas-steel, from verdant jungles to icy peaks or baking hot deserts.

One factor is common to all of them, they all have areas seemingly designed to make it difficult to wage war. Of course areas that provide cover where warriors can fight or which present an obstacle to the enemy are vital in war, and these are destined to become the bloodiest battlefields.

How to represent terrain on the battlefield is discussed further in the Battles Book. For now we're going to discuss terrain only in relation to troops moving through it.

Though the Imperium of Man extends from one edge of the galaxy to the other it is spread unimaginably thinly – its worlds divided by thousands of light years of empty oceanic space. There are over a million star systems within the Imperium – yet this is but a tiny fraction of the number of stars in the galaxy. The Imperium is constantly discovering new worlds and uncovering ancient human colonies settled thousands of years ago during the time of the Stellar Exodus. Doubtless there remain countless new worlds and undiscovered races that lie beyond the knowledge of the Imperium.

CLASSIFYING TERRAIN

At the start of a game you will need to have a look at the areas of terrain on the tabletop and decide how difficult they will be to traverse. Don't panic! There's a list of examples below. It's best if you can agree the terrain with the person you're playing against, but you can always roll dice for any areas you're not sure about.

Terrain is classified into three types: *normal*, *difficult* and *impassable*.

Normal. Grassland, crops, moors, most hillsides, streets, buildings, gantries, ladders, steps, fields, open woods, sparse brush or bushes, sand, rocky plateaus, craters, ice sheets, scattered rocks or monoliths, most ruins and low walls, most streams and rivulets.

Difficult. Sand dunes, loose ash or clinker slopes, steep hillsides, thick mud, dense or tangled woodland, thick vegetation, jungles, deep snow, marsh, peat bogs, waist-deep water (or other harmless liquids), unstable piles of rubble.

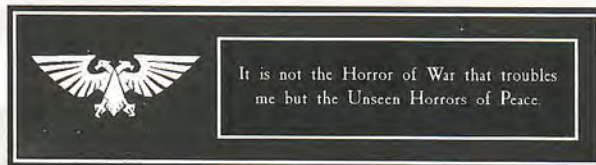
Impassable. Very steep slopes and cliffs, high walls, bottomless dust pits, geysers, lava, swamps, tar pits, sludge pools, toxic waste, very deep water.

TERRAIN EFFECTS

Units moving through dense terrain tend to slow down or stop altogether. They may become temporarily lost and need to find their bearings or could be physically slowed down by picking their way through difficult ground full of potholes and tangling vegetation. This means that units sent into some areas are not entirely under the control of the force commander (ie you) any more.

Normal. Standard rules apply, no additional effects on moving troops.

Difficult. A unit of troops that is moving into, out of, or through difficult terrain rolls two D6 and uses the highest roll as the maximum distance it may move that turn.



If the dice roll is not high enough for the models to move into difficult terrain, place them just inside its edge. Any models in the unit which don't actually move in difficult terrain still get a full 6" move, but remember that they must form a continuous chain with the rest of the unit that is in difficult terrain.

Impassable. Can't be moved through **at all** unless the troops have special training, supernatural abilities and/or the right equipment. Where this is the case it will be noted in the troops' or creatures' description.

Varying Terrain Difficulty

You might want to try making various sorts of terrain harder or easier to move through for extra variation. This is easily done: simply roll one, two or three D6 for a unit moving through the terrain. You must decide first on how tough you think the terrain should be. The more dice you roll the easier the terrain is to move through – so you might decide a muddy field is three D6 while a tidal mud flat is one D6. This can also be used to represent moving on worlds with particularly high or low gravity in comparison to Earth – for example on a high gravity world you might decide that you roll three D6 and pick the highest for movement even when you are crossing open ground.

On this chart there are examples of what effect different terrain has on troop movement. In addition you may want to have a look at the random Terrain Generator charts in the Battles Book section.

TERRAIN	EFFECT
Sand or ash dunes	3D6*
Muddy or water-logged ground	3D6*
Ice, thin ice**	3D6*
Thick bracken, dense undergrowth	2D6*
Steep hillsides, magnetic anomalies	3D6*
Dense woodland, jungle	2D6*
Rubble, slag heaps, crumbling rock	2D6*
Thick mud, deep snow, deep water	1D6
Marsh**, peat bogs**	1D6
Boiling mud****, tar pits****	1D6
High gravity world, strong winds	-1D6****
Sand storms, chemical storms***	-1D6****
Low gravity world	+1D6

* Pick highest score on any one dice to find distance moved.

** Models ending move in terrain are destroyed on a D6 roll of 1.

*** Models ending their move in terrain must make an armour save or suffer 1 wound.

**** Normal movement is reduced by D6". Count clear terrain as difficult terrain.

THE SHOOTING PHASE

In the shooting phase you have the opportunity to fire at the enemy with your forces. In a real battle the guns thunder unceasingly and there is an almost constant exchange of fire between foes. To represent this in a Warhammer 40,000 battle we split the firing up so that each player fires during their own turn. This makes shooting simple to work out and keeps the game moving at a good pace.

In the shooting phase each of your units may fire. You can choose any of your units to shoot with but you must complete all the firing by one unit before you move on to the next. Each model in a unit can shoot with one weapon each. The whole unit has to fire all of its weaponry at a single enemy unit of your choice, you may not split fire between two or more target units. The shooting process can be summarised into the following five steps.

Once you have completed this sequence with one of your units select another unit and begin at step 1 again. Once you have completed steps 1 to 5 for each unit in your army you have finished shooting and can move on to the assault phase.

The rules for the shooting phase also includes details on weapons. These appear later on in this section.

- 1 Choose a target.** Select an enemy unit for one of your units to fire at.
- 2 Measure range.** See if the target is within range of the weaponry of your firing unit.
- 3 Roll to hit.** Roll a D6 for each shot fired by the firing unit. The model's BS determines what score they must equal or beat to hit their targets.
- 4 Roll to wound.** Roll again any dice that hit to see if the shots wound their targets. The score needed is determined by comparing the Strength of the firing weapons to the Toughness of the target.
- 5 Remove casualties.** The target unit's owner removes any casualties but attempts saving throws for models that have been wounded. Models in cover can always attempt a saving throw.

1. CHOOSE A TARGET

As mentioned before, a firing unit can choose a single enemy unit as its target. There are several considerations when choosing a target: namely can your unit see it and will their weapons have enough range to reach it?

LINE OF SIGHT

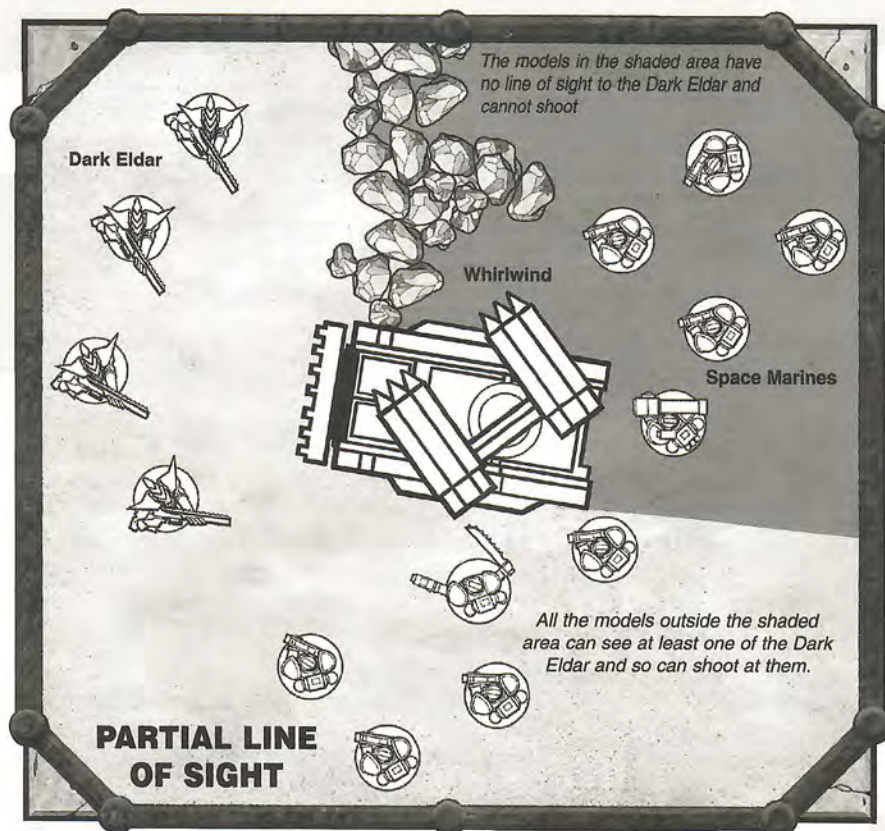
You can only select an enemy unit as a target if your unit can see it, or at least part of it. Obviously a unit cannot open fire if there is a hill, building, or some other large object in the way.

Sometimes it may be hard to tell if a *line of sight* is blocked or not, so players must stoop over the table for a 'model's eye view'. This is the best way to see if a line of sight exists.

Models in the attacking unit do not block a line of sight (they duck, crouch or get out of the way). Likewise ignore units from your own side (your unit conducts its firing at a convenient moment when their compatriots are not in the way). Enemy models and **all** vehicles, friend or foe, **do** block a unit's line of sight if they are in the way, just like buildings and other terrain. Enemy models will block the line of sight to other models up to twice their height.



THE SHOOTING PHASE



Individual models in the unit that don't have a line of sight to the target unit cannot fire, and any models in the target unit that cannot be seen by their attackers cannot be hit by their firing.

Woods and Jungles

Not all kinds of terrain will completely block line of fire. Areas of terrain such as trees, shrubs, bushes and other similar plant-like obstructions will tend to form a 'grey area' where the enemy fades out of sight the further in they are.

The model terrain used to represent woods and jungles is made so that models can be moved into and through it. In reality woods and jungles would be overflowing with all kinds of greenery (or its alien equivalent) so in this case the usual rules for spotting targets using the model's eye view do not really work.

In woods and jungle it is possible for a model to see up to 6" into areas of woods, jungles or similar terrain. Models that are further than 6" into the terrain cannot be seen at all, or see out themselves. If both firer and target are within the same area of vegetation they can only see each other if they are within 6".

Note that although it is possible to see *into* an area of woods or jungle you cannot see *through* it even if it is less than 6" deep. So, if a unit is behind an area of woods or jungle they cannot be seen at all by anyone on the other side.

As a final note you may want to vary the distance that troops are visible in woods or jungles to their enemy. For example you could try reducing visibility to only 2-3" for very dense growth or increase it to 8-12" for sparse woodland.



2. CHECK RANGE

All weapons have a maximum effective range that tells you the furthest distance they can shoot. If your target is beyond this maximum range then your shot misses automatically. This is why you have to choose your target before measuring the range.

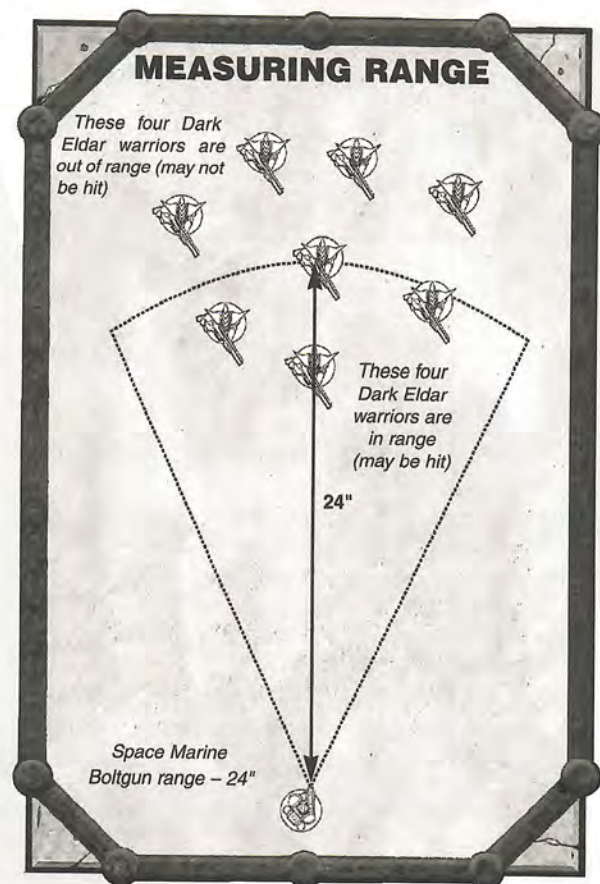
Weapon	Maximum Range
Shuriken Catapult	12"
Laspistol	12"
Boltgun	24"
Autocannon	48"

When checking range, measure to the nearest model in the target unit. Models in that unit who are out of range cannot be hit, as described in Casualty Removal later.

When a unit fires, measure the distance for each model in the unit. Any that are out of range may not shoot.

Moving and Shooting

Whether or not a unit has moved can make a big difference to its firing. If the warriors hold a position, take up firing stances and aim at their targets properly they can hit targets further away than if they are firing on the move. In fact some weapons are so heavy they can *only* be used if their firer halts to brace themselves. For the time being it's enough to know that moving makes a difference to a unit's shooting. The most important thing to understand is that the **whole unit** counts as moving even if only some of it moved in the movement phase.



3. ROLL TO HIT

To determine if the firing unit hits their target roll a D6 for each shot. Normally troopers will get to fire only one shot each, however they can fire more than one shot with particular weapons as we'll explain in more detail later. For the present just assume that each trooper fires one shot so they each roll one dice to hit.

The dice score needed to hit will depend on how accurate the firers are (as shown by their Ballistic Skill characteristic or BS). The chart below shows the minimum D6 result needed to score a hit.

BS of Shooter	1	2	3	4	5	6	7	8	9	10
Score to Hit	6	5+	4+	3+	2+	2+	2+	2+	2+	2+

For example, if the shooters are a unit of five Space Marines with a BS of 4, you would roll 5 dice and each roll of a 3 or more would score a hit.

To hit rolls are easy to remember as you just subtract the BS of the shooter from 7. This will give you the number you need to hit. For example, a model with a BS of 2 needs $(7-2=5)$ 5 or more on a D6 to hit.

As you can see, the minimum dice roll needed to hit is always at least 2. There is normally no such thing as an automatic hit, a roll of a 1 always misses. Ballistic Skills of more than 5 are shown for comparative purposes; they are used fully in the Warhammer 40,000 Skirmish series games.

Rolling Dice to Hit

When a unit fires roll all of its To Hit dice together. Sometimes there will be different weapons firing, or firers with different BS in the same unit and you might find it convenient to use different coloured dice for them so that they can be picked out easily. For example you could use green dice for all shots with plasma weapons and red dice for all shots with melta weapons. Alternatively you can simply make separate dice rolls for different weapons or shooters. As long as it is clear which dice rolls are for which shots you can use any convention for this that you like.

A dagger in the dark is worth a thousand swords at dawn.
Tactica Imperium

4. ROLL TO WOUND

Hitting your target is not always enough to put it out of action. Not all hits cause damage and some targets can take quite a bit of damage before they are destroyed. A hit might result in nothing more than a superficial graze or flesh wound.

To decide if a hit causes damage, compare the weapon's **Strength** characteristic with the target's **Toughness** characteristic. Each weapon has its own Strength score as given in the description of the weapon. Here are some examples of different weapons and their Strength characteristics.

Weapon	Strength
Splinter Rifle	3
Boltgun	4
Melta Gun	8
Lascannon	9

To work out the damage caused by the weapon consult the following Damage chart. If you cross reference the weapon's Strength (S) with the target's Toughness (T) the resulting number is the minimum D6 result needed

to convert the hit into damage. As with shooting roll the dice together and once again you can use different coloured dice to represent different weapon strengths.

If this roll is successful the target has been **wounded** and is removed as a casualty. Casualties are not necessarily dead, they may be merely knocked unconscious or incapacitated in some way. In any case, they are no longer fit to participate in the battle.

Note that **N** on the chart means that the hit has no effect. A target with the Toughness indicated cannot be harmed by a hit of such a puny strength.

EXAMPLE: A Space Marine armed with a boltgun shoots at an Ork and hits him. A boltgun has a Strength of 4 and the Ork has a Toughness of 4. Referring to the chart a score of 4 or more is needed to convert the hit into damage. If the dice roll is 4 or more then the Ork takes a wound – as he has only 1 wound in the first place this means that he will be 'killed' and removed from play.



Through the destruction of our enemies
we earn our salvation.

		DAMAGE CHART									
		TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
STRENGTH	1	4+	5+	6+	6+	N	N	N	N	N	N
	2	3+	4+	5+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

5. REMOVE CASUALTIES

"Be vigilant and strong. The Emperor knows what evil lurks in the vacillation of a weak fool."

Once the number of hits and wounds has been determined the player owning the target unit must remove any casualties that have been inflicted. This means that the owning player gets to choose who is hit by the enemy's firing. Assuming that the models in the unit have 1 wound each, one model is removed for each wound inflicted.

Note that you can't choose to lump all of the wounds together onto one model!

The owning player can remove any models from the unit, providing they're within range of the attacker's weaponry. He can even remove models from the rear of the unit – these troops were slain as they advanced and the rest of the unit continued moving forward. Likewise powerful weapons will be picked up by other members of the unit and so on, so it's perfectly fair for a player to avoid taking casualties on (for example) heavy weapons or squad leaders if he doesn't want to.

TAKING ARMOUR SAVES

Before he removes models as casualties the owning player can test to see if they survive being hit because their armour stops or deflects the shot. Most troops wear some sort of protective clothing or armour – even if it's only a helmet! If a model is wearing armour it is allowed a further dice roll to see if the armour stops him being wounded. This is called a **saving throw**.

To see if armour successfully stops damage roll a D6. The following table shows how the minimum D6 score required varies between the different types of armour.

Armour Type	Minimum D6 score required to save
Terminator Armour	2
Space Marine Armour	3
Imperial Guard Flak	5
Eldar Aspect Armour	4
Eldar Mesh Armour	5
Ork Body Armour	6
Ork 'Eavy-Armour	4
Ork Mega-Armour	2
Dark Eldar Incubi Armour	3
Tyranid Warrior Carapace	5

If the player rolls a D6 and gets equal to or greater than the score required it stops the wound.

EXAMPLE: A Space Marine wearing power armour is hit and wounded. The Space Marine is entitled to a saving throw of 3 so he rolls a D6, scoring 5. The damage is therefore saved, and the model is unharmed, the shot bounces harmlessly off his armour.

When a unit takes a number of wounds from an enemy unit shooting at it you can roll all saving throws together. The owning player then simply removes the wounded models all at once.

Weapons can often pierce lighter types of armour and particularly devastating weapons make a mockery of even the heaviest armour. This is explained in more detail later.



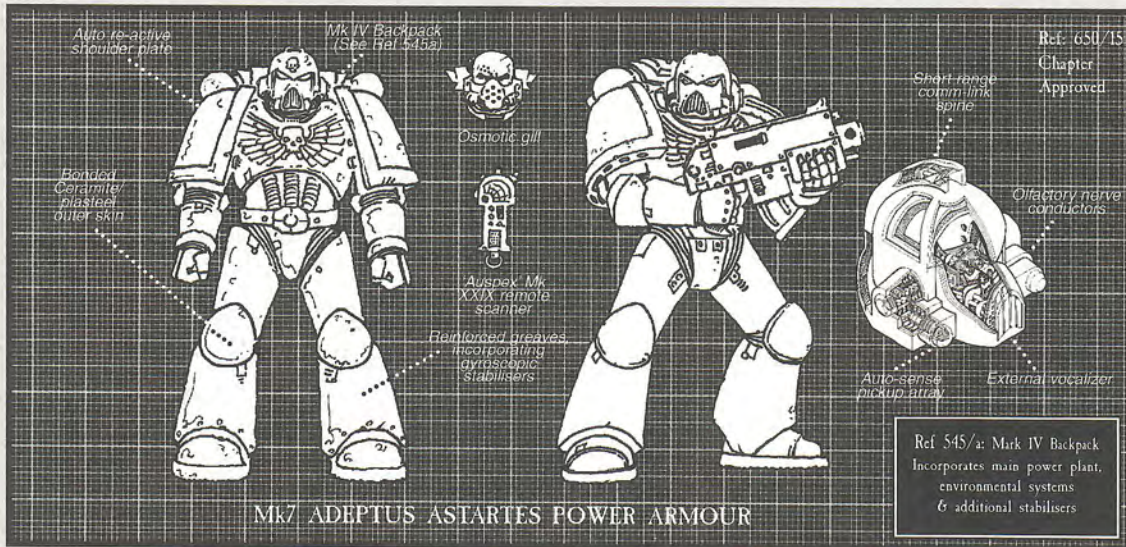
ARMOUR OF THE 41st MILLENNIUM

Most troops wear armour to protect themselves from weapon fire and the blows of their enemies in hand-to-hand combat. Armour greatly affects a warrior's chance of survival and so influences the outcome of combat. The more heavily armoured troops are, the harder they are to kill. With the advent of lightweight amaplas alloys, ceramics and synthetic fibres there

is no movement restrictions for warriors wearing a great deal of armour. However, the limited availability of certain kinds of armour, in particular power armour, ensures that it is only used by the best troops. Armour ranges in effectiveness from the simple flak jacket to the immensely powerful tactical dreadnought armour of the Space Marines.

POWER ARMOUR

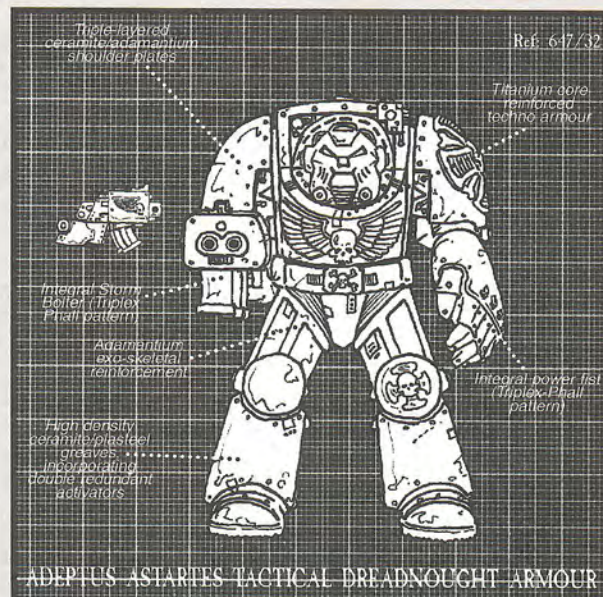
This is a completely enclosing suit of armour as worn by Space Marines. It is made from thick ceramite plates and would be heavy and cumbersome but for electrically motivated fibre bundles implanted in the armour that replicate the movements of the wearer and supplement his strength. Power armour is fully sealed to provide protection against gas weapons and harsh atmospheres. It also commonly includes numerous auxiliary systems such as communicators, auto-senses etc.



TERMINATOR ARMOUR

Tactical Dreadnought armour, or Terminator armour as it is more commonly known, is the best personal armour in the galaxy. The armour itself is massively bulky so it contains a full exo-skeleton of fibre bundles and adamantium rods. These support the heavy gauge plasteel and ceramite plates which form the outer carapace. The immense power of the Terminator suit means that troops using it can wield the heaviest weapons without restriction, handling autocannons and missile launchers like an ordinary man would handle an autogun or a bolter. The secrets of the manufacture of Terminator suits are known only by a few, so the ones that remain are very valuable and old and are reserved for use by only the most highly trained brethren of the elite Space Marine Chapters.

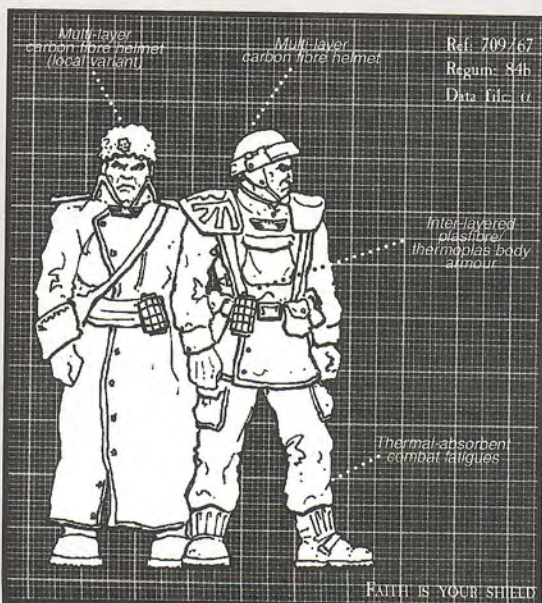
A warrior's faith in his commander is his best armour and his strongest weapon.





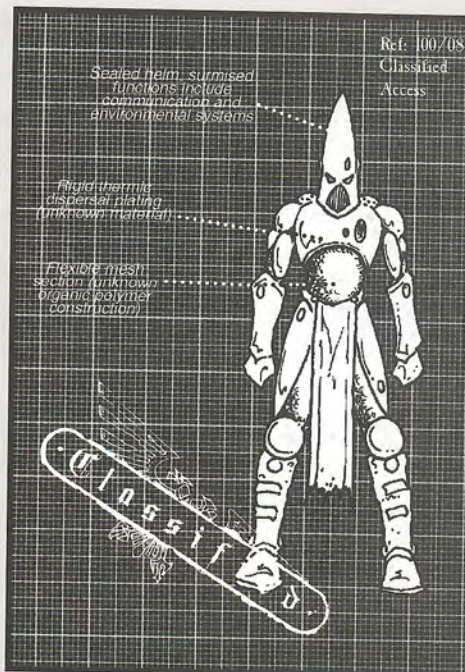
FLAK ARMOUR

Flak armour comprises several layers of different ablative and impact absorbent materials which should absorb the majority of energy from a shot. Flak armour is cheap and easy to produce, requiring a very low technology base. Flak armour is mainly used by the Imperial Guard.



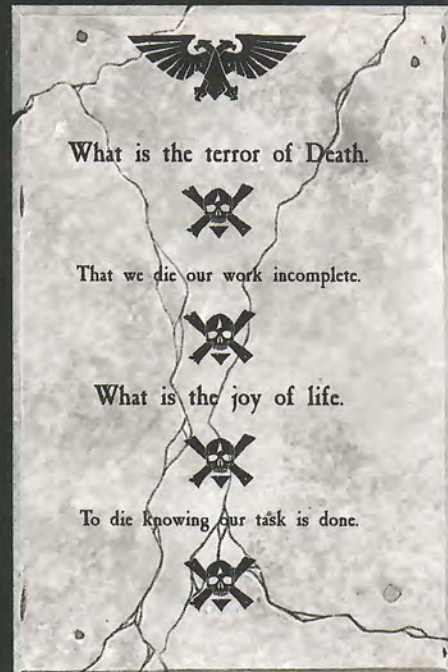
MESH ARMOUR

Mesh armour is formed of tens of thousands of individual pieces of thermoplas interwoven to produce a dense material rather like reptile scales or archaic chainmail. When struck the mesh becomes momentarily rigid, spreading the impact across a larger area. The thermoplas material also disperses heat rapidly, giving reasonable protection against energy weapons. Mesh armour is commonly used by the alien Eldar.



By means of their ancient genetic-replication vats the High Technomagi of Mars are able to extend their lives for thousands of years. Thus these shrivelled husks maintain their stranglehold upon the secrets of technology that lie buried beneath their planet's surface. Tragically their minds continue to decay, and as the centuries pass they grow increasingly insane as their grip on reality slips into a miasma of superstition, blood-sacrifice and madness.

THE SHOOTING PHASE



Units With More Than One Toughness Value

Sometimes a unit will contain creatures with different Toughness characteristics. When this is the case allocate hits **before** rolling to wound. You may only allocate one hit against each model until all of the models in the unit have taken one hit each.

MORALE CHECKS - CASUALTIES FROM ENEMY FIRE

Enemy fire will make even the hardest troops waver if their comrades start to fall in great numbers. Outright flight is unlikely and unwise in the face of intense opposition but even the most seasoned veterans may fall back to regroup and reconsider their tactics if they suffer too many casualties.

In Warhammer 40,000 such events are represented by units taking Morale checks when they suffer casualties in the Shooting phase. Any unit losing 25% or more casualties from its current strength to shooting during a shooting phase must make a Leadership test to hold their ground. Morale checks, falling back and regrouping are covered in more detail later.

Hope is the first step on the road to disappointment.

CREATURES WITH MORE THAN 1 WOUND

Especially tough and heroic individuals such as Space Marine commanders or horrendous alien monstrosities like Tyranid Lictors can sustain more damage than ordinary troopers and carry on fighting. To show this they have more than 1 Wound on their characteristic profile.

When a creature like this suffers a wounding hit it loses 1 Wound. Once a creature has lost all of its Wounds it is removed as a casualty. For example, a creature with 3 Wounds would only be killed after it had been wounded three times. Keep track of how many Wounds a creature has left on a piece of scrap paper or by placing a dice or marker next to the model (Jervis has made little model gravestones for his Wound markers!).

Instant Death!

Even though a creature might have multiple Wounds there are plenty of weapons in the 41st Millennium that are powerful enough to kill instantly. If a creature is wounded by something that has a Strength value that is **double** its Toughness or greater it is killed outright and immediately removed. It can be imagined they are vapourised, burned to a pile of ash, torn limb from limb or otherwise mortally slain in a suitably graphic fashion.

EXAMPLE: A Space Marine commander is Toughness 4 and has 2 Wounds. Normally he could survive being wounded twice before being removed as a casualty. However, if he were to have the misfortune to be hit by a Krak missile (Strength 8 – normally used for knocking out battle tanks) he would become a casualty immediately because the missile's Strength is double his Toughness – he just isn't that tough!

Armour Saves and Multiple Wounds

Creatures that have multiple Wounds take their armour saves just as ordinary troops with only 1 Wound do. If they make their save they suffer no damage but if they fail they suffer 1 Wound. Against instant-death Strength weaponry a save can still be attempted (assuming the weapon doesn't have a good enough Armour Piercing value to just punch straight through their armour). If the save is made the shot ricochets harmlessly off the model's armour or cover (phew); if it fails the model is removed as a casualty (urgh!).

Casualty Removal and Multiple Wounds

If a unit is made up of creatures with multiple Wounds you have to remove whole models as casualties where possible. This is a convenient method which saves on both brain cells and book-keeping. For example, if you had a unit of Ork Nobz (hulking great things with 2 Wounds each) which suffered 5 Wounds from bolter fire, you would remove two models as casualties and note down or place a dice by the unit to indicate that 1 Wound was carried over. If the unit later took another Wound you would have to remove another Ork Nob.

If the hits are powerful enough to kill outright take off one model as a casualty for each wounding hit inflicted. For example, Ork Nobz are Toughness 4, so a lascannon (Strength 9) can kill one Ork Nob with each hit. Hence two lascannon hits on a unit of Ork Nobz would remove two Nobz as casualties. Note that these 'instant kills' do not affect Wounds that are being carried over, these are retained so that they can be made up to full kills by other less powerful hits.



ARMOUR PIERCING

Powerful weaponry is quite capable of punching through different types of armour. This is shown by a weapon's **Armour Piercing** value. Nearly all weapons have an Armour Piercing rating. This is most commonly 6, but potent weapons like bolters and heavy weapons might have values of 5, 4 or even less. Some sample Armour Piercing ratings for different weapons are shown below.

Weapon	AP
Splinter Rifle	5
Boltgun	5
Heavy Bolter	4
Lascannon	2

The lower the rating the better, because it indicates the armour save the weapon can defeat and automatically punch through. So, a bolter with an Armour Piercing rating of 5 automatically pierces armour which has a save of 5 or 6; a lascannon with its Armour Piercing rating of 2 automatically pierces armour which has a save of 2, 3, 4, 5 or 6.

If the weapon's Armour Piercing value is sufficient to punch through armour as described then the target gets no save at all. The armour is ineffective against the shot.

If the weapon's Armour Piercing value is not able to automatically punch through the armour then the target can attempt to save as normal.

EXAMPLE: A bolter has an Armour Piercing value of 5 so Armour saves of 5 or 6 are automatically ignored. Saves of 4+ are taken as normal.

Invulnerable Armour Saves or "Our weapons are useless!"

Some creatures or entities are protected by more than mere physical armour. They may be shielded by force fields, enwrapped by mystic energies or have an alien metabolism that can shrug off hits which would put holes in a battle tank. Models like these are referred to as **invulnerable** and always get their saving throw even if the Armour Piercing value of the weapons hitting them would normally defeat their armour. Even if a hit normally ignores all armour saves, an invulnerable model gets to try and make its saving throws as normal.

Sometimes a creature has a normal armour save and a separate invulnerable armour save – a good example of this is a Space Marine Chaplain who is protected by power armour and a forcefield. In cases where an invulnerable save is also available the owning player must decide which armour save to use before rolling the dice as the model will still only get to make one saving throw.



To a Space Marine the boltgun is far more than a weapon, it is an instrument of Mankind's divinity, the bringer of death to his foes, whose howling blast is a prayer to the gods of battle.

COVER SAVING THROWS

When the air is full of bullets and shrapnel some good solid cover to lurk behind is always welcome. A position in cover shields troops against flying debris, shots, blasts and shrapnel, enabling them to get their heads down or crawl amongst rocks and (hopefully) avoid harm. In a battle models in or behind cover get a saving throw of 5 or 6 on a D6, or a saving throw from their own armour, whichever is better.

The great thing about cover saving throws is that they are not affected by the Armour Piercing value of the weapons firing, so troops in cover will normally get a saving throw regardless of what is firing at them.



EXAMPLE: A Space Marine with a missile launcher fires a frag missile (Armour Piercing 6) at a unit of troops who are using some ruined walls as cover.

If the troops were Orks (save 6) they'd use the 5+ saving throw for being in cover as it is better than their armour save (which would be useless against the frag missile anyway).

If the troops were Space Marines (save 3) they would get a 3+ saving throw because the frag missile doesn't pierce their armour and their own save is better than the cover save.

What Counts as Cover?

It is hard to be completely definitive about what counts as cover, different players will have access to all sorts of different terrain so common sense is the best guide. The main criteria is that cover has to be reasonably substantial. Basically it is up to the players to define what constitutes cover in their games, but here's a guide to some of what we designate as cover.

Crates, Rocks, Woods, Jungles Ruins, Buildings and Vehicles

Cover which is notably more or less substantial than these can have a different saving throw value if you choose. For example, really light cover such as high grass or a chain link fence that conceals troopers rather than protects them gives a cover save of 6+. Fortified bunkers, trenches or heavily reinforced emplacements will give troops within them a cover saving throw of 4+.

When Do Models Count as in Cover?

Once again, common sense is your best guide in working out whether models are actually in cover or not, and most of the time it should be pretty obvious if they are. Some situations are a bit more complex and the following conventions will help you to decide if a model is behind cover.

- 1** Models immediately behind cover such as rocks or walls are protected from shooters that are on the other side.
- 2** The corner of a building, vehicle, or large rock counts as cover to any models placed on the edge so that they are partly obscured. The models lean out just far enough to see and use their weapons, posing as small a target to the enemy as possible. This is very useful when you are fighting amongst buildings or ruins.
- 3** Models at windows or doors always count as being behind cover from models outside.

- 4** Models in craters, trenches or pits always count as being in cover and protected from models outside. The interior of large craters is pock-marked with smaller holes, etc, so that even a model in the middle of it counts as in cover from shots outside.

Units Partially in Cover

Sometimes a unit will only be partially in cover (ie some of the models are in or behind cover and some of them are out in the open). In this situation the owning player has to remove casualties from amongst the models in the open first until there are none left – they are the more obvious targets and will suffer commensurately.

COVER SUMMARY TABLE

<i>Example Cover Type</i>	<i>Cover Saving Throw</i>
Bushes	
High grass	
Crop fields	6+
Fences	
Railings	
Crates/Barrels	
Pipes/Logs	
Rocks/Rubble	
Wreckage/Ruins	5+
Walls/Buildings	
Vehicles/Wrecks	
Woods/Jungles	
Trenches	
Gun pit emplacements	
Bunkers	
Fortified buildings	4+



WEAPONS

The technology of the 41st millennium has spawned innumerable weapons of destruction, ranging from the simple but efficient laspistol to the barely controllable energies of the plasma cannon. In this section we'll describe how special rules and characteristics reflect the differences between different weapons.

TYPE

Different weapons have unique characteristics when fired. Some guns rattle off a burst of shots enabling them to hit multiple targets, others may fire a blast of energy or shell that explodes on impact and can kill several things at once. These qualities are represented by a weapon's **type**. The different weapon types are: blast, flame, rapid fire, pistol, heavy, barrage and linked.

In Warhammer 40,000 weapons that affect an area are represented by a template. There are three templates: a long tear drop shaped template (flame template), a circular 3" template (Blast marker) and a circular 5" template (Ordnance marker). When the weapon is fired place the relevant template on the tabletop and any models fully or partially covered by it are potential casualties. All weapons that use a template have the word 'Template' instead of a number for their range.

Multiple Shots

Some weapons like storm bolters and multi lasers fire multiple shots. Where this is the case the number of shots a weapon can fire is noted after its type. For example a multi laser can fire three shots in each shooting phase so its type is noted as *Heavy 3*.

Blast Weapons

Blast weapons fire shells, missiles or energy bolts that explode on impact, potentially injuring several victims with shock waves and shrapnel. When you fire a blast weapon roll to hit as normal. If the shot misses it has no effect. If it hits place the Blast marker over the target unit to see which models are affected.



Models partially covered are hit on a D6 roll of 4 or more, models completely covered are hit automatically. The defending player has to remove any casualties inflicted from the models directly beneath the Blast marker.

Unscrupulous players may be tempted to use blast weapons to pick off leaders and heavy weapons in an unrealistic fashion. To prevent this the following rule applies. The owner of the target unit can move an incoming Blast marker onto a different part of the target unit providing that:

- The Blast marker covers the same number of models (or more) in the same unit.
- The new target is within the firer's range and line of sight.

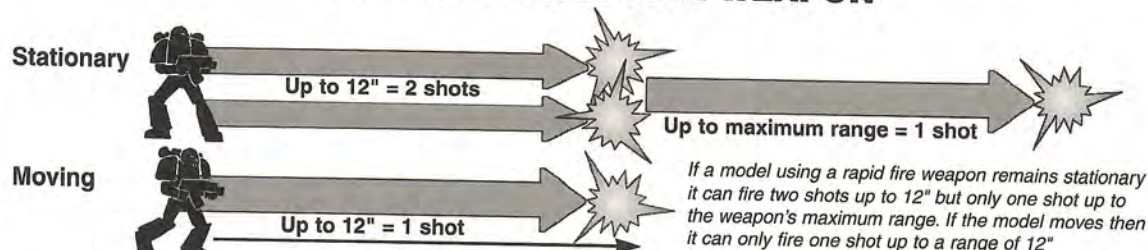
Flame Weapons

Indiscriminate short-ranged weapons such as flame throwers affect a broad, cone-shaped area represented by a template. Instead of rolling to hit place the template so its narrow end is touching the base of the firing model and the rest covers the maximum number of models in the target unit.

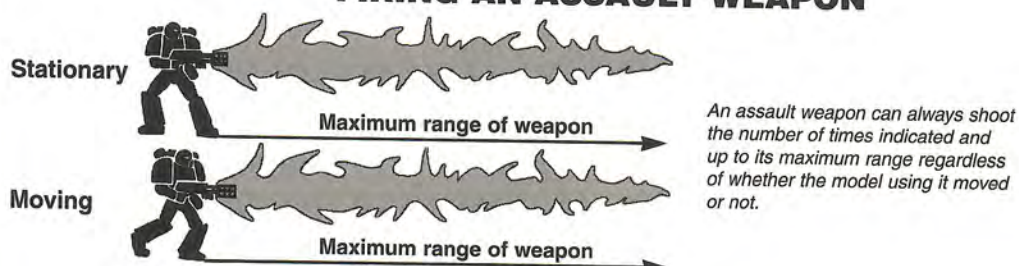
Models fully or partially under the template are hit automatically. As template weapons bathe the area in burning fuel, acidic spray, etc., all cover is ignored when resolving hits. As for blast weapons, casualties inflicted by flame weapons must be taken from amongst the models actually covered by the template.



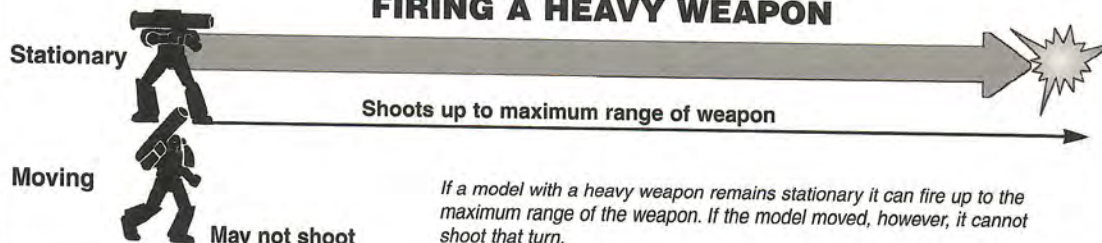
FIRING A RAPID FIRE WEAPON



FIRING AN ASSAULT WEAPON



FIRING A HEAVY WEAPON



Rapid Fire Weapons

Self-loading weapons that carry a reasonably large amount of ammunition are called rapid fire weapons. These are very common and usually come in the form of sub-machine guns or assault rifles. They can lay down a withering hail of fire, especially at close range if the firer is stationary and concentrates on aiming and firing. Their high rate of fire also means they can be fired effectively 'from the hip' when a squad is advancing, spraying shots into the enemy whenever they present themselves.

If a unit armed with rapid fire weapons moves, each model can shoot once at targets up to 12" away.

If a unit armed with rapid fire weapons remains stationary each model can shoot twice at targets up to 12" away or once at targets over 12" away.

Pistol Weapons

Pistol weapons are similar to rapid fire weapons but are light enough to be carried and fired one-handed. As they are lighter they often have a less powerful charge that limits their range. On the plus side they allow a trooper to fight in close combat with a combination of pistol and sword, axe or other close combat weapon.

If a model armed with a pistol moves it can shoot once at targets up to 12" away.

If a model armed with a pistol weapon remains stationary it can shoot twice at targets up to 12".

Heavy Weapons

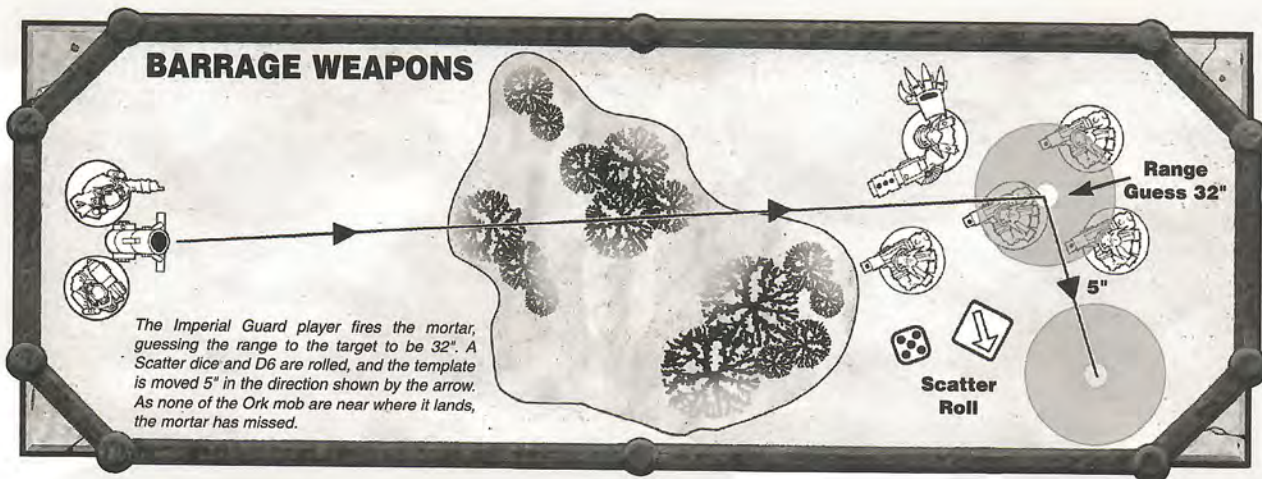
Heavy weapons are heavy man-portable weapons such as heavy bolters or lighter weapons which need to be recharged between each shot, carefully set up or whatever. If a unit moves then it cannot shoot heavy weapons, they either move or shoot, but not both (remember that even if the model armed with the heavy weapon doesn't move it still can't fire if other members of its unit move). When shooting heavy weapons always fire the number of times indicated regardless of range in the same way as assault weapons. They are very good for laying down long range supporting fire or knocking out tanks, strongpoints, etc.



Victory needs no explanation, defeat allows none.

Assault Weapons

Assault weapons are used to support units as they charge forward into the attack. They either fire so rapidly or are so indiscriminate that you don't have to do much more than point and shoot. For example a flamer is a weapon which fires a fan-shaped gout of burning fuel so it's just as accurate whether you are moving and firing or not. These weapons shoot the number of times indicated – whether you move or not and regardless of range. This means they are very good for assaulting things... hence the name!



Barrage Weapons

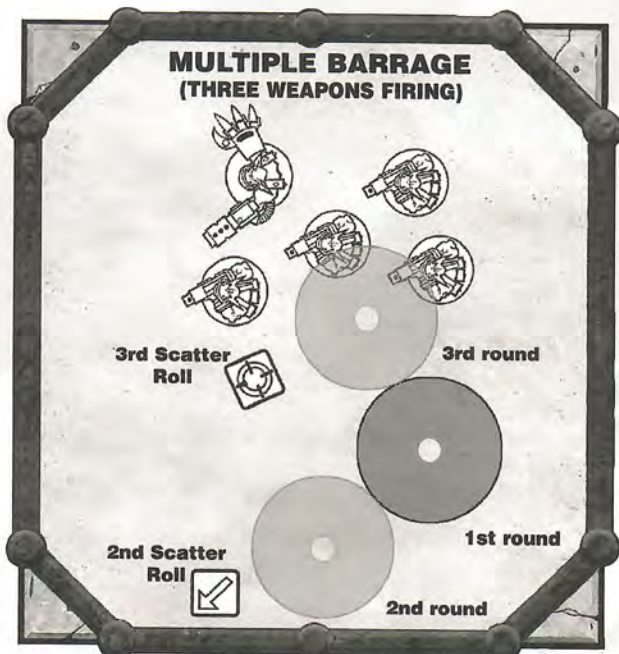
Certain blast weapons launch their shells high up into the air so that they plunge down a distance away, passing over any intervening obstacles en route. Weapons like these fire by guessing the range to the target. They are shown by their maximum range being preceded by a G (Guess), eg G48". When you fire barrage weapons you have to state the target unit and then guess the range to it in inches from the firing unit. Intervening obstacles and terrain do not block the line of fire for these weapons so you don't need a line of sight to the target in order to shoot at it.

Place the Blast marker for the weapon at the distance guessed and then see if it landed on target by rolling the Scatter dice and a D6 together. If you roll a HIT symbol the shot lands at the range guessed. If an arrow symbol is rolled the marker is shifted in the direction indicated by the arrow a number of inches equal to the roll on the D6. Calculate hits on enemy models and remove casualties as for blast weapons (ie from beneath the Blast markers).

If a unit has more than one barrage weapon they will all be fired together in a salvo, with one Blast marker landing for each weapon firing. Guess the range and roll for any potential scatter with the first shot as above, this is the 'ranging shot' for the salvo and all the other shots will land nearby. Once the first marker is in place roll a Scatter dice for each other Blast marker in the salvo. If an arrow is rolled place the marker in the direction indicated so that its edge is touching the edge of the marker placed for the ranging shot. If a hit is rolled the firing player may place the marker so that its edge is touching the edge of any of the Blast markers in the salvo which have already landed.

Linked Weapons

Weapons are sometimes linked to fire together in order to increase their chances of scoring a hit through the crude expedient of blasting more shots at the target. To represent the fusillade of fire laid down by a linked weapon you may re-roll the dice to hit if it misses. However if the second roll is also a miss you can't re-roll the dice again.



"Incoming!" – Barrage Pinning

Barrages are sudden and shocking affairs – shells scream down out of nowhere and troopers throw themselves flat as the ground erupts into fountains of dirt and lethal shrapnel.

Units that suffer casualties from a barrage must pass a Leadership test to avoid being pinned down. If the unit fails it may not move, shoot or assault in its following turn. At the end of its following turn the unit recovers and may act normally again.

A unit pinned down does not have to take a Morale test if it sustains 25% casualties from enemy fire, the fact it is pinned overrides the Morale test.

If assaulted by the enemy the pinned unit will fight normally, ignoring the falling shells under the more pressing circumstances of battle.

WEAPONS TABLE

NAME	RANGE	Str.	AP	TYPE
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid fire
Storm Bolter	24"	4	5	Assault 2
Heavy Bolter	36"	5	4	Heavy 3
Autopistol	12"	3	—	Pistol
Autogun	24"	3	—	Rapid fire
Shotgun	12"	3	—	Assault 2
Assault Cannon	24"	6	4	Heavy 3 ¹
Autocannon	48"	7	4	Heavy 2
Laspistol	12"	3	—	Pistol
Lasgun	24"	3	—	Rapid fire
Multilaser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy Flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1 ²
Multi-melta	24"	8	1	Heavy1 ²
Sniper Rifle	36"	X	6	Heavy 1 ³
Rippa Gun	12"	4	6	Assault 2
Missile Launcher (Krak)	48"	8	3	Heavy 1 ⁴
Missile Launcher (Frag)	48"	4	6	Heavy 1 Blast ⁴
Gmnd.Launcher (Krak)	24"	6	4	Assault 1 ⁴
Gmnd. Launcher (Frag)	24"	3	6	Assault 1 Blast ⁴
Mortar	Guess 48"	4	6	Heavy 1 Blast
Plasma Pistol	12"	7	2	Pistol ⁵
Plasma Gun	24"	7	2	Rapid fire ⁵
Plasma Cannon	36"	7	2	Heavy 1 Blast ⁵

NAME	RANGE	Str.	AP	TYPE
<i>Ork Weapons</i>				
Gretchin Blasta	12"	3	—	Assault 1
Slugga	12"	4	6	Pistol
Shoota	24"	4	6	Rapid fire
Big Shoota	36"	5	5	Assault 3
Rokkit Launcha	24"	8	3	Assault 1
<i>Eldar Weapons</i>				
Shuriken Pistol	12"	4	5	Pistol
Shuriken Catapult	12"	4	5	Assault 2
Shuriken Cannon	24"	6	5	Heavy 3
Death Spinner	12"	6	—	Rapid fire
Fusion Gun	12"	6	2	Assault 1 ⁶
Lasblaster	24"	3	6	Assault 1
Reaper Launcher	48"	5	3	Heavy 2
Scatter Laser	36"	6	6	Heavy D6 ⁷
D-cannon	Guess 24"	10	2	Heavy 1 Blast
<i>Dark Eldar Weapons</i>				
Splinter Pistol	12"	3	5	Pistol
Splinter Rifle	24"	3	5	Rapid fire
Splinter Cannon	24"	4	5	Assault 4
Shredder	12"	6	—	Assault 1 Blast
<i>Tyranid Weapons</i>				
Venom Cannon	36"	8	4	Assault 2
Barbed Strangler	24"	4	5	Assault 5 ⁸ Blast
Warp Blast	24"	6	2	Blast
Death Spitter	18"	6	5	Assault 1 Blast
Devourer	12"	4	5	Assault 4
Fleshborer	12"	4	—	Assault 1

NOTES

¹ **Jam Rule.** If a triple 1 is rolled on the To Hit dice for the assault cannon it jams and is destroyed. The assault cannon is specifically designed for Terminators – it is not an ordinary man-portable weapon.

² **Meltaguns and Multi-meltas.** These are devastating short ranged 'heat rays'. Melta weapons roll an extra D6 to penetrate vehicles at half range or under (12" for multi-meltas or 6" for meltaguns). See the Vehicle rules later for more details on armour penetration.

³ **Sniper Rifle.** Always hits on 2+ and its Strength always equals the Toughness of the target (so it wounds on a 4+ regardless of Toughness). Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage. A sniper rifle only has an armour penetration of D6 against a vehicle.

⁴ **Missile Launcher or Grenade Launcher.** These can fire either frag or krak rounds, choose which to shoot before rolling to hit.

⁵ **Plasma Weapons Get Hot!** If you roll a 1 to hit the weapon has overheated and injured the model firing it. Make an armour save for the model otherwise it will suffer a wound (yes, really!). If the model is killed the plasma weapon is lost as well. Plasma weapons on vehicles are not affected by overheating.

⁶ **Fusion Guns.** These weapons work like meltaguns against vehicles, gaining an extra D6 penetration at half range or under.

⁷ **Scatter Laser.** An improved Eldar version of the multi-laser that shoots D6 times rather than 3. Roll each time it fires.

Thought begets Heresy; Heresy begets Retribution.

WEAPONS OF THE 41st MILLENNIUM

BOLTGUNS



Boltgun (Model 482)

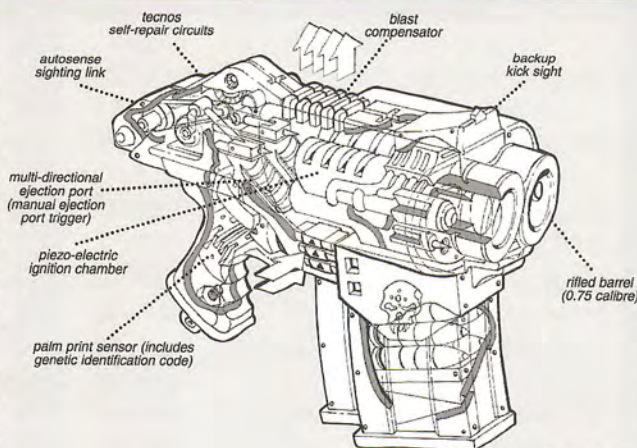
The boltgun or bolter is the codex issue armament of the Emperor's Space Marines. They are superb, if temperamental, devices of destruction which need the finest materials and skilled artisans to construct. Master-crafted bolters are treasured artefacts and some have

been maintained by Space Marine Chapters for hundreds or even thousands of years. All bolters require regular maintenance rituals and cleaning to keep them fully operational.

Bolters fire self-propelled armour-piercing mass-reactive explosive missiles called bolts. These detonate a split second after penetrating a target, blasting it apart from within. The force of the explosion can destroy even armoured vehicles. Bolters are normally set for rapid fire, each pull of the trigger firing a burst of three or four bolts in quick succession.

Being caught amidst the thunderclap explosions of bolter fire is a frightening experience, ideally suiting the standard shock/assault role of Space Marines. For covert fighting special low-velocity solid core bolts are used.

Different patterns of Bolter: Ultima Pattern, Crusade Pattern, Heresy Pattern, Filienostos Pattern, Astartes Umbra Pattern.



Storm Bolter

Magazine Types: Sickie (standard magazine 20-30 rounds staggered), Drum (carries 40-60 rounds but tends to cause ammo jams), Straight (carries 12-20 rounds, easier to load), Duplus X (two magazines strapped/welded/taped together), Bolt pistol clip (6-10 rounds).



Bolt Pistol



Standard Bolt
Outer casing, propellant base, main charge, mass reactive detonator cap, depleted deuterium core, diamantine tip, spin stabilised 0.75 calibre.



Hellfire Round
Core and tip replaced with mutagenic acid vial.



Stalker Silenced Shell
Propellant base and main charge replaced by gas cartridges, detonator cap replaced by solidified mercury slug.



Inferno Bolt
Deuterium core replaced with oxy-phosphur gel.



Metal Storm Frag Shell
Mass reactive cap replaced by proximity detector, diamantine tip and deuterium core replaced with increased charge and fragmentation casing.



Kraken Pattern Penetrator Round
Deuterium core replaced by solid adamantite core and heavier main charge.

PLASMA WEAPONS



Plasma Pistol

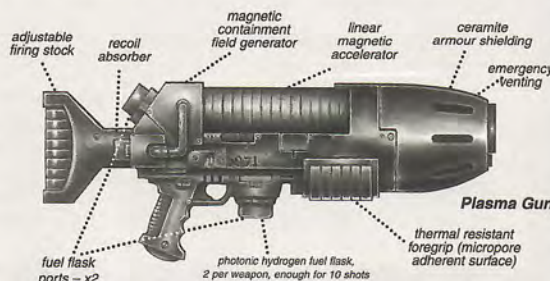
The ancient technology required to construct plasma weapons is only known by an inner circle of Adeptus Mechanicus Artisans and Munitions Adepts. Few are constructed today, and each is individually crafted and blessed by the Machine God before being allowed into service. Most Space Marine Chapters continue to maintain a few plasma weapons in their armoury, revering them as ancient and irreplaceable weapons from a former age.

Ammunition for a plasma gun consists of a photonic hydrogen cell or flask. Two of these vessels are usually screwed into place inside the weapon before battle. These two flasks feed a fusion core, where the hydrogen becomes highly energised and converts into a plasma state. The plasma is held in the core by a powerful magnetic field, then allowed to escape along a linear magnetic accelerator, speeding the plasma 'bolt' towards its target. The molten gas explodes on impact, generating the destructive heat of a small sun before dissipating.

Plasma fuel flasks, usually good for approximately ten shots, are not reusable after firing. Reloading a plasma gun is time consuming as both flasks have to be unscrewed and new ones carefully screwed into position.

Plasma weapons use similar technology to that used in plasma reactors and drives. The colossal energies generated are constrained within a powerful magnetic field. It is the magnetic containment field which is so difficult to replicate and maintain. Field failure can result in the plasma becoming unstable and the weapon overheating in a catastrophic meltdown. Emergency venting for escaping super-heated steam is a vital feature of plasma weapons.

In the 41st millennium it is an honoured, but dangerous task, to be a plasma gunner.



Plasma Gun

Chapter Approved: Seal 363b
Imperial Class: Delta 465a

LAS WEAPONS



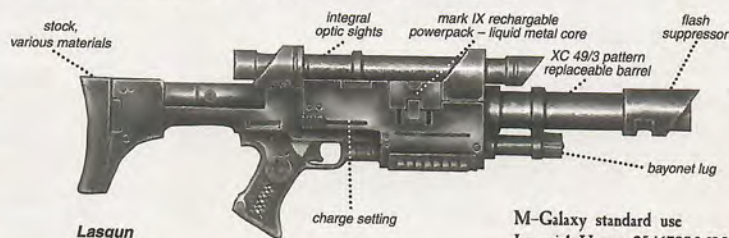
Las Pistol

By far the most numerous weapons in the Imperial armoury are laser or las weapons. Cheap to manufacture and easy to use and maintain las weapons are issued in vast numbers to the Imperial Guard and are readily available on most Imperial worlds. Laser weapons emit a beam of focused light. The short duration high energy beam produces such a rapid temperature change on the target's surface that it vapourises in a small explosion. Lasguns are driven by a fast discharge generator, which comprises most of a lasgun's mechanism and stores energy for each shot. Actual beam energy is regulated to prevent overpowering, making the lasgun very reliable.

Lasguns fire with a searing flash of light and a distinctive snap or crack. In lasguns and pistols each pull of the trigger fires a single laser shot. Lasguns can maintain a high rate of fire in the hands of a trained Guardsman with a good firing drill.

Power packs feed the discharge generator. Rechargeable power packs or batteries, usually with a highly efficient liquid metal core, vary between small internal packs used in lasguns and pistols to massive power packs the size of crates that power lascannons and multi-lasers. Powerpack capacity varies immensely but most are good for about 40 shots. In contrast to maintain maximum power output efficiency lascannon powerpacks need replacing after every shot. Overpowered laser packs, like the so-called 'Hotshot', provide weapons with a more potent charge but give fewer shots. They cannot easily be recharged after use and the extra stress on the barrel requires much more maintenance.

There are many different designs of lasgun and pistol, and most worlds produce their own versions, made of locally available materials, be it ceramite alloys, thermo-set plastics or even wood fittings. Many lasguns and pistols include solar converters for recharging powerpacks and various optic sights as standard, such as iron sights, mono-sights or infra-red sights. Designs vary from derringer-type pistols to highly ornate hand-crafted duelling pistols to the more robust service weapons issued to the Imperial Guard.



Lasgun

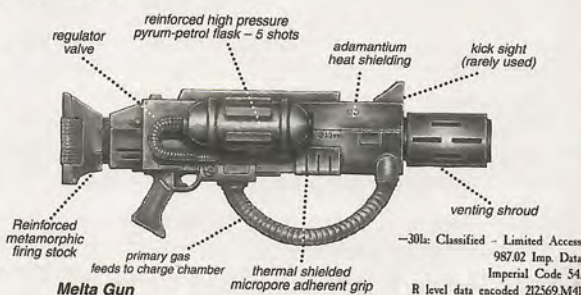
M-Galaxy standard use
Imperial Usage: 2546789.M35

MELTA WEAPONS

Melta weapons, sometimes called fusion guns, melters or cookers, fire a sub-molecular thermal blast over a short distance, causing massive molecular breakdown and turning the target into molten slag and steaming vapour in a matter of seconds.

Most melta guns use highly pressurised pyrum-petrol gases, charged to produce a fearsome blast. Melta guns use a two part injection system to force the gas into a sub molecular state, which will vaporize just about any target. This results in an awesomely powerful blast at short range, with the heat dissipating rapidly at longer ranges. The two part reaction makes melta weapons slow to fire but the devastating results make them a popular support weapon on the battlefield, especially useful in an anti-tank role, or when attacking enemy strongpoints. Many commanders prefer melta weapons over the less reliable plasma gun.

A melta gun makes very little noise when fired except for the high pitched hiss of vaporizing moisture which becomes a roaring blast as the target detonates.



Melta Gun

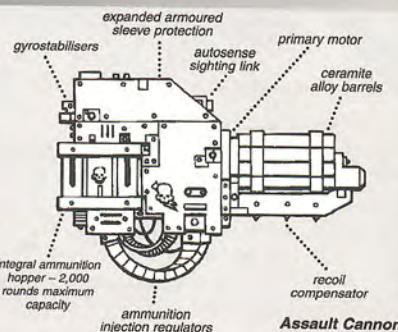
-301a: Classified - Limited Access
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Imperial Code 54
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THE ASSAULT CANNON

The assault cannon is a six-barrelled, self-loading autocannon. Driven by an internal motor the assault cannon has a very high rate of fire. It is carried by Space Marine Terminators and is used in confined areas and tunnel fighting for clearing rooms and corridors. Assault cannons are forged of a tempered ceramite alloy, resistant to the intense heat generated by the fast spinning motor and the wear caused by the thousands of shells fired. Despite this barrels are regarded as disposable and are usually replaced after every mission. Motor and barrel failure are common problems with the assault cannon, resulting in the weapon being prone to jamming.

Assault cannons fire a fixed cartridge round, a dense metallic core covered in a non-metallic composite sheath with a diamantine tip. This gives good armour penetration and stable flight ballistics at short ranges and keeps the rounds small, so that more ammunition can be carried.

Assault cannons include gyrostabilisation to help the gunner keep the weapon on target and recoil compensators are built into the Terminator suit.



Assault Cannon

The techs of the Adeptus Mechanicus make imperfect use of the ancient knowledge that they zealously preserve. Though the principles and practice of sub-atomic circuitry and crystal-stacked molecular power cells are far beyond the comprehension of these techo-mystics, they are none the less able to utilise and maintain the machinery of ancient days and therefore make use of technology far in advance of other races.

ASSAULT

While firepower may be enough to drive an enemy back from open ground or lightly held positions, shifting a determined foe from a fortified bunker or ruined settlement will need sterner measures. In an assault troops storm forward, screaming their battlecries, eager to strike at their foe with knives, claws, gun butts or anything else in a desperate close combat.

Assault can be summarised in 5 steps:

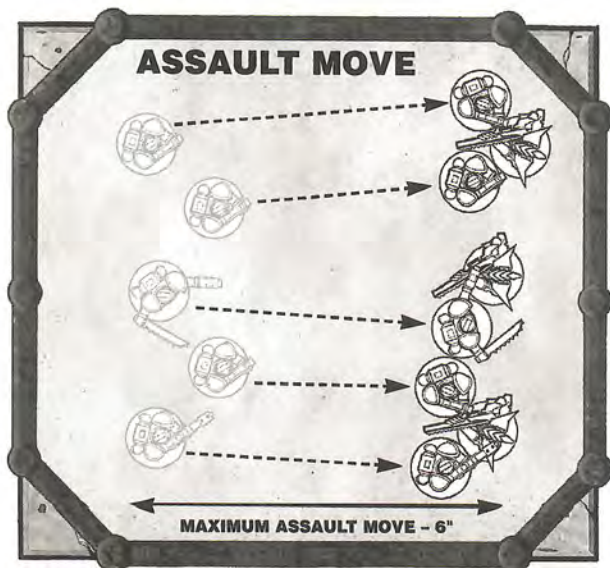
- 1 Move Into Assault.** Move any of your units, within 6" of the enemy, into contact.
- 2 Fight Close Combat.** Troops in base contact with the enemy, or within 2", fight in close combat. Models in cover strike first, then both sides fight in order of their Initiative characteristics. Roll to hit with each of their attacks and roll to wound with any attacks which hit.

- 3 Determine Assault Results.** Total up wounds inflicted. The side which inflicted the most wounds is the winner.
- 4 Loser Checks Morale.** The loser has to pass a Leadership test or fall back 2D6". If the loser passes the test both sides move more models into combat and fight again in the next assault phase.
- 5 Winners Advance Or Consolidate.** If the loser falls back the winner can advance 2D6" or consolidate by moving his models 3" in any direction.

1. MOVING INTO AN ASSAULT

In his own assault phase a player can charge any unit that is within 6" of an enemy unit forward into contact to make an assault. All the models in an assaulting unit make an extra 6" move in exactly the same way as if moving in the movement phase. A unit of warriors that remained stationary in the movement phase in order to fire heavy and/or rapid fire weapons cannot assault as it is assumed to be spending the whole turn shooting.

When a unit makes an assault **all** the models in the unit **must** move into base-to-base contact with the enemy if they can do so. The closest models move first and towards the enemy by the most direct route. Once units are fighting at close quarters like this they are said to be 'engaged in close combat'.



Terrain Effects

Models assaulting into, out of or through difficult terrain will be slowed down in the same manner as models moving through it in the movement phase. Roll two D6 and pick the highest to see how far they can move.

WHO CAN FIGHT

Close combat is a swirling mêlée of fighters leaping forward, spinning, hacking and slashing at one another. As well as fighting hand-to-hand, warriors will be firing at point blank range at any target that presents itself.

The player who is making the assault is obliged to get as many of his models into close combat as he can – there is no holding back! Models must be moved forward against enemy models not already in base contact where possible. All models who are within 2" of an enemy model will take part in the fighting as well, not just those in base contact. If there are any models at the back of a unit who cannot make it into contact with the enemy move them in as close as possible.



It is a curious fact that of all the races encountered by Mankind the only one that can be found throughout the galaxy is that of the Orks. Why this should be is a mystery. Some maintain that the Orks are the decayed remnant of a vast galaxy spanning civilisation, others that they spread from world to world by inter-stellar spores. No-one knows the answer and most likely no-one ever will.

2. FIGHTING A CLOSE COMBAT

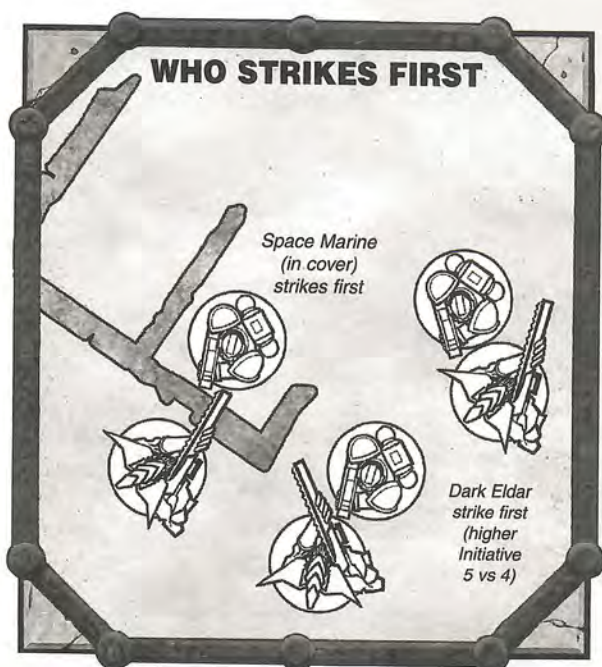
How good creatures are in close combat depends almost entirely on their physical characteristics, in other words how fast, strong, tough and ferocious they are. Armour remains useful for warding off blows and shots but weaponry becomes a secondary consideration – the best gun in the galaxy won't help if your opponent is bashing your brains out with a rock!

In close combat both players' models fight. How many blows are struck and who strikes first are discussed below. The rules are written assuming that there is only a single close combat occurring in the turn, of course there may be several separate assaults being fought simultaneously in different parts of the battlefield. If this is the case the player whose turn it is can choose what order to fight the combats in.

WHO STRIKES FIRST

Troops who are defending cover have a massive advantage in an assault. They can fire from their hiding place at their approaching enemies and then smite them down as they struggle to get to grips with their hidden foe. It's all in the reflexes when it comes to combat in the open: slow lumbering opponents can be quickly dispatched by a faster and more agile foe. Unfortunately, lumbering opponents such as Orks are tough enough to be able to withstand a vicious pummelling and still come back for more.

In close combat models defending in or behind cover strike first. Resolve all their attacks and remove any casualties before moving on to the rest of the models. Fighting for the remainder is resolved according to the Initiative value of the models. Models with the highest Initiative attack first, then the next highest and so on.



Work your way down the Initiative scores in each separate combat until everyone has fought (assuming they haven't already been killed by a model in cover or with a higher Initiative). If both sides have models with the same Initiative, attacks are made simultaneously.

Cover

Models in or behind cover always fight first in close combat regardless of Initiative. This represents the advantage of cover – their attacks include not only close fighting but also shots against the enemy as they charge in. Apart from this cover does not affect hits or anything else in an assault. After the first round of close combat fighting is assumed to have swept into the cover so it gives no further advantage to models in it.

ATTACKS

Attacks in close combat work like shots in shooting – each attack that hits has a chance to wound, the wounded model gets a chance to save, and if it fails is (generally) removed as a casualty. Each model base-to-base with an enemy model strikes with the number of Attacks (A) on his characteristics profile. In addition the following bonus attacks apply.

+1 Two Weapons. Models in base-to-base contact with a pistol/close combat weapon in each hand have an extra +1 Attack. Models with more than two weapons gain no additional benefit – you only get one extra Attack regardless of whether you have two or more close combat weapons.

+1 Charged. Models in base-to-base contact who launched the close assault that turn (ie charged) get +1 Attack on their normal profile for that turn only.

Models not touching an enemy, but within 2" of one, may make one Attack regardless of their profile, armament or whether they charged.



ROLLING TO HIT

To determine whether hits are scored roll a D6 for each Attack a model has. The dice roll needed to score a hit on your enemy depends on the relative Weapon Skills (WS) of the attacker and his foe. Compare the Weapon Skill of the attacker with the Weapon Skill of his opponent and consult the following chart to find the minimum score needed on a D6 to hit.

Where large numbers of combatants have the same characteristics it is often convenient to roll for their attacks together.

EXAMPLE: A unit of five Space Marines fighting five Eldar would roll five D6s for their attacks. If they were charging they would roll ten D6s (1 Attack +1 each for charging).

Since all of the Space Marines need the same roll to hit and the same roll to wound you may as well roll them together and then allow the Eldar player to allocate the hits as detailed below. This approach saves time and speeds up the game when you've got several big close combats going on at once.

It is better to die for the Emperor
than to live for yourself.

Allocating Attacks

A model can fight if its base is touching the base of an enemy model or if it is within 2" of an enemy model. Ordinarily we simply assume that the warrior is contributing his shots and blows to the swirling combat going on. This means we don't have to worry about whether individual models strike their respective opponents in base contact.

However, if a model is in base-to-base contact with opponents with varying Weapon Skill and Toughness characteristics it will be necessary to allocate attacks to different targets before rolling to hit. This is because the dice scores needed to hit and to wound them will be different. The model's attacks can be divided up as the player wishes, as long as he makes it clear before rolling to hit.

		TO HIT CHART									
		OPPONENT'S WEAPON SKILL									
ATTACKER'S WEAPON SKILL		1	2	3	4	5	6	7	8	9	10
	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Thought For The Day: If a job's worth doing it's worth dying for!



DAMAGE CHART



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

ROLLING TO WOUND

Not all of the attacks that do hit will harm your enemy. They may be deflected by equipment, parried at the last moment or merely inflict a graze or flesh wound. Once you have scored a hit with an Attack you must roll again to see if you score a Wound and incapacitate your foe.

The procedure is the same as for shooting. Consult the chart above, cross referencing the attacker's Strength characteristic (S) with the defender's Toughness (T). The chart indicates the minimum D6 roll required to inflict a Wound.

EXAMPLE: A Space Marine (Strength 4) hits a Dark Eldar (Toughness 3). Referring to the Damage chart above we find that the Space Marine requires a 3 or more on a D6 to wound.

Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed choose another target. That is the way to secure victory.

Tacticus Imperium

Official! The graves of warriors who have given their lives for the Emperor now outnumber the stars themselves.

What Strength To Use

In almost all cases, when rolling to wound in close combat use the Strength on the attacker's profile, regardless of what gun they are using. Some (but not all) close combat weapons give attackers a Strength bonus; these are detailed later.

ARMOUR SAVES

Models struck and wounded in close combat can attempt an armour save to avoid becoming casualties. Models usually get to save regardless of the attacker's Strength but some especially monstrous creatures and powerful close combat weapons will punch straight through armour.

Note that cover provides no extra protection in close combat as it does against shooting. Remember that invulnerable models are allowed to make armour saving throws even where none would normally be allowed.

SPECIAL CLOSE COMBAT ATTACKS

Even though high powered lasers and plasma weapons scour the battlefields of the 41st millennium close combat remains commonplace – sieges, city fighting, boarding actions and tunnel warfare are noted more for the ferocity of the fighting than any strategic nuances. Seasoned warriors always bear a deadly array of clubs, knives, frag grenades and bayonets for close-quarter fighting.

Assault troops will be even more fully equipped, taking pistols, swords and axes into battle with them. Most deadly of all are the power weapons that are sheathed in disruptive energy fields of crackling blue bale-fire. Power weapons splinter ceramite armour plates and melt plasteel in the blink of an eye, smashing through even the toughest armour like paper.

Specialised weaponry can give troops a real edge in close combat. Some of the most common close combat weapons and special attacks are listed below. In all cases models can only use their special attacks if they are in base-to-base contact with the enemy, otherwise they attack normally. Note that models with special close combat attacks can always choose not to use them and attack normally instead, if you're wondering why you might want to do that read the Power Fist entry below!

Power Fist or Claw

A power fist or claw is a powered, armoured gauntlet surrounded by an energy field that disrupts solid matter. It is an awesome weapon most commonly seen fitted to Space Marine Terminator armour.

A power fist or claw doubles the user's Strength up to a maximum of 10 and ignores armour saves. The only drawback is that a power fist is slow and cumbersome to use, so a model armed with a power fist or claw always strikes last in close combat regardless of relative Initiative and whether or not they are defending cover or using frag grenades to assault into cover, etc. If models on both sides are armed with power fists they strike simultaneously.

Power Weapons

A power weapon (typically a sword or axe, but more rarely a glaive, halberd or mace) is sheathed in the lethal haze of a disruptive energy field. When a blow is struck a crackling blast of energy tears at the target, eating through armour, flesh and bone with ease.

A model armed with a power weapon ignores armour saves.

Close Combat Weapons (chainswords/swords/axes/pistols etc)

There is a bewildering array of close combat weapons ranging from simple clubs and axes to hand flamers and chainswords. These weapons confer no bonus to the strength or hitting power of combatants. However, as a model with a weapon in each hand gains an additional attack against an enemy in base-to-base contact, swords and pistols (or similar hand weapons) remain a useful combination for hand-to-hand fighting.

Frag Grenades

Fragmentation grenades can be thrown at opponents in cover to force them to keep their heads down during a charge. The lethal storm of shrapnel from exploding frag grenades will drive opponents further into cover for a few precious moments while the attackers close in.

Troops armed with frag grenades always fight simultaneously against troops in cover. Initiative values are not used, both sides roll to hit and wound at the same time before making armour saves and removing casualties.

Monstrous Creatures

A monstrous creature is so huge and powerful that its attacks make a mockery of armour, foes are not so much wounded as hideously mangled and crushed.

A monstrous model (Carnifex, Greater Daemon etc.) ignores armour saves.

REMOVING CASUALTIES

Casualties are removed by the player suffering them with the following restrictions. Casualties must be removed from the models in base contact with the enemy first, then from models that are fighting near the enemy (ie within 2"). Casualties are only carried over onto models more than 2" from an enemy where all other models have been slain. If an attack has been allocated against a specific enemy, then the wounds are **only** applied against that enemy model.

If a model has his opponent taken as a casualty before he has an opportunity to attack he may still attack

another enemy model as if in base-to-base contact (remember the mêlée is a mobile swirling conflict not static as our models are, the attacker could have the opportunity to leap forward over the casualty to attack another opponent behind him). You may find it convenient to place the casualty on its side next to the model as a reminder that he fights in the combat with his full number of attacks.

As mentioned previously it's generally assumed that players will roll all attacks of the same Initiative value together to speed up close combats. However, if both players agree you can resolve attacks model by model. In this case simply remove casualties as they occur.



Look to your battle gear
and it will protect you

We guard it with our lives

Your armour is your
Soul, and your Soul's
dedication its armour

The soul of a warrior
is the shield of humanity

Honour the
craft of death

Only the Emperor is
higher in our devotion

Honour the battle
gear of the Dead

We ask only to serve

Part of the Warrior's
Catechism of Worship

3. DETERMINE ASSAULT RESULTS

Assaults are usually very decisive, one side or the other quickly gains the upper hand and forces back their foe. Numbers and leadership can keep a side in the fight but the casualties each side inflicts is the most telling factor.

To decide who has won the combat, total up the number of wounds inflicted by each side. The side that causes the most is the winner, the other side is the loser and may be forced back if they fail a Leadership check. Note that wounds which have been negated by armour saves do not count, nor do wounds in excess of a model's Wounds characteristic, only wounds actually inflicted.

Enemy Destroyed!

If one side destroys the enemy it wins automatically – even if it sustained more casualties. The victors can consolidate or advance as normal. If an advance is chosen it must be made towards the enemy.

Tiebreaker (Moral High Ground)

If both sides score the same number of wounds roll a dice each to see who gains the upper hand, the highest score wins. If both scores are the same neither side wins and the combat really is drawn as detailed later.

4. LOSER CHECKS MORALE

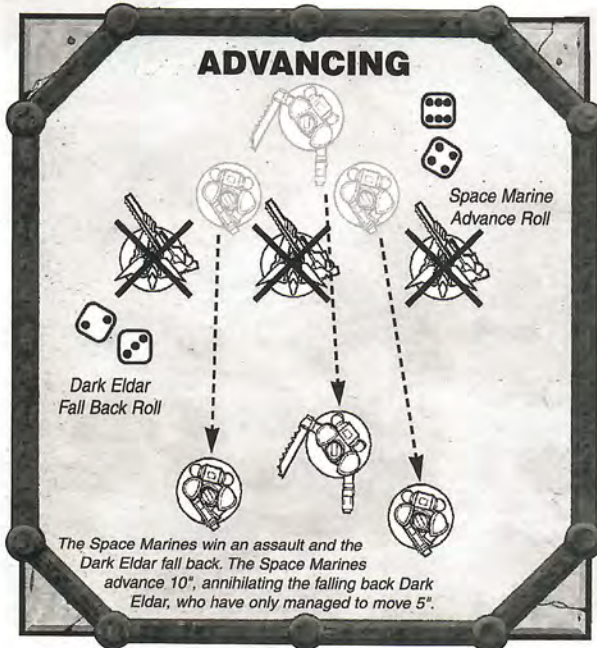
Units who lose a close combat must test their morale to hold their ground. If they fail they must abandon the fight and fall back 2D6". If they pass the unit holds its ground and fights on – basically the combat is drawn and no further account is made of the unit's defeat.

Morale checks and Falling Back are covered in more detail in the Morale section of the rules.

The blood of martyrs
is the seed of the Imperium.

5. WINNERS ADVANCING & CONSOLIDATING

Where a side has won and their enemies fall back, the victors can choose to either **advance** or **consolidate** their position. If they won on a tie-breaker they may **only** consolidate. They may make this decision **after** the enemy has fallen back (ie you can see how far they run!).



ADVANCE

The victors move 2D6" forward directly after their withdrawing enemy. If they roll greater than their enemies' Fall Back score they catch and destroy them. This represents the victors shooting the enemy down as they retreat, scattering them beyond recovery, and generally jumping up and down on their corpses.

Units advancing into, out of or through difficult terrain only move **half** the distance rolled on 2D6.

If a unit is pursuing a foe who falls back off the board the pursuing unit will stop when it reaches the table edge.

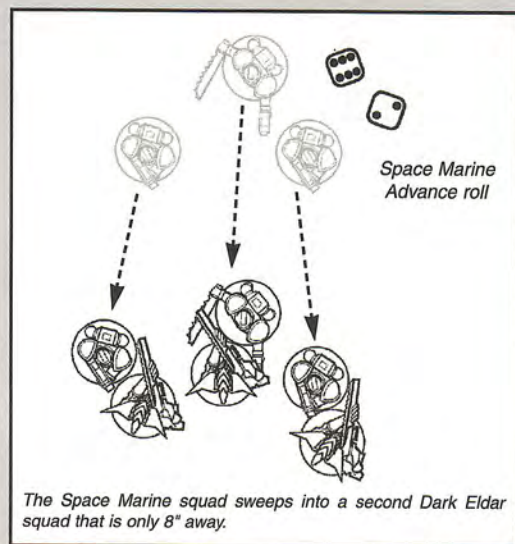


Serve the Emperor today,
tomorrow you may be dead.

Sweeping Advance

Advancing units must move the full distance rolled, in the same direction towards and through the enemy if they outpace them. If this brings them into contact with fresh enemy they move directly into base contact, effectively assaulting the enemy and beginning another close combat.

No further combat is fought during the turn that the advance is made; combat is, instead, fought in the following turn. The advancing unit is considered to have launched an assault that turn, and receives the normal +1 Attack bonus.



Partial Contact

Occasionally a sweeping advance or similar circumstance will lead to a situation where attackers engage some models in a enemy unit but not all of them. Models in base contact can not move away in their turn, but any unengaged models may move around as normal providing they maintain unit coherency. At the start of the next assault phase unengaged models may move in to help out their comrades as long as the unit did not remain stationary to fire with heavy or rapid fire weapons.



There is no time
for Peace.

—
No respite

—
No forgiveness

—
There is only
WAR!

CONSOLIDATE

The victors move up to 3" in any direction to take advantage of cover/ground to consolidate their position. This is the only action a winner can take if they won the combat through a tie-breaker roll off. Units consolidating their position ignore difficult terrain.

DRAWN COMBATS

In a drawn combat individual models remain where they are if they're touching base-to-base. Otherwise, fighting units from both sides **must** move all models up to 6" forward, ignoring difficult terrain, into base contact with enemies, or as close as they can where this is not possible. They must move against unengaged models in preference to models already in base contact. If both sides have unengaged models to move in roll a D6 each, highest score moves in first.

MULTIPLE COMBATS

If several units are fighting in the same combat, total up the number of Wounds inflicted by each side to determine who is the winner. All the units on the losing side have to check their morale. Individual winning units can only advance or consolidate if all of the units opposing them fall back.



Shooting in Close combat

Models in base-to-base contact may not fire weapons in the shooting phase. Their attentions are completely engaged by the swirling mêlée. Likewise, while especially twisted and soulless commanders may wish their warriors to fire indiscriminately into close combats in the hopes of hitting the enemy, this is not permitted. The events in a close combat move too quickly and the warriors themselves will be understandably hesitant about firing on their comrades (they may end up in the same straits soon enough after all), so just forget it, alright!

However, an exception to this rule is during a *Sweeping Advance*. In this case the advancing unit will be exposed to enemy fire as it moves forward – and will make a very tempting target for the unit on the receiving end of their advance. Therefore units making a *Sweeping Advance* can be fired at before the next assault phase is fought, even if they have moved into base-to-base contact with another unit. Range is measured to where the advancing unit has reached and even models they have moved into base-to-base contact with may fire.

MORALE

The Imperial Guardsmen advanced cautiously down the steep slope. Ahead, the rebel positions were being heavily suppressed by a couple of Leman Russ battle tanks stationed at the top of the hill. A high pitched whistling sound, followed by a hollow roar, rolled across the valley and a jet of flame erupted from the centre of the nearest Leman Russ. The second tank revved its engines and lumbered down the opposite slope in search of this new threat leaving the Guardsmen on their own. No sooner had the battle tank moved away than the rebels retook their firing positions and opened fire on the unsupported Guardsmen. Lasfire scorched the hillside and pierced the bodies of the unprotected loyalists. As one the remainder of the squad dropped to their bellies and returned fire. The rebels, however, were in excellent positions with heavy weapon emplacements trained upon the hill.

As lasgun fire sizzled around him, Sergeant Directa could see that the situation was hopeless. His squad was stuck out on a limb, he had to get his men out of range of the withering hail of fire.

"Back up the hill men. Regroup at the top."

Even as he gave the order, his men were scrambling back up the hill, each stopping every few yards to snap off a couple of covering shots for their comrades. Speedily and efficiently, Directa's squad withdrew back out of range and waited for support.

It's a lucky commander who can rely on his troops to perform fearlessly all of the time. In the chaos and confusion of battle troops can easily become demoralised, disorientated or outright terrified by the violence unleashed against them. To represent this element of the unknown your units of troops have to check to see if their morale remains good under certain circumstances. As you will have already gathered Morale tests can occur at a number of different times, so a unit in particularly dire straits may be forced to take several Morale checks in a single turn.

LEADERSHIP TESTS

Units use their Leadership characteristic for taking Morale checks. This represents the grit, determination, élan or (sometimes) plain stupidity of warriors in action. Morale checks are taken by rolling 2D6 and comparing the total score to the unit's Leadership value. If the score is equal to or under the unit's Leadership value the test is passed, if it is higher the test is failed.

Leadership Modifiers

Circumstances can make Morale checks harder for a unit to pass. For example, a unit that has already suffered heavy casualties will be more inclined to give way than a unit that is untouched. This is represented by Leadership modifiers for Morale checks and these reduce the unit's Leadership value by -1, -2 or sometimes even more.

TAKING MORALE CHECKS

Only infantry have to take Morale checks – tanks, Dreadnoughts and other vehicles never have to. Particularly monstrous or fanatical units may be immune to the effects of morale, but where this is the case any special rules are included in their description. Note that some units automatically pass Morale checks, while others automatically pass all Leadership tests. This is a subtle but important difference. For example, units immune to Morale checks will still have to test for barrage pinning.

Infantry units normally check Morale in three situations:

- A)** If they take 25% or more casualties in the shooting phase. Test at the end of the phase.
- B)** If defeated in close combat in the assault phase. Test once combat results are established.
- C)** If a tank breaks through their line. Test once the vehicle has moved.

A) ENEMY FIRE

Any unit taking 25% or more casualties of its current strength from shooting during a single shooting phase must check against its Leadership not to **fall back**.

-1 If the unit is below 50% starting strength.

EXAMPLE: A unit of five troops suffers two casualties (reducing it to 60% of its starting strength) so it takes a Morale check. Next turn the unit, now three strong, suffers another casualty (reducing it to 40% of starting strength) so it takes another Morale check, this time at -1 Leadership for being below 50% of starting strength.

Facts are chains that bind perception and fetter truth.
For a man can remake the world if he has
a dream and no facts to cloud his mind.

B) LOSING AN ASSAULT

Units that lose a close combat (ie they suffer more wounds than they inflict) must test against their Leadership to hold their ground. If they fail, the losers must fall back. The Leadership test is modified by the following factors:

- 1 If the unit is below 50% starting strength.
- 1 If the losing side is outnumbered by its opponents*.
- 2 If the losing side is outnumbered 2:1 or more.*
- 3 If the losing side is outnumbered 3:1 or more.*
- 4 If the losing side is outnumbered 4:1 or more.*

* Only apply the highest of these modifiers.

EXAMPLE: A Dark Eldar warrior squad has lost an assault. They would normally require an 8 or less to pass the Leadership test, but are below half strength (-1) and outnumbered 2:1 (-2), which means they require 8-3=5 or less. They roll a 6 and fail.

C) TANK SHOCK

Units that are driven at by an enemy tank may well wisely decide it's time to abandon their position and fall back. If a tank reaches a unit's position then the unit must check against its Leadership to see whether or not it falls back. For a fuller explanation of how Tank Shock works see the Vehicle rules later on.

- 1 If the unit is below 50% starting strength.

All On Your Own (Last Man Standing)

Sometimes a unit will be almost entirely wiped out, with only a single member left. Such lone individuals must take a Leadership test at the start of each of their turns. If they pass they are filled with heroic fervour and continue to fight on single-handedly. If they fail they suffer an outbreak of common sense and begin to fall back.

FALL BACK!

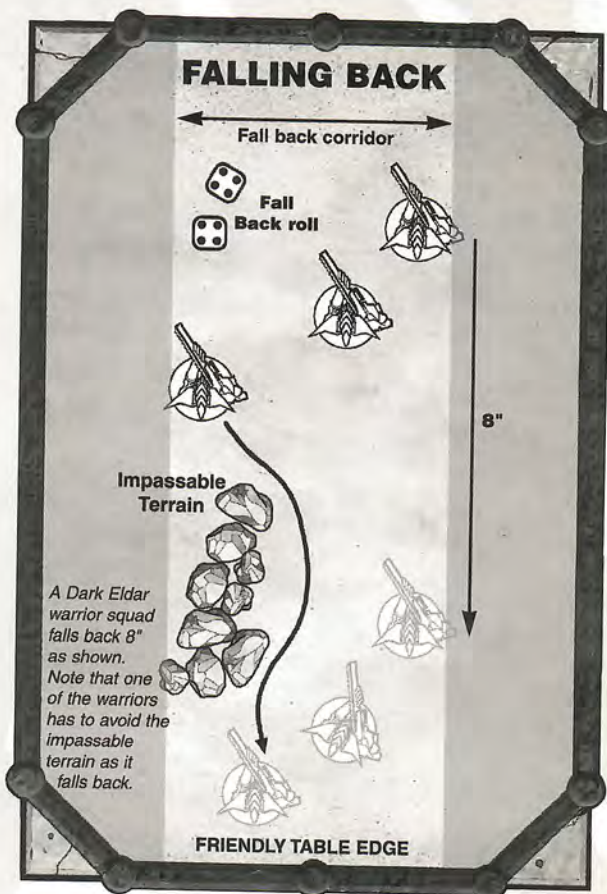
Fall back is a fighting withdrawal, not an out-and-out rout. Sometimes a fighting retreat in the face of overwhelming odds is the only option left. A withdrawal can give troops the chance to retire to a stronger position to mount a fresh attack or hold off the enemy.

As a unit falls back it moves directly to the player's table edge, or to the base line where the unit deployed/entered the table if it came on at a different place. We've specified this in the scenarios in the Battles Book but if you make up your own scenarios be sure you know where your units fall back to. If possible the unit must remain coherent, with gaps of no more than 2" between models as they fall back.

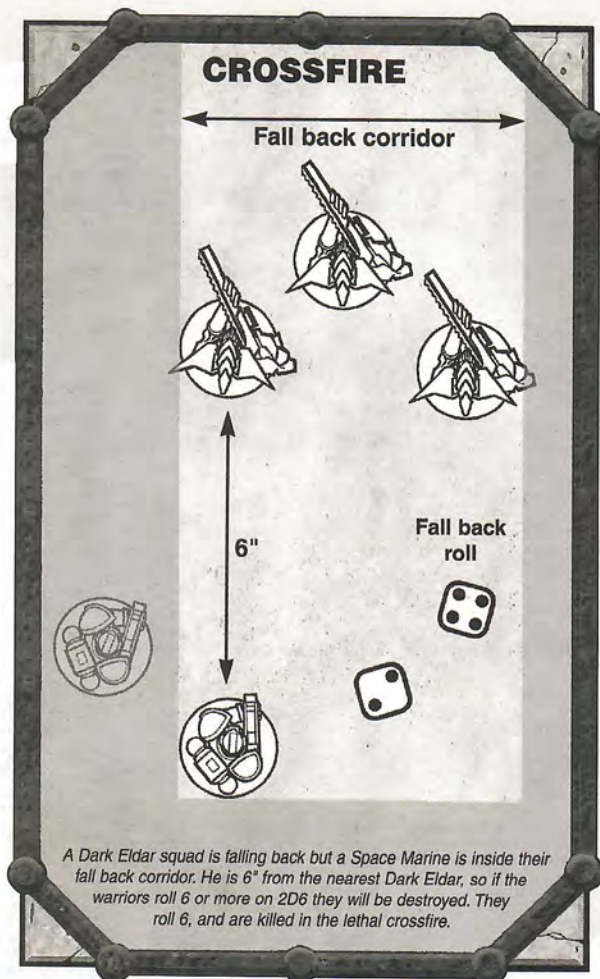
Troops fall back 2D6" each turn until they regroup. Particularly fast units fall back further than this but where this happens it will be noted in the special rules for them.

A unit that falls back must move within a corridor which lies between its most extended models as shown in the diagram – but individual models can move within this corridor as you wish. If a unit is spread out such that its models are more than 2" apart the models must be moved back into coherency as the unit moves.

If the unit moves into, out of or through difficult terrain the distance rolled on the dice that it falls back is halved. Troops will divert around impassable terrain, but must move in such a way as to get back to their base line by the shortest route.



"Wherever and whenever they appear they leave only destruction in their wake; they are the Lords of Death, Bringers of War, the Dark Angels."



FIRING WHILE FALLING BACK

Troops who are falling back may continue to shoot, but as they are moving they may not fire heavy weapons, or rapid fire weapons at anything more than 12" away. They also cannot launch an assault.

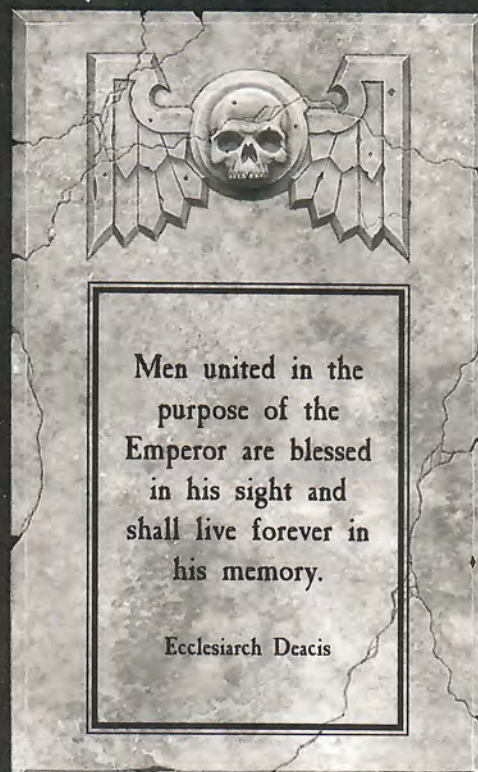
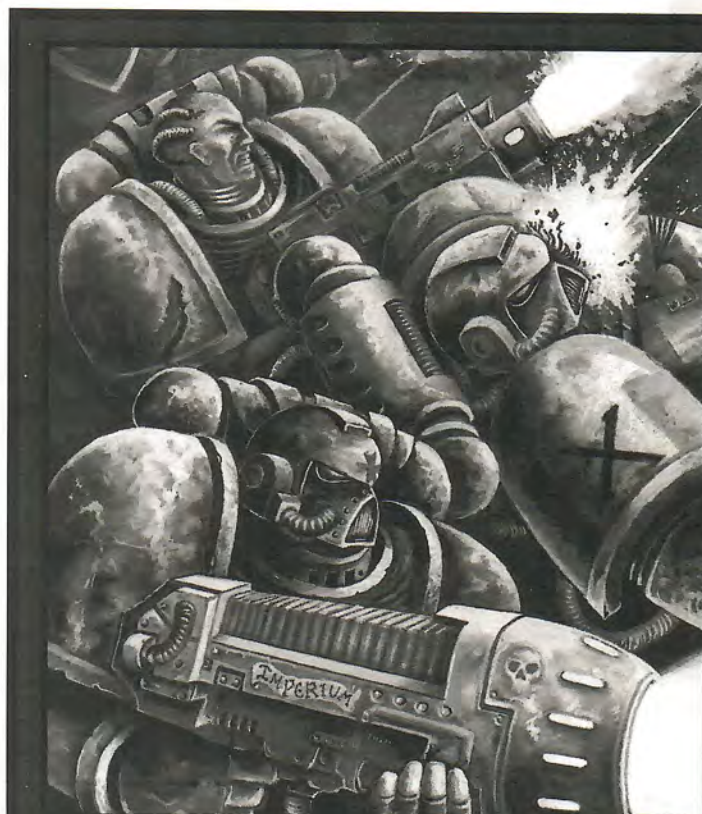
Assaulted While Falling Back

A unit which is assaulted by the enemy whilst falling back must check to regroup immediately (see Regrouping below). No modifiers apply to the check in this case, and even units which would not normally be allowed to regroup are allowed to make the check – the situation is sufficiently life or death threatening for the usual regrouping restrictions to be ignored. If successful the unit is regrouped and will fight the close combat normally. If it fails to regroup the unit is destroyed.

THE CROSSFIRE RULE

Units forced to withdraw through enemy units will be caught in a deadly crossfire and destroyed or irrevocably scattered. If a unit is withdrawing towards the enemy measure the distance to the nearest enemy model within the fall back 'corridor' before rolling to see how far the unit falls back. If the distance rolled takes the unit up to or past the enemy model the unit is destroyed.

Note that only models from units that have **not** fought in close combat that turn can be used for crossfire purposes.





REGROUPING

A unit falling back can attempt to regroup by taking a Leadership test at the **start** of its next move phase so long as:

- 1 *There is at least 50% of its original strength remaining.*
- 2 *There are no enemy within 6".*
- 3 *The unit is coherent (see page 43).*

If you fail (or the unit *cannot* regroup because of the restrictions given above) the unit must continue to fall back, and is moved a further 2D6". Remember that even units that are falling back can still shoot. However they are still subject to the Crossfire rule.

If the unit successfully makes its Leadership test, it will then be able to regroup. It cannot move any further during that movement phase, except that models are allowed to be move up to 3" to rearrange their firing line or take up positions in cover. Difficult terrain does not reduce this 3" move at all.

Once a unit has regrouped it fights as normal. It can, for example, shoot (counting as moving that turn) or mount an assault that turn if it gets the chance.

REGROUPING IN COVER

If a unit moves into cover that lies within its fall back corridor, it may attempt to regroup again as it does so. Effectively this is a second chance to regroup. A unit may only attempt to regroup in cover **once** per movement phase as long as none of the normal restrictions apply. Make the test once the whole unit is in cover. If passed it regroups and halts. If it fails it must complete its fall back.

Regrouping After an Assault

A unit that has been defeated in an assault cannot regroup by moving through cover during the same turn.

LAST CHANCE

Once a unit reaches the table edge it has one more chance to regroup, if it fails it is removed and may not return. Note that there is no need for individual models in the unit to move 'off' the table, once any reach the edge it is last chance time! Finish the move for all the models in the unit, stopping any who would finish off the table edge, and then attempt to regroup, as long as none of the usual restrictions apply. If the unit regroups it stops at the table edge. If it fails it is removed.

CHARACTERS

The screams of the wounded were everywhere. Sergeant Wulf prayed fervently to the Emperor as he crouched behind the blasted stump of a Guara tree. The brightly patterned jungle foliage around him was torn to shreds by another Eldar volley, making him want to dig down deeper, become a rat and disappear into a hole.

A voice rang out "GET UP! STAND AND FIGHT!" Wulf half-rose almost by instinct and glanced to his left. There stood Commissar Borg, snapping off shots with his pistol as if on a firing range, back straight, jaw jutting in a determined fashion. The Commissar showed no hint of doubt or fear despite the razor-edged death which sang through the trees all around him. Borg unlimbered his chainsword in an almost leisurely fashion.

"COME ON MEN! WITH ME!". Wulf hesitated for just a second. Then the sight of the Commissar, his face pitted and scarred by a hundred battles, gripped the Sergeant's heart. He'd never let them down before. With a final gasped prayer, Wulf rose from his hiding place and levelled his lasgun at the armoured Eldar who were stalking the woods. The squad followed and the advance began again.

Nearly every race or power throws up exceptional individuals who stand out above the normal herd. Veteran warriors, brilliant officers, inspired prophets, ferocious war-leaders and monstrous daemons can take to the battlefield and make a difference to combat. They inspire others to greater feats of heroism (or fiendish bravery as the case may be) and are usually quicker, stronger and more powerful in combat. In Warhammer 40,000 these powerful individuals are called *characters* and there are certain special rules that apply to them.

Characters In Battle

Characters fight as part of an army in one of two ways. Ordinary characters are fielded as part of other units from the start of the game. They are effectively another trooper in the unit with enhanced characteristics and usually a superior Leadership value.

Independent characters are represented by individual models, which fight as units in their own right. However, as we shall see, one of the most useful abilities of independent characters is to join other units in battle, so that they can move in to bolster the battleline where the fighting is fiercest.

Only in death does duty end.

Character Movement

Characters follow the normal movement rules for troops of their type be it infantry, cavalry or bikes. Independent characters can move through difficult terrain more quickly than ordinary troops. This means you are allowed to re-roll any dice throws for independent characters moving in difficult terrain.

PSYCHIC POWERS

Some of the army lists include characters who are allowed to use psychic powers. These characters are often referred to as psykers. Psychic powers vary from race to race, so the effect of each power and when it may be used is included in the special rules for the psyker in the army list. The rules below tell you how to find out if the psyker can use his powers, and what can happen to him if things go wrong...

It requires intense concentration and inner calm for a psyker to use his power, which is not always easy to attain in the midst of a firefight! In order to use one of his powers the psyker must make a Psychic test by rolling equal to or under his Leadership on 2D6. If he fails the psyker's concentration has been broken and he can not use the power that turn. If he passes the power may be used as described in the special rules for the psyker in his army list. A psyker may not attempt to use more than one power per turn.

Psychic attacks are subject to the usual Shooting rules, so the psyker must be able to see the target, and all attacks must be directed against a single target unit, etc. This is because even telepathic psykers find that in the heat of combat it is hard to pinpoint the mind of an opponent with any clarity; generally they all blur and merge in a confusing swirl.

PERILS OF THE WARP

In order to use their psychic powers a psyker must draw deeply upon the power of the warp. This is a risky and very dangerous thing to do, for the warp is inhabited by hostile creatures that can attack an unwary psyker during the few moments that he draws upon the warp to use his powers.

To represent the dangers of the warp, if a psyker rolls a 2 or a 12 when he takes a Leadership test in order to use a psychic power, he is attacked! The psyker suffers 1 automatic hit with a Strength equal to the roll of a D6, no saves allowed – a warp creature has tried to fry the psyker's brain! Note that on a roll of a 2 the psychic power works, even though the psyker has been attacked or killed.

CHARACTERS IN UNITS

Characters who are part of a unit must obey all the usual coherency rules, meaning that they must remain within 2" of a member of their unit.

Independent characters are allowed to move freely around the battlefield and can temporarily join other units if desired. While an independent character is part of a unit he must obey the usual coherency rules until he leaves the unit as detailed below.

Independent Characters

Joining and Leaving Units

In order to join a unit an independent character simply has to move within the 2" coherency distance of the unit during his movement phase. Note that if an independent character joins a unit which has special abilities such as infiltrators, jump pack troops, cavalry etc., he does not gain any of the abilities of the unit.

An independent character may leave a unit during the movement phase by moving out of coherency distance with it.

An independent character may only join or leave a unit during the movement phase – once assaults are launched it is too late to join in or duck out!

SHOOTING AT AND BY CHARACTERS

Independent characters can only be chosen as targets if they are more than 6" away from any other viable target unit or if they are the closest target at short range (up to 12"). Otherwise you can't shoot at them.

Characters shoot just like ordinary troopers, although in many cases they will have superior Ballistic Skills or exotic weaponry that sets them apart. Where this is the case either roll for them separately or use different coloured dice to differentiate their shooting.



CHARACTERS IN ASSAULTS

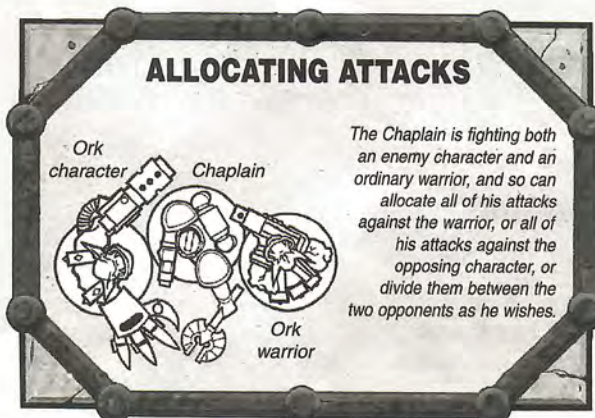
All characters in assaults fight just like normal troopers, though their characteristics are usually better. If a unit including an independent character charges into close combat the character must charge in too.

An independent character on their own can charge into close combat if they are within 6" of the enemy in the assault phase (12" if the character is mounted as cavalry).

Allocating Attacks

A character fighting in close combat can always choose to allocate his attacks against enemy models in base-to-base contact, unlike ordinary troopers who may only do so if their opponents have different Weapon Skills and Strengths. A character's attacks can be divided up as the player wishes, as long as he makes it clear before rolling to hit.

If a player chooses to allocate attacks in this way the character can **only** inflict casualties on the models in base-to-base contact with him. It can be imagined that the character is deliberately looking to cut down those before him instead of rampaging through the press of fighting troops, dealing death wherever possible.





CHARACTERS AS LEADERS

One advantage of a character being part of a unit is that any Leadership tests the unit takes are then made using the character's Leadership value. If an independent character is part of a unit that falls back he may not leave the unit until it regroups. Independent characters never have to take 'all on your own' tests.

Special Characters

In the army lists, later in this book, you'll find characters you can field as part of your army. As with squads of troops you can choose for your army, the character's profile tells you how tough he is and what weapons and armour he can have. It is left to you to name your heroes, and follow their illustrious careers across bloody battlefields.

Nonetheless the 41st millennium is filled with famous characters renowned as legendary heroes or infamous villains. These individuals are called *special characters* and can be found in the Codex army books and in White Dwarf magazine.

Special characters are highly skilled and dangerous opponents who have special traits or skills that make them particularly valuable to an army.

For example, Lord Commander Solar Macharius is without doubt the finest Imperial Guard commander who ever lived, his armies conquered nearly a thousand worlds in under seven years. An army led by him can expect great benefits in strategy and tactics if little direct help in fighting. On the other hand Khârn the Betrayer, an exalted champion of the Dark Gods, is a mad butcher and slaughterer of men with no thought for anything other than personal combat (which it must be granted, he excels at).

Special characters represent unique individuals, past and present, that many players like to use in their games to give background or history to their army. However, these powerful characters can dominate certain types of game, especially the smaller battles. It is general practice that special characters can only be used if both players agree to do so before the battle.

VEHICLES

This section of the rules describes how vehicles of all shapes and sizes move and fight. As mentioned earlier, vehicle rules are quite different to those for infantry in order to show their unique strengths and weaknesses. Vehicles can move swiftly and bring a tremendous arsenal of weapons to bear as infantry fire patters harmlessly off their armoured hide. However, determined infantry squads with the right weapons can use dense terrain to outmanoeuvre lumbering vehicles and can easily knock them out unless the vehicles have their own infantry to guard them.

VEHICLE CHARACTERISTICS

Vehicles have characteristics that define how powerful they are in a similar way that troops do. However as vehicles do not fight in the same way as creatures of flesh and blood their characteristics are different. Vehicle characteristics are as follows.

Ballistic Skill. Vehicles have a BS value just like troops and it represents the accuracy of the crew as they blast away at their enemy with the vehicle's weapons.

	Type	Front Armour	Side Armour	Rear Armour	BS
Leman Russ	Tank	14	12	10	3

Armour Value. The Armour Value of a vehicle tells you how hard it is to damage. Weapon hits against vehicles must defeat their Armour Value in order to inflict damage. Vehicles generally have different Armour Values on their front, sides and rear.

Type. Vehicles come in all sorts of different types, some are faster than others while some are able to fly or walk instead of driving along on wheels or tracks. Any special traits a vehicle has are described by its type. The different types are Fast, Tank, Open-Topped, Skimmer and Walker.

Every human life is a spark in the darkness. It flares for a moment, catches the eye, and is gone forever. A retinal after-image that fades and is obscured forever by newer, brighter lights.



WAR MACHINES OF THE 41st MILLENNIUM



OPEN-TOPPED VEHICLES

Some vehicles are not fully enclosed, but expose their crews to a hostile universe. There are many reasons for this: It may be to give reconnaissance units a good field of vision, to make embarking and disembarking easier, or it may simply be impractical to enclose the crew. In the case of Imperial Guard artillery vehicles such as the Basilisk for example, the crew require plenty of space to load and fire the enormous Earthshaker cannon. This aside, it is mostly smaller, lighter vehicles that are open topped, such as Ork buggies and trucks.

While crews and embarked troops on open-topped vehicles have more freedom of movement and much better arcs of vision, the lack of an enclosed cabin inevitably means that they and their vehicle are more vulnerable to incoming fire.

FAST VEHICLES

There is a role in any army for high-speed vehicles. These are usually smaller vehicles which will often be used to reconnoitre ahead of an army or rapidly deploy heavy weapons systems or infantry squads to critical parts of the battlefield. Some races such as the Eldar use fast vehicles almost exclusively (jetbikes, Vypers, etc.) enabling them to carry out the lightning raids and deep strikes for which they are rightly feared. Most of the fastest vehicles on the battlefield are skimmers, such as the Space Marine

land speeder, as these avoid terrain problems which slow down conventional craft, however a few wheeled or tracked vehicles are also capable of high speeds, mostly due to either ultra-light weight or extremely powerful engines.

SKIMMERS

While most vehicles travel across the ground upon wheels, tracks or legs, some advanced machines are fitted with anti-gravitic drives that enable them to swoop and hover a few meters above the battlefield. This is not true flight, but rather gravitic repulsion in a limited plane. The Space Marine land speeder is the only Imperial vehicle with this capability as the helio-prismic engines are very difficult and expensive to produce, limiting their issue to only the Emperor's elite troops. The land speeder is a highly manoeuvrable, light reconnaissance and fast strike craft. It is capable of high speeds and can execute very tight turns but is limited in its vertical movement by a climb/dive incidence of no more than 35° from the horizontal due to inverse flux anomalies which arise beyond this point.

The only race to have truly mastered skimmer technology is the ancient and highly advanced Eldar. They build nearly all of their vehicles around sophisticated tri-polar phased crystal engines. These are manufactured in all sizes from the small and super-light units in jetbikes to the huge engines that power super-heavy grav-tanks such as the Scorpion. The Falcon is perhaps the best example of Eldar skimmer technology. It is a large tank that is not only capable of low altitude flight but can also climb and dive almost vertically. Orks on the other hand are not sufficiently advanced to fully comprehend anti-grav technology.



Sometimes the good must perish
so that the rest survive.

The lot of courage is to be
sacrificed upon the altar of battle.

TANKS

Tanks are a common sight on the battlefields of the 41st millennium. For an infantryman, a tank is an awesome sight as it rolls across the battlefield. It will not only be immune to most of the weaponry carried by his squad, but it is able to bring to bear enough firepower to utterly eradicate him and his unit.

Most races field some kind of heavily armed and armoured vehicle, whether it be the huge and lumbering Leman Russ battle tanks of the Imperial Guard or the sleek and sophisticated grav vehicles of the Eldar. Tanks are often fitted for multi-role capability and this will commonly include troop transportation as well as tank-hunting capability or infantry support with a deadly arsenal of weapons.

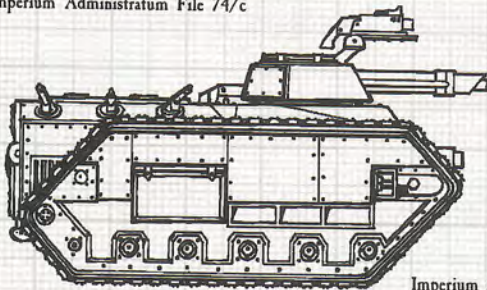
Imperial vehicles are often ancient in design, the basic plans having been rediscovered thousands of years ago, before the Emperor's Ascension. Despite the antiquity of their design, their sheer ruggedness and versatility mean that they remain a match for enemy vehicles. Alien tanks are very different machines. Eldar combat vehicles are highly advanced, not only do they float above the ground using sophisticated anti-gravity engines, they are also faster, more manoeuvrable and better armed than their Imperial counterparts. By contrast, Orks use crude contraptions that are almost as dangerous to their crews as they are to their enemies!

WALKERS

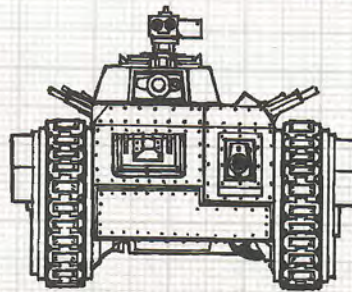
On any battlefield, there are places where conventional vehicles cannot go – built-up areas, dense forests, narrow tunnels, and so on. For this reason, many armies use vehicles that are propelled by two – or sometimes more – mechanical legs. These vehicles are usually capable of carrying as many weapon systems as a tank can on a significantly smaller and lighter chassis. They combine the armoured might of a tank with the manoeuvrability of an infantryman. In general these vehicles have a single crewman, Space Marine Dreadnoughts however are more than simply a one man vehicle. They contain the mortally wounded remains of great Space Marine heroes, becoming

Adeptus Codis Ref: 63544/b
Imperium Administratum File 74/c

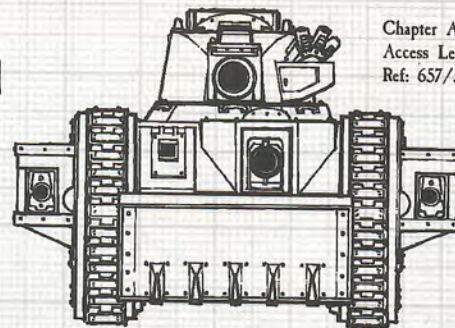
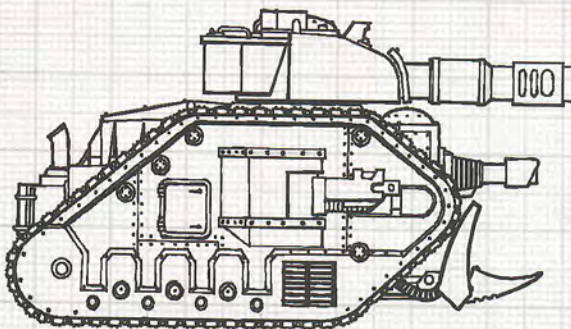
Success is commemorated. Failure merely remembered.



Imperium sectus 2



ARMAGEDDON PATTERN Mk XIII CHIMERA TROOP CARRIER

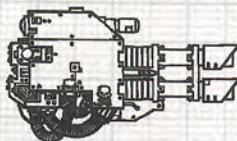


Chapter Approved
Access Level: B2
Ref: 657/514

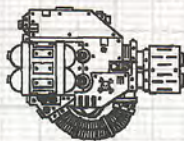
PHAETHON PATTERN Mk XV LEMAN RUSS BATTLE TANK

(Note additional dozer blade & upgraded thermic combustor power plant)

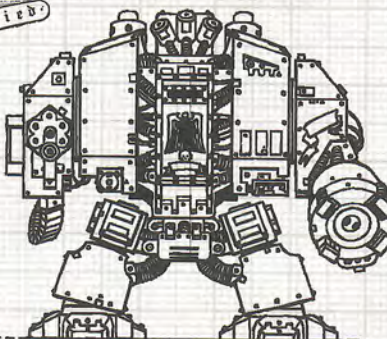
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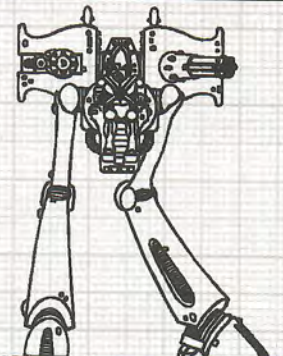
Dreadnought Lascannon
(Death Foe KZ107)



Dreadnought Multi-Melta
(Firestorm FR07.1)



ADEPTUS ASTARTES DREADNOUGHT
(Delta 9 Massacre Assault Cannon and Death Fist Armament)



ALIEN MANUFACTURE
Attack Walker (Lammas Campaign)

mausoleum and war machine all in one. It is considered the greatest honour for a Space Marine to be incarcerated into one of these ancient machines so that they may continue to serve the Emperor. The Eldar Wraithlord on the other hand does not have any crew at all. It is 'piloted' instead by a spirit stone containing the vital essence of a dead Eldar warrior.

Because of their manoeuvrability, lighter walkers are often used as recon vehicles. The Imperial Guard Sentinel and the Eldar War Walker are both designed with this role very much in mind. Dreadnoughts on the other hand – especially those created by the Orks – tend to be used as shock assault vehicles, striding into battle alongside their infantry and spearheading assaults.

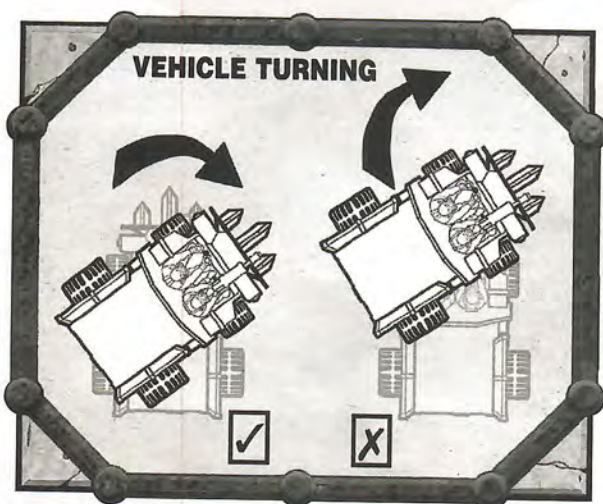
Knowledge is power, hide it well.

In the ancient past human technology reached the pinnacle of its achievement and Mankind accomplished many great wonders of stellar engineering, terraforming, and astrogenetics. Since then much of that knowledge has been forgotten or its true nature misunderstood. The greatest of all the achievements of the past are ascribed to supernatural forces and the heresies of the Dark Age of Technology. Today's guardians of knowledge dabble in arcana and mysticism whilst the secrets of the past lie ignored or reviled before them.

VEHICLE MOVEMENT

Most vehicles can move up to 12" in the movement phase. This is relatively slow, but it represents a cross-country speed rather than moving flat out. However, most vehicles will want to move even slower in order to use their weapons (see later). Most vehicles can only move in the movement phase, but some can move in both the movement phase and the assault phase just as troops can.

Vehicles can turn any number of times as they move, just like any other model. Vehicles turn by pivoting on the spot, rather than 'wheeling' round. Turns do not cost any of the vehicle's move. A vehicle may combine forward and reverse movement in the same turn providing it does not exceed its maximum move.



FAST VEHICLES

Some vehicles are notably fast either because of their light construction or powerful engines – or both! Fast vehicles can move up to 24" in the movement phase.

TERRAIN EFFECTS

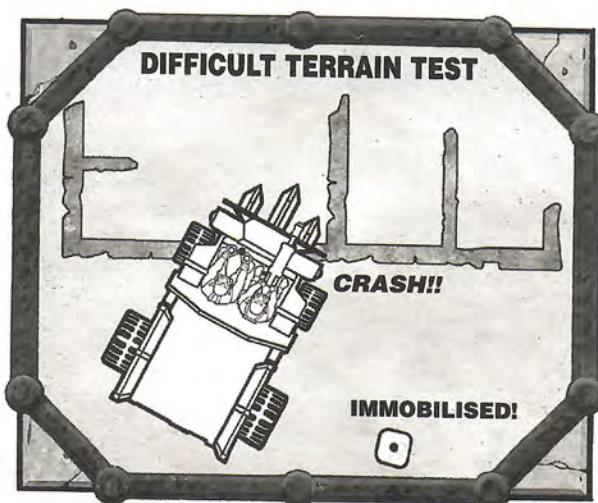
Difficult Ground. Vehicles that move through difficult terrain are not slowed down like infantry – they will either crash through successfully or become stuck, bogged down or something similar. To represent this a vehicle that moves into difficult terrain or starts its move in difficult terrain must take a Difficult Terrain test. Do this by rolling a D6. On a roll of 1 the vehicle is immobilised for the rest of the game, on a 2-6 it can carry on moving.

Skimmers

Skimmers are vehicles that hover above ground level using anti-gravity drives, huge turbfans, supernatural energies, etc. Note that these are not full blown flying machines, they generally hover at a few metres above ground level but are capable of making a powered boost to gain height and cross obstacles. Skimmers can ignore terrain as they move but if they begin or end their move in difficult or impassable terrain they have to test to see if they are immobilised as noted for ordinary vehicles above. Immobilised skimmers are destroyed.

Walkers

Walkers are vehicles that have legs instead of tracks or wheels, the most common being huge war machines called Dreadnoughts. Walkers move like infantry so they can move up to 6" in the movement phase and then charge up to 6" in the assault phase if the enemy are within 6". Difficult terrain affects walkers just as it does infantry. Walkers moving into, out of or through difficult terrain have to roll 2D6 and use the highest result as the maximum distance they may move that turn.



CARRYING TROOPS

Various vehicles can carry troops across the battlefield. The advantages of being able to move a squad rapidly from one area to another under the protection of armour plate is obvious. The danger is that troops will be wiped out aboard the transport if it is fired at before they disembark.

Disembarking

A unit that begins its movement phase inside a vehicle can get out either before or after the vehicle has moved. When the unit disembarks the models are deployed within 2" of the vehicle. If the vehicle has already moved then the infantry cannot move other than to deploy, and they cannot disembark if the vehicle moved more than 12". If the vehicle has not yet moved the infantry may move as normal after disembarking, the vehicle can then move off separately at any speed.

Troops onboard a vehicle may not disembark in the assault phase.

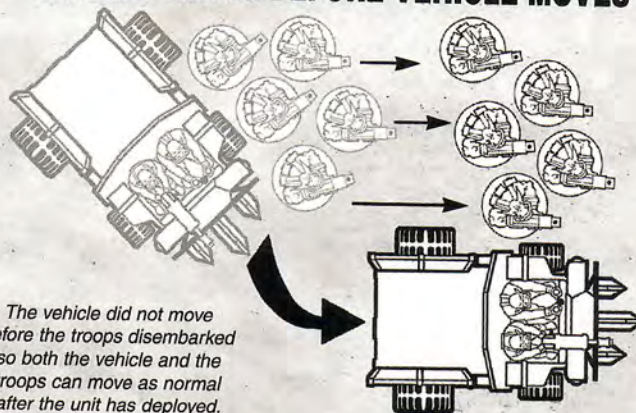
Embarking

A unit can get inside a vehicle by moving to within 2" of it. The whole unit must be within 2" of the vehicle before it gets inside. If some models are out of range their compatriots will wait until they can mount up together. If the vehicle moved before its passengers got aboard then it may not move any further in the same turn. If the vehicle has not moved beforehand then it can move up to 12" as soon as the unit is on board.

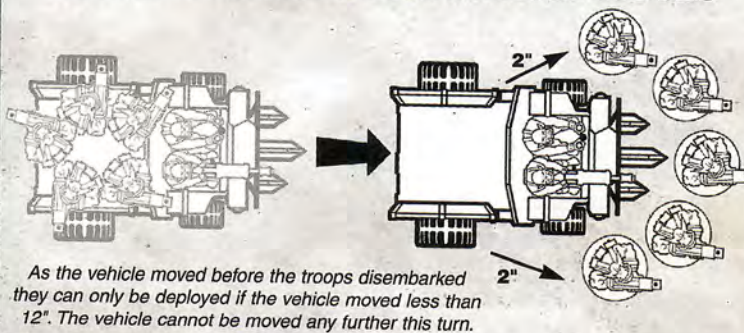
An infantry unit can embark into a vehicle in their assault phase if it consolidates and moves to within 2" of the vehicle.

Pain is an illusion of the senses.
despair is an illusion of the mind.

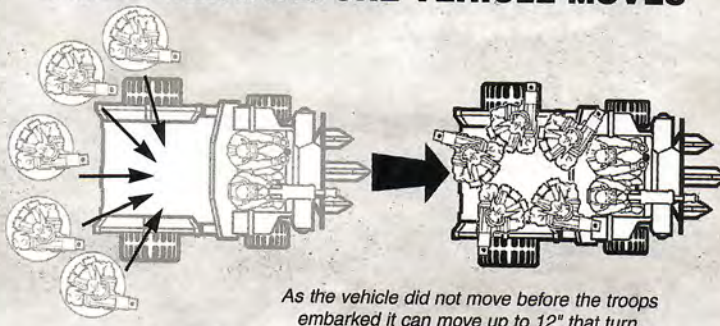
DISSEMBARKING BEFORE VEHICLE MOVES



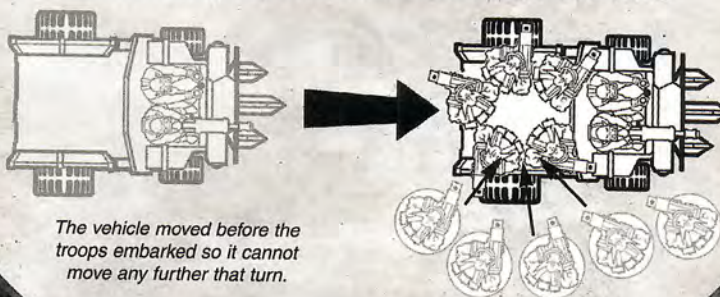
DISSEMBARKING AFTER VEHICLE MOVES



EMBARKING BEFORE VEHICLE MOVES



EMBARKING AFTER VEHICLE MOVES



VEHICLE SHOOTING

"Diverse and many fold weaponry is of the greatest importance for the steel-clad behemoth, lest it shall be confronted by foes it cannot master. On the field of war it may battle Orks without number, against whom the burning lance of the lascannon is worthless. On another world the armoured abominations of the alien Eldar may be found, against whom the noble bolter is useless.

The commander must maintain the watchful gaze of the eagle to seek his foes through scope and slit. Once found they must be crushed with full weight of fire before seeking the next enemy, for the beast which is merely maimed may strike back still. When a suitable target is found the machine must be halted for most efficacious execution, for motion and accuracy are anathema to one another. Speed has its place, just as firepower has its own. Never forget this!"

Extract from 'Commander of Armour's First Book of Indoctrinations'

Some vehicles, particularly battle tanks, carry a hefty arsenal of weapons. When a vehicle fires it uses its own BS characteristic (representing the BS of the crew) and shoots like other units – all its weapons must fire at a single target unit. Although vehicles can fire on the move their accuracy is severely impaired and their chances of identifying targets and hitting them drops to virtually nil. In game terms this is represented by limiting the number of weapons a moving vehicle can fire compared to a stationary one.

Troops Firing From Vehicles

Troops aboard vehicles can fire from firing slits, hatches or over the sides of the fighting compartment if the vehicle is open-topped. Normally only half of the models aboard a vehicle can fire from it because of the limited number of places to fire from. However all of the models aboard an open-topped vehicle can fire.

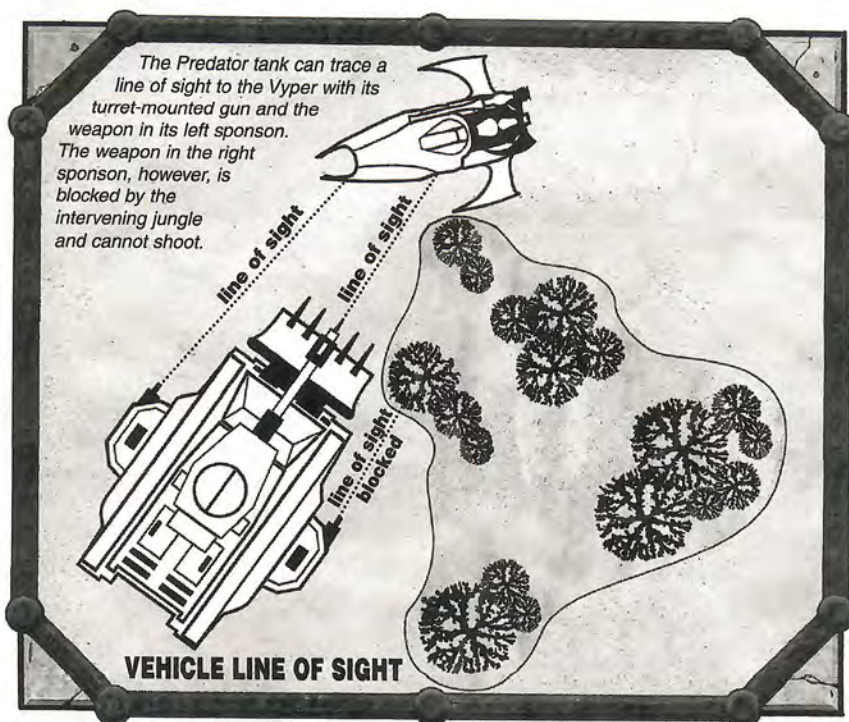
Troops firing from a vehicle count as moving if the vehicle moves and may not fire if the vehicle moves faster than 12".

Vehicle Line of Sight

Line of sight for shooting is traced directly from the weapon mountings on the vehicle. Weapons mounted on vehicles often have a limited arc of fire and they may not fire on units that are outside their arc. Trace the actual line of fire from the weapon mounting on the vehicle to see if it will be blocked by terrain or other vehicles.

MOVING AND SHOOTING

If a vehicle does not move it can shoot all its weapons up to their maximum range. Rapid Fire weapons can shoot once up to 24", or twice up to 12", otherwise Heavy and Assault weapons shoot the number of times listed.



If a vehicle moves up to 6" it can shoot one weapon. This can be any weapon, including a weapon held by a driver or crew member, but it can only shoot one weapon. Rapid Fire weapons can shoot once at long range, twice at short range, otherwise Heavy and Assault weapons shoot the prerequisite number of times.

Note that the normal restrictions for infantry moving and shooting don't apply to weapons fitted to vehicles. So a heavy weapon mounted on a tank can still shoot even though the tank may have moved.

Vehicles that have moved more than 6" do not shoot at all.

Note that a twin-linked weapon counts as a single weapon for the purposes of shooting so it may be fired on the move.

Fast Vehicles

Fast vehicles manoeuvre more rapidly than ordinary tanks and other vehicles so they can fire weapons when they move faster.

Fast vehicles moving up to 6" can fire all their weapons.

Fast vehicles moving up to 12" can fire one weapon.

Fast vehicles moving more than 12" may not fire any weapons at all.

Walkers

Walkers have sophisticated weapon systems that are fully integrated with their crew so they can engage targets on the move more easily than other vehicles. This means they can always fire two weapons (one from each side/arm) regardless of whether they've moved or not. Walkers who do not move can fire all their weapons.

VEHICLE MOVING & FIRING SUMMARY

Type	Stationary	Up to 6"	Up to 12"	12"+
Normal	All weapons	1 weapon	May not fire	–
Fast	All weapons	All weapons	1 weapon	May not fire
Walker	All weapons	2 weapons	–	–

Turning to Face

Turrets can be turned to face without it counting as movement.

Vehicles can pivot on the spot as discussed above and as this is not considered to be movement it does not affect firing. Immobilised vehicles cannot pivot on the spot.

ORDNANCE

Especially large weapons are called *Ordnance*. These weapons are so huge and powerful that they cannot be physically carried but must be mounted onto a vehicle or be built into the structure of a fortress. For the most part they are used by the heavily mechanised armies of the Imperial Guard. Space Marines have little use for such slow and cumbersome equipment, but their Whirlwind rocket launcher does fall into this category – although it is the lightest weapon that counts as Ordnance.

ORDNANCE TABLE

Weapon	Range	Str.	AP	Type
Battle Cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Griffon Mortar	12-48 Guess	6	4	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast
Whirlwind	48" Guess	5	4	Ordnance 1/Blast

Make no mistake, ordnance weapons are *huge*. So big in fact that a vehicle cannot do anything else in the same turn that it fires its ordnance. It is therefore impossible to move and shoot with ordnance in the same turn, and it is impossible to shoot any other weapons from the vehicle if you shoot the ordnance even though the vehicle is stationary.

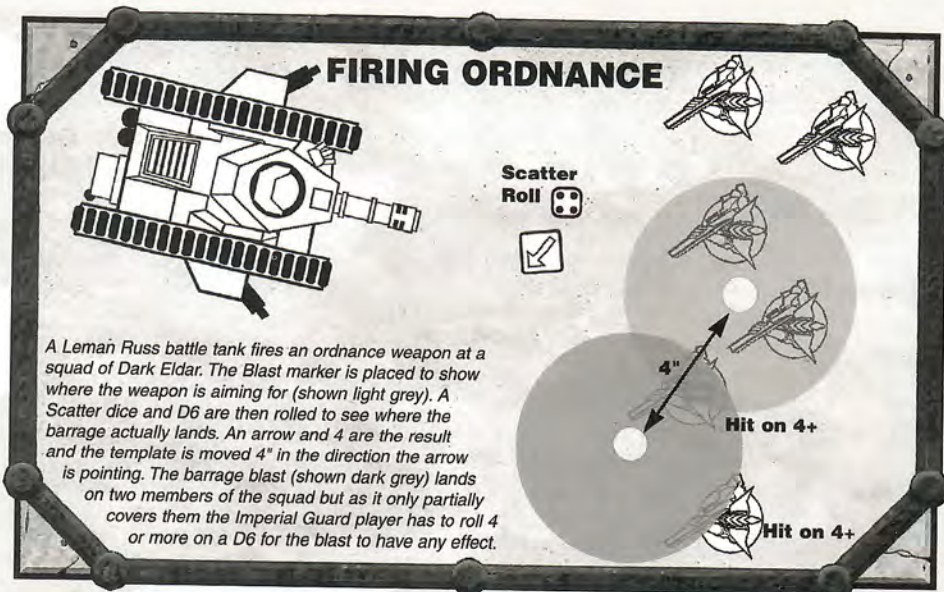
EXAMPLE: *If you shoot the Battle Cannon in a Leman Russ you cannot move and shoot the lascannon or side-armament sponsons in the same turn.*



Though my guards may sleep and ships may lie at anchor, our foes know full well that big guns never tire.

ROLLING TO HIT

All ordnance weapons use the large Blast marker – which is 5" in diameter. Place the marker over the target unit you want to shoot at. Next check that the target is within range and that the weapon has a line of fire to it. If the target is out of range or out of sight the shot will automatically miss. The ordnance Blast marker may not be shifted by the defender as with ordinary Blast markers; it has a chance of scattering of its own accord as noted below.



If the target is in range and can be seen the massive blast of an ordnance weapon means it's going to be very hard to miss. Nonetheless the shot may not land *exactly* where it was intended to. Roll the Scatter dice and a D6 to see where the shot lands. If the Scatter dice rolls a HIT symbol the shot lands on target. If an arrow is rolled the marker is shifted in the direction shown by the arrow the number of inches indicated on the D6.

Any models which end up under the Blast marker will be hit automatically. Roll a D6 for models that are partially under the marker: on a 1-3 they are unharmed, on a 4-6 they are hit by the full force of the blast. Vehicles will be hit regardless of whether they are fully or partially under the Blast marker.

Resolve ordnance hits with the Strength and Armour Piercing values on the Ordnance table.

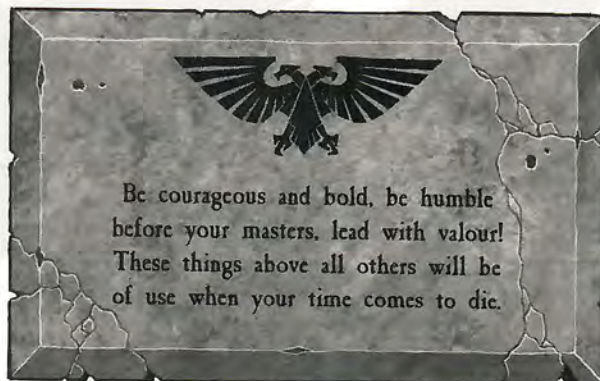
ORDNANCE BARRAGES

Some pieces of ordnance are used for laying down a barrage in the same way as mortars (though on a much larger scale). With these pieces you need to guess the range and roll for scatter just like other barrage weapons.

Place the Blast marker for the ordnance at the distance guessed and then see if it landed on target by rolling a Scatter dice and a D6 together. If you roll a HIT on the Scatter dice the shot lands at the range guessed. If an arrow is rolled the marker is shifted in the direction indicated by the arrow a number of inches equal to the roll on the D6.

Victory does not always rest with the big guns:
but if we rest in front of them we shall be lost.

Commander Argentius of the Silver Skulls



INCOMING! Ordnance Barrage Pinning

Ordnance barrages are even more terrifying than normal barrages – the ground shakes and heaves under the thunderous impacts, troops caught in the open are completely annihilated and those in cover are virtually buried alive by a furious rain of flaming death.

Units suffering casualties from an ordnance barrage must pass a Leadership test with the following modifier to avoid being pinned down:

- 1 For coming under fire from an ordnance barrage.

If the unit fails it may not move, shoot or assault in the following turn.

A unit that is pinned down does not have to take a Morale test if it sustains 25% casualties from enemy fire, the fact it is pinned overrides the Morale test. If assaulted by the enemy the unit will fight normally, ignoring the falling shells under the pressing circumstances of battle. At the end of the following turn the unit recovers and may act normally again.

SHOOTING AT VEHICLES

A vehicle is much harder to destroy than a creature of flesh and blood. Most fighting vehicles are heavily constructed from steel and tough alloys and their hulls are protected by thick armour plates, sloped or angled to deflect shots. Any hits that do penetrate may only cause slight damage or strike non-essential systems. In the case of lighter vehicles shots may simply pass straight through and out the other side without causing any damage at all! On the other hand vehicles carry a supply of fuel and ammunition that will blow them apart if they are hit, and however tough the vehicle is, its crew can be always be stunned or disabled by hits made against its armoured hide.

CHOOSING A VEHICLE AS A TARGET

When you want to fire at a vehicle treat it like any other unit. One of your units can choose it as a target and must direct all of its shooting at it. Often this means that some of their weapons can't damage it, so assume that the other members of the squad are giving covering fire, bringing forward ammunition for heavy weapons or simply keeping their heads down!

Roll to hit against vehicles in the same way as against troops. Any hits scored must then have to be rolled again to see if they penetrate the vehicle's Armour Value in order to cause any damage as explained later.

ARMOUR PENETRATION

Once a hit has been scored on a vehicle roll a D6 and add the weapon's Strength characteristic to it. Then compare the total against the vehicle's Armour Value.

If the total is **less** than the vehicle's Armour Value the shot bounces off.

If the total is **equal** to the vehicle's Armour Value the shot causes a 'glancing hit'.

If the total is **greater** than the vehicle's Armour Value the shot scores a penetrating hit.

EXAMPLE: A lascannon shot hits the front of a Space Marine Predator that has an Armour Value of 13. Rolling a D6, the player scores a 4, and adds this to the lascannon's Strength of 9 for an Armour Penetration total of 13. This equals the Armour Value of the Predator and so inflicts a glancing hit.

Further example Armour Values for different vehicles are shown on the chart overleaf.



Ordnance Weapons

Ordnance weapons fire such enormous projectiles that they can smash through armour or hit with such force that the target vehicle's crew are turned to mush. When you roll to penetrate a vehicle's armour with an ordnance weapon you get to roll two dice instead of one and pick the highest result.



By the manner of their death
we shall know them.

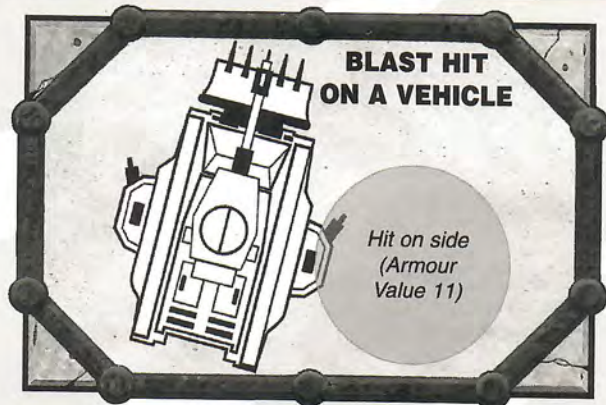
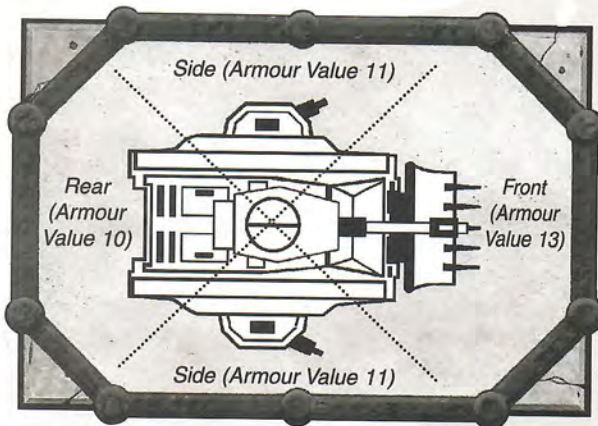
VEHICLES

VEHICLE ARMOUR VALUES

Armour Values are different for each type of vehicle. They represent not just the thickness of its armour but also how difficult a target it is because of its size and speed, how tough and numerous its crew are and so on.

Armour Values for individual vehicles also vary depending on whether the shot comes from the front, sides, or rear.

In the case of a barrage weapon the shot is assumed to come from where the Blast marker landed.



ARMOUR VALUES

	FRONT	SIDE	REAR
Land Raider	14	14	14
Leman Russ	14	12	10
Chimera	12	10	10
Rhino	11	11	10
Predator	13	11	10
Land Speeder	10	10	10
Dreadnought	12	12	10
War Buggy/Trak	10	10	10
Falcon Grav Tank	12	12	10
Wave Serpent	14	14	10
Vyper	10	10	10

D6 score for lascannon (S9) to penetrate

front	side	rear
6	6	6
6	4+	2+
4+	2+	2+
3+	3+	2+
5+	3+	2+
2+	2+	2+
4+	4+	2+
2+	2+	2+
4+	4+	2+
6	6	2+
2+	2+	2+

The voyage across the vastness of warp space is full of hazards which are unimaginable to the common warriors of the Imperium. The greatest threat does not come from the denizens of the abyss, the daemons that gather to spacecraft as sharks to drowning men, but from the very passage of time. For there is no time in the warp and whilst weeks or months pass within a ship's warp envelope there is no accounting how many years might go by in the mortal world. Thus too often a battleforce dispatched in haste arrives at its destination centuries later to find the battle lost and themselves pitched into an alien infested hell. In this manner armies are wasted in ignorance and lives thrown upon the wreckage of time.

DAMAGE ROLLS

If a vehicle's armour is breached make a Damage roll to see what happens. Roll a D6 and look up the result on the appropriate Damage table. Note there are separate tables for glancing, penetrating and ordnance hits.



GLANCING HIT

(S+D6 ROLL EQUALS ARMOUR VALUE)

- 1-2** **Crew shaken** – The vehicle may not shoot next turn. Embarked troops may disembark and the vehicle can still move.
- 3** **Crew stunned** – The vehicle may not move or shoot next turn, embarked troops may not disembark.
- 4** **Immobilised** – The vehicle may not move for the rest of the game. Skimmers that are immobilised crash and are destroyed.
- 5** **Armament destroyed** – One of the vehicle's weapons (chosen by attacker) is destroyed.
- 6** **Vehicle destroyed!** – The vehicle is wrecked, mark it with cotton wool smoke or remove it from play altogether.



PENETRATING HIT

(S+D6 ROLL BEATS ARMOUR VALUE)

- 1** **Crew stunned** – The vehicle may not move or shoot next turn, embarked troops may not disembark.
- 2** **Immobilised** – The vehicle may not move for the rest of the game. Skimmers that are immobilised crash and are destroyed.
- 3** **Armament destroyed** – One of the vehicle's weapons (chosen by the attacker) is lost.
- 4** **Vehicle destroyed!** – The vehicle is wrecked, mark with cotton wool smoke or remove from play altogether.
- 5** **Vehicle destroyed!** – An explosion slews the wreck D6" in a direction determined by rolling the Scatter dice. On a roll of a HIT the wreck flips over onto its side or roof (whichever way it balances best, randomise if necessary). Models in the way leap aside automatically.
- 6** **Vehicle destroyed!** – The vehicle's fuel and ammo detonate, scattering flaming debris over a D6" radius measured from the vehicle's edge. Models in range suffer 1 wound on a D6 roll of 4+ (saving throws are allowed), vehicles are unaffected.



ORDNANCE HIT

(ORDNANCE WEAPON BEATS ARMOUR)

- 1** **Crew stunned** – The vehicle may not move or shoot next turn. Embarked troops may not disembark.
- 2** **Immobilised** – The vehicle may not move for the rest of the game. Skimmers which are immobilised crash and are destroyed.
- 3** **Armament destroyed** – One of the vehicle's weapons (chosen by the attacker) is destroyed.
- 4** **Vehicle destroyed!** – The massive impact slews the wreck D6" in a direction determined by rolling the Scatter dice. On a roll of a HIT the wreck flips over onto its side or roof (whichever way it balances best, randomise if necessary). Models in the way leap aside automatically.
- 5** **Vehicle destroyed!** – The vehicle's fuel and ammo detonate, scattering flaming debris over a D6" radius measured from the edges of the vehicle. Any models within range suffer 1 wound on a D6 roll of 4 or more (saving throws are allowed), vehicles are unaffected.
- 6** **Vehicle annihilated!** – The vehicle is blown to pieces by the shot. Red hot fragments of armour, engine and weaponry are sent scything in a 6" radius measured from the edges of the vehicle. Any models within range suffer 1 wound on a roll of 4+ (saving throws are allowed), other vehicles are unaffected. Remove the destroyed vehicle model (only a smoking crater is left behind).

NOTES

Crew & Passengers: Vehicle drivers, gunners and other crew are automatically killed if their vehicle is destroyed. Troops embarked on a vehicle that is destroyed each suffer 1 wound on a D6 roll of 4 or more, but may take their Armour saving throws. Survivors are placed within 2" of the wreck. A vehicle annihilated by a 6 result on an Ordnance Penetrating hit will have no survivors.

Stun results: Crews stunned more than once only miss their next turn, don't add the stuns together. A Skimmer with stunned crew drifts D6" in a direction indicated by rolling the Scatter dice in its next movement phase (but stays facing the same way). A stunned Dreadnought can not fight in close combat for the following turn.

An immobilised vehicle may not turn in place and if it receives a second immobilised result, its turret and any sponson weapons are jammed pointing in the direction they last fired. Weapons jammed in place can only fire at units directly in their line of fire.

VEHICLES

Open-Topped Vehicles

Some vehicles are more vulnerable to damage than others because of their lightweight construction and the fact that their crew is exposed to enemy fire. A typical example of an open-topped vehicle is an Ork Wartrak or War Buggy. Whenever a Damage roll (glancing or penetrating) is made against an open-topped vehicle add +1 to the Damage result.

Template and Blast marker weapons are particularly dangerous to open-topped vehicles because their crewmen, wheels, engines and other components are not protected against the flames and shrapnel. To represent this template and Blast marker weapons cause **double** the normal number of hits against light vehicles (ie two hits instead of one).

Skimmers Moving Fast

Moving skimmers are very difficult to hit squarely because they are more agile than other vehicles, and most shots are more likely to 'wing' them instead. To take account of this, any hits that would penetrate a skimmer that moved more than 6" in its movement phase count as glancing hits instead.

The Hull Down Rule

Vehicles do not gain benefits from cover in the same way as infantry. However, vehicles can move into protected positions and use terrain to mask their more vulnerable parts in the following way.

Any vehicle that is in or behind cover (eg a wall, the crest of a hill, a wrecked vehicle, woods or jungle, or something similarly substantial) is considered to be 'hull down'. A hull down vehicle is trying to keep itself out of the line of fire as much as possible, so it counts all penetrating hits as glancing hits instead as shown in the diagram below.



Smoke Launchers: Some vehicles have small launchers mounted onto them that carry smoke charges (or a more sophisticated equivalent in the case of skimmers). These are fired off to temporarily hide the vehicle behind concealing clouds of smoke, and are most often used when it is moving in the open. Once per game, after completing its movement, a vehicle with smoke launchers can trigger them (it doesn't matter how far it moved). Place some cotton wool around the vehicle to show it is concealed by smoke.

The vehicle may not fire in the same turn as it used its smoke launchers, but 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.

VEHICLE UNITS

Most vehicles fight as individual units and are represented as a single model. However, some vehicles like Ork Wartraks and Eldar Vypers operate in units of more than one vehicle rather like troops, usually with up to three vehicles in a unit.

Moving

When a unit of vehicles moves they all have to move at roughly the same speed, eg they all move up to 6" or they all move up to 12" etc. Once all the vehicles have moved they need to be within 2" of each other, just like ordinary troops. Only mobile vehicles stay together like this; if any of the vehicles in the unit are immobilised for any reason they can be ignored and left behind by the others in the unit.

Shooting

When shooting, a unit of vehicles fires all of its available weaponry at a single opposing unit. When a unit of vehicles is fired at any hits are distributed evenly amongst the vehicles, starting with the nearest vehicle model. No vehicle takes more than one hit until all of the vehicles in the unit have taken one hit each. Once the hits have been distributed roll to penetrate armour and make any damage rolls as appropriate.

EXAMPLE: An Ork Trukk fires its big shoota at a squadron of two Vypers, and scores two hits. This is divided between the Vypers, one hit on each, rather than both hits on a single Vyper.

VEHICLES IN AN ASSAULT

Vehicles don't fight in close combat as such although they can be attacked by enemy troops. However, heavy vehicles like tanks can break through enemy positions, scattering units and possibly forcing them to fall back – this kind of attack is called Tank Shock and is described below. Dreadnoughts, giant humanoid walking machines designed to spearhead assaults, and other walkers fight in close combat the same way as troops do.

Skimmers

Skimmers can always choose to move over enemy troops and this neither impedes their movement nor harms the troops below. Enemy troops can attack skimmers in the assault phase, as close combat takes into account close range shooting and grenade lobbing as well as actual hand-to-hand combat.

Skimmer tanks can still choose to overrun an enemy unit and inflict tank shock in the normal manner.

TANK SHOCK

Tanks can overrun enemy troops during their move phase. Having some monstrous metal behemoth coming straight at you is unnerving for anybody.

During their movement phase a player can declare that a tank is going to attempt to overrun an enemy unit. If the tank has sufficient movement to get into contact with the unit, the enemy must take a Morale check.

To use Tank Shock declare which enemy unit you are driving at with which of your vehicles, and how fast it is moving. Then measure to see if any models from the unit will be reached by the tank. If the tank reaches the unit take a Morale check.

If they fail the check the unit falls back 2D6" – individual models are allowed to be moved out of the path of the vehicle if they would otherwise end up underneath it. The unit can check to see if it is able to regroup in its own turn as normal – but troops will not be allowed to regroup if there is an enemy unit within 6" (such as the tank that forced them to fall back!).

If a unit is moved over by a tank and it passes its Morale check, individual models can be moved out of the way if they would end up underneath it, but otherwise the unit is

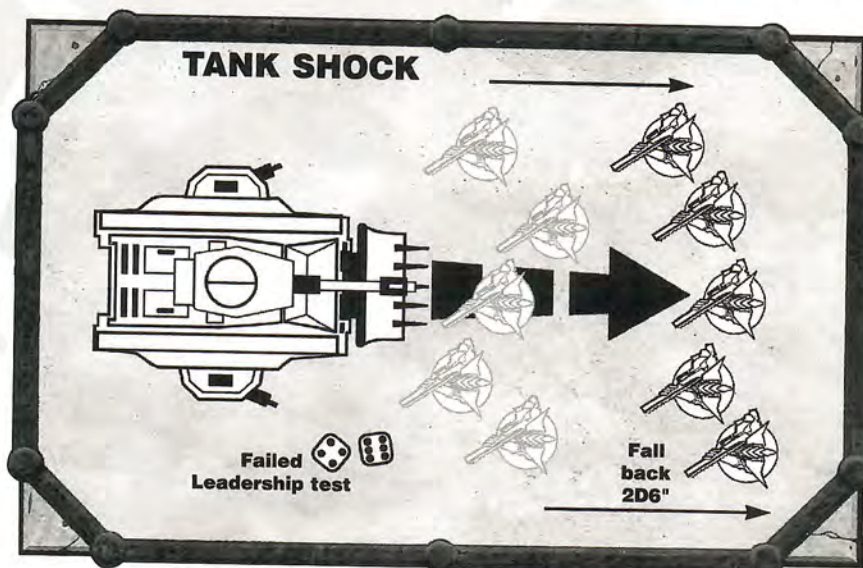


unharmd. The troops are assumed to move out of the way and resume their positions as the tank passes. Remember that vehicles cannot move over friendly troops, or over vehicles (or wrecks) from either side.

Death or Glory!

If a unit passes its Morale check against Tank Shock any troopers from the unit can stand in the path of the vehicle and shoot at it, rather than move out of the way. This is potentially a rather suicidal thing to do! Each model nominated for this heroic duty gets one shot at the tank as it heads towards him. He hits automatically, resolve the hit against the tank's front armour immediately. Then, unless he has destroyed or stopped it, he gets crushed to death by the tank grinding over him – the model is killed regardless of wounds or armour (invulnerable or not!).

A Crew Stunned result stops the enemy vehicle for the rest of the turn in this case, halting 1" in front of the unit.



INFANTRY ASSAULTING VEHICLES

Infantry can pose a grave risk to vehicles if they get close enough. With the right weapons troopers can wreck a vehicle by shooting through vision slits, planting explosive charges on fuel tanks, tearing open hatches to attack crew members or committing some other equally imaginative act of mayhem.

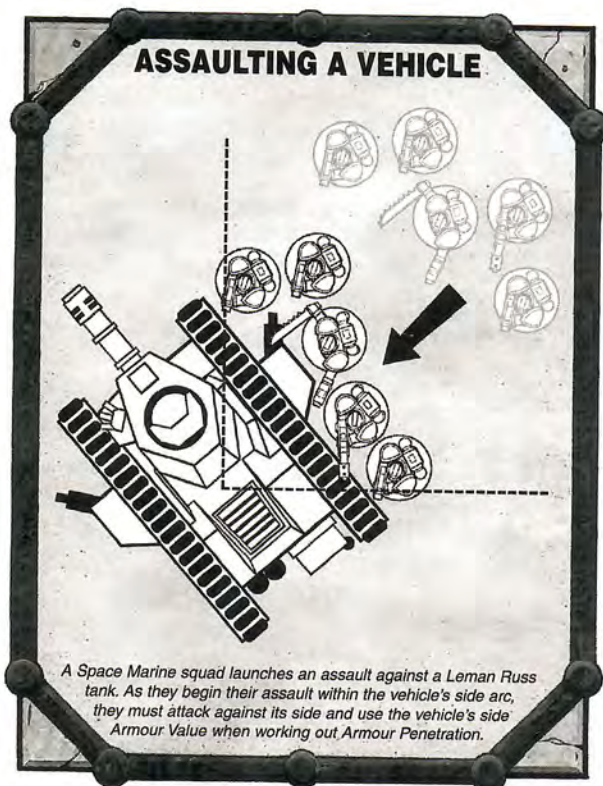
As mentioned above vehicles don't take part in close fighting in the same way as units of troops. However, a squad of troops can assault a vehicle and attempt to destroy it. This works as follows.

Launching an Assault

A squad can assault a vehicle by moving 6" towards it, getting into contact in the same way as when assaulting enemy squads. Individual models must move into contact where possible and take the shortest route to reach the vehicle. This means that troops are not allowed to go round the sides or rear of the vehicle unless they start their assault at the sides or the rear.

Hits

Troops attack with the normal number of attacks: +1 if double armed or +1 because they are assaulting that turn. All attacks automatically hit a stationary vehicle. Vehicles moving 6" or less in their previous turn are hit on a 4+. Vehicles which moved faster than this are only hit on a 6. WS counts for nothing in this case! Skimmers can only ever be hit on a 6 regardless of whether they moved or not.



An open mind is like a fortress with its gates unbarred and unguarded.

Damage

Penetration is worked out as normal, (D6 + the Strength of the attacker). Note that this means few troops can actually harm vehicles as even the lightest vehicle has an Armour Value of 10.

Results

No results are counted for close combat against vehicles. The vehicle simply moves away as it wishes in its next turn, while the troops who mounted the assault are free to move, shoot etc normally. Thus assaults against vehicles are very easy to work out – just make your attacks and work out any damage.

Monstrous Creatures

Monstrous creatures are so big and powerful that they roll an extra D6 to penetrate vehicle armour, so their Armour Penetration value is equal to 2D6 + the Strength of the creature.

Melta Bombs

Specialist tank hunting troops are often equipped with melta bombs – fusion based thermic charges which can reduce a battletank to a burnt-out wreck in milliseconds. Troops armed with melta bombs can treat any of the hits they score in an assault on a vehicle as close range melta gun hits (Penetration S8 + 2D6).

However, melta bombs need to be clamped in place before activating so each model using them makes only one attack and doesn't count bonus attacks for charging, extra hand weapons, etc. Melta bombs can be used in a Death or Glory attack against a tank attempting to overrun.

Krak grenades

Some troops are equipped with krak grenades, a special type of grenade designed to implode, shattering armour and (hopefully) stopping vehicles in their tracks.

Troops equipped with krak grenades can use them to assault vehicles. Krak grenades give troops S6 for close combat hits scored against vehicles, making their Armour Penetration scores 6+D6. Krak grenades need both hands to trigger so models using them can only make a single attack and don't get bonus attacks for charging, additional hand weapons or anything else. Krak grenades can also be used to make a Death or Glory attack on an overrunning tank.

DREADNOUGHTS IN AN ASSAULT

Dreadnoughts fight in an assault in the same way as infantry. Resolve any hits scored on Dreadnoughts by rolling for armour penetration and damage as for a vehicle. As with other vehicles, troops are not allowed to dash round the sides and go for the rear armour of the Dreadnought unless they start their assault from the sides or rear. Each Damage roll that is inflicted on a Dreadnought counts as a single wound for the purposes of working out who won the combat.

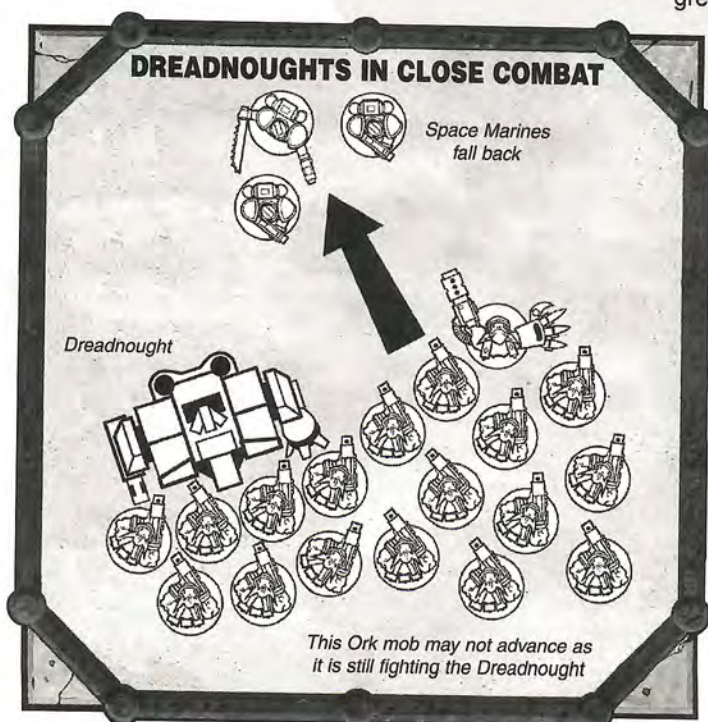
There is one very important difference about Dreadnoughts in an assault. Dreadnoughts never have to check morale, and so will never fall back in an assault. Even if the Dreadnought has lost, count the result as a drawn combat. The only way to win a close combat involving a Dreadnought is to destroy it!

Drawn Combats

In a drawn combat a Dreadnought can move up to 6" to attack unengaged models or turn to face its attackers if being assaulted from the side or rear. Any unengaged attackers can move in to surround a Dreadnought in order to attack its sides and rear (if there's room).

Multiple Combats

In multiple combats where there is a Dreadnought (or several Dreadnoughts) on one or both sides the infantry units have to check Morale if they lose as normal. In the event that any of the infantry falls back the Dreadnoughts remain in combat. As normal, winning units (including Dreadnoughts) can only advance or consolidate if all of the units fighting them fall back.



Forged in the minds of madmen, the Dreadnought is the consecrated resting place for the ancient Space Marine veterans.

Those whose skills in battle are too precious to be allowed to die are kept entombed within its armoured bulk to serve their Chapter and the Emperor for another thousand years of war.



Dreadnought Close Combat Weapons

Dreadnoughts are often armed with enormous close combat weapons – hammers, wrecking balls, claws, etc. If a Dreadnought is armed with a close combat weapon it doubles its Strength in close combat (up to a maximum of 10) and ignores armour saving throws. In other words, for Dreadnoughts close combat weapons count as power fists, but it strikes according to its normal Initiative value instead of always striking last.

A Dreadnought armed with two close combat weapons gains an extra Attack just like ordinary troopers armed with two weapons.

Immobilised Dreadnoughts In Close Combat

Immobilised Dreadnoughts can still fight back in an assault, but their number of attacks is reduced by 1 for each immobilised result they have received. Krak grenades and melta bombs are useless against a mobile Dreadnought but they can be used against Dreadnoughts if they are already stunned or immobilised at the start of the close combat.

Other Walkers In Assaults

Gun platform walkers such as Imperial Guard Sentinels and Eldar War Walkers can fight in close combat as Dreadnoughts. Unfortunately their low Strength and number of Attacks means they are simply not very good at it!

VEHICLE MORALE

Vehicles don't normally check morale for any reason, whether they are clanking great behemoths or arrow-quick attack craft. It is assumed that in all cases the vehicle's crew has unshakeable faith in both their vehicle and you as their supreme commander (as is often the case with vehicle crews). In special circumstances you might want to introduce special rules for inexperienced crews, tanks being driven off by penetrating or glancing hits and so on.

JUMP PACK TROOPS

Some special troops wear devices that allow them to move at great speed across the battlefield. This makes them especially good at assaulting enemy troops but also allows them to make sweeping advances around the unguarded flanks and rear of enemy positions. These devices, normally only used by special troops, are generally called jump packs but they vary immensely from race to race. For example, Space Marine Assault troops and Ork Stormboyz use screaming jet turbines to provide the lift needed to move a fully armed warrior across a battlefield, while Eldar Swooping Hawk Aspect warriors soar aloft on raptor wings of light alloys powered by a silent gravitic motor. Jump pack troops also include more exotic types of warrior such as Eldar Warp Spiders who use teleport devices to achieve their mobility and Chaos Daemons who use their supernatural powers.

Whatever their type, jump pack troops fight in squads just like other troops. They check morale in the same circumstances as ordinary troops – enemy fire, losing an assault and tank shock.

Jump Pack Movement

Jump pack troops can move up to 12" during their movement phase. A unit of jump pack troops can charge 6" in the assault phase if it is within 6" of the enemy. In other words they move at twice the speed of troops on foot, but assault the normal distance.

As jump packers fly through the air they ignore the effects of terrain unless they move in it. Jump pack troops are affected by terrain differently to infantry because they won't be delayed by it – they will either land safely or not. If jump pack troops enter difficult terrain roll a D6 for each model in the unit. On a 2-6 the model lands without incident, on a 1 the model crashes into the trees, rocks or whatever and is removed as a casualty. No armour saves are allowed.

Jump Pack Troops Shooting

Jump pack troops can shoot with their weapons using their BS. All the normal rules apply so if the entire unit remains stationary they can use any rapid fire weapons



they are carrying at full effect. Heavy weapons cannot be fired by moving jump packers, but may be fired if the unit is stationary.

Shooting At Jump Pack Troops

Jump pack troops can be fired upon as if they were infantry. Use the troops' Toughness to see if any hits cause wounds. Jump pack troops are allowed to take saving throws as normal.

Jump Pack Troops In Assaults

Jump pack troops fight in close combat just like other troops, using the troops' characteristics for WS, S, A and so on. Because of their great speed jump pack troops can advance 3D6" after an assault and fall back 3D6".

CAVALRY

As well as squads of warriors fighting on foot, the armies of the 41st millennium include troops which ride into battle on horses, grunting Cyboars, daemonic steeds and other strange creatures. Such horse-sized creatures and their riders are referred to as *cavalry*. Troops may also ride into battle on bikes, trikes or similar vehicles, these are dealt with separately in a later section.

Cavalry fight in squads just like other troops with a 2" coherence distance. They check morale in the same circumstances as ordinary troops – enemy fire, losing an assault and tank shock.

Cavalry Movement

Cavalry can move up to 6" in their movement phase. A unit of cavalry can charge 12" in the assault phase if it is within 12" of the enemy. In other words they move at the same speed as troops on foot, but assault twice as far. Cavalry mounted on particularly exotic beasts might charge faster or slower than this, where this is the case it will be noted in their description.

Cavalry are affected by terrain in a different way to infantry, being likely to either plunge through it or fall prey to a mishap rather than be delayed. So if cavalry enter difficult terrain roll a D6 for each model. On a 2-6 the model rides through any hazards unscathed, on a 1 the model has a nasty accident (eg stumbles in a pothole, rides into a low branch) and is removed as a casualty. No armour saves are allowed.

Cast out the mutant, the traitor, the heretic.
For every enemy without there are a hundred within.

Cavalry Shooting

Cavalry riders can choose to shoot their personal arms using their BS. All the normal rules apply so if the entire unit remains stationary they can use rapid fire weapons carried by the riders at full effect. Heavy weapons cannot be fired by moving cavalry, but may be fired if the unit is stationary (it can be imagined that the riders dismount to fire while they are halted).

Shooting at Cavalry

Cavalry are fired upon like infantry, use the rider's Toughness to see if hits cause wounds. They are also allowed to take saving throws as normal, although they can only take advantage of cover if they remained stationary during their previous movement phase.

Cavalry in an Assault

Cavalry fight in close combat just like other troops, using the rider's characteristics for WS, S, A and so on. Because of their great speed cavalry can advance up to 3D6" after an assault and fall back 3D6".



Across the void of space men live as they have lived for millennia upon the sand, rock and soil of worlds bathed in the light of alien suns. So is Humanity's seed cast far and wide beyond the knowledge of Man, to thrive bitterly in the darkness, to take root and cling with robust and savage determination.

BIKES

Bikes are amongst the most numerous vehicles of the 41st millennium and are used by a multitude of races for a variety of purposes. The Space Marines use bikes for lightning assaults and reconnaissance missions and the Eldar use jetbikes powered by anti-gravitic motors for the same purpose.

All of these armies are renowned for their ferocious assaults and fast moving battlelines. Their bikes allow them to outmanoeuvre and overwhelm their foes at key positions. The Dark Angels Chapter of Space Marines has an entire company known as the Ravenwing, all mounted on bikes and similar light vehicles who are justly famous for their skill at handling their mounts.

Bikes are treated as troops rather than vehicles – albeit they are much faster than your average trooper. They share some rules in common with vehicles, but are best thought of as fast, mobile, extra-hard hitting troops. In almost all circumstances the bike rider's characteristics are used.

Bikes fight in squads just like other troops with a 2" coherence distance. They check morale in the same circumstances as ordinary troops – enemy fire, losing an assault and tank shock.

Bike Movement

Bikes can move up to 12" in their movement phase. A unit of bikes can charge 6" in the assault phase if it is within 6" of the enemy. In other words they move at twice the speed of troops on foot, but assault the same.

Note that certain types of bikes are able to move much faster than this. Special values for these bikes will be included in the Codex army books where they are appropriate.

Bikers are affected by terrain like vehicles, but are put out of action if they become immobilised. If bikers enter difficult terrain roll a D6 for each model. On a 2-6 the bikers steers skilfully through the hazards, on a 1 the biker hits a tree, rock or something else solid with tragic consequences and the model is removed as a casualty. No armour saves are allowed.

Bikers Shooting

Bike riders can choose to shoot either personal arms or bike-mounted weapons using their BS. If the entire unit remains stationary they can use rapid fire weapons carried by the riders at full effect.

As weapons are firmly mounted with plentiful ammunition supplies, any weapons mounted on a bike can fire as if they were stationary even when the bike has moved. Hence any rapid fire weapons mounted on a bike always get two shots at targets up to 12" away or one shot at targets up to 24" away. Even heavy weapons can be fired by moving bikes.

Shooting at Bikes

Bikes have an equivalent Toughness and Armour to the troops riding them, but receive a Toughness bonus of +1. This reflects the protection offered by the bike's armoured bodywork.

Bikers are allowed saving throws as normal, although they cannot take advantage of cover.

Bikes in an Assault

Bikes fight in close combat just like other troops, using the rider's characteristics for WS, S, A etc. In close combat the riders continue to gain the +1 Toughness bonus from their armoured mounts.

Due to their great speed bikes can advance 3D6" after an assault and fall back 3D6".

ATTACK BIKES

Attack bikes carry two crew and usually mount a heavy weapon on a side car or similar arrangement. Attack bikes function in almost the same way as bikes but can fire two weapons in the shooting phase and have an improved save to account for their two crew. In close combat an attack bike is treated as a single trooper with two attacks.

ELDAR JET BIKES

The Eldar use bikes powered by anti-gravitic engines so that they can hover a few meters above the ground and make powered boosts over obstacles. This means that they combine the utility of bikes with the best aspects of skimmers. Jetbikes work like ordinary bikes but can pass over and ignore terrain when they are moving. Jetbikes which begin or end their move in difficult terrain must test to avoid crashing. Roll a D6. On a 1 they crash and burn. Other than this jetbikes shoot and fight in assaults just like other bikes.



AGE OF THE IMPERIUM

Hope is the beginning of unhappiness.

2758490.1140 Administratum Ref: 67734



Bring fire and bring shell and heap all upon the pyre. With flame and gun we shall make an end to the withered husk that is human life. And in the blazing furnace of battle we shall forge anew the iron will of a yet stronger race.



As wriggling maggots upon a rotted corpse they glut themselves upon the rank flesh that is the Earth. Such is mankind, blind and bound to a dying world, nought but the writhing worm that mires itself in the corruption of its own progenitors. They who feast today do so in ignorance of their mortality. For tomorrow they must die or change, and, if changing, then forever open their eyes to the dark hunger of eternal life.



Let the Flames of Battle Consume Us!



THE IMPERIUM OF MAN

A MILLION WORLDS, UNNUMBERED SOULS



For 10,000 years, the galaxy-spanning Imperium of Mankind has been the bastion of the human race. With over a million worlds and a population running into countless thousands of billions, it is the largest empire in the galaxy of the 41st millennium. For a hundred long centuries the Imperium has endured, surviving disasters, heresies and invasions from alien races intent on the extinction of humanity. It has resisted all of this through its greatest strengths – the immortal Beneficent Emperor of Mankind and his vast armies and fleets.

Though the Emperor is a shattered, withered creature, he still watches over and guides humankind from the restorative essences, elixirs and billowing alchemical gases of the Golden Throne of Terra. Through his vast psychic powers, the Emperor directs the Imperium's warships through the nightmare realm of warp space. He foresees the possible

futures of the human race, and steers humanity so that it may overcome the many trials and challenges ahead.

Without the Emperor, the Imperium would be unable to move its armies and fleets to combat its enemies and enforce its rule. The Imperium would degenerate into a hundred small empires clamouring for power while aliens and other monstrous creatures devoured and destroyed Mankind.

The tide of the Emperor's enemies is only held back by the vigilance of the Imperial fleets and the weapons of humanity's armies. Millions of soldiers fight over a thousand worlds against every conceivable type of foe: from the all-consuming Hive Fleets of the Tyranids and the rampaging invasions of the warmongering Orks to rebellion and insurrection from within.

Alongside the vast might of the Imperial Guard, the superhuman Space Marines of the Adeptus Astartes bring terror and death to the Emperor's foes. The elite Space Marines are the deadliest fighting force humanity can send to battle – just a few squads of these genetically engineered warriors can crush an army of foes many time their number. In the cold depths of space gigantic battleships, accompanied by armadas of other vessels, bring battle to raiding Eldar pirates and Ork hulks.

Internecine wars are commonplace and often mankind faces its greatest threat from within. Rebel governors, corrupt commanders, alien-possessed officials and even the Primarchs of the Space Marines have all turned against their peers and spilt human blood in the Imperium's long, war-torn history.

The Imperium itself is inconceivably vast, spanning many thousands of light years that require months, even years, of travel to traverse it. A million worlds with a million different cultures make up humanity, and the discovery



of new star systems and new planets are forever expanding the Emperor's domains, fuelling mankind's eternal hunger for more resources, more space.

Even to systems close to Earth, the Emperor and the Imperium he embodies are but names for distant, almost supernatural forces, that are revered and praised from afar. Many citizens labour their entire lives, overcoming strife and toiling hard to survive the adversity of life in the

"Mankind stands upon the brink; on the one hand lies a realm of unimaginable power, on the other awaits darkness, death and utter damnation. Only those that follow the guiding light of the Emperor may save their souls."

Inquisitor Damarn, Ordo Malleus

41st millennium, without even being aware of the Imperium except as a children's story. For others the Imperium is very real, the iron fist of control tight around their lives, instilling the law and order mankind must have to prevail.

Harsh discipline and little mercy are essential for survival in these turbulent times. It is an age of great upheaval for humanity. With every passing year more and more people display powerful psychic talents. If these rogue psykers are not controlled or purged, the erratic and awesome forces they can unwittingly unleash may destroy whole settlements, even worlds. Those with the necessary mental strength and fortitude can be trained by the forces of the Imperium to use their strange powers to benefit mankind.

Those who lack this power of will must be cleansed. Citizens with psychic talents who are left free to roam will often become unwitting pawns of malevolent warp entities, who use the increased mental

powers of untrained psykers to bridge the gap between their realm in warp space and the galaxy of mankind. From here they spread their dominance, creating slaves of whole planetary populations and destroying the fabric of the Imperium from the inside.

Other mutations are becoming rife. A malignant epidemic of mis-shapen and evil creatures threatens to turn humanity into a race of degenerated beasts, unable to defend themselves from the forces that oppose them. The pogroms against mental and physical deviants cannot falter, lest mankind be engulfed and consumed by the powerful evolutionary processes at work. These abhorrent elements must be crushed or somehow tamed if mankind is to survive the transformation into a new era of spiritual and physical supremacy.

As powerful as it is, the Imperium does not rule the entire galaxy. Mankind's worlds are spread thin across the 200,000,000,000 stars



that make up the galaxy. Within the Imperium's vague borders are rebellious enclaves of human worlds, domains ruled over by alien war leaders, colonies of creatures too aloof or basic to disturb mankind or draw the attention of the war fleets. The Imperium is engulfed in a constant state of war, sometimes simply continuing its wars of expansion, other times fighting against foes who threaten the survival of the entire human race.

WARP SPACE

The greatest human colonisation of the galaxy began tens of thousands of years before the Age of the Imperium, when it was discovered that the universe is a mixture of different dimensions interacting with each other. The material world as we know it is one of these dimensions and warp space (or the warp) is another, also known as Chaos, the Ether, the Empyrean and the Immaterium.

The warp does not conform to the laws of physics and nature as we know them, but is filled with swirling energy. Warp technology concerns itself with the study and exploitation of the warp, and its most important achievement has been the development of warp travel.

Space craft can navigate vast distances across the galaxy by dropping into the alternate world of warp space, where time has no meaning and distance is constantly fluid and deceptive. A journey that may take centuries in real space can be traversed in a matter of weeks in

the warp. The warp is a realm of eddies, currents and tides. Just as a river or ocean may have swirling eddies and raging maelstroms, or deeper, slower portions, so too does the warp.

Ships in warp space do not navigate as such, but merely move from one stream of energy to another, cruising the flow of the immaterium to their jump point into real space. Short jumps, although by no means safe, can be made with a fair degree of reliability and precision. Longer jumps are unpredictable and dangerous.

"For the warp is a strange and terrible place. You might as well throw a traveller into a sea of sharks and tell him to swim home as send him through the warp unprotected. Better it is not to let common man travel through the stars. Better still, let him not know such a thing is feasible."

Fra Safrane, 5th aide to Navigator Da'el. Comment made prior to the departure of the second mission to search for the missing freighter 'Pride of Angelus'.

The tides of warp space move in complex and inconsistent patterns: ships attempting longer journeys often end up wildly off course. Were this limitation to apply to all warp travel then humanity would not have spread throughout the galaxy as it has. It is possible to make prolonged jumps of many light years by steering a ship within the warp itself: directing the craft towards a point in the material universe by sensing and responding to its current movements. Only the strange human mutants known as Navigators can pilot a craft through the warp in this way.

THE ASTRONOMICAN

For humans, warp travel is made possible by the presence of the Astronomican. Projected from earth by a ten thousand-strong choir of specially trained psykers, this beacon acts as a focus for ships in the warp. The prodigious amounts of mental energy needed to contribute to the Astronomican drains a psyker of his life essence in a few short months and hundreds die every day, their shrivelled corpses replaced by legions of fresh recruits.

The psychic beam stretches across 70,000 light years of space, a focus for the millions of commercial craft and warships that navigate through the tumultuous waves of the warp. The Navigators who guide human ships need the Astronomican, and without it the Imperium would fragment as warp travel became utterly hazardous and Imperial authority would be impossible to enforce. It is for these reasons that the beacon is often referred to as the Light of the Emperor, the Golden Path or the Ray of Hope by those who travel the warp frequently.



"The Revered Houses of the Navis Nobilite are one of the bastions upon which the Imperium is founded and the institution claims it can trace its ancestry back to the birth of our Great Empire.

The Great Families of the Navis Nobilite are uniquely composed of a particular form of human called a Navigator. Tech-adepts have speculated widely over the development and nature of the Navigators' unusual talents and many cast hints at shadowy genetic transmutation and interbreeding during the founding of the Navis Nobilite. Whatever their origins, the Navigators today are a glorious and esteemed organisation, loyal to the Imperium and stalwart in their faith. The peculiar powers of the Navigators can only be preserved by intermarriage; breeding with mundane humans eliminates the special abilities. This factor has led to the development of the closely-related Navigator families and the Navis Nobilite as a whole."

Preface - Historia Et Structura
Res Navis Nobilite

HAZARDS OF THE WARP

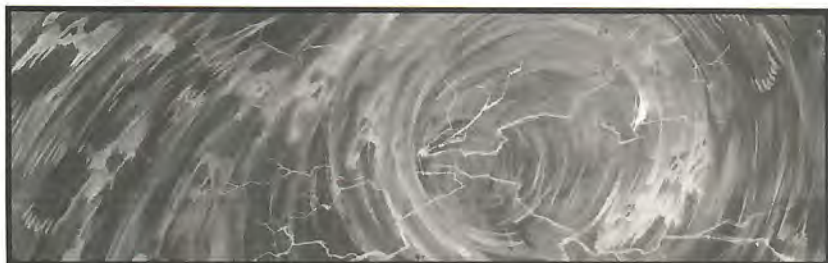
Warp space can be likened to an ocean, and, like the ocean, has its currents and its still spots, its whirlpools and its tempests. Storms sweep through this immaterial realm, spinning craft out of control for light years around, destroying all those embroiled in its merciless energies. In addition to the physical and spiritual peril of those caught in a warp storm, these maelstroms of energy obscure the signal of the Astronomican, making navigation in the vicinity difficult if not impossible. It is whispered, but not proven, that some do survive, and there are tales

of ships being thrown thousands of light years off course, or hurled backwards or forwards through time, destined to wander the stars for eternity with no chance of ever returning home.

Worlds can be cut off from the rest of the Imperium by warp storms that last for months, years or even centuries. These tempests can appear from nowhere, engulfing stars and planets for an unknown length of time. Some are permanent, while other warp storms may sometimes 'blink' for a few months, making travel possible,

though still highly dangerous. During these brief moments of peace the ships of the Imperium arrive, demanding the Emperor's tithes and recruiting new warriors for its fleets and armies. Many worlds are only barely aware of the Imperium's existence, a dimly remembered name or legend that tells of a powerful Emperor and his mighty armies who stand in readiness for the day of judgement.

Warp storms are not the only dangers within the warp. Like real space, the warp is inhabited. Sentient energies and other immaterial lifeforms dwell within it: creatures formed from and sustained by the shifting energies of the warp. Few are friendly; most are predatory and hostile. These entities thrive on the thoughts and emotions of those who dwell in the material universe, through possession of the weak nurturing their foul ambitions of power and conquest.





With the light of the Astronomican on the wane, the Navigators had a difficult time directing the fleet. Admiral Adroa ordered the fleet to proceed slowly, breaking from the Empyrean every handful of light years. In this manner we crawled through the shadow realm of the Halo Zone, paving the way for the most esteemed Lord Commander.

We investigated many stars and worlds, almost all dead for a million generations. On occasion we found evidence of ancient and depraved human societies, on others traces of foul alien races thankfully long extinct. However, in our search we did encounter worlds that still harboured life, both human and alien.

These human colonies had survived from the Dark Age of Technology, although not without change. Both physically and culturally, they had mutated or degenerated in some way. Our first unpleasant encounter was a world run by a huge machine, whose occupants were bound into the great edifice, and their young assimilated into the great engine by soulless beasts of metal. For a thousand thousand generations these vile creatures had endured, with no purpose other than to fuel and serve the oppressive ideals of their distant ancestors. Lord Macharius saw no other option than to order the world destroyed from orbit, such affronts to the Emperor cannot be allowed to exist.

In the beetle-infested jungle of the world "Palus Olidus" we fought and cleansed a race of multi-limbed aberrations who swung through their arboreal homes like vile spiders. Others too were deemed too horrific to survive, such as the bird-like monstrosities we came across just before Ultima Macharia, whose unholy evolution could only be traced by their human visages. Then there were the sea-dwellers of Altanist VI who lived their entire lives on massive ocean-going vessels of ancient design. They never set foot on land, fearing it to be toxic. We left behind Tech-Adepts and Missionaries to disarm them of their wayward beliefs and bring them into the Emperor's Forgiveness.

Not only sub-human civilisations await the explorer. In our years of travel we encountered a single planet that harboured life that owed nothing to the expansion of mankind. Our first envoy to the planet came back reporting a noble civilisation worthy of contact. While this heretic was chastised for his blasphemies, we dispatched Confessor Golav who was horrified by the tentacled beasts who greeted him in a most savage fashion. I ordered the planet fusion bombed, but as our weapons were brought to bear, the despicable heathen scum unleashed their planetary defences, totally vapourising the Sword of Retribution and the capital ships Emperor's Mercy and Emperor's Judgement. We were forced to retreat from this baseless attack and sowed quarantine markers before dropping into the Immaterium.

Extract from General Sejanus' 'Breaching the Darkness'

Occasionally the link between warp space and the material realm is weakened and energy from the warp will burst through and create a vortex of power, destroying stars and planets. There are several such warp/real space interfaces throughout the galaxy, the largest of them being the Eye of Terror and the Maelstrom. These regions cannot be traversed except by the most experienced Navigators, and such are the hazardous conditions that virtually no expeditions into these areas return. Those that do speak of a nightmare region where nature and physics are forgotten, and madness and confusion reign. They speak of worlds whose skies burn with fire, of planets seething with seas and rivers of blood, disc-shaped worlds, heavenly bodies with screaming faces and other tormented features shaped by the merest whim of the powerful deities that are formed from Chaos. As for the inhabitants of

these grim realms, some things are best left unspoken.

Warp travel between some areas is vastly improved by the presence of ancient warp gates. Although their creators remain a mystery of the dim prehistory of Earth, warp gates can be found across the galaxy. These portals into the immaterium link to another warp gate through a stabilised tunnel, enabling ships to travel through them with only negligible risk. However, the stability of the tunnels often means these journeys are slower than those through ordinary warp space, and most warp tunnels are no more than a few light years from gate to gate. Many experienced captains, especially those with perishable cargoes, prefer to risk open warp space rather than using a warp gate, in the hope of catching a fast-moving tide of power to their destination.



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IMPERIUS DOMINATUS

4DE23RT7689

SEGMENTUM
OBSCURUS

OCULARIS
TERRIBUS

Magnitude 20

Magnitude 7.9
Sector 263/012

Magnitude 7.0
Sector 149/014

2-5 WEEKS

1-3 WEEKS

7YU23RP7211

1-2 MONTHS

4-7 WEEKS

3-7 WEEKS

ROUTE PROJECTION

2-3 MONTHS

SEGMENTUM
SOLAR

4-7 MONTHS

3-6 MONTHS

3-5 MONTHS

6UY45MI9967

DELTA: 4 Rega Gamma Echo

SEGMENTUM
PACIFICUS

ANCIENT TERRA

Blessed in his authority, here
dwells the most beneficent Emperor

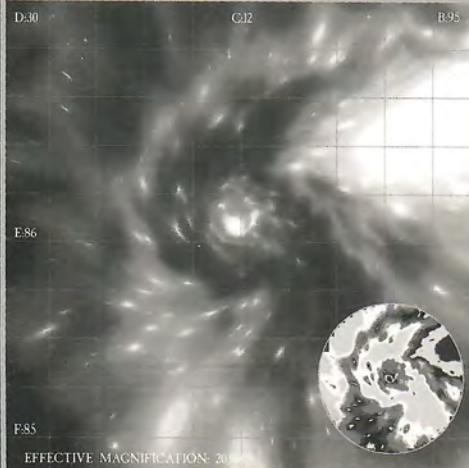
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Imperial Primus Palace

SEGMENTUM
TEMPESTUS

Ecclesiastical Palace

IMPERIAL ASTRO STATION DG/784/86



THERE IS ONLY THE EMPEROR, AND HE IS OUR SHIELD AND PROTECTOR



META ALPHA 3458KUME
FORESTALL RECON

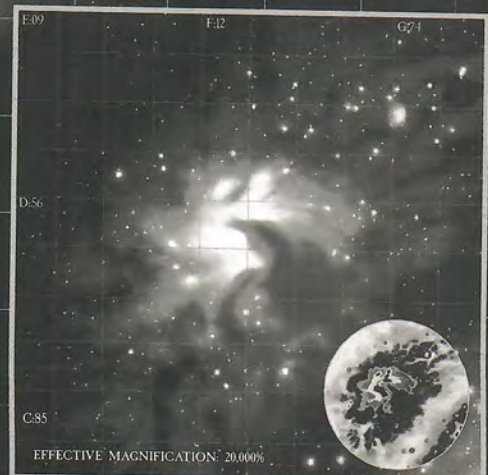
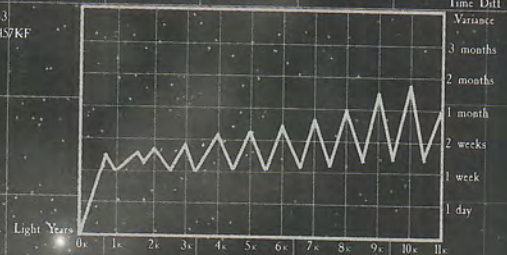
and henceforth be it known that the Imperium shall be divided into five fleet zones to be known as the Segmentae Majoris. These shall each have a Segment Fortress, from whence the orders of his glorious magnificence, the Emperor. ~~shall~~ Command Decorate and with just duty be issued over the ~~Imperium~~ within their boundaries. For the Segmentum Solar, this shall be Mars, World of the Adeptus Mechanicus and this Segment shall extend about Mars, Beneficent Emperor's Imperium. In the north of our most majestic domains shall be the Segmentum Obscurus, being in fieldom to the world of Cypra Mundi. To the South it shall make Segmentum Tempestus, with overlordship residing with the planetary estates of the hereditary Bakka.

To the West shall be the Segmentum Pacificus, under the auspices of the Lords of Hydraphur. The most turbulent East, a region of much strife and dissension and of many lost

Ultima Segmentum, and its guarantor of safety shall be on the planetary Governor Kar Duniash. The Segment Fortress Imperial official of the Administratum known as the Master of the Segmentum Solar.

Region of the Segmentum Pacificus, and the Master of the Ultima Segmentum. In the Emperor. Thus shall the Emperor's charges be authority over such domains and shall reside with those who have the faith and temperament to dictate to the will of those others and

PLANET SYSTEM DEL-3
ASTARTES REGION: 56457KF
QUAD: 6374/7456b



ECHO 473JYM BETA
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BETA 2 QUADRANT 67DY
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THE IMPERIUM



The vast size of the Imperium makes a mockery of any true form of governance above that of the

Imperial Commanders. These individuals are appointed by the Adeptus Terra to rule over a world or worlds in the Emperor's name. They are bound to co-operate with other servants of the Emperor and to control mutations and heresy in their domains, but on the whole they are free to implement Imperial Law in any way they see fit or necessary.

Above and beyond these planetary governors, vast organisations attempt to hold back the seething anarchy that constantly threatens to engulf the Imperium. The innumerable clerks, scribes, logisters and archivists of the Administratum attempt to instil some form of order to this haphazard empire, recording, requesting and analysing a torrent of

information from the furthest corners of the galaxy.

Imperial Guard regiments, each numbering tens of thousands of soldiers and tanks, are raised and transported to distant war zones every day, their efforts supported by the millions of quartermasters and logisticians of the Departmento Munitorum. The Space Marines of the Adeptus Astartes send forth their elite warriors to do battle with alien monstrosities and treacherous humans, pursuing their wars and expanding their dominions in the name of the Emperor. The ancient Adeptus Mechanicus sends forth its Explorator fleets to investigate and explore, uncovering ancient technologies for their masters on Mars to study and decipher.

The Tech-Priests continue the search the began long before the Emperor ascended to power and began the Great Crusade of Reconquest. The religious leaders of the Ministorum of Earth, or Ecclesiarchy as it is more widely known, preach the Imperial Creed of fervent faith to the Emperor and unswerving sacrifice to humanity and the Imperium. Their Missionaries and Battle Sisters bring the light of the Emperor to worlds unheard of by mankind for countless millennia, while the zealous Confessors stir up devout citizens to cast out the heretic and unbeliever, leading witch hunts through overcrowded hive cities and across barren wastelands.

This seemingly haphazard morass of wars and politics, faith and retribution is bound together by loyalty to the Emperor and the common goal of racial survival. Complex agreements of trade and protection bring these organisations to common ground, ancient loyalties and debts are exchanged for favours and goods. While the competition for power is strong, no one world or organisation within the Imperium can truly stand on its own against the horrors that threaten humanity. Despite the intrigue and double-dealing, the clamouring for resources and the endless wars and battles to be fought, mankind struggles on through history on some pre-destined course towards destruction or greatness.

No reliable records concerning the rise of the Emperor to power and the Imperium's creation have survived the ten long millennia since the Great Crusade. However, by scouring the sources at our disposal and gleaning information from myths and legends we can begin to hypothesise what happened in those momentous times.

The ascent of the Emperor marked the end of inter-human warfare and galactic decline – the remote time we now call the Age of Strife. Before the Age of Strife, humanity's physical power waxed, but at the cost of man's spiritual strength. During this period, the even more distant Dark Age of Technology, the human race sold its souls to the glory of technology, forgetting their own magnificence in favour of the accomplishments of so-called science. Through the mechanical, biological and alchemical madness of the Dark Age of Technology, which brought about the decline during the Age of Strife, mankind has come to the present age: a glorious age of conquest, when men's hearts will rule the stars, not their machines. What secrets the Tech-Priests of Mars uncover from the distant past will no longer rule our lives. We will harness the technology we find, and not become slaves to it as we once were. Through human endeavour, and honest blood, sweat and toil, mankind will rule the galaxy with the grace of the Emperor and finally attain our rightful place as Lords of the Stars. We are in the great times of the Age of the Imperium, the realm of the Beneficent Emperor.

The Emperor is an eternal part of the universe, at one with and ruler of the stars themselves. The Emperor and the Imperium are one and the same, and no mortal man can now recall a time without either.

The Emperor Magnificent is the greatest and only god – it is his awesome mind that broadcasts the Astronomican, that guides spacecraft through the warp and to their distant destinations. Without the Emperor there would be no Astronomican, no long range space travel, no galaxy-spanning Imperium – No Humanity. Without the Emperor we are nothing.

In his divine wisdom, the Emperor has ascended to a higher plane and no longer moves or talks, even his ability to communicate psychically is limited, such is his power and our own mental inadequacies. The holy task of interpreting the Emperor's judgement and dictates for humanity is the sacred duty of the Most Favoured Men – the High Lords of Terra, the Senatorum Imperialis. From them, the multitudinous devout Servants of the Emperor can be given rightful guidance."

Introduction from Liber Doctrina Historicus

THE EMPEROR



"The strength of the Emperor is Humanity, and the strength of Humanity is the Emperor. If one turns from the other we shall all become the Lost and the Damned."

The Sermons of Sebastian Thor,
Vol. XXVII, Ch. LXII

Mankind's protection by the Emperor is not without sacrifice, he does not survive on praise alone. At the very founding of the Imperium, as the Emperor and his Space Marine legions brought order to the anarchy left after the Age of Strife, a treachery of the most loathsome kind was perpetrated. The Emperor's most trusted commander, Horus, turned his back on the teachings of the Emperor and embraced the power offered by the dark gods that strive to enslave mankind.

Terror and death reigned, as the Imperium was torn apart by internecine war. Worlds were ravaged, whole armies slaughtered, and the forces of Horus advanced upon Terra until the Imperium was on the verge of defeat. At the very last, the Emperor destroyed the traitorous Warmaster in single combat, but was himself left mortally injured.

To sustain the Emperor's shattered body a great device called the Golden Throne was devised and

built. Using arcane techniques and machines whose function have long passed from true understanding, the Golden Throne fulfills its grim purpose. The Golden Throne is unique in the way it fuels the Emperor's needs, for the Emperor cannot eat as a man eats, or drink fluids or breathe air. His life has passed the point where such mortal things can sustain him.

For the Emperor the only viable sustenance is human life force – souls – and he has a great and insatiable appetite. Nor will just any human suffice for this purpose, for the soul-donor must be a very special person in their own right, someone with psychic powers. Sacrificed into the bizarre and archaic machinery of the Golden Throne, their life essence is slowly, agonisingly, leeches from their body to feed the Master of Mankind. Every day, hundreds must be consecrated to the Emperor in this dire manner if he, and therefore the Imperium and humanity, are to survive.



"Listen not to the alien, look not upon the alien, speak not unto the alien!"

THE IMPERIUM OF MAN



THE HIGH LORDS OF TERRA

May the Emperor be one with their hearts



The **HIGH LORDS OF TERRA** form the supreme council of twelve of the most powerful men of the great galaxy of mankind. It is they who rule the Imperium in the name of the beneficent Emperor of humanity.

THE ADEPTUS TERRA

The great priesthood of Earth

The Adeptus Terra consists of many millions of dedicated servants whose duty is to interpret and enforce the Imperial will. The Priesthood is divided into many departments and sub-departments, some of which operate so secretly that their existence is unknown outside of their own membership.

THE MINISTORUM

For the spiritual instruction of mankind

To countless billions the Emperor is nothing less than a god. Over the aeons this faith has spawned a vast and powerful organisation devoted to his worship – the Ministorum or Ecclesiarchy.

THE ADEPTUS MECHANICUS

The lords of Mars and tech-priests of the machine god

The Tech-Priests of Mars are the guardians of ancient knowledge. Their vast orbital workshops turn out the majority of the weapons, spacecraft and other technologically sophisticated machinery used in the Imperium. The realm of the tech-priests extends to forge worlds throughout the galaxy.

THE ASTROPATHS

Their minds pierce the darkness

Astropaths or Astrotelepaths are capable of sending a telepathic message over interstellar distances. The vast distance between the stars means that technological forms of communication are useless. Only Astropaths have the power to send and receive psychic messages over interstellar distances.

THE ASTRONOMICAN

The guiding light of the Emperor

The Astronomican is the psychic homing beacon which enables Navigators to steer their ships through the warp. The raw psychic power behind the Astronomican is provided by a choir of ten thousand psykers who give their lives to their task.

THE FLEET

Our bastion amongst the stars

Without the fleet human worlds would be isolated from each other and from the protection of the Imperium. It is the fleet which welds the Imperium together and transports its warriors to battlefields across the galaxy.

THE ADMINISTRATUM

The sound of a thousand pens scratching

The Administratum is responsible for assessing and levying tithes, distributing Imperial resources, and countless other administrative functions. It is the largest of all the departments of the Adeptus Terra. Its members are for the most part scribes and petty officials, the hereditary slaves of a galaxy-spanning bureaucracy.

IMPERIAL COMMANDERS

Lords of the worlds of man

Imperial commanders are the great feudal lords of the Imperium. Their domains are entire worlds. They must maintain order carry out Imperial decrees and pay the tithes levied upon them. Most importantly they must provide troops for service in the Imperial Guard the mighty army of the Imperium.

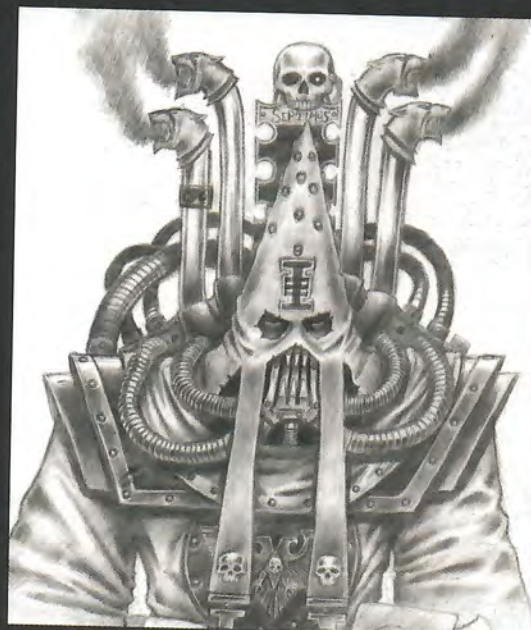


As we of the Priesthood of Earth, the Adeptus Terra, are the right hand of the Lord so are the Inquisitors his left hand. As our numbers are billions stretched over the Earth so they are few amongst the darkness of the void. As we are seen in our robed multitudes so they move unsuspected upon dark purposes. We have our masters and they have theirs but each serves the Imperium of man as he may. Do not hinder them – for to hinder them is death deserved. Do not seek them out – for they do not welcome strangers. Do not envy them their freedom – for such freedom comes with constraints such as you cannot conceive. Fear them for they are terrible! Each has his burden of death, of the extinction of worlds, and the destruction of the weak. A billion souls cleave to his conscience and haunt his sleep, crying "Why us... Why did we have to die... We innocents, we hundreds of thousands of millions of billions of dead." They are permitted no pity because pity would destroy them. I say to you, "Pity those who are the left hand of the Emperor for they cannot pity, as we weep tears for the Emperor who has no tears to shed for his own eternal agony."



Every servant has his place, no matter lowly or modest. To know it is his greatest comfort, to excel within his greatest solace, and his master's contentment is his greatest reward.

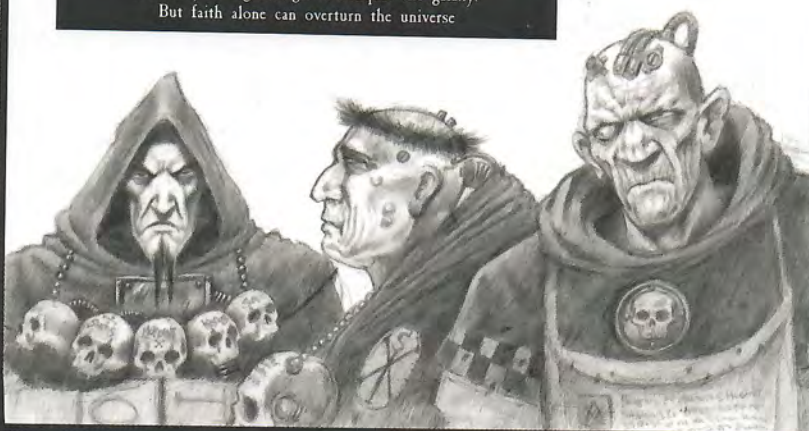
Codex Administratum



The rewards of tolerance are treachery and betrayal.



No army is big enough to conquer the galaxy.
But faith alone can overturn the universe



A man may die yet still endure if his work enters the greater work, for time is carried upon a current of forgotten deeds, and events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so must we endure the present so that those who follow may continue the endeavour.

The Chime of Eons
Garbo Mojaro

Technomagos of the Adeptus Mechanicus

ASTROPATHS



Astropaths are extremely important within human society because they afford the only means of communicating over interstellar distances. Astropaths are capable of sending telepathic messages across space and they can receive messages sent by other Astropaths if their minds are correctly attuned.

Telepathic messages travel through the warp and so travel faster than light, although they are not instantaneous.

The need for Astropaths is enormous. They are a common sight in the Imperium and are easily distinguished by their flowing, hooded robes. They do not mingle with ordinary men except when duty dictates, and the privacy of their sanctums on worlds and aboard ships are sacrosanct areas made inviolable by Imperial law. Astropaths serve in the Fleet as ship-board and planetary communicators. They also serve in the Imperial Guard, the Inquisition, the Adeptus Ministorum, the Space Marines and throughout the Adeptus Administratum.

Confidentiality can still be assured, as an Astropath need not understand a message to transmit it. In this way, with various secret languages, codes and ciphers, covert orders and other sensitive information can be passed across the galaxy without anyone other than the intended recipient understanding its contents.

The Imperial Commanders of distant worlds must have Astropaths if they are to communicate with the rest of the Imperium. Similarly, Astropaths are an essential part of civilian life, working for commercial shippers and anywhere where interstellar communication is needed. The vast body of the Adeptus Astra Telepathica makes up a network covering almost the entire Imperium, facilitating the transfer of information from one end of the galaxy to the other. Although the range of a single Astropath is not vast, only several light years, by means of re-broadcasting a message via a relay of other Astropaths, a communication can theoretically be sent from one corner of the Imperium to the farthest flung reaches.

However, as with everything associated with the warp, astrotelepathy is an erratic process. Like the Astronomican, an astropathic message is affected by the currents and storms of the warp. Messages may take days or weeks to traverse the distance or even wander off course and be picked up by the wrong receiving Astropath. It has been known for messages to be delayed by many years, even decades, so that a plea for help or a report of a war may only come to light long after any aid would be useful or a campaign has been lost.



THE SOUL BINDING

No ordinary psyker could transmit a message through the warp, nor could he receive a telepathic message over such vast distances. Astropaths only gain this ability as a result of their many years training, culminating in a special ritual which combines some of the Emperor's own power with their own. This ritual, known as Soul Binding, brings the mind of the psyker close to the psychic greatness of the Emperor. In the process, some of the Emperor's vast energy is transferred to the Astropath.

The transference of energy is traumatic for the psyker – not all survive despite years of preparation, and not all those that survive retain their sanity. Even the survivors suffer damage to the sensitive nerves of the eyes, so that almost all Astropaths are blind. In fact their increased psychic skills tend to make up for this loss of sight, so that they would not appear blind were it not for their distorted, sunken and empty eye sockets.

THE INQUISITION



The Inquisition is one of the most widely known organisations of the Imperium. Its mandate is to investigate and stop any threat to the Imperium and mankind, and it will use whatever means it must to ensure this goal is met. Individual Inquisitors are free-roaming trouble-shooters bound by no laws or authority. There are no bounds to the Inquisitor's field of operation – alien plots, administrative inefficiency, corruption, mutations, crime, secret cults, heresy, unauthorised psychic activities all come under his jurisdiction.

Inquisitors can act alone but more often than not they are accompanied by an entourage of retainers and warriors who have been requisitioned to help them with the task at hand. Any of the Imperium's many fighting forces may be pressed into the service of an Inquisitor, the greater the perceived threat to humanity the greater are the forces gathered to fight it.

No world, no organisation, no individual, is immune to the Inquisition's gaze: planetary governors, even the High Lords themselves, are subject to investigation and no treachery or betrayal of the Emperor is too petty to be left unpunished. However, it is the psyker that commands the majority of an Inquisitor's time. Untrained or deviant psykers represent a terrible threat to humanity and it is the pursuit of these that has earned the Inquisitor the name of witch-hunter across the galaxy.

The ends always justify the means.

On occasion it may be that the Inquisitor comes across a situation that is so prevalent and widespread that there is no possibility of solution or redemption. Such situations could include planet-wide collusion and support for a heretical individual or organisation, where the removal of the individual or organisation would only strengthen the subversive cause they preach. Intervention by aliens may grow to such an extent that it brings a large segment of a population beyond salvation.

Worship of dark and proscribed powers can also spread in this alarming manner, either overtly or covertly, holding sway

over the populace of a world or worlds. Also, it is a proven theory that an aggressive response to certain threats can serve as a powerful example to those in contact with a subversive world, discouraging others of a heretical leaning from contemplating their treacherous designs.

In these situations there can be only one recourse – Exterminatus – the eradication of all life on a planet. Although Exterminatus should only be used in the most extreme of cases and should never be undertaken lightly, you must harden your soul to the possibility that the innocent may fall alongside the guilty. It is better that a thousand innocents suffer

death than a single guilty man be free to spread his heresy, and strength of will must be practiced in all that you do. A moment of personal weakness could be the first step leading to the downfall of the Imperium and the ultimate survival of mankind which we strive for.

Although billions of lives may be lost during Exterminatus, such is the threat posed that countless billions more are saved in the long term. There is no place for the weak-willed or hesitant, only by firm action and resolute faith will mankind survive. No sacrifice is too great, no treachery too small."

Extract – Liber Doctrina Ordo Hereticus, Chap XXVIII 'Exterminatus'

THE SPACE MARINES



"There is less than one Space Marine for each world of the Imperium. Nevertheless they are number enough for the task in hand."

Created by the Emperor himself at the dawn of the Age of the Imperium, the Space Marines of the Adeptus Astartes helped forge the Imperium from the scattered remains of humanity left after the Age of Strife. A Space Marine is the most powerful and most dreaded of all the Imperium's warriors. In almost every respect they are not really human at all, but super human – superior in almost every way to an ordinary man.

Space Marines can live for hundreds of years. Their senses are sharper and their muscles stronger than those of a normal man. Their bodies contain organs unique to Space Marines which enable them to survive poisons, heal wounds in a matter of moments, and to see through the dark as if it were day. A Space Marine's powered armour is connected by special interfaces so that it acts as a thick armoured skin – moving as they move, reacting as a living component.

As well as this physical transformation, the Space

"The Adeptus Astartes is not a subtle instrument to be delicately wielded like a surgeon's knife. Rather it is likened to a mighty hammer which smashes asunder that which stands in its way."

Marines are highly trained in matters martial and religious from an early age and subjected to intense hypnotherapy. All this preparation is turned towards making every Space Marine into an awesome, disciplined servant of the Imperium.

Space Marines are entrusted with all sorts of specialist and highly dangerous missions, such as lightning raids behind enemy lines, infiltration attacks to capture vital positions and tunnel fights in enemy-held cities. The human fighters of the Imperial Guard would be hard-pressed to survive against the likes of Orks, Tyranids and Eldar in these battles, but Space Marines are renowned for their ability to take on potentially suicidal odds and survive. They also undertake long voyages of planetary exploration and conquest, pushing back the borders of the Emperor's realm.

An hour before dawn the night patrol ended and the Chapter knelt to prayer. There had been no shot or shell from the Ork lines since dusk. The silence was broken only by the hiss of the open comm-line in each warrior's helmet. Chaplain Lei'land led the prayer, his rolling voice reverberating just as it did in the Chapter's Sanctum a hundred light years distant.

"Lord we offer our lives." "Our courage and our faith," the warriors replied as one. "By our gods and the Emperor." "So be it this day!" thundered the echoing response.

It was a short prayer. A prayer for battle. The warriors rose to their feet, armoured suits humming and hydraulic lines pulsing as they took up arms. As they did so a piercing scream came from beyond the mounds of green-skinned corpses that covered the killing ground. Then a hundred more joined it and the scream became a howl, and for each new voice another hundred took up the call until the whole sky keened with the call to battle.

They came in a single mass that filled the battlefield from edge to edge. The Space Marines had borne such attacks for three days. Each day their numbers grew fewer and

fewer whilst the Ork horde seemed undiminished. Onwards ran the green tide, screaming and shooting weapons that were still far out of range. The Space Marines gripped their weapons and took careful aim. Ammunition was too scarce to waste.

The Orks reached the first mounds where their unburied dead lay ten deep where they had fallen. Their pace slowed as they stumbled on the soft decaying corpses. The Space Marines waited. The Orks scaled the piles of the slain until the red glow of their eyes stood out like burning coals in the Space Marines' vis-links.

With a crack like thunder the whole line gave fire to the Orks. More green bodies fell to the floor or exploded into a shower of dark blood and shattered bone. The line faltered. The Space Marines poured their ceaseless fire into the horde. Now a few stray shots started to strike the Space Marines, rattling off ceramite armour and striking the rocks around them. Here and there a warrior fell to the floor. Here and there an Ork reached the Space Marine lines and was cut down. But the Orks could not maintain their momentum. They fell back leaving their dead.

THE SPACE MARINE CHAPTERS

Blood Angels, Ultramarines, Silver Skulls, Dark Angels, Black Templars, Crimson Fists, Iron Hands, Space Wolves – the list of honour stretches on. There are reputed to be a thousand regiments or Chapters of Space Marines active in the Imperium, each with its own proud history, heraldry and heroes. None can be sure of the exact number of Chapters as new ones are founded over time and as old Chapters die or amalgamate. Many are extraordinarily ancient and can trace their Founding to the very dawn of the Imperium, ten thousand years in the past. The histories and legends of these great institutions are bound tightly with that of the Emperor and the Imperium and in the eyes of many are inseparable.

A Chapter of Space Marines is a complete army in its own right. Numbering a thousand men-at-arms a Chapter is quite small in comparison to the immense legions of the Imperial Guard. However, each one is a powerhouse of elite warriors able to crush an enemy force many times larger than itself. It is this fighting prowess and the indomitable will of the Space Marines that has earned them their place at the forefront of humanity's defence against the horrors that assail it.

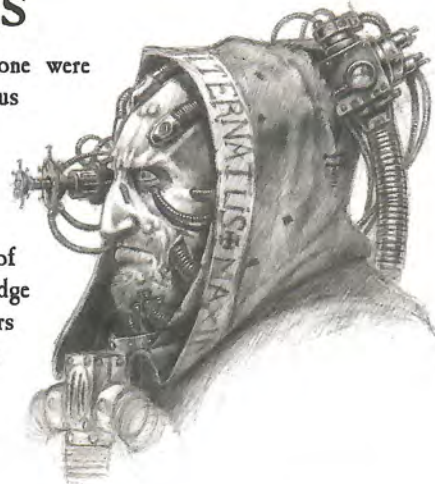
Adept is the title of a member of the Adeptus Terra the great Priesthood of Earth. It is used as a common form of address and acknowledgement of respect – hence its adoption by the Adeptus Astartes (Space Marines) and Adeptus Mechanicus (the Tech Priests of Mars).



THE PRIESTHOOD OF MARS



The arcane technologies of the Golden Throne were built and are maintained by the Adeptus Mechanicus. Known by some as the Priesthood of Mars, the Adeptus Mechanicus design and construct many of the weapons of war used by the Imperium's armies. The research and development of technoarcana, and the uncovering and protection of ancient knowledge from the Dark Age of Technology, are the goals of the Magi of Mars and their untold billions of servants spread across the galaxy on the forge worlds. Through their mystic rites and ceremonies, intricately-phrased chants, painstakingly-prepared oils and unguents, the Tech-Priests sanctify mankind's weapons and machines of war with the blessings of the Machine God.



THE GOD-EMPEROR

"The Emperor is our guiding light, a beacon of hope for humanity in a galaxy of darkness. As we serve him, he is our greatest servant. As we pray to him, his thoughts are only for us. And in the dark when the shadows threaten, the Emperor is with us, in spirit and in fact."



To the innumerable billions of humanity, the Emperor is a god – the subject of mass praise and veneration. Yet it was not always so – not until the Emperor's death and incarceration in the Golden Throne did mankind turn as one to their god-incarnate. In this way, the Adeptus Ministorum grew, from superstition and saints, from disciples and prophets, into the galactic temple of the Emperor Deified – the Ministorum of Terra.

There are shrines to the Emperor on almost every Imperial world, dedicated to worship and praise of the sacrifices He makes for mankind. With countless prayers, innumerable ceremonies of adoration and homage, the Ministorum guides the mass of humanity in their devotion to the Beneficent Emperor. The history

of the Ministorum, known by most as the Ecclesiarchy, is illuminated by thousands of saints and martyrs who have dedicated their lives to spreading the Light of the Emperor to the darkness – missionaries to distant worlds, mendicants whose pious acts have served as examples to their peers, great religious leaders who have fought heresy and blasphemy and turned humanity towards the True Path of Wisdom.

Ranks of scribes and illuminators spend their entire lives copying out the sacred scripts of the Litanies of Faith, the doctrines of the Ministorum and the Rolls of Honoured Saints. Preachers and Cardinals lead their followers in fervent prayer to the Protector of Mankind, while Confessors move among the masses, persecuting unbelievers.

BY THE EMPEROR

Thou shalt attend to thy work
at the appointed hour

Thou shalt seek no reward but
the satisfaction of thy Master

Thou shalt know thy Duties

Thou shalt Obey thy Master
in all matters

Thou shalt rejoice in thy
Service

Thou shalt be grateful of thy
Master's Favour

Thou shalt not make improper
use of thy Master's comm-
links, nor his las-lines, nor his
opticon either

Thou shalt be glad of thy
Master's Punishment, for it is
deserved and it improves thee

Thou shalt not speak but
Praise of thy Master

Thou shalt not look upon the
works of the Heretic nor
speak of them

Ecclesiarchal Proscriptions
MCXVIII



The Mother Superior took up a pen and carefully began to take notes. To my astonishment the silver pen appeared to be studded with short pins or nails which vexed the flesh of her fingers as she wrote. Her fingers were quite raw where the skin had been worn away by the sharp points, yet she made no outward sign of discomfort as if this were the most natural thing in the world. Doubtlessly seeing my expression of horror, she stopped writing and carefully put the pen on the tabletop.

"Our belief," she said slowly, "is that there are two reasons only for a thing to be made. The first is that its manufacture inflicts suffering upon its maker which is reason enough to make it. The second is that the thing, once made, causes suffering to those who use it. It is our creed that the purpose of life is to suffer, for in this way we become one with the Emperor's eternal suffering. Have you not heard that those who suffer are blessed?"

"I have heard this and other things too," I mumbled, embarrassed by what must have appeared a morbid fascination.

"Of course. Hair-shirts! Naked vigils on cold stone floors! The scourge of prayer and endless mortifications of the flesh!" She smiled as if amused by my timidity. I had heard of these things of course but could not answer her. "This pen," she said matter of factly, "was made by Sister Chastity to remind us that words have their price for there is no value in suffering for its own sake, is there?"

THE DOMINION OF MAN



The human galaxy is a complex society of countless billions of people and more than a million worlds. Although these many worlds are part of the Imperium it would be foolish to imagine that organisations such as the Adeptus Terra or the Ministorum

are able to exercise much control over their distant domains. In almost all respects worlds are self-governing, or rather they are ruled by their own governments and their own masters. The most important are known as Imperial Commanders.

Each Imperial Commander rules his planet in the Emperor's name and his world is ever at the disposal of the Imperium. Amongst the most important of his duties is that of providing regiments for the Imperial Guard. Imperial Commanders often inherit their role from noble forefathers who have ruled their worlds for generations.

Imperial Commanders are amongst the most powerful men in the galaxy. With the entire resources of a world at their disposal they can do great good for humanity... or great evil.

Despite the development of warp travel many worlds lie years or decades from their neighbours. It can take years to mobilise troops and even longer to travel to localised war-zones. Under the circumstances it is hardly surprising that some Imperial Commanders come to see themselves as above the rule of the Imperium.

Thus it is that the worlds of the Imperium are ever vulnerable to the greatest of human enemies – humanity itself. Some, lacking courage, turn to other powers, to the dark side of human destiny and the Powers of Chaos. Their folly can only lead to their eradication.

Others, their minds poisoned by greed or petty ambition, turn against their neighbours and wage war upon them. They too shall know justice.



"And the time came when a third part of the host of mankind rose up against him and waged war upon him and sought to destroy him. Then there was war in the heavens and the skies were lit with the fires of battle. There was war on Earth and the Earth trembled before the Warlord of Darkness.

And from that time there has been war between mankind and chaos – between the Imperium of Man and the Daemons of the Outerdark. It is war fought across the galaxy and upon a thousand battlefields. It is war fought in men's hearts and minds – for the corruption and subjugation of man. For the damnation of his soul and the pollution of his physical body.

And what of the damned themselves – they who forsook us centuries ago? The torment that their service has won them is unimaginable, eternal, and enduring. Vile they are, abhorrent of form, filled with foul ichors that ooze from lascivious orifices upon scaly mutant flesh, cursed with betentacled and many jointed limbs that writhe and thrash and fondle, and a thousand further such abominations of form that offend the pure and noble eye of man.

Such are the rewards of conceit and inquiry. Such is the curse that awaits ye that love not the Master of Mankind or, perhaps, love too much thine own life. Chaos waits for the faithless and the curious, those that doubt my words and those that sneer, those who know not pride nor fear not the shame of charity. Chaos waits for your soul."



WORLDS OF THE IMPERIUM

Cross ref. The Galaxy: Imperium Files 302-553
034.567.47 ref. 245.3, cross Xeno-Folders, cx.880

The worlds of the galaxy, and most notably of the Imperium, can be categorised into several broad classifications. The following list is for cursory details only, and a greater depth of detail can be found by reference to the relevant Appendices (from XVIII through XXXII inclusive) and each classification below contains examples of such designated planets which can be used for a strategic analysis of specific political, economic and cultural phenomena and trends of that category which can be extrapolated to cover most instances of that planetary type.

IMPERIAL RECORD 0034.567.87 ref. 201.88

ADMINISTRATUM TUTORIAL:

Cartographer-Xenologist Seth Bartomelos,
Station 9244, Altair VII.



γ-class [Civilised Worlds]

Population: $\leq 10,000,000,000$
 $\geq 15,000,000$

Tithe Grade: Solutio Extremis
- Exactis Tertius

Aggregate: 3,500:

Aestimare: A50-F1000

Comments: This is the widest category comprising any world, generally self-sufficient, with a contemporary technology-base that does not comply with other specification. Includes major sub-categories Cardinal Worlds [cc], Garden Worlds [cg], Mining Worlds [cm].

Cross-reference: Desedna, Espandor, Korsk II, Luxor, Rhanda, Tallarn.



α-class [Agri Worlds]

Population: $\leq 1,000,000$ $\geq 15,000$

Tithe Grade: Exactis Prima -
Exactis Particular

Aggregate: 2,000:

Aestimare: C500-B50

Comments: No less than 850 parts per 1,000 given over to the cultivation of crop, hydroponics, animal fodder or animal husbandry. Few conurbations, population spread widely across planet surface.

Cross-reference: Bellis XIV, Chiros, Kabaal II, Silvanos II, Verdant III.



η-class [Hive Worlds]

Population: $\leq 500,000,000,000$ $\geq 100,000,000,000$

Tithe Grade: Decuma Particular-
Exactis Extremis

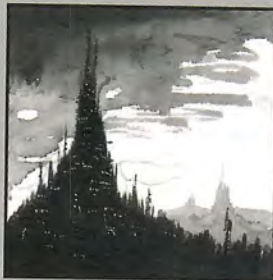
Aggregate: 1,400:

Aestimare: B50-E400

Comments: Surface generally inhospitable, even deadly, to human life after centuries of processing. Urban

conglomerations called Hives, many miles in height, are principle population centres. Factory, mining and atmosphere processing are main industries. High import/export ratio, particularly foodstuffs and fresh water incoming.

Cross-reference: Armageddon, Avellorn, Ichar IV, Kado, Lastrati, Mordia, Necromunda, Vanaheim.



φλ-class [Feral Worlds]

Population: $\leq 5,000,000$ $\geq 100,000$

Tithe Grade: Solutio Tertius

Aggregate: 800:

Aestimare: F400-G800

Comments: Technical base considerably pre-black powder, even pre-ferrous or lithic state in most regressed cases. Sometimes good source of army and Adeptus Astartes recruits if culture shock survived. Low tithe due to unfocussed production processes. Imperial Commanders often distant, in orbit usually, with infrequent surface forays to establish purges of psychic talent and mutation.

Cross-reference: Belami, Davin, Fenris, Forman C2, Kimmeria, Oran.



δ-class [Dead Worlds]

Population: ≤1
[exc. Imperial facilities]

Tithe Grade: Aptus Non

Aggregate: 200:

Aestimare: G500-G1000

Comments: These worlds have minimal, even non-existent, life traces. This results from ecological catastrophe, devastating internecine war, Imperial or alien intervention or no attributable cause.

Cross-reference: Istvaan III, Naogeddon, Prandium, Truan IX, Zhoros.



Warp travel is only possible thanks to the existence of mutant navigators able to see and guide ships through the psychic medium of the warp. Whilst craft travel through a sea of daemonic power they are constantly assailed by nightmarish forms given reality by the minds of the crew. Ships are protected from intrusive daemons by a psychic bubble or Geller Field which bends space around the ship enclosing it in a shield of sub-reality.

μ-class [Feudal Worlds]

Population: ≤500,000,000 ≥ 10,000,000

Tithe Grade: Solutio Prima-Solutio Extremis

Aggregate: 400:

Aestimare: C750-F1000

Comments: Technical base just prior or just post-black powder state. Establishment of wide surface cultural and political organisations. Some useful recruiting for Imperial Guard and Adeptus Astartes. Slightly higher tithes than feral worlds, compensating for wider farming and animal husbandry.

Cross-ref: Atilla, Boras Minor, Chbal, Molov, Solstice, Yarnnan.



δτ-class [Death Worlds]

Population:
≤15,000,000 ≥ 1,000

Tithe Grade: Solutio Tertius - Solutio Prima

Aggregate: 600:

Aestimare: D500-G50

Comments: Planets which are too dangerous to support widespread human settlement. Types vary from world-wide jungles that harbour carnivorous plants and animals to barren rockscapes strewn with volcanoes and wracked by ion storms. These worlds are near-impossible to colonise but must be properly explored which necessitates the provision of outposts and other facilities. Some harbour rich mineral, vegetable, animal or gaseous resources.

Cross-reference: Canak, Catachan, Lost Hope, Miral, Piscina V.



φ-class [Forge Worlds]

Population: ≤15,000,000,000 ≥ 1,000,000

Tithe Grade: Aptus Non. See files Ref: Trade Pacts, AdMech 1/0027-16/5244

Aggregate: 1,000:

Aestimare: A1-C500

Comments: Sovereign Domains of the Adeptus Mechanicus, these are planet-wide factories. A forge world often also serves as a base of operations for one of the Titan Legions. Forge worlds are essential for the supply of arms and armour to the Imperium's combat forces.

Cross-reference: Esteban VII, Gryphonne IV, Lucius, Mars, Ryza, Triplex Phall.



ρ-class [Research stations]

Population: ≤500,000 ≥ 100

Tithe Grade: Aptus Non

Aggregate: 100:

Aestimare: A760-D45

Comments: Includes wide variety of locations, such as orbital stations, asteroidal emplacements and other major facilities of dead worlds, death worlds or on other planets. Responsible for wide variety of research, from animal breeding and domestication to weapons testing and geneengineering. Also listening and watch posts for planetary and system defence of major planets [Aest. B200 or greater].

Cross-reference: A1709, Arx, Fornoth, Lucan, Purgatory, Sentinel V, Ymgarl."



The whole population of Earth belongs to the unimaginably vast and complex bureaucracy of the Adeptus Terra or Priesthood of Earth. The divisions and departments of the Priesthood number hundreds of thousands of independent, quasi-independent, federal, and subsidiary offices. Entire lives are spent in ceaseless shuffling of paper and checking of rosters, the assessment of planets for tithes and counting of holo-clips. Together these billions of petty and largely aimless activities turn the wheel of the tireless engine of government. All intelligent self-awareness vanished from the process millennia ago. Whole departments exist to serve worlds or agencies that have long since disappeared. Applications and petitions arrive daily from citizens and are duly processed and acted upon, though the process takes several lifetimes to complete so the citizens in question are inevitably dead by the time their reply arrives.

Such is the nature of government in the Imperium – as devoid of malice as it is without compassion.

A Galaxy of Damnation

Yes it is true what you may have heard whispered amongst the catacombs betwixt the night and nether-night! Why not say it out loud for all to hear. Let the fools doubt and sneer, it matters not. Be proud of your humanity and keep it unsullied and blessed.

This is as my Master told it to me and now I tell it thee.

There are a billion names of damnation! A billion kinds of things that slither and slime and defile the land and sea and wind. Each thing is a kind of sin spawned by man's evil. And that man is very sinful there are many of these damned things and their power is great.

As the purpose of all things in nature is to increase so it is with the damned. They would we joined them and so they seek to overcome us. In alien forms they assault us. In sleep they come to us to spread doubt and fear amongst us. They would corrupt our hearts and see us damned too. Trust them not nor suffer them to live.

For each alien destroyed is a soul freed from eternal bondage. Each mortal alien life extinguished is a human soul raised to glory. Thus our eternal destiny is written in the blood of the alien.

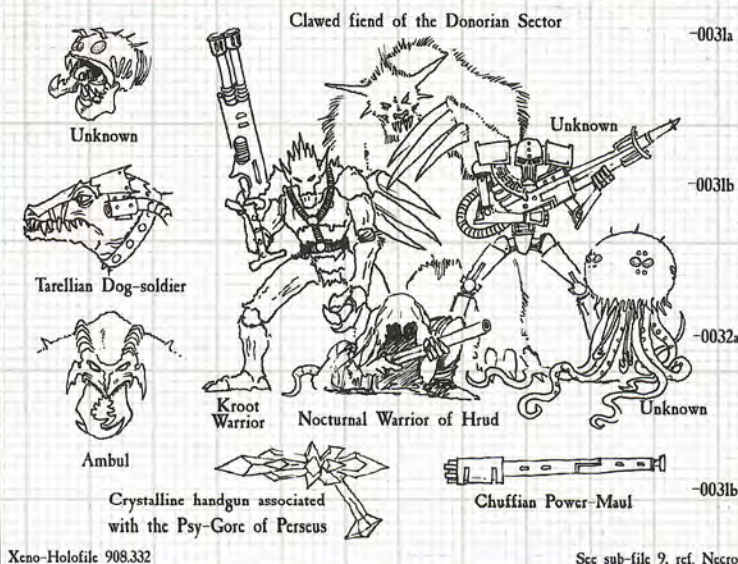
With sword and spear destroy the alien. With cannon shot and gun blast smash the alien. With lasers and seering plasma scatter the alien to the stars. With tooth and fist and hammer blows, with axe and shell and poison-bombs, with virus-charge and thermal mines... Kill them... Kill them... Kill them all!

As my Master told it me now I tell it thee that thou shalt tell others in thy turn.

Other Dangerous Aliens

"It cannot have escaped any of the Council's notice but we are still plagued by alien aggressors in the Donorian Sector (Segmentum Tempestus). These are believed to be of the same xeno-type as the invaders of Prospero Colony three decades ago! [I've included the only known holo-file of these aliens: it's the big furry thing with the claws] Why can these fell creatures not be dealt with? Why must the blood of innocent colonists continue to be spilt while we do nothing? How can we let the magnificent Palace of Caleb on Assumptus V serve as a barrack house to the festering soldiers of the K'Nib?"

Erasmus Phramtle, Prefect of Soliden, City of Pyres, Danub, 334,445.M41



The Eldar

Of the major alien races of the galaxy, the enigmatic Eldar are perhaps the most similar to humans in physical terms. Standing taller than the average human, the Eldar are possessed of a slim, minimal physique and delicate features. They have pallid skin, with pointed ears, flowing hair and bright, shifty eyes, and move with extreme grace, suppleness and languid decadence. Some simple-minded fools have even considered them beautiful, though the wise know not to consider an alien on their appearance alone. Inside, an Eldar's soul and motives are as alien to humanity as to any other race.

The majority of Eldar live on immense spaceships, much larger than anything any other race could construct. These artificial worlds float through space their movement erratic and contradictory at times. It is speculated that these immense vessels are capable of entering the warp and achieving faster-than-light speeds, there is no definite evidence of this. These ships pass through Imperial territories on occasion,

The Orks

As you are all no doubt aware, for generations the most consistent threat to our humble corner of the Imperium is the Orks. Spread as they are across the entire sector, in numbers rivalling that of humanity, these savage creatures know only war. From sporadic, localised raids and battles to sweeping invasions that have razed planets and killed or enslaved millions of humans, the Orks have been fighting against us on hundreds of worlds and throughout the depths of open space, especially around the Denebian asteroid belt. I have included a short quote from Hardra's Xenoptium to remind you all just what we face here.

"Orks are naturally built for bloodshed. Although usually stooped, an Ork stretched to its full height towers over a man, and Ork leaders, older and subjected to years of violence, are massive creatures able to crush a man's head with a clawed fist. Orks have a thick, leathery skin, varying from sickening green to almost black in colour, which is extremely

Tyranids

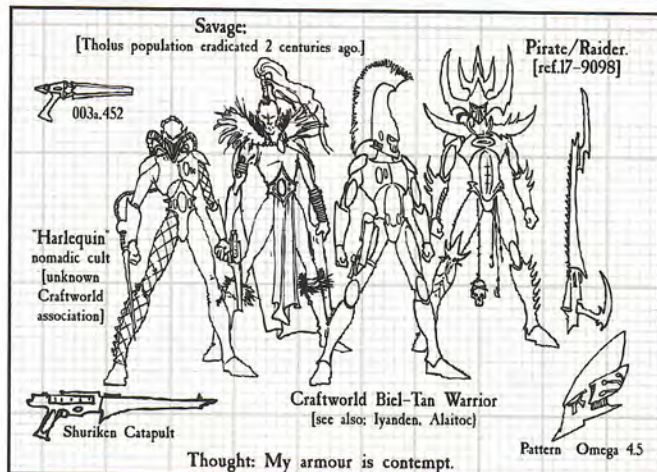
The Tyranids have come from a distant galaxy to consume and assimilate everything in ours. Their hive fleets are slowly invading the Imperium from the Eastern Fringe, wiping out all life in their wake. The hive fleets advance implacably across the stars, leaving nothing but extinction behind them. Though individual ships and even invasion forces can be stopped and destroyed, there are thousands of hive ships floating through the cold depths between the stars, waiting to launch their cargo of highly-evolved killing machines onto helpless worlds.

Tyranids vary considerably in size and shape. The warriors stand about twice the height of a man, while smaller Hormagaunts, Termagants and Gargoyles spill forward around them. Hulking monsters such as the Hive Tyrants and Carnifexes rival the mighty Space Marine Dreadnoughts in size and power. All are armed with wicked barbs and claws, and a variety of symbiotic weaponry that uses biological manipulation to fire clawing, biting beetles, acidic

sometimes peacefully, sometimes their presence requiring a military response to deter them from their threatening course.

Eldar planets have also been discovered. Many of these planets are young in geological terms, in a primaeval state with lustrous jungles and chains of active volcanoes. It is possible that the Eldar themselves have created these planets, somehow transforming them from lifeless rocks. The Eldar who live in these backwaters are feral and savage in comparison to those of a space-faring nature. They evince little of the sophisticated Eldar technology, but are fierce fighters when defending their homes against the rightful colonists of the Imperium.

Then there are Eldar pirates, who appear from nowhere and attack without warning or mercy. Some hint that the Eldar's grasp of sophisticated warp technology allows them to live within the medium of warp space itself. On occasion these warrior-bands have hired themselves out as mercenaries and sell-swords, but they are treacherous and whimsical allies. They will more often attack a ship or world, enslaving hundreds, even thousands, of victims, slaughtering whole communities in a despicable display of wanton bloodshed and battle-lust.



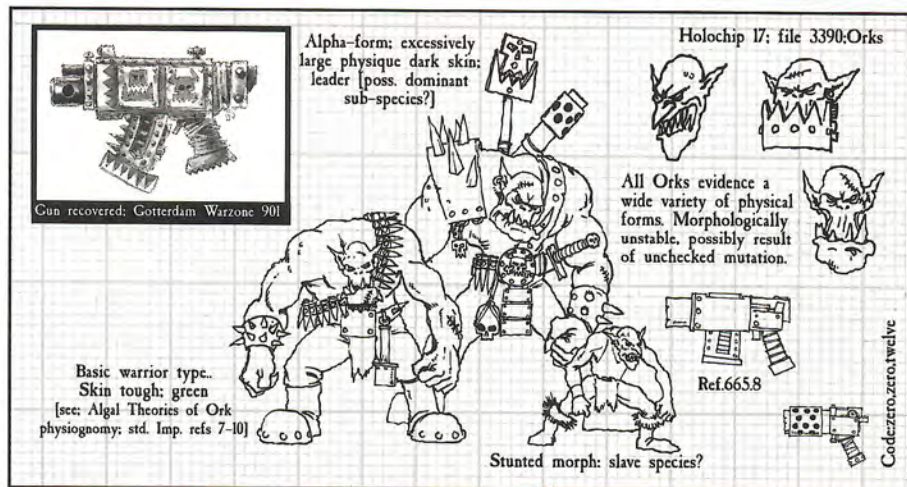
Xenobiologist Fremant, Palladium Colony

No date of entry.

Presumed to predate Prassac Razing M40.

resilient to damage. In fact, their whole physiology makes them very difficult to injure and quick to heal. Rows of fangs, up to a finger's-length, jut from their bucket jaw, and slab-like muscles move under their rough, warty skin. Their red eyes and permanent snarls give them an angry, bestial look that is altogether appropriate for their temperament. In combat they are vicious and pitiless, with a total disregard for life – theirs or their enemy's. They show little tactical or strategic sophistication, but their bloodthirsty nature, mixed with a degree of savage instinct and low cunning, make them fearsome adversaries."

My recommendation is that we dispose of these vermin as quickly as we can. If allowed to increase their numbers unchecked they will cause us untold trouble in the Sector.



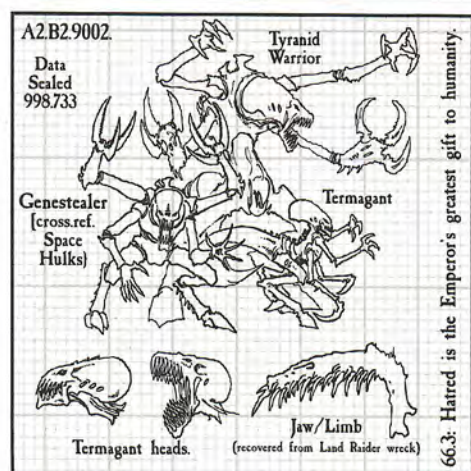
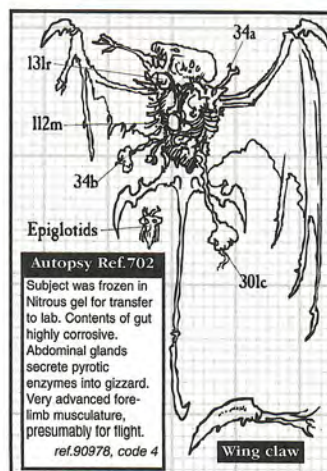
Ref. Ultima Segmentum Census 402,987

Bio./Chem./Physic Analysis 606.4454 39177337891.M40

venom, strangling seed pods or other horrendous living ammunition {Autopsy records attached}.

A vast controlling force, a kind of all-seeing overmind, pervades the Tyranid hive fleets. We call this 'the Shadow in the Warp, this 'Hive Mind' blankets all psychic powers and even nullifies the Astronomican. It is impossible to say quite how this omnipresent sense was created or is sustained, but it is surmised that it is comprised from all the consciousness of the Tyranids – a mind greater than the sum of its parts. Somehow, the hive mind can instill the needs of the Tyranids into the creatures that create it, through various 'Synapse' creatures such as Hive Tyrants and Tyranid Warriors. When these nodes of control are destroyed, the Tyranid swarms and broods degenerate into their natural instincts.

To withdraw in disgust is not cowardice.



THE ENEMY WITHIN



Despite the constant assaults by aliens and the incessant civil wars which rack the Imperium, one of the greatest threats to the long-term survival of the human race is the growing instability of the human gene-pool.

The outward expression of this is the increasing incidence of mutation amongst human populations, as if a galaxy-wide plague were sweeping across the Imperium. Many, if not most, of these mutations result in foul physical deformities or deviancies. By far the most dangerous mutants are those with psychic powers such

as premonition, telepathy and the like. If not properly trained, a psyker mutant can become the unwitting pawn of the malevolent creatures of the warp. These creatures can enter real space by using the psyker as a gateway or conduit, in the process consuming the psyker body and soul!

Worse still are the psykers who actively court the attentions of warp entities and seek to establish secret cults in a misguided attempt to achieve personal power. These inevitably end in grisly failure. The Imperium has to be ever vigilant to discover and destroy these cults

before the hellish denizens of the warp can gain egress to, and overrun real space.



There is no foe more rank or malific than the traitor. We rightly abhor the traitor that leads the enemy to our gate. We revile him for the annihilation of worlds and the murder of innocents. We each loathe him for the harm that he does to us. The scars that we bear remind us to keep our hatred bitter.

What hatred have we for the traitor within? No - I mean not the traitor that hides amongst us. For it is our very flesh that is the greatest of traitors, the betrayer who corrupts and weakens us more than any other foe. It is the enemy within that we harbour unknowingly. His name is mutant, witch and deviant. He is the foe that will destroy us as no other can. He leads us before a hellish throne to dance enfeebled and imbecilic for the lewd pleasures of dark gods.

Burn the mutant and the heretic that shelters him! Burn the witch and those that worship him! Burn the deviant and those tainted by him! Let their deaths purify us so that in dying their bodies serve mankind as in life they never could.

BATTLES BOOK





We endeavour in the darkness of battle who cannot win the fight. The time for peace is over and now it is time to die. It is the age of war and our last days must be lived amidst the sound of our own destruction.



Now the great wheel of human existence turns almost full circle. From the cradle of the Earth it has turned through vast epochs of time. Once in the light of the sun it turned as civilisations rose and fell and were forgotten. In the light of the stars knowledge blossomed and withered whilst the wheel span on. Now the great wheel of human existence, almost complete, turns again as it approaches a time of dying and the moment of inhuman birth.



Abhor the Night, it is the Light that Endures!



BATTLES BOOK INTRODUCTION

We've established how to go about moving and fighting with our forces in the Rules Book. In the Battles Book we're going to take a look at how to set up a battle between two opposing armies and fight it out using those rules. This includes creating the battlefield by placing terrain and scenic pieces on it, choosing armies to fight with (this also links in with the Armies Book later), different missions to attempt and victory conditions so you can work out who's won when the dust settles.

CHOOSING FORCES

A battle can be as big or as small as you like – from a simple skirmish up to a full-blown slaughterfest. You can play with all of the forces you have available or choose equally matched forces to ensure that neither side has an unfair advantage. To help in picking equally matched forces we have assigned values to units of troops, tanks, heroes and weapons in the theoretical and universal coinage of 'points'. These points values are detailed in the army lists for different races in the Armies Book. The army lists also include information on how many troops are included in each unit, what weapons they are armed with, and so on.

The Mutant bears his heresy on the outside,
the Traitor hides it in his Soul.

Most Warhammer 40,000 players use these army lists to organise and collect their forces as well as field them in battles. For a battle it is common practice for players to organise armies around an agreed points total of either 1,000, 1,500 or 2,000 points. As a guideline, a battle between two 1,000 point armies will take two to three hours to play, making it eminently suitable for an evening's or afternoon's gaming. A battle between two 1,500 point armies will last for most of a day, and larger games are best tackled with an eye to them taking a day and evening or a couple of days over a weekend to complete.

A word of advice is to start out with fairly small games until you have picked up the rules – it's better to start a small battle and finish it than start a mega-thrune and have to abandon it halfway through. As you gain experience you will find the time it takes to complete a game will decrease and larger and larger battles become more manageable.

SCENARIOS

The most simple and straightforward battle is where two sides line up on opposing sides of the table and battle commences, last man standing is the winner. This is the ideal kind of fight for seeing who's got the toughest army and can slug it out for longest.

However, in the 41st millennium warriors and war machines fight in all kinds of circumstances. Roving patrols clash in disputed territory, recon units try to penetrate their enemy's battle line, assault forces try to overrun defensive positions or two commanders unleash their armies in a straightforward attempt to cleanse the battlefield of their hated foes.

This is where scenarios come in. They give details of different sorts of game you can play and are used in combination with the army lists to select appropriate forces. When you arrange a game you can decide which kind of scenario to fight so that you can choose your army beforehand.



THE BATTLEFIELD

In order to fight a battle you will need somewhere to set up your battlefield – a flat, stable area unlikely to be ravaged by natural disasters like The Feet of Doom or the equally terrifying Household Pet Monster. Some people make do with a smooth bit of floor (although this is likely to fall prey to The Feet), but most use a largish kitchen or dining table (suitably protected by a cloth or blanket). By far the best option, if it's available, is to fight over a gaming board made up of sheets of chipboard, plywood or MDF laid over another table. Typically the battlefield should be between 6 to 8 feet long (around 1.8 metres to 2.4 metres) and 4 to 6 feet broad (1.2 to 1.8 metres). You can play on a smaller area quite easily, but you'll need to keep the forces fighting proportionately smaller to ensure that you've got some room to manoeuvre.



TERRAIN

So you've got your battlefield, but it's flat, featureless and devoid of life. While this might be appropriate if you're fighting over a starship landing field or deserted salt flats, it makes for a rather dull battle. Terrain is an important feature on all battlefields. A good commander will use the terrain to his best advantage, blocking the enemy's lines of fire, getting his heavy weapons into good firing positions and concealing his troops until they are ready to strike. Troops on the ground need cover and concealment if they are to survive against the deadly weaponry of the 41st millennium. A very large



terrain piece can become the focal point of a battle, such as a bridge that must be taken or a refinery that must be destroyed.

Building up a collection of scenery is an important and enjoyable part of the hobby. It is possible to buy all kinds of terrain like trees, bushes, hedges, fences, ruins, tank traps, crates, barrels and card or plastic buildings. Take a look in your local Games Workshop store (if you have one nearby) and you'll find all kinds of scenery that you can buy as well as textured cloths for covering your tabletop and lots of other useful tools and materials. Failing that, model shops and particularly places that specialise in model railways have a good selection of scenery, although it is often comparatively expensive.



If your budget is limited, simple pieces like rocks and logs can be represented by small stones and twigs scavenged from the garden, hills can be indicated with books placed under a blanket or sheet, and so on. Beyond this there are almost limitless opportunities for making scenery easily and very cheaply. With a little effort you will soon become an expert at building hills, jungles, craters, trenchworks, bunkers, temples and all manner of terrain. The list of different types of scenery is endless; from ash wastes to ice worlds, jungles to volcanoes, all could feature on your battlefields. White Dwarf magazine often contains articles about making scenery and is a great source of ideas and inspiration.

PLACING TERRAIN ON THE BATTLEFIELD

There are many ways to set up terrain, and any method is perfectly acceptable as long as it creates a fair battlefield. The missions all advise you to set up the terrain in a mutually agreeable manner, and any of the following methods would suffice. Remember that the purpose of setting up terrain is to provide an entertaining and interesting battlefield, not to impede movement or lines of fire so much that it becomes almost impossible to actually fight the enemy. If a piece of scenery is going to be a major feature of the battle, such as a wide sulphurous river which cannot be crossed, then you need to OK this with your opponent. This sort of battlefield is perfectly fine, and might make for an enjoyable game, but you and your opponent would have to agree it beforehand. Here are some methods you might employ when setting up your battlefield.

Setting up terrain – method 1

One of the players positions all the terrain on the table. Once he has positioned the terrain his opponent can then pick which board edge to deploy from. Many of the scenarios require you to roll off for choice of table edges, but if one player has set up the terrain then it is only fair that his opponent then chooses which board edge to deploy from, as this avoids the player who set up the terrain getting an unfair advantage. This is a good method if you are playing a game at one player's house, as he can set up the terrain before his opponent arrives, allowing you to get straight on with the battle.

Setting up terrain – method 2

The players choose, or roll for, a half of the table each. They then place all the terrain in that half of the table. This is done purely by choice. Once both players are happy with the position of the terrain they roll a dice – the player with the highest score chooses his deployment zone as indicated in the mission.



Setting up terrain – method 3

The historical refight. In some scenarios you are actually re-fighting a historical battle. In this case it is likely that the battlefield will already be mapped out for you. For a historical refight all you need to do is use your own collection of terrain to represent the historical battlefield as closely as possible.

Setting up terrain – method 4

Divide the table into 24" (about 60cm) square areas. Roll a D3 for each area, this is how many pieces of terrain will be placed in that area. Roll 2D6 on a random terrain generator (see below) for each piece of terrain in each area and position that piece of terrain anywhere within the area. If you want, you may place terrain pieces on top of each other to create, for example, a hill with a wood on top of it.

RANDOM TERRAIN GENERATORS

We've included some sample terrain generators over the following pages, but it's easy enough to come up with your own customised one which includes all the terrain in your own collection. The terrain generators we've provided are really intended to be a source of inspiration – the galaxy is full of all kinds of different worlds and the following terrain generators are just a small sample of what you could do.

Random terrain generators aren't just useful for setting up games. Some gamers use them as a rough guide to focus their terrain collection, building up model forests of ice crystals, crevasses and glaciers to make up battlefields on an ice world, for example.

On the other hand, you might decide to make the terrain generator fit the collection you already have. Simply write down all the pieces of terrain you have, assign numbers to them and you have your own customised terrain generator!

Different Worlds

In the 41st millennium there are thousands of worlds where battles rage. These vary enormously in climate and geography and in the vastness of the galaxy almost anything is possible. The following pages have random terrain generators for a few possibilities, but they are really just that. If you can think of other things to add to them then do it! You might also want to try modelling terrain for something very different like:

- **A World at War:** where battles have raged for generations and all that is left are shattered ruins, trenchworks, craters, bunkers and wrecked war machines.
- **A Hive World:** with densely packed towers and walkways, silos and hab-zones. Among the buildings lie lakes of toxic goo and quicksand-like dust pools.
- **A World of Volcanoes:** with rivers and lakes of lava, and twisted spires of black rock.
- **A Mountainous World:** with precipitous crags and sheer cliffs, rope bridges, towering spires and dense pine forests.

ASH WASTES TERRAIN GENERATOR (roll 2D6)

Polluted by thousands of years of intense industry the surface of many hive worlds has become a toxic wasteland of chemicals and ash.

1D TOXIC RIVER

Toxic rivers are very dangerous and are impassable to all infantry, cavalry, bikes and vehicles. A toxic river must be placed so that it flows onto the battlefield from one table edge and out from another. It cannot spring from nowhere and cannot simply end. A toxic river cannot extend over half the length of the games table unless your opponent agrees that it may do so.

A toxic river cannot be crossed except at a bridge. However, skimmer vehicles and jump pack equipped troops can cross the river as long as they do not end their movement in it.

A toxic river must include at least one crossing point somewhere along its length. If the river extends over half the table length then it must include at least two crossing points.

3 SLUDGE STREAM OR CANAL

A sludge stream counts as difficult ground for infantry, cavalry and bikes, though the banks of the stream or canal may provide cover. Sludge streams or canals must be positioned as for a toxic river above, with the same crossing point requirements. Sludge does not count as difficult ground for vehicles.

4 SLUDGE BEDS

An area of thick sludge-covered ground no larger than 9" by 9". The sludge counts as difficult ground to infantry, bikes and cavalry, but is flat and so provides no cover. Vehicles are not affected by sludge.

5 DETRITUS

An area of detritus will include barrels, piles of junk, wrecked vehicles, pipes, spare tyres, crates and suchlike. They provide cover for troops hiding amongst them, but do not impede movement. Bikes, cavalry and vehicles count detritus as difficult ground. An area of detritus must be no larger than 12" by 12".

6 ROCKS

An area of rock-strewn ground no larger than 12" by 12". Rocks provide cover for infantry and count as difficult ground for all units. Very large rocks will be impassable to vehicles.

7 ASH DUNES

Two to three small hills formed by wind-blown ash. Moving over the soft dunes counts as difficult ground.

8 CRATERS

Craters provide cover for infantry inside them and do not impede movement. Very large craters might provide cover for vehicles but would count as difficult ground.

9 CHEM WASTES

An area of toxic or acidic chemicals no larger than 9" by 9". Moving through the chemicals is hazardous, so roll a D6 for each model that enters the area. On a roll of 1, infantry, cavalry or bike models take a Strength 4 hit, armour saves can be taken as normal. Vehicles that roll a 1 become immobilised as if they had moved into difficult ground (the tyres or tracks melt!).

10 OLD RUINS

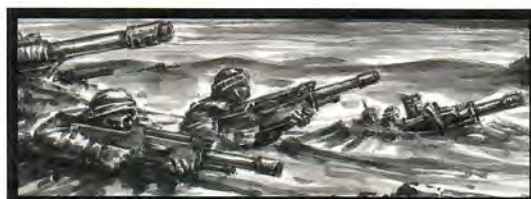
An abandoned building or a group of several buildings (One to four is enough). These buildings could once have been anything from a shanty town to a prison block or a temple. The ruins may have up to 12" of adjoining dilapidated walls or fences.

11 MINE

A working or disused mine with strophead, transport tubes or rails and so on. Two to four buildings should be sufficient. The mine may have up to 12" of adjoining walls or fences.

12 SETTLEMENT

A complex of buildings (two to four is enough). Buildings provide excellent cover for infantry and if large enough may also provide cover for vehicles. The settlement may have up to 12" of adjoining walls or fences.



AGRI-WORLD TERRAIN GENERATOR (roll 2D6)

Many planets are little more than farming worlds where most of the surface is given over to the production of food. This produce is shipped out to feed the billions of inhabitants of the teeming hive worlds of the Imperium.

1 A DEEP RIVER OR LAKE

Choose either a deep river or a lake. A river must be placed so that it flows onto the battlefield from one table edge and out from another side. It cannot spring out from nowhere and cannot simply end. A river cannot extend over half the length of the games table unless your opponent agrees that it may do so.

A deep river cannot be crossed by vehicles except at a bridge or ford. Troops treat it as very difficult terrain so they roll 1D6 for their movement distance across it. Skimming vehicles and jump pack equipped troops can cross the river as long as they do not end their movement in it.

A deep river must include at least one crossing point. If the river extends over half the table length then it must include at least two crossing points.

A lake should not be larger than 12" square and has the same terrain effects as a deep river.

2 SHALLOW RIVER, STREAM OR IRRIGATION CANAL

Choose either a shallow river (which counts as difficult terrain) a stream or canal. Rivers, streams and canals must be positioned as for a deep river or lake above, with the same crossing points requirements.

3 CROP FIELD

A field of tall crops, which can be surrounded by a hedge or fence. Troops and vehicles moving through a crop field are subject to the difficult terrain rules. Troops inside the field count as in cover (6+ save) because it is difficult to see them. Vehicles do not count as in cover. A crop field can be of almost any size (some cover entire continents!), but 6" to 12" square is a fairly good size to use.

4 DETRITUS

An area of detritus will include barrels, piles of junk, parts from wrecked vehicles, pipes, old ammo crates, discarded machinery and so forth. They are good cover for units hiding amongst them, but do not impede infantry movement.

Bikes, cavalry and vehicles count detritus as difficult ground. Detritus should cover an area of 6" to 12" in diameter.

5 A WOOD OR PLANTATION

Woods or plantations are difficult to move through and count as difficult ground. However, units inside a wood or plantation will count as in cover. A plantation is a wood with the trees planted in straight lines, or it might be made up of more exotic plants or giant alien fungi. A wood or plantation can be of almost any size, but 6" to 9" square is a fairly good size to use.

6 A HILL OR A WOOD/PLANTATION

Choose either a wood/plantation or a hill to place on the battlefield.

7 A HILL

Hills do not usually affect movement, but they provide excellent firing positions for heavy weapons and ordnance.

8 WALLS, PIPELINES OR FENCES

Place up to 12" of continuous walls, fences, ditches, pipelines or any other linear obstacle. Obstacles can be crossed, but infantry are likely to be slowed down by them so treat them as moving through difficult terrain. Likewise, cavalry treat obstacles as difficult terrain. Whether bikes and vehicles can cross or break through them depends on the obstacle used. Most obstacles make excellent defensive positions and will provide cover, but some, like chain link fences for example, will not offer much protection though they are still difficult to cross.

9 STRUCTURE

A single building. This could be anything from a small wooden hut to a water tower, grain silo, tall apartment block or shrine. The structure might be ruined, and may have up to 6" of adjoining walls, pipelines or fences.

10 A FARM COMPLEX

A group of several buildings (two to four is enough). The complex may have up to 12" of adjoining walls, pipelines or fences.

11 A STEEP HILL

A steep hill is difficult to move over (it counts as difficult ground), and may have cliffs on one side making it impossible to move over except by jump packs or skimmer vehicles.

ICE WORLD TERRAIN GENERATOR (roll 2D6)

Most planets have a polar ice cap, but some are so far from their sun that they are locked in a permanent ice age. With a bit of imagination this chart can be used for desert worlds by swapping snow for sand.

D GLACIER

An extremely slowly moving river of ice, rent with deep crevasses. A glacier must be placed so that it flows onto the battlefield from one table edge and out from another side. It cannot spring out from nowhere and cannot simply end. A glacier cannot extend over half the length of the games table unless your opponent agrees that it may do so.

A glacier will be covered in cracks and fissures and so counts as difficult ground and gives cover to infantry. In addition, a glacier can include up to D6 crevasses and D6 hidden crevasses (see below) along its surface.

3 FROZEN LAKE

A frozen lake could be a thick crust of ice over a body of water or it could be frozen nitrogen, methane or some other exotic substance.

A frozen lake counts as open ground to infantry, bikes and cavalry, but difficult ground to vehicles, including walkers. If a vehicle becomes immobilised in a frozen lake roll a D6 at the start of each of its turns. On a 1 the vehicle falls through the ice and is destroyed.

4 HIDDEN CREVASSE

The ice sheet is rent by a huge gash which has been covered over by newly fallen snow, making it almost invisible. The crevasse can be 6" to 18" long and 1" to 6" wide. The crevasse counts as difficult terrain and in addition you must roll a D6 for every model crossing it. On a roll of 1 they fall through the thin snow covering and are lost forever.

5 CREVASSE

The ice sheet is rent by a huge opening of unfathomable depth. The crevasse can be 6" to 18" long and 1" to 6" wide. The crevasse counts as impassable terrain.

6 FOREST

A forest of exceedingly hardy (probably coniferous type) trees. Alternatively, you could represent the same thing with an area of giant ice crystals or something similar. The forest should be around 6" to 12" in diameter.

7 HILL OR FOREST

Choose a hill or forest to place. A hill will count as difficult terrain due to the vast snow drifts which accumulate around it.

8 HILL

As mentioned above, a hill will count as difficult terrain.

9 REFINERY

A small complex of one to three buildings, preferably with interconnecting bridges or gantries. The refinery might be wrecked, and may have up to 6" of adjoining walls, pipelines or fences.

10 RESEARCH STATION

A group of several buildings (two to four is enough). The complex may have up to 12" of adjoining walls, pipelines or fences.

11 CITY ENTRANCE

A single large structure which protects the entrance to an underground city. Such entrances are often at the centre of a complex of defensive bunkers and towers.

12 BLIZZARD

Whilst a blizzard is not really a terrain feature, it is a feature of fighting on ice worlds (just as sandstorms are a feature of fighting on desert worlds). You could either have the blizzard affect the entire tabletop or advancing on from a random table edge at 12" per turn. All movement in a blizzard counts as being in difficult terrain. Accurate firing is limited to a range of 12", beyond this 6s are needed to hit regardless of the firer's Ballistic Skill.



DEATH WORLD TERRAIN GENERATOR (roll 2D6)

Death worlds are among the most dangerous planets in the galaxy. Death worlds vary a great deal, from jungles filled with voracious and homicidal wildlife to barren, rock-strewn wildernesses tortured by volcanoes, meteor strikes or ion storms. This is an example of a terrain generator for a jungle death world.

MARSHES

Death world marshes are insanely dangerous and count as difficult terrain to all units. In addition, roll a D6 for any model which enters a marsh. On a roll of 1 it is drowned, sunk, eaten, corroded or otherwise done away with. Marshes should cover an area about 12" in diameter.

CRUMBLE ROCK

Crumble rock looks solid, but disintegrates on contact. It counts as difficult terrain to all units and provides no cover. An area of crumble rock will be 6" to 12" square.

THERMOTROPIC VINES

Thermotropic vines are plants which are attracted to heat sources – like creatures and vehicles. They grow extremely quickly and will smother anything which stays still for long enough. Thermotropic vines count as difficult ground to anything crossing them, but they do provide cover. If a unit ends its movement in an area of thermotropic vines it will suffer a single Strength 5 hit on a D6 roll of 4 or more. Armour saves may be taken as normal and hits on vehicles are resolved against their rear armour value. Thermotropic vines will cover an area no more than 6" square.

VENUS MANTRAP

Venus mantrap is a catch-all name used for a variety of carnivorous, sessile plant forms which are capable of capturing and consuming human sized (or larger) creatures. Mark the location of the venus mantrap with a counter, coin or small terrain piece. Any unit which moves within 6" of a venus mantrap will suffer D6 Strength 4 hits, with no armour piercing value. Even vehicles will be attacked, resolve the attacks against the armour facing the mantrap. The venus mantrap will be impossible to attack back as it is mostly underground and very well concealed.

JUNGLE

An area of jungle is notoriously difficult to move through so it will count as difficult ground. Units in the jungle will count as in cover. A jungle can be of almost any size, but 6" to 12" square is a fairly good size to use.

JUNGLE OR HILL

Choose either a jungle or a hill to place on the battlefield.

A HILL

Place a hill on the battlefield. This will not affect movement or provide cover, but it will give a better firing position to whoever holds it.

OVERGROWN SETTLEMENT

A settlement which has been overrun by the death world's deadly denizens. It will comprise a group of several buildings (two to four is enough) and may have up to 12" of adjoining walls or fences. All movement within the settlement counts as being in difficult terrain.

SPITTING CACTUS/STRANGLE VINES

Treat this as an area of jungle, but any time that a unit is moving through it and rolls a double for its movement distance the unit is attacked. The unit suffers D6 hits due to cacti spitting poisoned needles at them, vines whipping around troopers' necks and all sorts of other nastiness. Make armour saves for each model hit. Vehicles are unaffected, but have the usual chances of getting immobilised.

CARNIVORE LAIR

This could be a cave, something lurking in the trees or some kind of alien trapdoor spider. If a unit moves within 6" of the carnivore lair one model will be attacked and swallowed whole on a D6 roll of 4 or more, no armour save. The carnivore lair may not be attacked.

BOILING MUD/TAR PITS

An area of bubbling, volcanically heated mud or tar. This counts as very difficult ground (only roll 1D6 to see how far units can move through them), but they do provide cover. Vehicles will be immobilised automatically if they move into a mud or tar pit. In addition, make an armour saving throw for every model still in the pits at the end of their move. Models which fail their save are broiled alive. The mud/tar pits can be up to 12" square.

CHOOSING A SCENARIO AND MISSION

We have created four scenario types for Warhammer 40,000: Standard Missions, Battles, Raids and Breakthroughs. Each of these scenario types breaks down into a number of different missions: five in the case of the Standard Missions and three for all of the others. For example, the Battles scenario includes a Take and Hold mission, a Meat Grinder mission and a Bunker Assault mission. To start with we'd advise sticking to the Standard Missions. This is because the Battle, Raid and Breakthrough scenarios are quite challenging even for experienced gamers, and introduce extra rules to cover things like fortifications and preliminary bombardments.

The scenario to be played is chosen beforehand by mutual agreement, as is who will be the attacker and who will be the defender where this is appropriate for the scenario (this only applies to Battles, Raids and Breakthroughs). If you cannot agree on what scenario to play, or who will be the attacker and defender, then roll a dice for it, toss a coin, arm wrestle or whatever. Alternatively, you can use our cunning strategy rating system...

STRATEGY RATINGS

Some armies have much better military organisation than others, their commanders may be more skilled in strategy and tactics, or be aided by powerful psykers. Other armies may be undisciplined or simply too large and unwieldy to react quickly. To represent these differences, all the armies have a strategy rating to determine how fast they can react to enemy attacks or mount operations of their own. If you wish, you and your opponent may use your armies' strategy ratings to determine which of the scenarios to play.

Both players roll a number of dice equal to their army's strategy rating, choosing the dice with the highest score if their army has a strategy rating of more than 1. The player that scores the highest gets to choose the



scenario category. You can also use this method to decide who will attack and who will defend if you like, or simply say that the player who chose the scenario is always the attacker.

CHOOSING A MISSION

You should not know exactly which mission you will be playing when you pick your force. To choose the mission, roll a D6 on the mission table at the start of the appropriate scenario section. Make the roll after you have set up the terrain, but before you begin deploying your forces. If you and your opponent agree, you can simply choose a mission instead.

SUMMARY

- 1: Choose scenario (use strategy rating if desired).
- 2: Decide who will be attacker and who will be defender (use strategy rating if desired).
- 3: Choose your army, using the force organisation of the chosen scenario.
- 4: Randomly determine a mission to play by rolling on the appropriate scenario mission table.
- 5: Get fighting!

STRATEGY RATINGS

STRATEGY RATINGS	No. of D6
Space Marines	3
Craftworld Eldar	3
Dark Eldar	2
Chaos Space Marines	2
Sisters of Battle	1
Imperial Guard	1
Tyranids	1
Orks	1

CHOOSING FORCES

As mentioned earlier, forces are chosen by both players picking units from their army list up to a maximum points value decided beforehand. If both you and your opponent wish, you can simply choose your forces without restriction. However, this can lead to both sides simply going for the biggest guns and toughest troops without taking anything which really shows what the army should be like – imagine an Ork force with no Orks in it for example, just Dreadnoughts and warbikes. While this might be appropriate for a very special one-off mission, it isn't representative of the army in general. For this reason, different missions have what are called force organisation charts. These give you flexibility in choosing your units, but ensure that the army keeps its distinctive character. Whether or not to use the force organisations given or make up your own, is up to you to decide, but we recommend you use them unless you are inventing a special mission of your own.

If an enemy comes on in a great horde, as Orks are wont to do, then try to direct them into a narrow defile or enclosed space, such that their numbers work against them. Crowded together those at the front will impede those behind, whilst the push from the rear will prevent those at the front from retreating or finding a better path.

Tactica Imperium

USING FORCE ORGANISATION CHARTS

Before selecting an army you should refer to the force organisation chart for the scenario you are going to play. There is a different chart for Standard Missions, Battles, Raids and Breakthroughs.

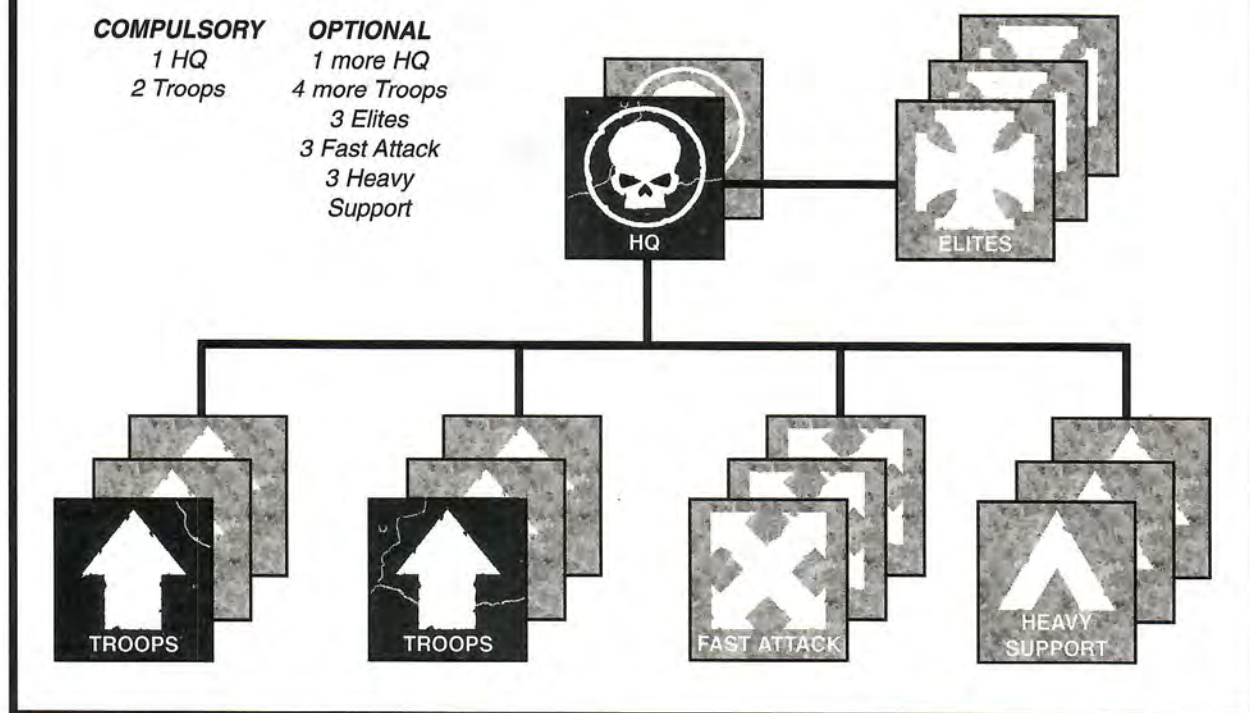
The chart limits what forces are available to you. There are five categories of troop types in every army list. They

are: HQ, Elites, Troops, Fast Attack and Heavy Support. One box on the chart allows you to make one choice from the equivalent section of your army list.

Dark boxes are required troop types. You *must* make a selection from the appropriate army list section for each dark box on the force organisation chart.



STANDARD MISSIONS



The force organisation here shows that for this mission you must take at least 1 choice from the HQ section of your army list and 2 choices from the Troops section. On top of this you can take up to 1 more HQ choice, 4 more Troops, 3 Fast Attack, 3 Heavy Support and 3 Elites.

For the most part, one box on the organisation chart is the equivalent of one unit or vehicle, but sometimes the army list will allow you to buy more than one unit for each choice. It may be that 1 Fast Attack option actually allows you to buy a squadron of 1 to 3 Attack Bikes, or in the case of the Imperial Guard, 1 choice allows you to buy a platoon consisting of more than one unit, but this still counts as one Troops choice from your army organisation.

VERY LARGE GAMES

If you're playing a large game it's helpful to understand what the force organisation charts represent. Basically the charts allow you to organise a force based on a military formation called a detachment. A detachment is a collection of units that move and fight together on the battlefield, and is the smallest formation that can be used to carry out a mission. During a campaign all the units in an army will be organised into detachments, and will tend to carry on operating in the same detachments throughout the campaign.

For example, a Space Marine company consists of over 100 Space Marines split into 10 squads, backed up by a large number of ancillary vehicles like Rhinos, Land Raiders, Predators and land speeders. Using the

company as a single force would create a huge and unwieldy formation, while ordering the squads and vehicles around on their own would be a nightmare for the company commander. Because of this, at the start of a campaign each company will be split into two or more detachments, and it is these that will be used to perform all the duties that the company is called upon to perform.

Carrying on the example above, if the Space Marines were called upon to carry out a mission they might assign a single detachment to carry it out. This would be the equivalent of playing a small game of up to about 1,500-2,000 points. For a larger mission the company might assign two or more of their detachments. This would be the equivalent of playing a higher points value game with each player being allowed to field two or more 'armies' in the same game.

So if you're playing a very big game of more than 2,000 points a side you can simply field two or more 'armies' on each side, with a separate organisation chart for each army. This is especially useful for very numerous armies like Imperial Guard or Orks which will struggle to field enough units to use all their points using a single force organisation chart.

Alternatively, you could simply double up the number of boxes available on the force organisation chart for each side, or mutually agree to increase them by a set number. There should usually be a ratio of two to three Troops boxes to each extra HQ, Elites, Fast Attack and Heavy Support box. If you want to get really wacky you could even roll for each category, adding D6-3 boxes, or a D3 to each one.

SCENARIO SPECIAL RULES

In some missions extra rules are used to cover circumstances which will only crop up in particular situations. These include reserve forces being brought into play, sentries, minefields, Deep Strike units and many more. All these special rules are described in full on the following pages.

With the single exception of Infiltrators, all scenario special rules are the same each time they are used. A general description of Infiltrators is included on the following pages, but the specific rules which apply to them in each battle can be found in the Set-up section of the relevant mission.

The scenario special rules listed in this section are:

- **Deep Strike**
- **Fortifications**
- **Hidden Set-up**
- **Infiltrators**
- **Night Fighting**
- **Obstacles**
- **Preliminary Bombardment**
- **Random Game Length**
- **Reserves**
- **Sentries**
- **Sustained Attack**
- **Victory Points**

DEEP STRIKE

If either side has any Deep Strike troops in reserve, then when they become available they may deploy anywhere on the table. This can be by teleporting, flying troops swooping down from the skies, creatures being summoned from the warp, tunnellers emerging from underground, or any other means of extraordinary movement.

To deploy Deep Strike units, choose a point anywhere on the board and place the centre of the Ordnance blast marker there. Roll a Scatter dice. On a 'hit' the marker is on target, on an arrow the marker is off target – move it 2D6" in the direction shown. Once the final position of the marker has been established, place all the Deep Striking models on top of it, facing in any direction. Deep Strike troops may not move or assault on the turn that they arrive, but they may fire as normal (though they count as having moved and so may not fire heavy weapons, etc).

If you roll a double 1 the squad has been lost – victims of a terrible accident, lost in the warp, shot down by enemy fire or crushed underground.

If the marker misses the table then the Deep Strike troops are not available for the rest of the battle.



FORTIFICATIONS

In some scenarios the defender may set up fortifications. All fortifications must be represented on the board by a suitable model.

There are many forms of fortifications, but broadly they represent cover for the defender. Sandbagged positions, trenches, redoubts, makeshift barricades and fortress walls all count as fortifications. The defender may set up as many fortifications as he likes and the scenario set up rules explain where these fortifications can be placed – usually in the defender's deployment zone.

A model in fortifications receives a cover saving throw of 4+, see the Rules Book for more information on cover saving throws.

In addition to cover there is a special type of fortification called bunkers.



Adamantium walls and plaststeel bulkheads may seem formidable, but an unshakable faith in the Immortal Emperor of Man can overcome any barriers.

Bunkers

Bunkers are treated exactly like an immobile vehicle with an Armour Value of 13 all round when shot at or assaulted. Troops inside a bunker may shoot as if they were being transported in a vehicle, ie half of them may fire and they may not be targeted separately. However, troops on top of the bunker do count as a separate target from the bunker although they will usually be able to hide behind a wall or parapet (getting a 4+ cover save).

Flamers Against Bunkers. Flamers may be fired against models on the roof or against the bunker itself. Resolve the flamer attack as normal versus models on the roof. If the bunker is chosen as a target the flamer does not need to roll to penetrate a bunker, instead every model inside it is hit by the attack. Roll to wound and make armour saves as normal. The bunker itself will be unaffected by a flamer attack.

BUNKER GLANCING HITS

(S+D6 ROLL EQUALS ARMOUR VALUE)

1-2

Occupants Shaken. The occupants of the bunker are shaken by the explosion. Troops in and on the bunker may not fire next turn, but they may still move.

3-4

Occupants Stunned. Troops in and on the bunker may not move or fire next turn.

5

Damage. The bunker is damaged. Add +1 to all future rolls on the bunker damage tables. This +1 is cumulative, so another 'Damage' result would mean +2 on the next roll.

6

Collapse. The bunker comes crashing down. Anyone in or on the bunker takes a wound on a roll of 4 or more. They may attempt an armour save to avoid damage. Survivors are placed up to 2" away from the ruined bunker.

BUNKER PENETRATING HITS

(S+D6 ROLL BEATS ARMOUR VALUE)

1-2

Occupants Stunned. Troops in and on the bunker may not move or fire next turn.

3-4

Damage. The bunker is damaged. Add +1 to all future rolls on the bunker damage tables. This +1 is cumulative, so another 'Damage' result would mean +2 on the next roll.

5-6

Collapse. The bunker comes crashing down. Anyone in or on the bunker takes a wound on a roll of 4 or more. They may attempt an armour save to avoid damage. Survivors are placed up to 2" away from the ruined bunker.



HIDDEN SET-UP

In some scenarios, forces have had time to conceal their troops and prepare booby traps and minefields to delay the enemy. When using Hidden Set-up you will need a hidden set-up marker for every unit in your force (including those in reserve or not starting on the tabletop for some other reason).

When forces are deployed on the table the defender places hidden set-up markers instead of models. A marker may be placed on any terrain, as long as it can be moved over by the model it is representing, and is in the defender's normal deployment zone.

Each marker needs to be numbered so that you can note down which number corresponds to which unit – if you don't have any numbered markers simply make your own by tearing off some pieces of scrap paper and numbering them. Alternatively, the defender can draw a map of the tabletop and mark the location of each of his units on it.

Hidden Vehicles

Vehicles must be hidden in appropriate terrain features. It is not possible to disguise a Leman Russ battle tank on a open plain, but it could be hidden at the edge of a wood, behind a building or behind a hill. Vehicles must be hidden behind or in a terrain feature which could conceivably hide the model. Because people's terrain varies so much it is impossible to give an exhaustive list, so apply common sense. Obviously, it's much easier to hide a buggy than a tank.

Revealing Hidden Troops

Once the defender has placed all his hidden set up markers the attacker then deploys his forces as described in the Scenario Set-up rules. Once the attacker's deployment is complete the defender reveals his hidden set up markers and places the appropriate models on the table. For a unit of troops or multiple vehicles one model is placed on the counter with the rest of the unit in 2" coherency as normal. A lone vehicle must be placed on the counter itself. Counters which are for units in reserve have a chance of being a minefield or a booby trap.

Minefields and Booby Traps

If a counter is for a unit that is not deployed on the board, because it is in reserve or for any other reason, then there is a chance the counter represents a booby trap or minefield instead. Roll a D6: on a 4+ it is a booby trap or minefield (defender's choice), otherwise it is just a dummy – remove it from the table.

Booby Traps: The player controlling the booby trap may choose to detonate it when an enemy model or unit is within 6" of the marker. As usual, the owner of the target unit chooses which model takes the damage and resolves a single Strength 8 hit, Armour Piercing 2, on him. Unlike minefields booby traps only work once, so remove the marker once the attack has been made.

Minefields: A minefield is an 8" by 4" rectangle, placed in contact with the hidden counter.

Any enemy model moving over a minefield triggers a mine on a roll of 4+, taking a Strength 6 hit with no Armour Piercing value. Vehicles take a Strength 6 hit against their rear armour, but all penetrations are glancing hits only.

Skimmers and Minefields: Minefields will contain specialised devices with proximity detectors, the ability to leap upwards, or simply detonate in such a spectacular fashion that being a few metres in the air is no defence. Because of this, skimmers and troops with jump packs are affected by minefields just like ordinary troops and vehicles.

INFILTRATORS

Infiltrators are skilled at sneaking forwards to scout out the enemy before the main force arrives. By making the best use of available cover, advancing at night or with other troops providing diversions, they are able to deploy ahead of the rest of the army.

The way that this is represented in the game varies from mission to mission, but will typically involve placing the Infiltrators last or allowing them an extra move in the turn they move onto the battlefield. Often only one side may use its infiltrating troops fully as their enemy is caught off guard; the missions will specify when this is the case. If Infiltrators are not specifically mentioned then they simply deploy with the rest of the troops, the circumstances of battle not allowing them time to use their special skills.

NIGHT FIGHTING

Spotting the enemy at night is difficult. Not only is it dark, but the shifting shadows make identification of enemy troops uncertain. Warriors on both sides become confused and disoriented and their performance becomes unpredictable, some failing to fire at nearby enemies whilst others continue to blaze away confidently at long range.

Before a unit fires you must check if they can see the enemy. Roll a 2D6 and multiply the result by 3, giving a number between 6 and 36. This is the number of inches the unit can see. If any enemy are visible then they may be fired at as normal. Note you should only roll for each unit once, not for each model or weapon in a unit. Guess range weapons may fire as normal, but the distance they scatter is doubled if the target is beyond visual range.

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

Maxims of Macharius II, Lord General Solar, as quoted in the Macharian Heresy by Lord Inquisitor Kryptman

OBSTACLES

Fortifications are not the only form of defences. In some scenarios the defender may place obstacles. Obstacles are a hindrance to enemy movement and are split into two categories: razorwire and tank traps.

Razorwire. If the defender has suitable models then he may set up razorwire. Razorwire comes in 6" long sections. If the defender has obstacles then he gets 1D3+3 sections of razorwire to deploy at the start of the game.

Razorwire counts as difficult ground for all infantry, cavalry and bikes. Vehicles can drive over razorwire with no effect. Skimmers and jetbikes are not affected by razorwire, neither are jump pack troops.



Tank Traps. Tank traps also come in 6" long sections. If the defender has obstacles then he gets 1D3+3 sections of tank traps to position at the start of the game.

All vehicles, except skimmers, treat tank traps as impassable ground. Tank traps do not affect infantry movement, they can simply run around or clamber over them. Tank traps will provide cover for infantry.

Tank traps may be destroyed by enemy fire. They have an Armour Value of 10, and any penetrating hit destroys the section automatically. Glancing hits have no effect. They may be assaulted by infantry as if they were a stationary vehicle.

THE CONCLAVE OF HAR

Though I have seen within the Black Library and spoken to its most terrible guardian, I can never reveal what happened there: not to any man nor the Emperor himself for I am forsworn to powers beyond your knowledge. I can only say that a time of inconceivable horror is about to begin, a time when Mankind alone with the might of the Imperium cannot endure; and together with all the strength of the Eldar, even so, our doom stalks us unflinching across the stars.

Inquisitor Czevak at the Conclave of Har
from the Har transcriptum

PRELIMINARY BOMBARDMENT

In a major offensive the attacker will often attempt to soften up his target with a heavy bombardment before launching his attack. The barrage could come from artillery units far in the rear, close support vehicles like Griffons and Whirlwinds, or from orbital barrages and air strikes. All races and armies have their own forms of artillery support and aircraft, be they Tyranid Biovores and Dactylis, Eldar Night Spinners, Chaos artillery, Ork Fighta-bommerz, or whatever.

A Preliminary Bombardment is unlikely to cause massive damage to a well dug in force, but it will make the enemy troopers keep their heads down and some of them will be so dazed that they only react slowly to the assault which follows. The huge ground-shaking explosions of the bombardment can also help clear the way for an attack by destroying fixed defences like razorwire and tank traps.

Roll a D6 for each enemy infantry, bike or cavalry unit and each section of razorwire or tank traps on the tabletop. On a roll of 6 the unit or obstacle is hit. A squad takes 1D6 hits from the shelling, causing 1 wound each (make armour saves as normal), and must roll a Leadership test or be pinned in their first turn – see the barrage section of the rules for details. Troops which start the game in reserve cannot be hit by a Preliminary Bombardment.

A section of razorwire or tank traps is automatically destroyed by being hit, remove it from play.

Vehicles and bunkers are not affected by a Preliminary Bombardment, (long range shelling lacks the accuracy to hit specific targets), but you should still roll for troops inside them. (Some of the troops may have been caught in the open whilst running for the cover of their vehicles, or they may refuse to dismount from their armoured carriers for fear of more shelling.)

RANDOM GAME LENGTH

Some scenarios have a Random Game Length to introduce an element of uncertainty into the hapless commander's plans. Random Game Length might represent the amount of time remaining until dawn or dusk, the imminent arrival of overwhelming enemy forces, shortages of fuel or ammunition or the effects of battles taking place on other sectors of the battle front.

A game of random length will always last a minimum of 4 turns.

At the end of the 4th turn, roll a dice: on a roll of 2+ there is a 5th turn for both players. At the end of the 5th turn roll a dice: on a 3+ there will be a 6th turn, and so on. The roll needed to get another turn is shown on the table below.

If the roll is failed then the game ends.

	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8+
Next turn on...	2+	3+	4+	5+	6+

RESERVES

Reserves are forces which are in the same area or sector as the troops on the battlefield and are available to reinforce the troops engaged with the enemy. These are also the troops held back to plug gaps in a defensive line or to exploit breakthroughs by a vanguard.

Troops in reserve are not deployed at the start of the battle, but will become available in later turns of the game. Roll for each unit separately at the start of the player's turn. No reserves can enter play on the first turn.

	Turn 1	Turn 2	Turn 3	Turn 4+
Reserves arrive on...	-	4+	3+	2+

Once the reserves arrive they must move on from the table edge in the player's deployment zone, unless specified otherwise in the scenario. Note that you must bring reserves onto the tabletop on the turn they arrive, they can't hang around off the edge of the battlefield and wait for others to turn up!

In the case of a unit being carried by a transport vehicle just roll to see if the transport turns up. If the transport arrives it will automatically bring the unit along with it.



Tremble foes of Man, for the might of the
Adeptus Astartes never rests in the
Emperor's work.

SENTRIES

In certain scenarios the defender has set up sentries to keep a lookout for enemy activity. Sentries can be represented with card counters, but it is preferable to use spare miniatures of the appropriate type.

The number of sentries available depends on which army you are commanding and is given on the following list. These sentries do not cost any extra points.

Orks: 12 Gretchin (Initiative 2).

Imperial Guard: 10 Guardsmen (Initiative 3).

Sisters Of Battle: 8 Battle Sisters (Initiative 3).

Tyrannids: 8 Termagants (Initiative 4).

Eldar: 8 Guardians (Initiative 4).

Space Marines: 6 Space Marines (Initiative 4).

Chaos: 6 Chaos Space Marines (Initiative 4).

Dark Eldar: 6 Dark Eldar Warriors (Initiative 5).

At the start of the sentries' turn, both players roll a dice for each sentry model (or marker). The player that rolls highest can move the sentry the distance indicated on the dice in any direction. If the rolls are tied then the defender moves the sentry.

Sentries do not have any squad coherency rules and operate independently.

Sounding The Alarm

At the start of the game, the defending forces are not expecting combat. Instead they are resting, eating, servicing equipment, talking about the girls/bug-eyed monsters back home and so on. Because of this, only the sentries will be active to start with.

Until the alarm is raised, sentries move as described above and none of the defender's other units may move or fire. The alarm can be raised in several ways.

Spotting Distance. A sentry will spot any enemy model that is within his spotting distance at the end of any turn. This distance is equal to his Initiative characteristic in inches. For example, a sentry with an Initiative value of 4 would spot any attackers within 4" of him, regardless of whether the attacker is in cover or not.

Vehicles. If the attacker deploys any vehicles or bikes on the table then the sentries will spot them at the end of the turn. Tanks, Dreadnoughts, armoured personnel carriers, etc are all too noisy to avoid detection. This does not apply to vehicles kept in reserve, unless they enter the board in the attacker's subsequent turns.

Weapons Fire. The alarm is raised if the attacker fires any weapons except sniper rifles. If a sentry survives being hit by a sniper rifle he raises the alarm.

Close Combat. A sentry that is attacked in close combat will raise the alarm if he survives to the end of the turn. If the sentry is killed in close combat then the noise of the fighting may raise the alarm anyway. Roll a D6, on a 4+ the fighting was heard or the sentry screamed out and the alarm is raised. A unit which kills a sentry in close combat cannot make a sweeping advance – because they're sneaking up they can only consolidate.

Bodies. If a sentry is killed do not remove the model. Instead, leave it lying in position. If another sentry approaches within his Initiative distance of a dead sentry then he will find the body and raise the alarm.

Note that all the other defending models count as sentries for purposes of sounding the alarm, they just can't move.

After raising the alarm all sentries are removed; they go to ground, run away or move to rejoin their units and take no further part in the game. The defender then takes a turn immediately, moving and fighting as normal with his remaining forces.

SUSTAINED ATTACK

Occasionally the enemy will have an overwhelming superiority in numbers, with wave upon wave of foes hurling themselves forward. To represent the size of an attack like this, the player making the Sustained Attack can 'recycle' some of his units when they are destroyed. Recycled units are brought back into play to represent the almost limitless supply of reinforcements.

Any Troops unit (ie Troops choices on the force organisation table) which is wiped out may move on from the attacking player's own board edge or either of the short table edges outside of the enemy deployment zone. They move on at the beginning of the attacker's next turn.

Units which are forced to fall back and reduced to less than 50% strength (ie are unable to regroup) can be removed from the table immediately and re-used as if they had been wiped out. They do not have to fall back completely off the table.

Destroyed vehicles and HQ units cannot be recycled. Note that this includes transport vehicles for Troops units and Command Sections for Imperial Guard infantry platoons.

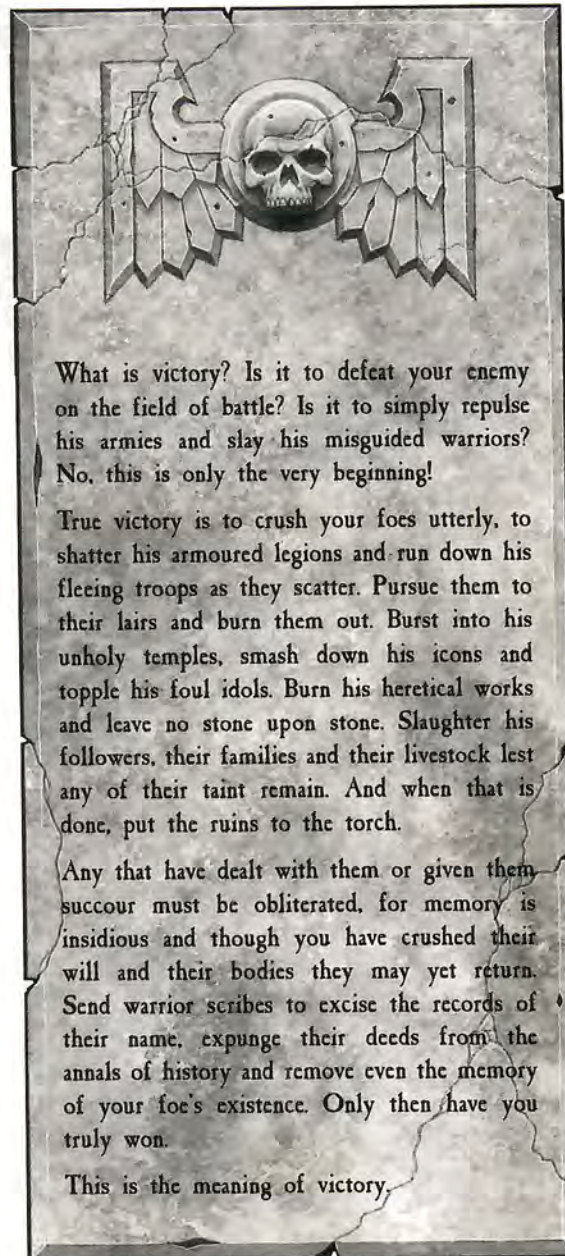
VICTORY POINTS

Victory points are added up at the end of the game as a way of determining who has won the battle. To work out your victory points total you must add together the points value of the enemy units you have destroyed or seriously damaged.

Each unit wiped out is worth its points cost as victory points to the enemy. A unit which falls back off the edge of the table or is falling back at the end of the game counts as being wiped out.

If a unit has lost half or more of its models then it is worth half its total points value as victory points. If it has lost less than half of its models then it is worth no victory points to the enemy.

Vehicles which have been damaged (immobilised or armament destroyed) are worth half their points value, those which have been destroyed are worth their full points value. Even if you are using a unit of several vehicles (like Eldar Vypers, for example) count victory



points for each vehicle separately. For example, if a unit of two Eldar Vypers suffered one damaged and one destroyed the enemy would get full victory points for one and half victory points for the other.

Individual models with two or more Wounds are worth half their points value if reduced to half Wounds, and their full value if killed.

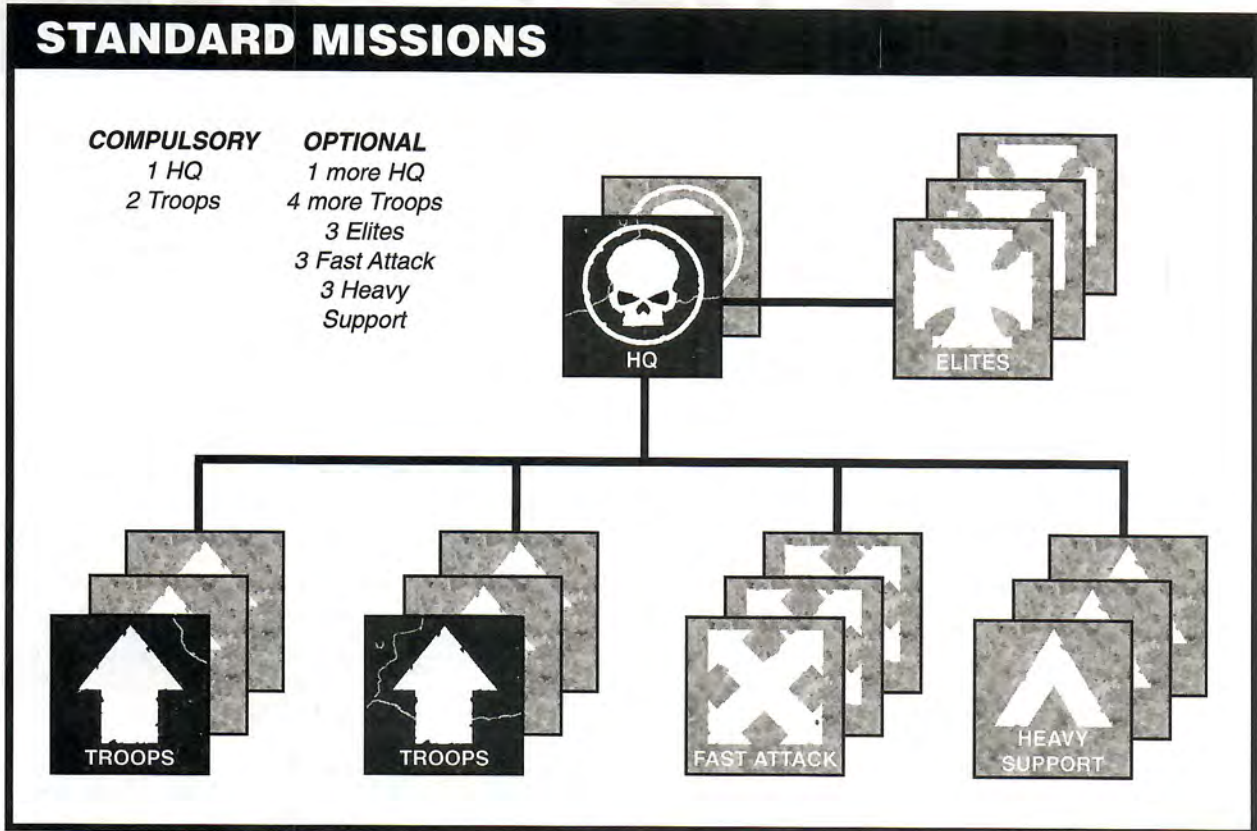
As well as the points for destroying the enemy, many missions award additional victory points for successfully completing objectives during the game. These extra victory points are noted in the relevant mission's description and should be included in each player's total at the end of the game.

Add together the points values of everything destroyed, damaged or below half strength for each side. Add to that any points for achieving mission objectives. The side with the most victory points wins the game.

STANDARD MISSIONS

STANDARD MISSION SCENARIOS

In the Standard Mission scenarios your commander has been given certain tasks to complete in a specified area. Resources are limited and the missions may require a wide variety of different tactics to succeed so choose your forces carefully to ensure that any mission can be undertaken. The following units are available.



FORCES

Both sides pick forces from the standard missions organisation, to an agreed points value.

TERRAIN

For Standard missions, set up the terrain using any mutually agreeable method.

YOUR FIRST BATTLES

If you haven't played any of the standard missions before we'd recommend starting with *Cleanse* for your first battle and then working your way through the other missions by playing *Night Fight* and then *Patrol* and so on. This is because the Standard missions get gradually more complex and introduce more special rules as you go along.

SELECTING A MISSION

There are 5 Standard missions. Roll a D6 to randomly determine which mission you will be required to undertake.

- | | |
|---|--|
| 1 | CLEANSE MISSION |
| 2 | NIGHT FIGHT MISSION |
| 3 | PATROL MISSION |
| 4 | RECON MISSION |
| 5 | RESCUE MISSION |
| 6 | Change of Orders. Last minute orders come through sending your forces into battle! Roll to see which of the Battle scenarios you undertake, and randomly determine (or use strategy ratings) who is the attacker and who is the defender. However, do not reselect your armies – forces remain those chosen from the Standard missions' force organisation chart. |

1 CLEANSE MISSION

OVERVIEW

Both sides are attempting to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter.

SCENARIO SPECIAL RULES

None.



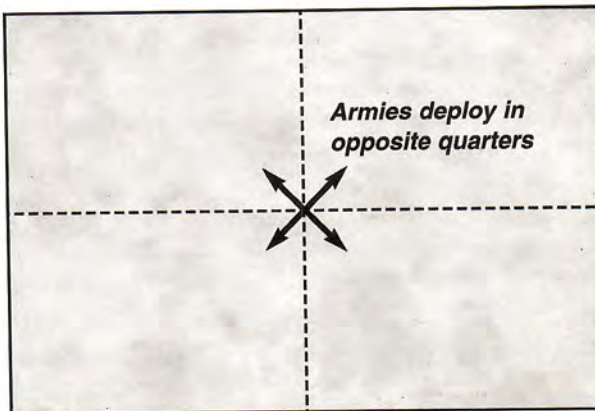
SET-UP

1 Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

No unit may be deployed with 18" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

3 Roll for who gets first turn. Highest score may choose whether to go first or second.



Divide the table into 4 quarters and dice for choice of quarter as deployment zone.

MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

RESERVES

None.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.



NIGHT FIGHT MISSION

OVERVIEW

Both sides have unexpectedly collided with an enemy force whilst moving forward at night. Muzzle flashes and tracer rounds criss-cross the battle as both sides attempt to locate and destroy the enemy. This is a variation on the Cleanse mission with a special rule to represent the darkness.

SCENARIO SPECIAL RULES

Night Fight missions use the *Night Fighting* and *Infiltrators* scenario special rules.

SET-UP

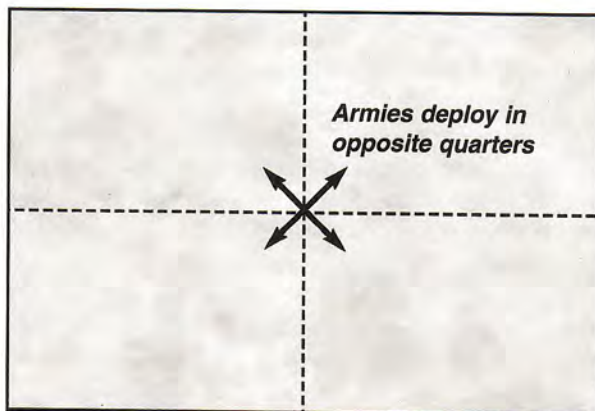
1 Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The player that scored lowest now deploys 1 unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

No unit can be deployed within 24" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

If either side has any Infiltrators, they may make one move after deployment but before the game starts.

3 Roll for who gets first turn. Highest score may choose whether to go first or second.



Divide the table into 4 quarters and dice for choice of quarter as deployment zone.

MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

RESERVES

None.

GAME LENGTH

The game last for six turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.



§ PATROL MISSION

OVERVIEW

You have been detailed to patrol no man's land and drive off any enemy forces encountered. Additional forces are near at hand to secure victory, but be warned – the enemy have their own reserves and will attempt to do the same to you.

SCENARIO SPECIAL RULES

Patrol missions use the *Random Game Length*, *Reserves* and *Victory Points* scenario special rules.

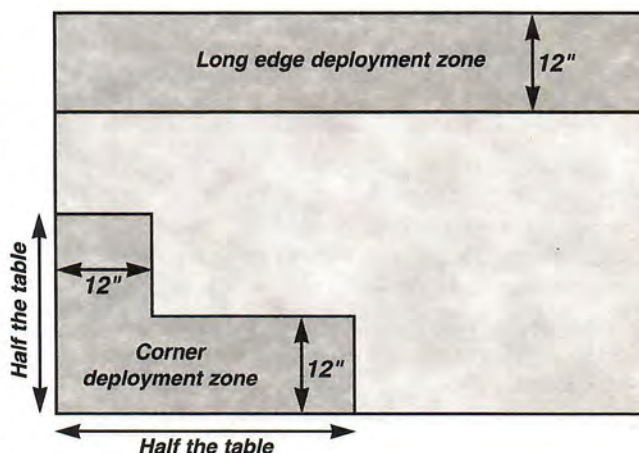
SET-UP

1 Both players roll a dice, the winner gets to choose his deployment zone. This can be either a long board edge or a corner. Units may be deployed up to 12" onto the board. If it is a corner then units may be deployed up to halfway along each board edge.

The opponent gets the opposite board edge or corner.

2 Both players roll a dice, the loser deploys one unit of troops, this is his patrol. The winner then deploys one unit of troops in his deployment zone. The rest of their forces are in reserve.

§ Both players roll a dice, the player that rolls highest may choose whether to go first or second.



MISSION OBJECTIVE

Both players must attempt to eliminate the enemy without losing too much of their own strength. The player with the highest victory points total wins the game.



RESERVES

When either player's reserves become available they move on from that player's deployment zone board edge.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.



4 RECON MISSION

OVERVIEW

Both sides are attempting to punch through the enemy lines to establish forward positions and probe the enemy's strength in preparation for a major attack.

SCENARIO SPECIAL RULES

Recon missions use the *Infiltrators* and *Victory Points* scenario special rules.

SET-UP

1 Both players roll a dice, the winner gets to choose which of the long board edges will be his deployment zone. Units may be deployed up to 18" onto the board.

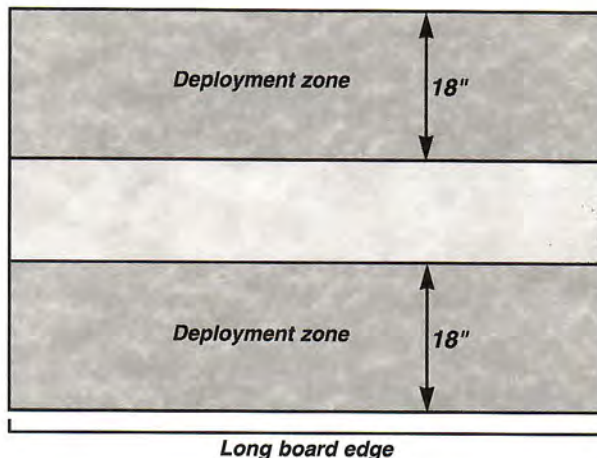
The opponent gets the opposite board edge.

2 Both players roll a dice. The player that loses the roll off deploys one of his units first. The other player then deploys one of his units. The players alternate deploying in this way until their entire armies are on the table.

3 No unit may be deployed with 24" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

4 If either side has any troops which can Infiltrate then they may deploy these units after all the other units have been placed. They may be placed anywhere on the battlefield which is 18" or more from an enemy unit. If both sides have Infiltrators roll a dice: the winner may choose whether to deploy his Infiltrators before or after enemy Infiltrators.

5 Both players roll a dice, the player that rolls highest may choose whether to go first or second.



MISSION OBJECTIVE

Both players must attempt to get units into the enemy deployment zone. Each player gets bonus victory points for each unit he has in the enemy deployment zone at the end of the game.

Each undamaged vehicle, or unit of infantry, bikes or cavalry with over half its original number of models in the enemy deployment zone at the end of the game is worth +200 victory points. Each damaged vehicle or unit with less than half its original models in the enemy deployment zone is worth +100 points.

The player with the highest victory points total wins.

RESERVES

None.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the long board edge of their deployment zone, using the normal Fall Back rules.



RESCUE MISSION

OVERVIEW

You have been sent to recover something valuable from the front lines. It might be plans or maps which were left on-board a wrecked vehicle, an item of spiritual significance or an individual such as a spy with vital information, an assassin or an injured commander lost in enemy territory. Both forces are sweeping the area for the prize and the battle begins when they clash somewhere near its location.

SCENARIO SPECIAL RULES

Rescue missions use the *Reserves* scenario special rule.

SET-UP

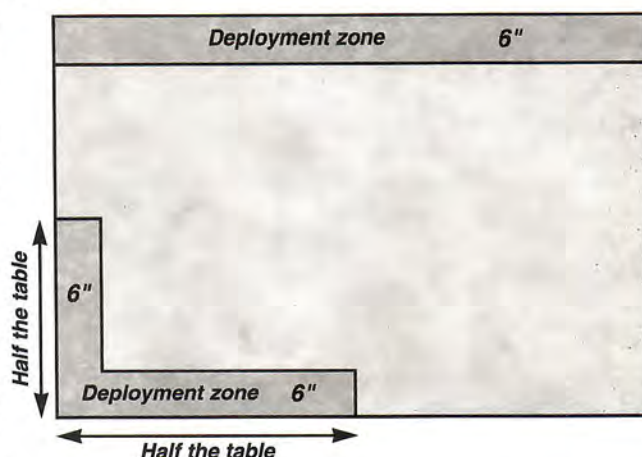
1 Before choosing table edges or deploying any forces the players place 6 counters, numbered 1 to 6, face down anywhere on the table, (without looking at the numbers on the counters!). The players should take turns placing 3 counters each. Each counter must be no closer than 12" to another counter and no closer than 12" to any board edge.

2 Determine which one of these counters is the objective by rolling a dice. The counter with that number on it is the real objective and must be discovered by the armies during the battle.

3 Both players roll a dice, the player that rolls highest chooses where he will deploy. He can choose to either deploy from a corner or a long board edge; he may not choose a short board edge. He may deploy up to 6" onto the board. His opponent gets the opposite deployment zone, so either both forces start in the corners or along either long board edge.

4 Both players roll a dice, the lowest dice roll deploys first. He may set up any or all of the units from his Troops allowance in his deployment zone. He does not have to deploy all his Troops, but he must deploy at least one unit. Any Troops not deployed are in reserve, as is the rest of his force. The winner then deploys his force.

5 Both players roll a dice, the highest score may choose whether to take the first or second turn.



MISSION OBJECTIVE

The player in possession of the objective at the end of the game wins. If no one has the objective at the end of the game then it is a draw.

To reveal a counter the player must move a model into contact with it and halt the model's movement. Turn the counter face up and see which number it has on it. If the counter is the one with the number rolled at the start of the game the model has located the objective, and it is now in that model's possession. If the counter is any other number discard it and keep hunting.

If the model carrying the prize is killed or has to Fall Back then the counter is dropped and remains on the board. It may be picked up by any model that moves into contact with it.

The model can pass the objective to another model by moving into base contact. Neither model may move after they have come into contact until their next turn, and the objective can only be handed off once per turn.

RESERVES

None.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

BATTLES

BATTLE SCENARIOS

The Battle scenarios pit one player against another in a ferocious face-to-face struggle. Battles may be fought to capture a vital objective or annihilate the enemy's forces in a sustained attack. As a commander you will need a combination of tactical cunning and bloody-minded determination to overcome the foe.

ATTACKER'S ORGANISATION

As the attacker, you will need a versatile, efficient force which can perform a variety of different tasks. Most importantly, you will need some forces which can close with your enemy and destroy him – assault units, Troops in transport vehicles, jump packers, bikes and so on. An army which relies too much on long range firepower will not be able to move in and capture an objective. However, sufficient supporting fire for the assault forces will also be vital.

BATTLES

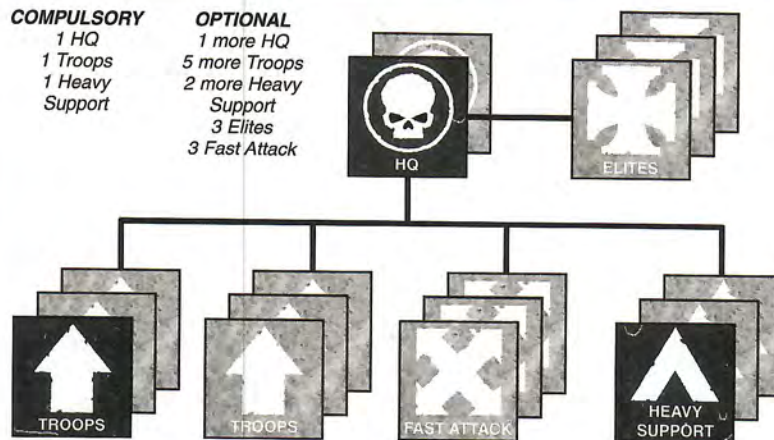
ATTACKER

COMPULSORY

1 HQ
1 Troops
1 Heavy
Support

OPTIONAL

1 more HQ
5 more Troops
2 more Heavy
Support
3 Elites
3 Fast Attack



BATTLES

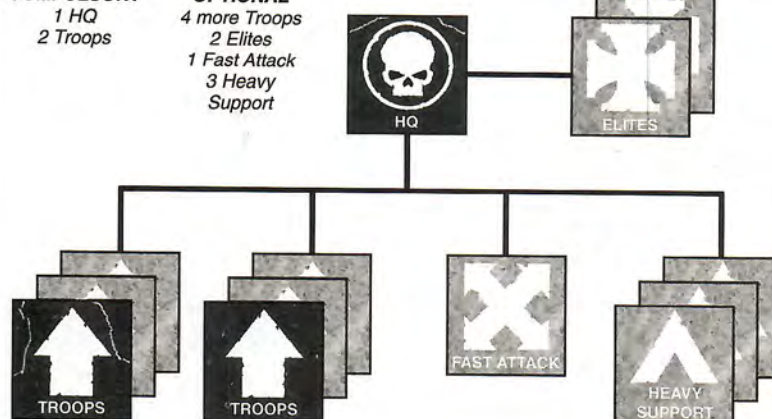
DEFENDER

COMPULSORY

1 HQ
2 Troops

OPTIONAL

4 more Troops
2 Elites
1 Fast Attack
3 Heavy
Support



DEFENDER'S ORGANISATION

In a Battle, the defending forces need to be able to withstand a large amount of punishment and still put up a reasonable fight. You will find large units of Troops useful, with plenty of Heavy Support to break up the attack as it comes in. Some units capable of mounting a credible counter-attack will be important in case the attackers overrun your position or you need to recapture an objective taken by the enemy.

FORCES

Both players pick their forces from the Battle scenario's force organisation chart to an agreed points value.

TERRAIN

Set up the terrain using any mutually agreeable method.

SELECTING A MISSION

There are 3 Battle missions. Roll a D6 to randomly determine which mission you will be required to undertake.

- | | |
|-----|------------------------|
| 1-2 | TAKE AND HOLD MISSION |
| 3-4 | MEAT GRINDER MISSION |
| 5-6 | BUNKER ASSAULT MISSION |

1 TAKE AND HOLD MISSION

ATTACKER'S OVERVIEW

Your force has been given a specific location to capture from the enemy. This could be a hill, an important building, a bridge, a supply dump or some other feature. You must eliminate enemy forces in the area and hold your objective against enemy counter-attacks.

DEFENDER'S OVERVIEW

Your force currently holds a location of vital strategic importance. You must stop it falling into enemy hands at all costs. If overwhelming enemy forces do capture the location mount a counter-attack as soon as possible to regain it.

SCENARIO SPECIAL RULES

Take and Hold missions use the *Deep Strike*, *Infiltrators*, *Random Game Length* and *Reserves* scenario special rules.

SET-UP

- 1 Both players roll a dice, the player that rolls the highest can choose one of the long table edges as his table edge.
- 2 Both players roll a dice. The player that rolls highest chooses a piece of terrain to be the objective. This piece of terrain must be at least 24" from his own board edge, and may not be within 12" of any other board edge. It can be a building, a hill, a bridge, a pile of crates or anything else you might have in your terrain collection. This is the attacker's objective.
- 3 The defender deploys any of his Troops and Heavy Support within 12" of the objective. The defender does not have to deploy all these units, but he must deploy at least one. The rest of his forces are in reserve.
- 4 If the attacker has any troops which can Infiltrate then they may deploy these units after all the enemy units have been placed. They may be placed anywhere on the battlefield further than 18" from an enemy unit.
- 5 The attacker takes first turn, moving all his forces onto the tabletop from his table edge.

MISSION OBJECTIVE

The player that controls the objective at the end of the game wins the battle.

To control the objective you must have the closest unit to the objective at the end of the game. Immobilised vehicles or units of bikes, cavalry or infantry with more than 50% casualties cannot control the objective.



RESERVES

The defender's reserves move on from his table edge.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards their board edge by the shortest route possible, using the normal Fall Back rules.



MEAT GRINDER MISSION

ATTACKER'S OVERVIEW

Your forces have been committed to the front line in an all out attack against the enemy. Your orders are simple: annihilate enemy forces, crush them entirely.

DEFENDER'S OVERVIEW

The enemy has launched an all-out attack which you must survive, destroying as many of his forces as possible. You are badly outnumbered, but must sell yourselves dearly to blunt the attack.

SCENARIO SPECIAL RULES

Meat Grinder missions use the *Deep Strike*, *Infiltrators*, *Random Game Length*, and *Sustained Attack* scenario special rules.

SET-UP

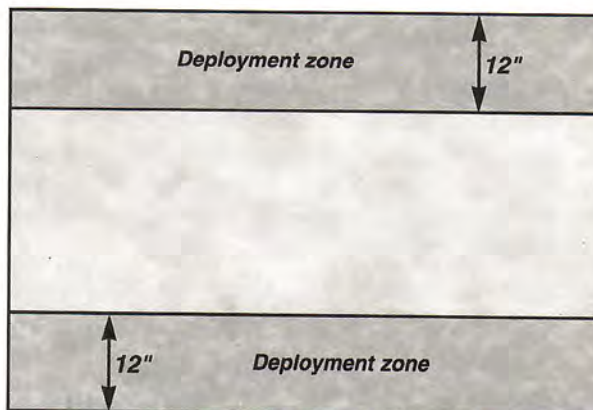
1 Both players roll a dice, the player that rolls highest chooses his deployment zone, which can be either of the long table edges. He may deploy his forces up to 12" onto the board.

The opposing player gets the opposite table edge. He may deploy his forces up to 12" onto the board.

2 Both players roll a dice. The player that loses the roll off must deploy one of his units first. The other player then deploys one of his units. The players alternate deploying units in this way until their entire armies are on the table. The players must deploy their Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

If either side has Infiltrators in his force then they may be deployed after all other units have set up. However, they are not restricted by the deployment zones, and may set up anywhere on the battlefield which is more than 18" from an enemy unit. If both sides have Infiltrators each player must roll a D6. The player with the highest score has the choice of deploying his Infiltrators first or second.

3 Both players roll a dice, the highest score chooses whether to go first or second.



MISSION OBJECTIVE

To win the battle the attacker must annihilate the defender's army. He wins the battle if at the end of the game the defender has no forces left. If the defender has any forces remaining then he wins the battle.



RESERVES

None.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards their board edge by the shortest route possible, using the normal Fall Back rules.



§ BUNKER ASSAULT MISSION

ATTACKER'S OVERVIEW

The enemy have established a heavily fortified defensive line of bunkers, trenches and pillboxes. You have been ordered to assault the strongpoints and capture or destroy them.

DEFENDER'S OVERVIEW

Your forces are holding a well-defended part of the line with orders to hold off all attacks and, most importantly, prevent the bunkers from falling into enemy hands.

SCENARIO SPECIAL RULES

Bunker Assault missions use the *Deep Strike*, *Fortifications*, *Infiltrators*, *Preliminary Bombardment*, *Reserves* and *Victory Points* scenario special rules.

SET-UP

1 Both players roll a dice, the player that scores highest chooses which long edge he will deploy on.

2 The defender's deployment zone is up to 18" onto the board. He may set up fortifications anywhere in this zone and must include at least one bunker. The bunkers must be placed no closer than 6" to any table edge.

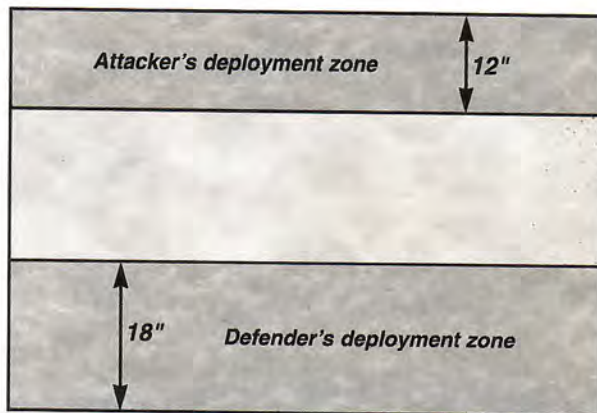
3 The defender deploys any of his Troops and HQ units in his deployment zone. He does not have to deploy all these units, but must deploy at least one. Any units not deployed are in reserve.

4 Once the defender has deployed, the attacker deploys his entire army up to 12" onto the tabletop from his board edge.

If the attacker has any Infiltrators in his force then they may be deployed after the defender has set up, as described above. However, they are not restricted by the deployment zones, and may set up anywhere on the battlefield which is more than 18" from an enemy unit.

§ The attacker resolves his Preliminary Bombardment.

Ⓔ Roll for who gets first turn. The player that rolls highest chooses whether to go first or second.



MISSION OBJECTIVES

The attacker must destroy or occupy the bunkers. For each bunker destroyed, or occupied only by his troops at the end of the game, he gains +150 victory points.

The defender must hold the attacker off and retain control of as many bunkers as possible. For each bunker occupied only by the defender's troops at the end of the game he gains +150 victory points.

At the end of the game add up victory points for enemy units destroyed and bunkers destroyed or captured. The highest score wins.

RESERVES

The defender's reserves move on from his table edge.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards their board edge by the shortest route, using the normal Fall Back rules.

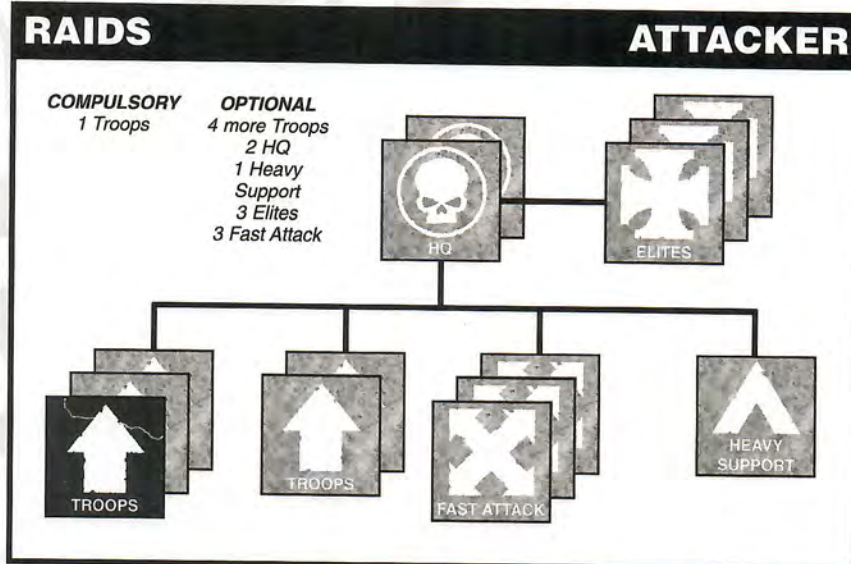
RAIDS

RAID SCENARIOS

In a Raid scenario one player will be the attacker whilst the other player is the defender. Raids are lightning strikes against a specific objective such as an ambush of an enemy column, a surprise attack on an important enemy strongpoint, or secret missions deep behind enemy lines.

ATTACKER'S ORGANISATION

A raiding force should be fast moving and hard-hitting with plenty of Elite and Fast Attack units. You will need to complete your mission quickly – if you take too long to achieve your objective, you risk being overwhelmed by enemy reinforcements. A solid core of Troops will help to keep up your numbers, providing reliable firepower to fend off any counter-attack or to deliver a killing blow to enemy forces. Infiltrators often come in particularly useful in Raid scenarios.

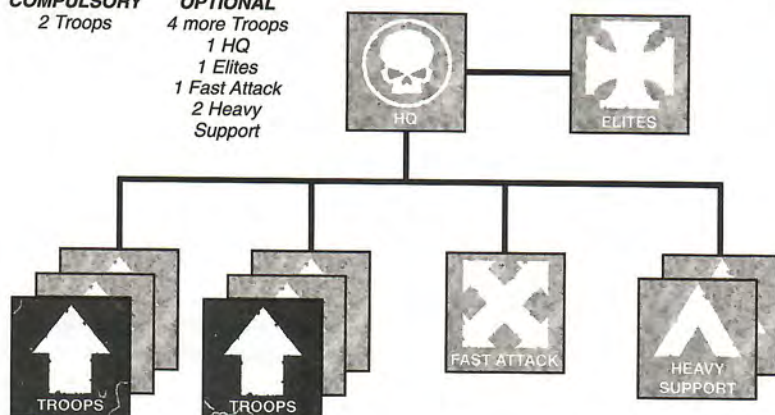


RAIDS

DEFENDER

COMPULSORY
2 Troops

OPTIONAL
4 more Troops
1 HQ
1 Elites
1 Fast Attack
2 Heavy Support



DEFENDER'S ORGANISATION

Defending against a Raid requires nerves of steel and a balanced mix of units. Heavy Support units will be important to keep the foe at bay or provide heavy reinforcements. Troops will be needed to guard objectives and tie down raiders in costly firefights and close combats where their greater numbers will prove more useful than any amount of big guns. Having an Elite unit will allow you to mount a counter-attack to drive the enemy away from their objective and put them on the defensive.

FORCES

Both sides pick forces from the Raid force organisation to an agreed points value.

TERRAIN

Set up the terrain in any mutually agreeable manner. Ideas for setting up terrain are given earlier in the Battles Book.

SELECTING A MISSION

There are 3 Raid missions. Roll a D6 to randomly determine which mission to play.

1-2	SABOTAGE MISSION
3-4	AMBUSH MISSION
5-6	STRONGPOINT ATTACK MISSION

1 SABOTAGE MISSION

ATTACKER'S OVERVIEW

You are leading a force on a surprise raid deep in enemy territory. Your mission is to sneak through enemy lines and destroy an important installation. This could be a fuel or ammo dump, a command bunker, a bridge or a communications station.

DEFENDER'S OVERVIEW

You command the forces defending an important installation against any enemy attack. Reserves are available in case of attack.

SCENARIO SPECIAL RULES

Sabotage missions use the *Infiltrators*, *Random Game Length*, *Reserves* and *Sentries* scenario special rules.

SET-UP

1 Place the objective of the raid in the centre of the table. This can be a command post, a fuel dump, an ammo dump, a radio mast or anything else you can put together out of your scenery collection.

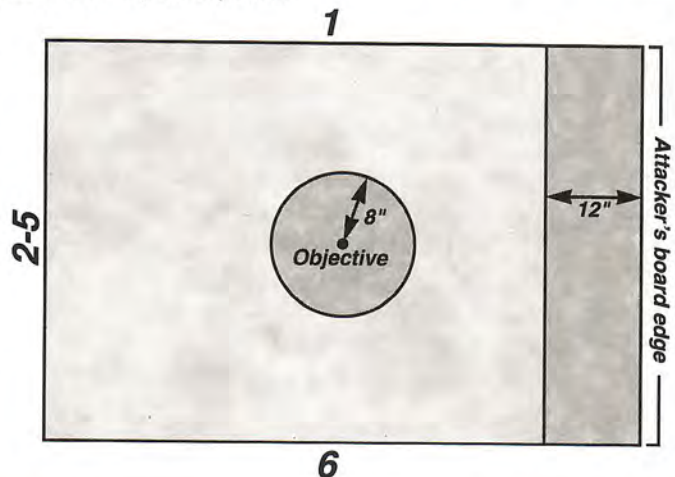
2 The defender may set up any of his Troops and HQ units anywhere within 8" of the objective. He does not have to set them all up, but he must deploy at least one unit. Any forces not deployed are in reserve.

3 The defender gets a variable number of sentries to place depending on which army he is commanding (see the scenario special rules). These sentries do not cost any extra points.

The sentries are placed anywhere on the table which is not within 12" of a short table edge, and not in the defender's deployment zone.

4 The attacker chooses one of the short table edges as his board edge. If the attacker has any troops that can infiltrate then he may deploy them up to 12" onto the board from his table edge in the area shown on the map.

5 The attacker takes the first turn, moving as much of his army as he chooses onto the board, and leaving the rest to come on as reserves.



MISSION OBJECTIVE

For this raid all the attacking forces have been issued with demo charges to destroy the objective and complete their mission. The objective cannot be destroyed by firing at it, only by placing demo charges. To place a demo charge successfully, the model must assault the objective in its assault phase and remain in contact until its next assault phase. At this point the charge is set and the objective is destroyed. Boom!

The attacker wins if he destroys his objective, otherwise the defender wins.

RESERVES

The attacker's reserves enter from his table edge. The defender's reserves enter from a random board edge, as indicated on the map (roll a D6). Only begin rolling for the defender's Reserves after the alarm has been raised. The first turn they can appear they arrive on a 4+, the next turn a 3+, and so on, as usual.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards their closest board edge by the shortest route possible, using the normal Fall Back rules.

AMBUSH MISSION

ATTACKER'S OVERVIEW

Your forces are lying in wait for a convoy of enemy reserves heading for the front line. You must destroy the convoy whilst minimising your own losses.

DEFENDER'S OVERVIEW

Your force is moving towards the front line to reinforce the troops fighting there. You must escape the ambush with as much of your force intact as possible.

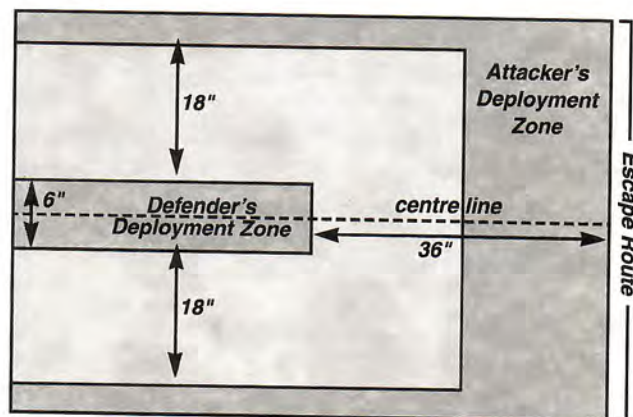
SCENARIO SPECIAL RULES

Ambush missions use the *Hidden Set-up*, *Random Game Length*, *Reserves* and *Victory Points* scenario special rules.

SET-UP

1 The defender chooses one of the short table edges as his escape route.

2 The attacker rolls a dice for each of his units: on a 3+ they may be deployed at the start of the game. The attacker may choose to leave units in reserve if he prefers, but at least one unit must be in position for the ambush at the beginning of the game. If the attacker fails to get any of his units at the start of the game he must choose one unit to make the ambush. Any forces which are not ambushing are in reserve. The attacker sets up the ambushing forces using the *Hidden Set-up* rules. *Hidden Set-up* counters may be placed no closer than 18" to the defender's set-up zone.



3 The defender places his squads and vehicles one at a time. The front unit of the column must be at least 36" from the short table edge which is the escape route. Each subsequent unit or vehicle must deploy entirely behind the previous unit, creating a column of march.

All of the defender's army must be within 3" of the centre line of the board, facing towards the escape route.

4 The attacker has first turn.

MISSION OBJECTIVE

The attacker must destroy as much of the enemy convoy as possible, whilst the defender must attempt to escape the trap.

Add the points value of each unit the defender manages to get off the escape route board edge to his victory points total. So if a squad worth 100 points escapes then add 100 points to the defender's victory points total.

The player with the highest victory points total wins the battle.

RESERVES

The attacker's reserves may enter the board from either of the long board edges.

GAME LENGTH

The game lasts for a variable number of turns.

LINE OF RETREAT

Attacking troops which are forced to fall back will do so towards the closest of the long board edge, by the shortest possible route, using the normal fall back rules. Defending troops which are forced to Fall Back will do so directly away from the escape route edge by the shortest possible route using the normal Fall Back rules.



STRONGPOINT ATTACK MISSION

ATTACKER'S OVERVIEW

You are to launch a surprise attack against an enemy strongpoint and eliminate it before enemy reserves can react.

DEFENDER'S OVERVIEW

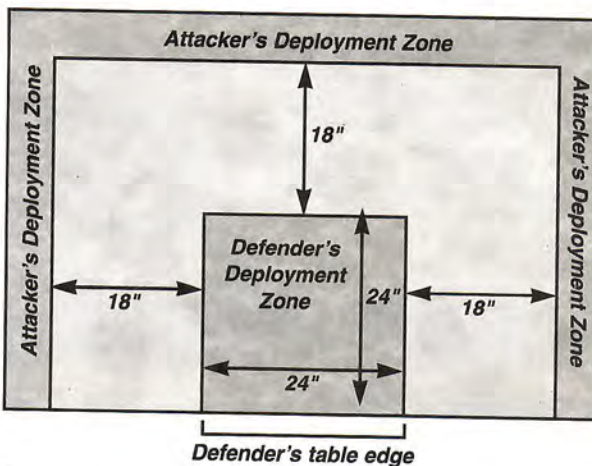
Your forces are holding a well defended strongpoint. Your task is to guard the strongpoint and hold off any enemy attack until reserves can move up to support you.

SCENARIO SPECIAL RULES

Strongpoint Attack missions use the *Deep Strike*, *Fortifications*, *Infiltrators*, *Obstacles*, *Reserves*, *Sentries*, *Victory Points* scenario special rules.

SET-UP

- 1 Each player rolls a dice. The winner chooses a long board edge.
- 2 Mark a 24" square area central to the defender's edge of the board, as shown on the map. This is the defender's deployment zone.
- 3 The defender may position fortifications in his deployment zone, forming the strongpoint. He must include at least one bunker in his defences.
- 4 The defender positions his sentries. These are placed within 18" of the outside of his deployment zone. The number of sentries varies depending on the defending army (see the scenario special rules).
- 5 The defender places his obstacles. They may be placed anywhere on the tabletop up to 18" away from the defender's deployment zone.
- 6 The defender deploys any of his HQ, Troops or Heavy Support units in his deployment zone. He does not have to deploy them all, but he must deploy at least one unit. Any units not deployed are in reserve.
- 7 If the attacker has any Infiltrators then they may be deployed anywhere outside the defender's deployment zone. Other units must be placed at least 18" away from the defender's deployment zone. Any forces not deployed at the start are in reserve.
- 8 The attacker gets the first turn.



MISSION OBJECTIVES

The attacker must crush the defenders, and gains +200 victory points for each bunker he destroys.

The defender needs to hold out until his reserves arrive and gains +200 victory points for each bunker occupied only by his troops when the raid is over.

At the end of the game add up victory points. The highest score wins.

RESERVES

When the defender's reserves arrive they move on from the defender's board edge. The attacker's reserves move on from any of the other board edges.

GAME LENGTH

The game lasts for four turns after the alarm has been raised.

LINE OF RETREAT

Troops which are forced to fall back will do so towards their board edge by the shortest route possible, using the normal Fall Back rules.

BREAKTHROUGH

BREAKTHROUGH SCENARIOS

In these scenarios one player takes the role of the attacker whilst the other player is the defender. Breakthrough scenarios involve one force trying to punch a path through an opposing force. This might be because they are seeking to escape from an encirclement, or to smash through the enemy's defensive lines in a major attack. The following units are available.

ATTACKER'S ORGANISATION

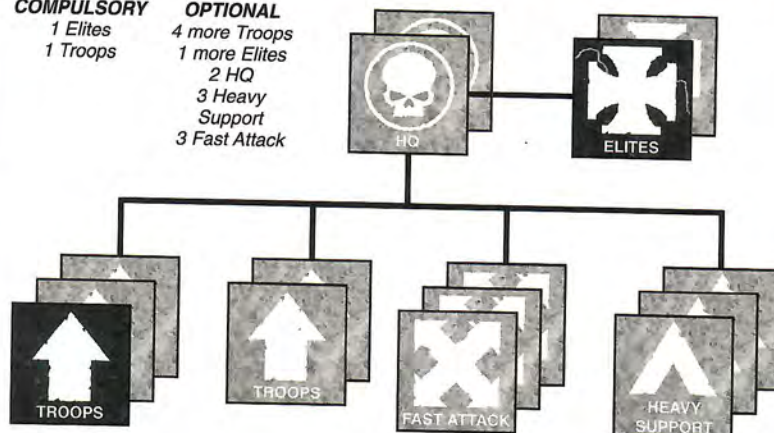
In a Breakthrough the attackers will have to battle their way through strong opposition and cover a lot of ground to exploit their success. Elite units will give you a compact, powerful strike force to spearhead your attack and smash a hole in the enemy line. Plenty of mobile Heavy Support could also open up a breach. However you create the gap, lots of Troops in transport vehicles and Fast Attack units will be necessary to flood through and secure your victory.

BREAKTHROUGH

ATTACKER

COMPULSORY
1 Elites
1 Troops

OPTIONAL
4 more Troops
1 more Elites
2 HQ
3 Heavy Support
3 Fast Attack

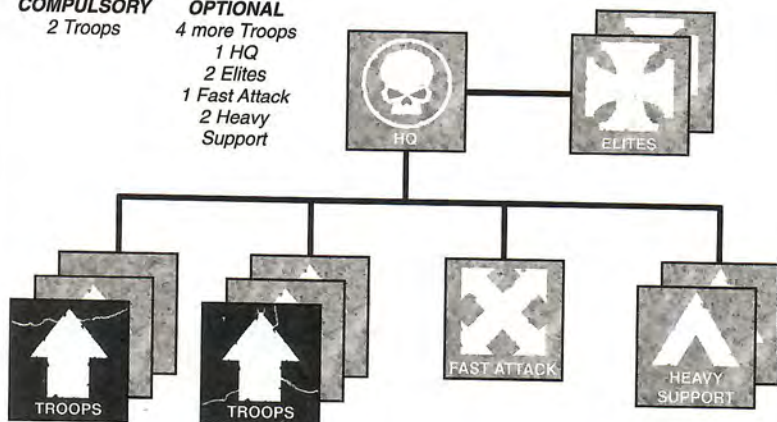


BREAKTHROUGH

DEFENDER

COMPULSORY
2 Troops

OPTIONAL
4 more Troops
1 HQ
2 Elites
1 Fast Attack
2 Heavy Support



DEFENDER'S ORGANISATION

When defending against a Breakthrough, you should mainly rely upon your units of Troops which can cover a wide area and are still tough enough to withstand a determined attack. Heavy Support will be useful for blunting the attacker's assault before it reaches your line. These units need to be backed up by sturdy Fast Attack or mobile Elite forces which can plug any breaches made by the attacker.

FORCES

Both players pick their forces from the Breakthrough scenarios organisation to an agreed points value.

TERRAIN

Set up the terrain in any mutually agreeable manner.

SELECTING A MISSION

There are 3 Breakthrough missions. Roll a D6 to randomly determine which mission you will be required to play.

- | | |
|-----|-------------------|
| 1-2 | REARGUARD MISSION |
| 3-4 | BREAKOUT MISSION |
| 5-6 | BLITZ MISSION |

1 REARGUARD MISSION

ATTACKER'S OVERVIEW

The offensive is pushing the enemy back all along the front, and your advance is in full flood. You have been ordered to spearhead the attack in this sector, sweeping aside any pockets of resistance as quickly as possible.

DEFENDER'S OVERVIEW

Your army has been driven back by the enemy offensive, and you need time to regroup. Your force has been selected as the rearguard of your retreating army. You must stall the enemy advance as long as possible with whatever forces are available and give the rest of your army a chance to form a new defensive line.

SCENARIO SPECIAL RULES

Rearguard missions use the *Deep Strike*, *Hidden Set-up*, *Infiltrators*, *Obstacles*, *Random Game Length* and *Reserves* scenario special rules.

SET-UP

1 Both players roll a dice. The player that rolls highest chooses which long board edge to deploy from.

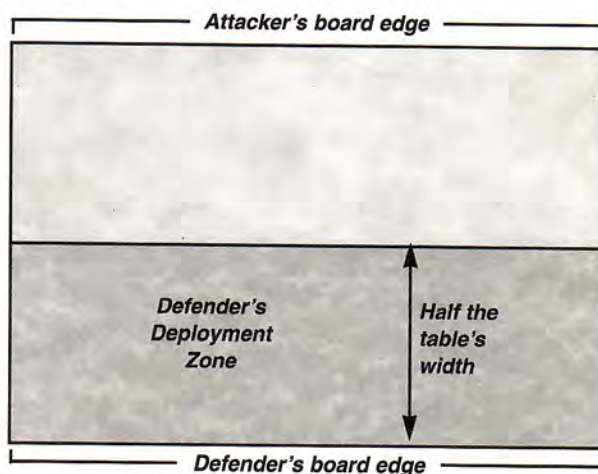
2 The defender must split his army into two groups, each must contain at least one unit, but is not restricted in any other way. Before deploying, the defender flips a coin or rolls a dice to see which group he will use. The units in the other force are not used in this battle.

3 The defender's deployment zone is up to half way across the table. The defender deploys the part of his force that is available in his deployment zone using the *Hidden Set-up* rules. He also places obstacles in his deployment zone. If he chooses he may leave any *Deep Strike* units he has in reserve.

4 The attacker splits his army into two waves. Each wave must contain at least a third of the total points value of the army. Note down which units are in which wave, squads cannot be split between waves.

5 The attacker takes the first turn. He may hold *Deep Strike* units from the first wave in reserve, but all the rest of the wave moves on from his board edge in his first turn. Once the first wave is on the board the defender reveals his *Hidden Set-up* markers.

6 All the forces in the attacker's second wave arrive at the beginning of turn 4, and move on from the attacker's board edge.



MISSION OBJECTIVES

The attacker must eliminate the rearguard forces quickly and keep the momentum of his advance going. The defender must stall the attack for as long as he can.

If the defender has any units over half strength, or vehicles still able to fire a weapon, within range of any enemy at the end of the game then he wins. If he does not then the attacker has won.

RESERVES

See the scenario special rules section for how to place *Deep Strike* units.

GAME LENGTH

The game lasts for a random number of turns (see the scenario special rules).

LINE OF RETREAT

Any unit which is forced to fall back will move towards its own long board edge by the shortest possible route, using the normal *Fall Back* rules.

BREAKOUT MISSION

ATTACKER'S OVERVIEW

Your forces have been surrounded and are facing annihilation unless you can break through the enemy lines. You must act quickly to escape before your foes can move up overwhelming forces to annihilate you.

DEFENDER'S OVERVIEW

You have an enemy force trapped and surrounded. Your force has been ordered to contain this pocket of resistance whilst forces are massed to wipe them out.

SCENARIO SPECIAL RULES

None.



SET-UP

1 Number the short board edges 1 and 2.

2 The defender must split his force into two parts, one for each short board edge. Each force must include whole units, units may not be split between forces. Number these forces 1 and 2 to correspond with the short board edge numbers.

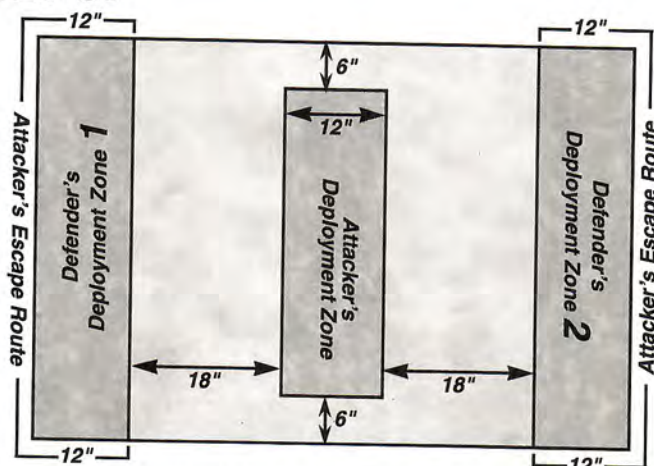
Forces chosen from the Elites section of the defender's army list do not have to be allocated to a force, they can be positioned in either force later.

3 The attacker deploys all his forces in his deployment zone.

4 The defender deploys his units. They may not be positioned within 18" of any enemy unit and must be closer to their allocated short board edge than the opposite short board edge.

5 The defender now deploys his Elite units, they can be placed anywhere on the board, but not within the 18" of any enemy unit.

6 Roll a D6: on a 1 the defender gets the first turn, on a 2 or more the attacker gets the first turn.



MISSION OBJECTIVE

The attacker must get as many units off the board as he can. If he manages to get half or more of the units in his force off either of the short board edges, or up to 12" along the long table edges from each corner, then he wins. A unit with any survivors or a damaged vehicle still counts towards this.

If the attacker does not manage this then the defender wins.

RESERVES

None.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

Defending units which are forced to fall back will do so towards the closest short board edge. Attacking units which are forced to fall back will do so towards the centre of the board. All units use the normal Fall Back rules and move along the shortest possible route. Once they reach the centre of the board they will automatically regroup regardless of numbers remaining, enemies in close proximity or anything else (the situation is desperate!).

⚡ BLITZ MISSION

ATTACKER'S OVERVIEW

You have been chosen to spearhead a new offensive. Your forces must quickly smash the foe aside so the units behind you can drive deep into enemy territory. You will commit a strong force to attack along a narrow frontage. Expect strong resistance from a well dug in enemy, whose reserves will not be far away.

DEFENDER'S OVERVIEW

The troops under your command have established a good defensive position, with plenty of reserves available. Your task is to stall any enemy attack long enough for these reserves to move up and support you.

SCENARIO SPECIAL RULES

Blitz missions use the *Deep Strike*, *Fortifications*, *Hidden Set-up*, *Infiltrators*, *Obstacles*, *Preliminary Bombardment*, *Reserves* and *Victory Points* scenario special rules.

SET-UP

1 Roll randomly for which short board edge will be the attacker's table edge.

2 The board is divided lengthways into thirds as shown on the map.

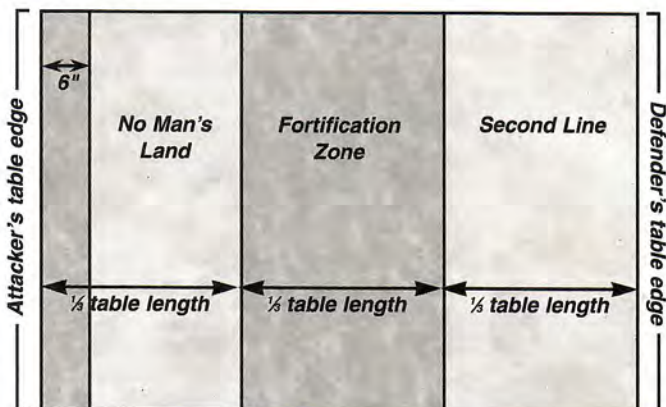
3 The defender may place his fortifications and obstacles in the central third of the board – the Fortification Zone.

4 The defender deploys any of his Troops, HQ and/or Heavy Support units in the Fortification Zone using the Hidden Set-up rules. He does not have to set up all these units but he must set up at least one. The rest of his forces are in reserve.

5 The attacker deploys all his forces in No Man's Land, up to 6" from his table edge (except for Infiltrators which may be deployed up to 18" onto the table, and Deep Strike units which may be held in Reserve).

6 The attacker resolves his preliminary bombardment.

7 The attacker gets first turn.



MISSION OBJECTIVES

The attacker must smash through the defender's lines, crossing razorwire, tank traps and minefields in the process. He must keep advancing at all costs, getting as many units as he can into the defender's Second Line. The attacker gets +300 victory points for each unit he has in this section of the board at the end of the game.

The defender must hold his line and stall the enemy thrust. The defender gets +150 victory points for each enemy squad or vehicle in No Man's Land at the end of the game. If a unit straddles two areas, count it as being in the one further from its table edge.

At the end of the game add up victory points. If the attacker has more victory points then he has pushed the enemy aside and created a gap for his following forces to exploit. If the defender has more victory points then the spearhead has been blunted, his lines have held long enough to be reinforced before the next attack.

RESERVES

When the defender's reserves arrive they move on from his board edge. Attacking Deep Strike units appear as per the scenario special rule.

GAME LENGTH

The game lasts for six turns.

LINE OF RETREAT

If any units are forced to fall back they will do so towards their own board edge by the shortest possible route.

DESIGNING YOUR OWN MISSIONS

The missions we have included in this book give a good idea of the variety of different Warhammer 40,000 games you can play. Of course, you can always make up missions of your own, and this has the advantage of them being well suited to the kind of scenery, miniatures and players you have access to.

Inspiration for missions can come from many different places – a good source of ideas is actual historical battles. History is packed with battles large and small, each with their own unique objectives and background. For example, in the battle of Rorke's Drift a tiny contingent of British infantry fought a desperate battle to avoid annihilation at the hands of a huge Zulu army which had wiped out a much larger British force just days before – all the elements of a classic last stand mission. Watching films and reading books will give you an endless supply of ideas. If you are playing a campaign then missions will often suggest themselves. A river may be an important feature on the campaign map, so taking and holding a bridge will make an important battle for which you might want to write your own mission.

Once you have an idea you must decide what type of scenario your mission will be. Let common sense guide you in this. If the mission involves a stand up fight then it is probably a Battle or Breakthrough scenario, if it is a sneak attack then it is likely to be a Raid. If you find it difficult to fit your mission into one of these categories then it is probably a standard mission. Alternatively, you can just create your own force organisation chart for your new mission.

The next thing to consider is which scenario special rules to use. Scenario special rules range from Random Game Length to Preliminary Bombardments to Hidden Set-up and Sentries. These are the building blocks of your mission, and which special rules are appropriate to your mission is up to you to decide. Be sensible here and resist the temptation to use too many special rules because they can slow your game down a lot. Use them to add character to the battle instead.

You will also have to consider whether special troop types have any advantage in this mission. Again, be careful here as the advantages gained can affect the battle drastically. A good guide for using Deep Strike

troops is that if the defenders are in a static position which would have been well scouted before the battle then the attackers are likely to be able to co-ordinate their attack with Deep Strike troops. Likewise, if the defender is holding a static position then Deep Strike troops may well be in reserve waiting to come to their aid. Deep Strikes would be harder to co-ordinate if either side is on the move, sneaking about in enemy territory or cut off from their own lines.

Use the missions in this book as a template for writing your own. You will need to note down how to set up the troops, remembering that some of them might be in reserve. It is useful here to use the categories of troop types as a guide. Maybe this is a battle where a command bunker is under attack, so the defender must set up his HQ units and his Troops, or perhaps it is a lightning strike, so the attacker can only deploy his Fast Attack units. If some units are in reserve then think about where the reserves will move on from. Perhaps they are moving up behind the initial wave, or have been ordered to make a flank attack.

The battle also needs an objective. This can be a sudden death victory condition – if you destroy this bunker or kill a certain character then the battle ends immediately, for example. The alternative to a sudden death objective is to use victory points. A clear objective, even if it is only annihilate the enemy, is important, after all this is the reason the battle is being fought.

In your mission both sides will require a line of retreat. This is the direction that troops who are falling back will move. Generally this will be towards their deployment zone, but in special circumstances this could be changed. What if the defenders are surrounded, where do they run to?

The last thing to consider is special rules which are specific to this battle. Perhaps a bridge needs blowing up, in this case you will need to detail how this can be done. Do all the attacking troops carry demolition charges or only the commanders? Can heavy weapons be fired at it to blow it up? Is a river fordable or toxic, are there lots of unexploded shells littering this battlefield, or are there dangerous reptiles lurking in the jungles ready to leap out and attack either side? There are lots of entertaining special circumstances you could include in your mission, but again beware of using too many. Do not forget that the main reason you are writing a mission is to make a fun and entertaining game for both players.

Last of all, if you do write an entertaining mission that you and your friends enjoyed playing, then send a copy of it into the Citadel Journal or White Dwarf magazine. If it's good enough you could get your name in lights (well, in print anyway)!

A good soldier obeys without question.
A good officer commands without doubt.

Tactica Imperium

FIGHTING A WARHAMMER 40,000 CAMPAIGN

Once you have become familiar with the Warhammer 40,000 rules and played a few one-off games, you may want to start linking your battles together and developing some continuity for your army. This is called a campaign: a series of battles linked together by a story and by the forces fighting it. Wars are rarely resolved by a single battle, and even very large battles are preceded by smaller actions between scouts and lighter troops. After a battle there are always the mopping up operations as the vanquished side attempts to escape. With a campaign you can create this story around your own army, seeing it triumph in battle after battle or thwarted in its every endeavour.

DIFFERENT TYPES OF CAMPAIGNS

Fighting a campaign is very rewarding and great fun, and there are many ways to approach it. There are several common types of wargames campaign.

NARRATIVE CAMPAIGN

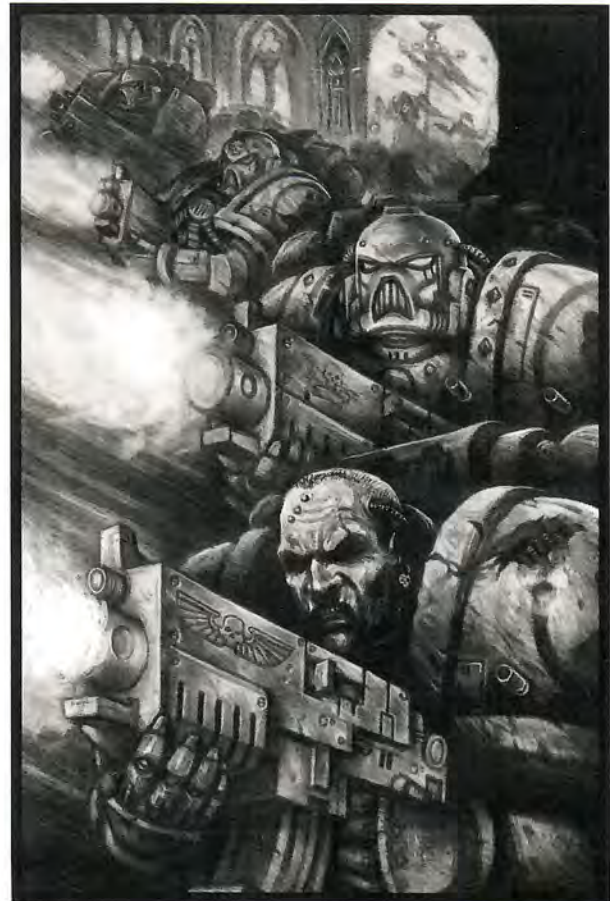
A narrative campaign is a series of battles linked together by a story. This story is often mediated by an independent referee, who can introduce special scenarios, victory conditions, strange events, extra rules and so forth.

For example, the players want to play a narrative campaign detailing an Ork invasion of an Imperial world. The first battle takes place as the beleaguered defenders of the space port are attacked, when the Orks try to capture the port so they can get their heavy equipment and vehicles to the surface. The Orks win, so the referee decides they can use more vehicles and Dreadnoughts in the next battle because they can use the space port landing pads. In the next game, the Orks go on the offensive and attempt to break through the defenders now encircling the space port. Say they win again, the referee decides that the Governor's palace is now under threat from the Ork invaders and a large battle takes place between the Governor's guards and attacking Orks. The Imperium win this time so the referee allows the Imperial player to attempt to assassinate the Ork Warlord leading the invasion, and so on. The campaign continues like this until the narrative suggests an ending.

It may even be the case that a battle suggests various different courses of action. Rather than the referee arbitrarily deciding which battle is fought next, they may present one or more of the players with some options – does the Ork player want to drive for the Governor's palace or consolidate their hold on the space port? Does the Imperial player want to counter-attack immediately

or prepare their defences? What the players opt for will alter the course of the campaign, so that strategic decisions, in combination with winning battles, can affect the outcome.

Of course, a referee isn't essential in a narrative campaign – the players can discuss the various options and decide between themselves on the course of action. A narrative campaign, more than any other campaign, is more than just winning battles – it's an exciting story where the results of your battles decide the outcome.



LADDER CAMPAIGN

In ladder campaigns the players agree to play a pre-set series of battles, with each battle affecting the outcome of later battles. Unlike narrative campaigns which let each battle's outcome drive the story, the links within a ladder campaign tend to be predetermined, so you don't need a referee.

Using the above example, the players may decide beforehand to play these battles: *Defend the Space Port*, *Break Out*, *Governor's Defence* and *Assassination*. Before any of the battles are fought the players decide what the benefits or penalties for winning and losing these battles will be. The winner of the first battle may have reinforcements from orbit in the form of more Heavy Support. For the second battle, the loser may have some of their forces delayed in reserve for the later battles, as they attempt to destroy their enemies around the space port. In the third battle, the victor will score a boost in morale which allows all his units to add +1 to their Leadership, and the final battle determines who is the winner of the whole campaign.

MAP CAMPAIGN

A map-based campaign uses a map (surprise, surprise) to control the action of each force under a player's control. There are 'campaign turns' between battles, in which the players move their forces about on the map. When armies move into each other on the map, a battle is fought to determine the outcome of the encounter. Map campaigns often include special rules for such things as supplies, reinforcements and scouting forces, so perhaps a unit's movement would be restricted if it didn't have enough fuel for its vehicles. Map-based campaigns often turn into games in their own right and actually fighting the battles on the tabletop becomes of secondary importance to out-maneuvring your opponent on the campaign map. You don't need a referee for a map-based campaign, but it helps to have an independent arbitrator who can force the protagonists to fight their tabletop games in time for the next campaign turn, and impose forfeits if players do not. The best asset a map campaign can have is very dedicated players, who will play their battles before the next campaign turn starts.

In battle you must husband your resources carefully, sacrificing as little as possible for the greatest gain. Victory is important, but winning a battle is of little value if by doing so you lose the war.

Tactica Imperium

TREE CAMPAIGN

A more elaborate form of ladder campaign is known as a tree campaign. In a tree campaign, battles are organised by a pre-drawn flow diagram with the results of each battle giving predetermined advantages in following battles. Each time a battle is fought the diagram will tell you which mission to fight next by following the correct path. The longer the campaign the larger the diagram will need to be. In this short example there are only two battles to fight, and winning or losing determines whether you achieve a major victory in the campaign or are crushed by your foes.



In more involved campaigns you could also include paths on the diagram that looped back, or sub-plots which branched off the main tree. You could also experiment with allowing victors a few extra points in their armies after winning a particularly important battle, or perhaps losing a fight for control of a tank factory might mean less Heavy Support choices next time. The amount of variation depends only on your campaign background and your imagination.

RUNNING A CAMPAIGN

Campaigns offer a lot more fun and challenges to players than constantly playing one-off battles where the outcome does not have any effect on the next battle you fight. Campaigns are not just about organising battles, they are also about developing your own army and characters and giving them some history. This is where the experience points system comes in, which is discussed in the next section.

CAMPAIGNS AND EXPERIENCE

Troops who fight over a protracted campaign, and survive to tell the tale, will build up their skills and fighting ability. Raw recruits, new to the horrors of warfare in the 41st millennium, are less resolute in the face of enemy fire, whereas units who have many battles and victories under their belts will become hardened fighters with many specialist skills. The following system allows your army to build up experience by fighting and winning battles, destroying enemy troops and generally learning how to fight.

UNIT ROSTER CARDS

If you wish to play in a campaign, it is a good idea to fill out a unit roster card for each squad and vehicle in your army (unit roster cards like the one below can be photocopied from the examples included in the Appendix). This card then becomes a record of the unit over your following battles. As units fight they will lose or gain experience and any new skills or abilities they gain or penalties they suffer from are noted on the card. If you make any changes to the composition of the unit you alter the card to show this, and make up new roster cards if you add any more units to your army.

When you come to choosing your army for a battle, rather than picking it from scratch from the army list each time, you choose which units to use from your file of rosters. So, for example, if you are fighting a battle that allows you to field three Fast Attack choices, rather than picking fresh units from the army list, look through the roster cards you have filled in for your Fast Attack units

For every battle honour, a thousand heroes die alone, unsung and unremembered.

and decide which of these you want to use. Keep choosing units from your file of rosters until you have the army you want. Think of your unit roster cards as building bricks which you can combine together in different ways to achieve a varied army choice.

The main point is that individual units become regular components of your army, rather than being one-off choices for a specific battle. Some of them will be tried and tested veterans, whilst others will have yet to prove their mettle. In this way, over a number of battles your army will start to develop its own character with its particular strengths and weaknesses, which will differentiate your army from others, even of the same race.

The top line is for basic information which you can use when you're building up your force from your collection of army cards.

Use the middle section to record the profiles of the unit's warriors and vehicles. Dreadnoughts can use either section – put their extra stats under 'Special'.

Put the unit's weapons' profiles here for easy reference during play.

UNIT NAME:				UNIT TYPE:						POINTS COST:	
No.	TROOP TYPE	WS	BS	S	T	W	I	A	Ld	Save	Special
No.	VEHICLE TYPE	BS	Armour: Front		Side	Rear	Special				
WEAPONS		Range	Strength	AP	Shots	Special Rules					

Use the space on the back for noting experience, battle honours and the unit's history.

EARNING EXPERIENCE POINTS

Units can earn experience points in a number of ways (and also lose them if they perform badly). The chart below lists the different ways in which experience can be gained and lost.



TRANSPORT VEHICLES

A transport vehicle which is chosen as part of a squad (a Space Marine Rhino or Imperial Guard Chimera, for example) cannot gain Battle Honours of its own (who ever heard of an Elite Chimera?). Transport vehicles which are chosen as a self-contained unit (like Eldar Falcons and Space Marine Land Raiders) earn experience just like any other vehicle, and roll on the Vehicles table for any Battle Honours they gain.

INDEPENDENT CHARACTERS

Some characters do not have to be with a particular squad, such as Eldar Phoenix Lords and Imperial Guard Commissars. These characters earn experience points in the same way as other units, and if they are fighting as part of a squad they will receive any experience points the squad earned while they were a part of it. However, they make rolls for Battle Honours separately from any squads they joined and so may gain a different skill.

All of these experience points awards are cumulative with each other. For example, a unit is on the winning side and earned 100 experience points by achieving the mission objectives, but was reduced to half strength. The unit would have the following experience points:

Fighting	+100
Winning	+100
Achieving the mission	+100
Half strength	-D3x100

If the D3 roll came up as a 2, this would be a total of $100+100+100-200=100$ experience points earned.



EARNING EXPERIENCE

Experience is earned as follows:

Fought in battle: +100

For every battle the units takes part in, it earns +100 experience points.

On winning side: +100

If the unit is on the side that won the battle it gains +100 experience points.

Achieving Objectives: + variable points

This is equal to the number of victory points the unit has earned for achieving mission objectives during the battle. For example, over half strength units which get into the enemy deployment zone during a Recon mission score 100 victory points (+100 experience). See the separate box for details of missions which do not award victory points for achieving mission objectives.

Broke enemy in an assault: +100

If the unit forces an enemy unit to fall back after an assault, it gains +100 experience points. If it wipes out an enemy in an assault (ie there were none left to break!), or destroys an enemy vehicle, the squad earns +100 experience. A squad does not earn +200 experience for breaking an enemy in an assault and then wiping them out with a sweeping advance – it's one or the other.

Reduced to half strength/vehicle damaged: -D3x100 from experience earned

If the unit is reduced to 50% or less of its original numbers, or is a vehicle that suffers lasting damage (ie is immobilised or has a weapon destroyed), then it loses a number of experience points equal to a roll of a D3 multiplied by 100. This is deducted from the experience earned from this battle and cannot reduce the squad or vehicle below the experience it had prior to the battle.

Wiped out/vehicle destroyed: -100 from total

If the unit is wiped out, or falls back off the table, or is a vehicle that is destroyed, then it gains no experience from the battle at all. In addition, the unit loses -100 experience points from its total at the start of the battle.

Acting beyond the call of duty: +D3x5

At the end of the battle, each player can nominate one unit in his army that he thinks has performed particularly admirably. This unit receives D3x5 experience, and a nice shiny medal/squig/gemstone or whatever.



EXPERIENCE IN DIFFERENT SCENARIOS

As well as the experience modifiers already given, units can earn or lose experience by performing well or badly in particular scenarios. Details of these are given below.

Cleanse/Night Fight: Any unit which claims an uncontested table quarter at the end of the battle earns +50 experience points.

Rescue: +100 experience if the unit is in possession of the objective at the end of the battle.

Take and Hold: +100 experience if the unit claims the objective at the end of the battle.

Meat Grinder: In a one-off game, it is easier to think of 'recycling' units as part of the sustained assault. However, in reality the unit isn't instantly brought back to full strength and sent in to fight again, but is replaced by another unit from behind the front line. If you are playing using experience, a unit which is wiped out loses experience points as normal. It does not come back on to the table, but is replaced by another squad. It may be just a case of filling in a new unit roster card each time a unit is recycled, or you may want to devise a system of bringing on fresh troops up to the points value of the troops that are being replaced. As you can probably tell, a Meat Grinder is gruelling affair for the attackers and it may be that you'll not want to commit your most experienced troops to this near-suicidal battle!

Sabotage: +100 experience if the unit destroys the objective.

Breakout: +100 if the unit manages to leave the table off a short table edge.

EFFECTS OF EXPERIENCE POINTS

As a unit gains or loses experience and its status changes, it will gain certain benefits or suffer penalties. For every 1,000 experience points a unit earns, it gains a Battle Honour. Each Battle Honour is represented by a particular skill or ability, depending upon the type of unit. For every Battle Honour a unit gains, make one D6 roll on the appropriate Battle Honours table (infantry, bike/cavalry and vehicle tables are given later on). If you roll a Battle Honour the unit has already you can choose one of the other Battle Honours on the list instead.

If a unit loses a Battle Honour due to its experience being reduced, randomly determine which one is lost.

POINTS COST

As a unit's experience changes, the points value it is worth will also change to reflect their expertise and availability. For every whole 1,000 experience points a unit earns, its points value is increased by 10% (rounding up). So a unit with 1,000-1,999 experience has its points increased by 10%, 2,000-2,999 by 20% and so on. This is demonstrated in the examples below.

Example 1

Unit type	Basic points cost	Points per 1,000 Experience (10%)
10 Imperial Guard	50	+5
10 Eldar Guardians	80	+8
10 Orky Bommas	100	+10
10 Space Marines	150	+15

Example 2

Unit type	Points cost for experience			
	0 -999	1,000 -1,999	2,000 -2,999	3,000 -3,999
10 Imperial Guard	50	55	60	65
10 Eldar Guardians	80	88	106	114
10 Orky Bommas	100	110	120	130
10 Space Marines	150	165	180	195

BECOMING ELITE

A unit from the Troops, Heavy Support or Fast Attack sections of the army list with 3,000 or more experience points becomes Elite. These specialised troops are often called upon to fight in other battles and their availability is limited. To represent this, Troops, Fast Attack and Heavy Support units with 3,000+ experience count as Elite troops for choosing the army, deployment and so on in subsequent battles.





EXPERIENCE LOST FOR CHANGES

Change made

Change in numbers
Weapons/equipment change
Transport change
Change of leader

Experience lost if Leadership test failed

-100 experience for each squad member added or taken away.
-100 experience for each weapon/piece of equipment changed, taken away or added.
-100 experience for a transport vehicle added or taken away.
-D3x100 experience for changing the squad leader (adding or taking away an Exarch, Veteran Sergeant, Chaos Champion, etc).

CHANGING A UNIT

A unit gains experience by working together as a team and growing more familiar with its weapons. If new recruits are brought in, the unit's experience will deteriorate as the overall skill level is brought down. This is represented by losing experience points when the unit is reduced to half strength or wiped out.

However, if a unit is issued with new equipment or otherwise has its role altered it may have to spend some time regaining its experience, although it is also possible for a unit to be changed and the fighters to take to their new role without any loss of experience. For every change made to a unit (each new member, different leader and so on), make a standard Leadership test. If the test is passed, the change has no effect on the unit, if the test is failed the unit loses a number of experience points as indicated on the chart above.

For vehicles use the Leadership characteristics listed on the table to the right.

Example 1: Squad Vengeaus is a Space Marine Tactical squad with a Sergeant and 6 Space Marines. They have 885 experience points. The Space Marine player decides he wants to upgrade them so that they are ten strong and carry frag grenades. This means adding three members (count as three changes) and one

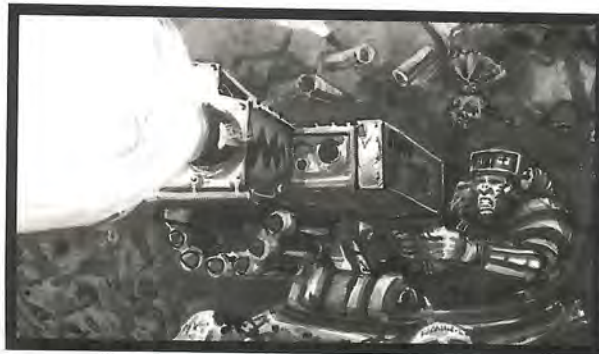
VEHICLE LEADERSHIP VALUES

Chaos	8
Dark Eldar	8
Eldar	8
Imperial Guard	7
Orks	7
Sisters of Battle	8
Space Marines	8

weapons change. This potentially reduces their experience by (4x100) 400 experience unless they can pass four Leadership tests. The unit passes three of the tests (being well trained Space Marines), leaving them with only a -100 experience penalty. Their experience is therefore reduced to 785 points.

Example 2: The Bonepounder is an Imperial Guard Leman Russ battle tank. It is armed with its standard battlecannon and a hull-mounted heavy bolter and has 945 experience points. The Imperial Guard player wants to up-gun the Bonepounder and so swaps the heavy bolter for a lascannon (1 change) and fits heavy bolter sponsons (1 change). This means that its experience will be reduced by 2x100=200 unless it can pass two Leadership tests. Unfortunately, the Imperial Guard player fails both of the tests, leaving the Bonepounder with 745 experience, but some more guns!

Many worlds were first settled by humans during the time of the Stellar Exodus almost twenty-five thousand years ago. So prolific were the colonies seeded by mankind that the Imperium is constantly rediscovering human civilisations which have been isolated for millennia, sometimes since before the time of the Emperor himself. The existence of human worlds and the Imperium often comes as something of a surprise to the inhabitants of these planets.





INFANTRY BATTLE HONOURS

D6 Roll Skill

- 1 **Street Fighters** – If the unit is in cover, then its saving throw for cover is increased by 1 point (normally 4+ rather than 5+).
- 2 **Hardened Fighters** – The unit may ignore negative modifiers for Morale checks and tests for regrouping (eg 50% casualties). In effect, the unit will always use its standard Leadership for these tests.
- 3 **Steadfast** – The unit may attempt to regroup even when below 50%.
Space Marines re-roll this skill.
- 4 **Guerrillas** – The unit rolls an extra D6 when moving through difficult terrain, and picks the highest for its movement as usual.
Units with jump packs re-roll this skill.
- 5 **Tank Hunters** – The unit always passes any tests for tank shock and adds +1 to all armour penetration rolls.
- 6 **Counter-attack** – If a close combat involving this unit is a draw, the side with this unit automatically wins the tie-breaker. If both sides contain a unit with the Counter-attack skill, then roll off as normal.



BIKE/CAVALRY BATTLE HONOURS

D6 Roll Skill

- 1 **Skilled Riders** – The unit may re-roll any 1s rolled for difficult terrain tests. The second roll counts, even if it is also a 1.
- 2 **Rapid Deployment** – After both armies have been deployed the unit may move an additional 6", treated just like normal movement.
If the unit starts in Reserve, then you may add +1 to all rolls for that unit when testing to see if they turn up.
- 3 **Hardened Fighters** – The unit may ignore negative modifiers for Morale checks and tests for regrouping (eg 50% casualties). In effect, the unit will always use its standard Leadership for these tests.
- 4 **Resolute** – The unit may re-roll any failed Morale checks. The second roll stands, even if it also fails.
- 5 **Counter-attack** – If a close combat involving this unit is a draw, the side with this unit automatically wins the tie-breaker. If both sides contain a unit with the counter-attack skill, then roll off as normal.
- 6 **Lightning Charge** – If the unit makes an assault into the enemy and wins, the enemy suffers an additional -1 modifier to their Leadership for the subsequent Morale check.



VEHICLE BATTLE HONOURS

D6 Roll Skill

- 1 **Terrifying** – Tanks: Any unit testing for tank shock inflicted by this vehicle suffers an additional -1 modifier to its Leadership.
Other vehicles: the vehicle causes tank shock if it moves through the enemy, just like Tanks.
- 2 **Fast** – The vehicle now uses the rules for Fast vehicles. However, it must still be stationary to fire ordnance. Vehicles which are already Fast re-roll this skill.
- 3 **Reinforced armour** – Reduce any damage rolls made for the vehicle on the Glancing Hits table by -1, treating results of less than 1 as 1.
If the vehicle is open-topped then this reinforced armour bonus will negate the normal +1 modifier when rolling on the Glancing Hits table. Penetrating Hits still add +1 for open-topped vehicles with reinforced armour.
- 4 **Tank Hunters** – The vehicle may add +1 to all armour penetration rolls.
- 5 **Hardened Crew** – The vehicle treats all 'Crew Stunned' results on the damage tables as 'Crew Shaken' (result 1-2 on the Glancing Hits table).
- 6 **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 fire each turn.

THE ARMY LISTS

This section of the book contains a series of army lists for many races of the Warhammer 40,000 universe. The army lists describe the types of troops available to an army, their weapons, armour, and fighting prowess. The army lists also indicate the points values of your troops so that you can work out armies and plan additions to your forces. Each of the army lists is split into five sections, corresponding to the five sections found on the force organisation charts. A brief description of the types of troops found in each section and the overall structure of an army is provided below.

HQ

The HQ (short for Headquarters) contains heroes, officers, advisors and numerous other specialists who lead your armies into battle. Often these are the most experienced and battle hardened warriors in your army. The HQ is the 'brain' of your army, and leads your army to and on the battlefield.

ELITES

Armies often have access to troops who are well trained, carry special and unusual weaponry or are simply battle hardened veterans of many campaigns. These elite troops are highly valued by a commander and their scarcity means that they must be used wisely.

A good example are Space Marine Terminators. These awesome warriors are the finest in a Space Marine Chapter and are trained in the use of the revered and much feared Tactical Dreadnought armour. However, such is the rarity of the armour and weaponry that an army is only likely to have a few squads of Terminators available.

TROOPS

All armies contain large quantities of rank and file troops. They may not be the best trained or best equipped forces in your army, but they are the most numerous and they can usually be replaced with fresh recruits quite easily – though this isn't always the case, especially with highly trained troops like Space Marines.

These types of troops are the most flexible. Typically they are equipped to fight equally well at long range as well as at close quarters. Some members of the squad may be equipped with a potent heavy weapon to increase the squad's firepower or allow it to deal with the likes of a battle tank, while the squad leader might typically be armed with an additional hand-to-hand combat weapon and can make all the difference between victory and defeat in an assault.

FAST ATTACK

Speed is a vital factor in warfare, and the ability to make swift outflanking attacks or quickly seize objectives should never be underestimated. Fast moving troops are also useful in defence, moving rapidly to where the fighting is thickest, plugging gaps in your defences and mounting counter-attacks to drive the enemy back. Typical examples of Fast Attack troops are Space Marine Assault squads, equipped with jump packs that allow them to bound across the battlefield and swiftly engage the enemy or squads of sleek Eldar jetbikes that move quickly and effortlessly over the battlefield, mowing down opponents with deadly shuriken catapult fire.

HEAVY SUPPORT

All armies have access to awesome war machines, battle tanks and squads of troops armed with some seriously heavy firepower. The tactics of these units is simple – pound the enemy into the ground and blast them to smithereens with huge guns, tanks, batteries of heavy weapons and hulking big Dreadnoughts! Heavy Support units normally have weapons with quite long range, and this allows them to stand near the back of the battlefield providing supporting fire for the other elements of the army as they make their attacks.

When cities burn and armies turn,
and flee in disarray,
Cowards will cry 'tis best to fly
and fight another day.
But warriors know it in their marrow when they
die and fall,
It is better to have fought and lost than not have
fought at all.

Verse from the Talamactra



The army lists are split into two main components. The first part is the army list itself, which contains entries detailing all the different types of squads, vehicles, characters and other machineries of destruction that can be included in your army. The second component is the force organisation chart. This shapes an army for a particular scenario or mission and gives an idea of the balance of different units to include.

THE ARMY LIST

The army lists are split into five distinct sections. All of the squads, vehicles and characters in an army list are placed in one of the five sections depending upon their role on the battlefield. Characters, heroes, and officers are likely to be army leaders and are included in the HQ section. Well trained and specially equipped squads and vehicles are quite rare and included in the Elites sections. The vast majority of basic troopers that form the core of any army are included in the Troops section. The Fast Attack section contains fast moving forces – for example, squads with jump packs, cavalry and bikes – that are good for making strikes into and behind enemy lines and sweeping flank attacks. Finally the Heavy Support section contains Dreadnoughts, battle tanks, artillery guns and heavy weapon batteries which can lay down supporting fire for the rest of the army.

Everything in the army lists is given a points value. This allows you and your opponent to pick armies of equal value and therefore have a fair and balanced game. The points cost of squads, tanks and characters varies. Models armed with highly effective weapons, that are good shots or better fighters will have a higher points value compared to less skilled or less well equipped troops.

Some units in the army lists are only available in limited numbers. Where this is the case the entry will be noted as being 0-1, 0-2 and so on. The number indicates the maximum number of units of that type which you can include in your army. For example, in the Ork army list it states you may have 0-1 Warboss, so you can pick a maximum of one Ork Warboss for your army.

Many of the army lists have appendices at the end. This section includes a few notes and even some army list entries. These give guidelines to players who may wish to use unusual armies, such as Eldar jetbike armies, or Dark Angels Ravenwing forces.

In some places in the lists you may notice models that are not available at the time of writing, such as the Vindicator tank in the Space Marine list and several units from the Dark Eldar army list. This is really to give you a taster of things to come and give you some idea of what we have plans to release in the future.

FORCE ORGANISATION CHARTS

The force organisation charts are the key to using the army lists because they tell you how many choices you can take from each section of the army list. For example, the chart for the standard missions allows you to take up to two choices from the HQ section of your army list, up to six choices from the Troops section, and up to three choices from each of the Elites, Fast Attack and Heavy Support sections.

The number of choices you may make from each section of the army list changes from scenario to scenario, and there is a force organisation chart for each scenario. A summary of all the force organisation charts for the scenarios in this book is included on this page for reference. In the future we may print new scenarios in supplements or White Dwarf magazine, which will have their own force organisation charts. However, when you start collecting an army it is best to use the organisation chart from the standard missions as your starting point.

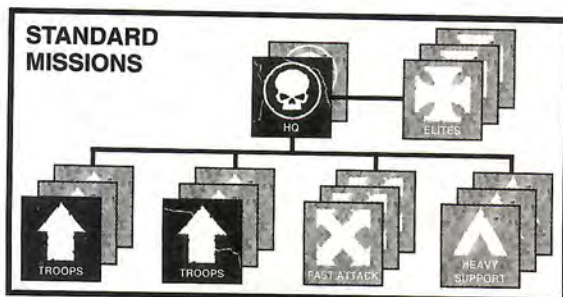
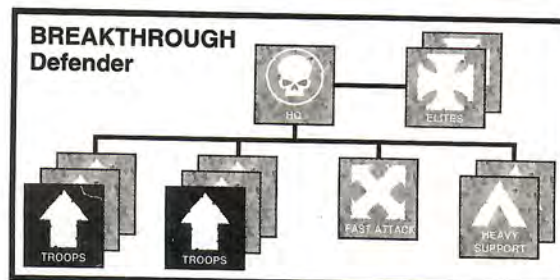
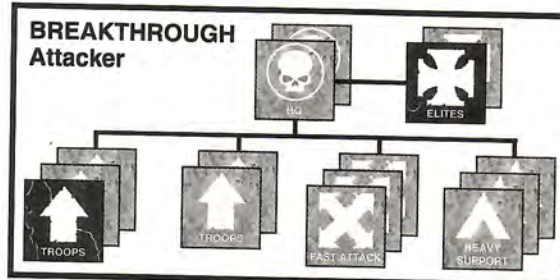
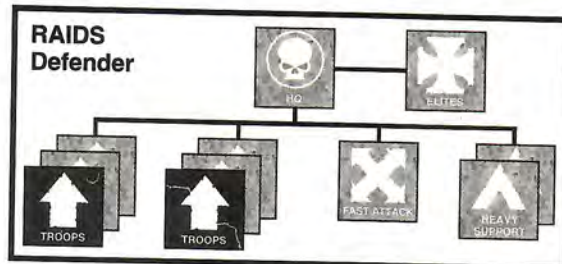
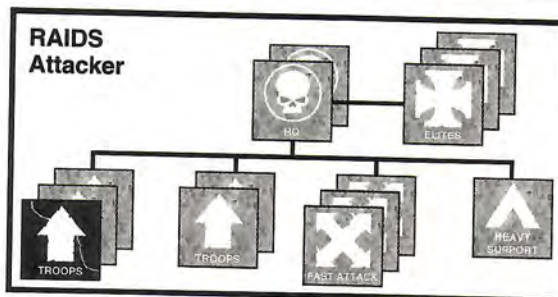
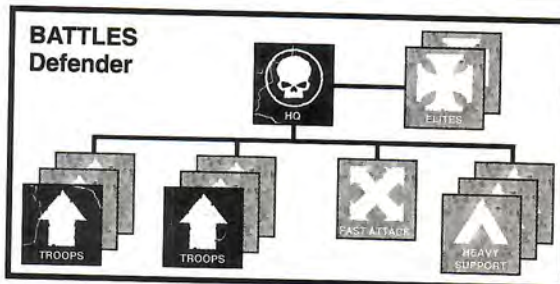
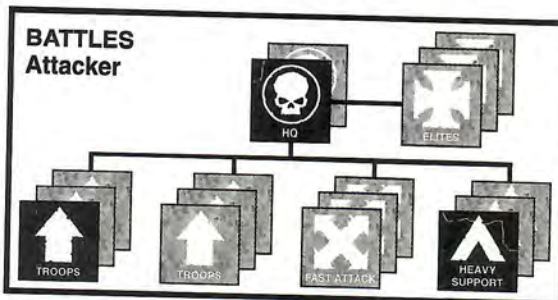
Although the force organisation chart imposes limitations on what you can include in your army, more often than not this helps to shape your army rather than restrict it. For example, if you are going to attack a heavily defended position then having lots of Fast Attack is going to be very useful, so you can get to grips with the enemy as soon as possible. If you are the defender then Heavy Support is going to be useful for blowing up enemy transports and fast moving forces before they get too close, and so on.

Using the Force Organisation Charts

A force organisation chart is split into five categories that correspond with the army list: HQ, Elites, Troops, Fast Attack and Heavy Support. Each category has a number of boxes. Each box allows you to take one choice from the appropriate section of the army list.

A single choice from the army list can be quite varied and could be a squad, a single vehicle, a unit of vehicles, an individual character or even a whole platoon of troops consisting of several squads and different options. Whatever it is, it will count as one of your choices from the force organisation chart. Each of your choices will have a detailed entry in the army list which will contain a brief description of the troop type, its profile, points cost and full details of weapon, equipment and characteristic upgrades.

A dark box means that you **must** make a choice from that section. For example if the force organisation chart has six boxes in the Troops section, and two of these boxes are dark-coloured this means that you **must** take at least two choices from the Troops section – though you can have up to six.



CHOOSING AN ARMY

Once you and your opponent have decided which scenario you are going to play, you will be able to choose your armies using the army lists and the force organisation charts.

SIZE OF GAME

When you choose an army for a game, you must first agree upon a size to the game. This is done by deciding how big – in terms of total points value – your armies are going to be. If you wish to play a small game that will last a couple of hours then choose a low points value, say 500 to 1,000 points. Players with larger collections of miniatures will want to play larger battles. For this choose a higher points value, say between 1,500 and 3,000 points. This will give you a game that will rage for most of the day.

CHOOSING UNITS

Using the army list and force organisation chart you can now choose your army. Remember that there may be some compulsory forces that you have to include in your army. For example, in the force organisation chart for the Standard missions these are one HQ choice and two Troops choices. It is a good idea to include these first and then you can spend the remaining points on the rest of your army.

Remember that you can only take limited numbers of units which are marked as being 0-1, 0-2, etc. These restrictions are in addition to any which are imposed by the force organisation chart for the mission you are playing. In very large games (ie, those of over 2,000 points) the restrictions on the number of units of a particular type apply to each army you are fielding. So for example if you fielded a 3,000 point Ork army by using two force organisations you could choose up to one Ork Warboss in each organisation.

For each choice look in the relevant section of the army list and decide what unit you wish to have in your army. If the unit is an Infantry squad or Vehicle squadron, the first thing to do is to decide how big the unit is going to be. Almost all squads have a variable size, typically being between five and ten models. You may also take weapon options and model upgrades for the unit, as described below. In most cases vehicles form individual choices and their points value is the cost for a single vehicle.

Once this is done go back and make another choice from the force organisation chart. Continue doing this until you have spent all your points. You mustn't go over the points limit and you may find that you have to go back over the army and remove a few upgrades or models so that you remain under the agreed points limit.

Weapon Options & Upgrades

Once you have decided how big the unit will be, you can pick any weapon options and model upgrades that you

want. These represent special items of equipment that are not issued to all troops, or special troops that are not included in all units.

However, and this is very important, any weapon options or model

upgrades you take must be represented on or by the models in the unit. You cannot field models that are equipped with weapons and wargear that is not shown on the model, and you may not add model upgrades to a unit unless you have the appropriate model in your collection. The intent of this rule is that when an opponent looks at your army, 'what he sees is what he gets'.

For example, if your Space Marine squad is led by a Veteran Sergeant armed with power fist, then the model must have a power fist represented on it. Or, if you want your squad to be equipped with a missile launcher, then you must have a model with a missile launcher, and so on. The only exception to this are 'grenade' upgrades (typically frag and/or krak grenades), which may be taken even if a model is not obviously carrying any grenades.

Important: Note that if you take a weapon option or upgrade, then the model's 'standard' weapons are lost. So, if you upgraded a Space Marine armed with a bolter to being armed with a missile launcher, the bolter would be lost. The only exception to this, once again, are grenade upgrades, which allow the model to keep its original weapons as well as taking the upgrade.

CODEx BOOKS

As well as the Warhammer 40,000 game itself, Games Workshop has a series of supplements planned. Under the title of the Warhammer 40,000 Codex series, each book will be a guide to collecting a particular army. Included in each Codex will be a painting guide, example armies and collecting hints and tips, an army list, background information, ideas for scenarios and campaigns and as much extra information as we can pack in.

As we release these Codex supplements the army list in this book will become redundant as the army list in each of the Codex replaces the one in this book. Before releasing a Codex we will be spending a lot of time concentrating on that army, playing lots of games, thinking about new models as well as creating exciting artwork and background material. This will allow us to fine tune that particular army and iron out any problems or areas that need clarifying. This means that in all cases the army list printed in a Codex takes precedence over the ones printed in this book.



THE SPACE MARINES



The Space Marines are the most feared and respected of all of mankind's warriors. Standing over seven feet tall, genetically engineered then extensively trained they are the ultimate human fighting machine. Although relatively few in number, a Chapter comprises a thousand Space Marines, their prowess and bravery means that they can defeat opponents who outnumber them many times over.

Equipped with the best arms and armour the Imperium has to offer, the Space Marine armies are also extremely mobile, with transport that allows them to move swiftly to deal with an enemy threat, or to strike suddenly to seize a vital strategic objective.

Space Marine tanks and other vehicles are well-armed and fast, allowing them to keep up with the swift moving infantry, while Space Marine land speeder and bike formations excel at lightning raids and flank attacks.

The Space Marines' dedication and fearless devotion to their Chapter make them ideal defensive troops, their heavy armour and excellent training allowing them to take on seemingly impossible odds only to emerge battered but victorious!

THE SPACE MARINE ARMY

This army list allows you to field an army of Space Marines in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories and each category contains squads, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart.



SPACE MARINE HEROES WEAPON LIST

Close combat weapon	1 point
Power weapon	15 points
Power fist	25 points
Bolter	2 points
Plasma pistol	15 points
Storm bolter	5 points
Combi-weapons:	
Bolter-flamer	10 points
Bolter-meltagun	15 points
Bolter-plasma gun	15 points
Frag and krak grenades	3 points*

* May be taken in addition to character's normal allowance of weapons. For example, a Librarian could have frag and krak grenades and two other choices.

SPECIAL RULES

'And They Shall Know no Fear'

Space Marines automatically regroup as they fall back, even if the squad has been reduced to less than 50% casualties. If the enemy advance onto them they are therefore not destroyed and this is treated as a new assault (enemy striking +1 A in the following turn) in the same way as a sweeping advance. If the enemy do not advance onto them they are free to move, shoot and assault normally in their following turn.

Space Marine Terminators

Space Marines in Terminator armour can move and fire with heavy weapons (thanks to the powerful exoskeleton and power sources built into the armour itself). On the other hand, the weight of the Terminator armour makes it too difficult to pursue a more lightly armoured foe when they flee. To represent this, Terminator units (or units that include models in Terminator armour) that win a close combat may only consolidate, they may not advance.

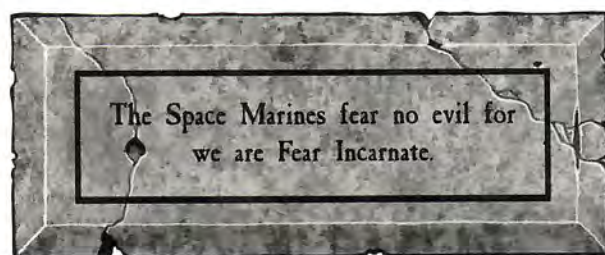
Combi-weapons

Many Space Marine characters have access to special combi-weapons, unique pieces of wargear constructed by the Chapter's Techmarines. A combi-weapon is essentially two weapons joined together, and gives the Space Marine a choice of two weapons to fire.

A Space Marine armed with a combi-weapon may choose to fire one of the weapons in the shooting phase. The weapon follows all the normal rules for its type. Note that you may not choose to fire both weapons at once.

SPACE MARINE SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Force									
Commander	5	5	4	4	3	5	3	10	3+
Commander	5	5	4	4	2	5	3	9	3+
Leader	4	4	4	4	1	4	2	9	3+
Librarian	5	5	4	4	2	5	3	9	3+
Chaplain	5	5	4	4	2	5	3	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+
Vet. S/Marine	4	4	4	4	1	4	1	9	3+
Vet. Sergeant	4	4	4	4	1	4	2	9	3+
Terminator	4	4	4	4	1	4	2	9	2+
Scouts	4	4	4	4	1	4	1	8	4+
S/Marine Biker	4	4	4	4(5)	1	4	1	8	3+
Attack Bike	4	4	4	4(5)	1	4	2	8	2+



Armour:	Front	Side	Rear	BS
Rhino	11	11	10	4
Razorback	11	11	10	4
Land speeder	10	10	10	4
Whirlwind	11	11	10	4
Predator	13	11	10	4
Vindicator	13	11	10	4
Land Raider	14	14	14	4

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	
Dreadnought	4	4	6(10)	12	12	10	4	2	

SPACE MARINE WEAPON SUMMARY

RANGED WEAPONS

Weapon	Range	Str.	Armour Piercing	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Shotgun	12"	3	—	Assault 2
Assault cannon	24"	6	4	Heavy 3*
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1*
Multi-melta	24"	8	1	Heavy 1*
Sniper rifle	36"	X	6	Heavy 1
Missile Launcher (Krak)	48"	8	3	Heavy 1*
Missile Launcher (Frag)	48"	4	6	Heavy 1 Blast*
Plasma pistol	12"	7	2	Pistol*
Plasma gun	24"	7	2	Rapid fire*
Plasma cannon	36"	7	2	Heavy 1 Blast*

* These weapons have additional special rules, see the Weapons section of the rules for more details.

ORDNANCE

Weapon	Range	Strength	Pene.	Type
Demolisher	24"	10	2	Ord. 1/Blast
Whirlwind	Guess 48"	5	4	Ord. 1/Blast

HAND-TO-HAND WEAPONS

Close Combat Weapon: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Power Weapon/Crozius Arcanum: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

Power Fist/Chainfist/Thunder Hammer/Lightning Claw: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. These weapons always fire last.

HQ

SPACE MARINE HEROES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Leader	30	4	4	4	4	1	4	2	9	3+
Commander	45	5	5	4	4	2	5	3	9	3+
Force Commander	60	5	5	4	4	3	5	3	10	3+

Space Marine Chapters are led by commanders who have proved their skill and bravery in many, many battles. They lead their Chapter by example, inspiring their followers to fight with a dedication and spirit that cannot be instilled by discipline and training alone.

Weapons: Bolt pistol.

Options: The Space Marine Hero may be given up to two weapons from the Space Marine Heroes Weapons List.

If the army includes a squad of Terminators, then the Space Marine Hero may be given a suit of Terminator armour at the following additional cost:

Leader: +15 points

Commander: +20 points

Force Commander: +30 points

Terminator armour gives the Hero a save of 2+ and replaces all of his weapons with a storm bolter and a power fist.

SPECIAL RULES

Independent Character: Unless accompanied by a Command squad, a Space Marine Hero is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rules.

Command Squad: The Space Marine Hero may be accompanied by a Command squad, see the special entry over the next page. Note that a Space Marine Hero and Command squad count as a single HQ choice.

Deep Strike: If the Hero is wearing Terminator armour and leads a Terminator squad then the Hero and the squad may set up using the Deep Strike rules, but only if the mission allows a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Terminators must set up normally with the rest of the army.



LIBRARIAN

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	70	5	5	4	4	2	5	3	9	3+

Space Marine Librarians make use of their psychic powers to unleash devastating attacks on the enemy.

Weapons: Bolt pistol and force weapon (counts as power sword/axe).

Options: The Space Marine Librarian may be given up to two weapons from the Space Marine Heroes Weapons List.

If the army includes a squad of Terminators, then the Space Marine Librarian may be given a suit of Terminator armour at an additional cost of +30 points. The Terminator armour increases the Librarian's save to 2+ and replaces all of his weapons with a storm bolter and force weapon (counts as power sword/axe).



SPECIAL RULES

Independent Character: Unless accompanied by a Command squad, a Space Marine Librarian is an independent character and follows all the special rules as detailed in the rules.

Psychic Power – Smite: The Librarian may use the *Smite* power in his own shooting phase. The Smite power counts as a weapon. Roll to hit as normal using the following profile:

Range 12" Strength 4 AP 2 Assault 1/Blast.

Psychic Power – Storm of Destruction: Bathed in coruscating warp energy, the Librarian becomes an almost unstoppable combat master. *Storm of Destruction* is used in the assault phase and allows the Librarian to re-roll missed attacks for the turn.

Command Squad: The Space Marine Librarian may be accompanied by a Command squad, see the special entry over the page. Note that a Space Marine Librarian and Command squad count as a single HQ choice.

Deep Strike: If the Librarian is wearing Terminator armour and leads a Terminator squad then the Librarian and the squad may set up using the Deep Strike rules, but only if the mission allows for a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Terminators must set up normally with the rest of the army.

CHAPLAIN

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	70	5	5	4	4	2	5	3	9	3+

The Chaplains administer the rites of their Chapter, perform the ancient ceremonies of initiation and vindication, and chant the liturgies of battle as they lead their brothers to war.

Weapons: Bolt pistol, crozius arcanum (counts as power axe) and rosarius (gives the wearer a 4+ *Invulnerable* save).

Options: The Space Marine Chaplain may be given up to two weapons from the Space Marine Heroes Weapons List.

If the army includes a squad of Terminators, then the Space Marine Chaplain may be given a suit of Terminator armour at an additional cost of +30 points. The Terminator armour increases the Chaplain's save to 2+ and replaces all of his weapons with a storm bolter, crozius arcanum and rosarius.

If the army includes a squad of Space Marine bikes, then the Space Marine Chaplain may be mounted on a bike at an additional cost of +25 points. The bike increases the Chaplain's Toughness to 5 and replaces all of his weapons with a twin-linked bolter, crozius arcanum and rosarius. A Chaplain wearing Terminator armour may not ride a bike.

SPECIAL RULES

Independent Character: Unless accompanied by a Command squad, a Space Marine Chaplain is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rules.

Command Squad: The Space Marine Chaplain may be accompanied by a Command squad, see the special entry on the next page. Note that a Space Marine Chaplain and Command squad count as a single HQ choice.

Deep Strike: If the Chaplain is wearing Terminator armour and leads a Terminator squad then the Chaplain and the squad may set up using the Deep Strike rules, but only if the mission allows a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules the Terminators must set up normally with the rest of the army.

SPACE MARINE COMMAND SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	4	2	9	3+

Space Marine Heroes, Librarians and Chaplains may have a bodyguard of Space Marines to accompany them on the battlefield. Typically these are experienced veterans and include specialists such as Techmarines and Apothecaries.



Squad: One Space Marine Sergeant and between 4 and 9 Space Marines.

Weapons: Bolter. The Sergeant may exchange his bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to two Space Marines in the squad can be armed with the following weapons: missile launcher at +20 points; heavy bolter at +15 points; lascannon at +35 points; flamer at +3 points; plasma gun at +6 points; meltagun at +10 points.

The entire squad may be equipped with frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points per model.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points (see the Rhino transport entry on page 175 for details).

Razorback: If the squad numbers six or less models then the entire squad may be mounted in a Razorback at an additional cost of +70 points (see the Razorback transport entry for details).

CHARACTERS

Up to four members of the squad may be upgraded to one of the following characters:

APOTHECARY: A Space Marine may be upgraded to an Apothecary at an additional cost of +20 points. He may exchange his bolter for a bolt pistol and close combat weapon at no extra points cost. The Apothecary allows you to ignore the first failed armour save in the Command squad each turn.

TECHMARINE: A Space Marine may be upgraded to a Techmarine at an additional cost of +18 points. He may exchange his bolter for a bolt pistol and close combat weapon at no extra points cost, and he may have a servo-arm (counts as a power fist) at an additional cost of +10 points. The Techmarine allows you to re-roll one missed to hit roll for shooting by the Command squad each turn.

STANDARD BEARER: One Space Marine may be upgraded to a Standard Bearer and given a company standard at an additional cost of +18 points. He may exchange his bolter for a bolt pistol and close combat weapon at no extra points cost (he may choose up to one weapon from the Space Marine Heroes Weapons list). Any Space Marine unit with a model within 6" of the Standard Bearer may add +1 to their assault result score in an assault. In multiple combats you may only add +1 to the result score no matter how many different Space Marine units are involved.

VETERAN SERGEANT: The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +15 points. He may choose up to one weapon from the Space Marine Heroes Weapons List.



ELITES

TERMINATOR SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	42	4	4	4	4	1	4	2	9	2+

Every Space Marine Chapter has a small number of suits of Terminator armour. The armour is rare and very precious and only Space Marines in the First Company of the Chapter are allowed the honour of using it. Although heavy and bulky it provides excellent protection and the extra strength to use weapons not available to other troops.

Squad: The squad consists of one Space Marine Terminator Sergeant and between four and nine Space Marine Terminators.

Weapons: The Terminator Sergeant is equipped with a power sword and storm bolter. The Space Marine Terminators are armed with power fist and storm bolter.

Options: Up to two models may replace their storm bolters with the following weapons: assault cannon +20 points; heavy flamer +10 points; cyclone missile launcher +20 points (counts as a missile launcher).

SPECIAL RULES

Deep Strike: In the right circumstances Terminators can teleport into battle, appearing almost anywhere on the battlefield. To represent this they may set up using the Deep Strike rules, but only if the mission allows a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Terminators must set up normally with the rest of the army.



TERMINATOR ASSAULT SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	42	4	4	4	4	1	4	2	9	2+

Terminator assault squads are armed with specialist close combat weapons like lightning claws and thunder hammers. They are used when combat is likely to take place at very close range, such as boarding actions or firefights in built-up areas and hive-cities.

Squad: The squad consists of one Space Marine Sergeant and between four and nine Space Marine Terminators.

Weapons: The Sergeant is armed with storm bolter and power sword. All the models in the squad are armed with either a pair of lightning claws (count as power fists) or a thunder hammer (count as power fist) and storm shield (gives the wearer a 4+ *Invulnerable* save).

Options: Any number of Terminators may exchange their close combat weaponry for a storm bolter and power-fist/chainfist.

SPECIAL RULES

Deep Strike: In the right circumstances Terminators can teleport into battle, appearing almost anywhere on the battlefield. To represent this they may set up using the Deep Strike rules, but only if the mission allows a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Terminators must set up normally with the rest of the army.



SPACE MARINE VETERAN SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	18	4	4	4	4	1	4	1	9	3+
Veteran Sergeant	+12	4	4	4	4	1	4	2	9	3+

Space Marines who have fought in several campaigns and received numerous battle honours are called Veterans. These warriors have earned the right to join the Chapter's 1st Company, while others make valuable squad leaders. Veteran squads from the 1st Company are renowned for their stubborn bravery, and are often equipped with close combat weapons in order to spearhead assaults and counter-attacks.



Squad: The squad consists of between 5 and 10 Veteran Space Marines.

Weapons: Bolter or bolt pistol and close combat weapon.

Options: One Space Marine in the squad may be armed with one of the following weapons: heavy bolter at +5 points; missile launcher at +10 points; or a lascannon at +15 points.

In addition, one Space Marine in the squad may be armed with one of the following weapons: flamer at +6 points; meltagun at +10 points; plasma gun at +6 points.

The entire squad may be given frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points per model.

Character: One Space Marine may be upgraded to a Veteran Sergeant for an additional cost of +12 points. The Veteran Sergeant may also choose up to one weapon from the Space Marine Heroes Weapons List.

Rhino: The squad may be mounted in a Rhino for an additional cost of +50 points (see the Rhino transport entry opposite for details).

Razorback: If the squad numbers six or less models then the entire squad may be mounted in a Razorback at an additional cost of +70 points (see the Razorback transport entry for details).

TROOPS

SPACE MARINE TACTICAL SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	4	2	9	3+

Tactical squads are highly flexible and tactically adaptable troops, and make up the majority of squads in most Space Marine Chapters. Their standard equipment of thick ceramite power armour and rapid-firing bolters can deal with most opponents, while additional heavy weapons can be issued to deal with any enemy vehicles or monstrous creatures.

Squad: The squad consists of 1 Space Marine Sergeant and between 4 and 9 Space Marines.

Weapons: Bolters. The Sergeant may replace his bolter with a bolt pistol and close combat weapon at no extra points cost.

Options: One Space Marine in the squad may be armed with one of the following weapons: heavy bolter at +5 points; missile launcher at +10 points; or a lascannon at +15 points.

In addition, one Space Marine in the squad may be armed with one of the following weapons: flamer at +6 points; meltagun at +10 points; plasma gun at +6 points.

The entire squad may be given frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points per model.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +15 points. The Veteran Sergeant may choose up to one weapon from the Space Marine Heroes Weapons List.

Rhino: The squad may be mounted in a Rhino for an additional cost of +50 points (see the Rhino transport entry opposite for details).

Razorback: If the squad numbers six or less models then the entire squad may be mounted in a Razorback at an additional cost of +70 points (see the Razorback transport entry for details).

SCOUT SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Scouts	13	4	4	4	4	1	4	1	8	4+
Veteran Sergeant	+13	4	4	4	4	1	4	2	9	4+

Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for the Space Marines, secure vital strongpoints and scout the enemy's firepower.

Squad: The Scout squad consists of 1 Space Marine Sergeant and between 4 and 9 Space Marine Scouts.

Weapons. Bolt pistol and close combat weapon.

Options: Any model in the squad may be armed with the following weapons: bolter at no extra cost; sniper rifle at +5 points; combat shotgun at no extra points cost.

Up to one model in the squad may be armed with a heavy bolter at an additional cost of +15 points.

The entire squad may be equipped with frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +13 points. The Veteran Sergeant may choose up to one weapon from the Space Marine Heroes Weapons List.

SPECIAL

Infiltrators: In the right circumstances Scouts have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Scouts must set up normally with the rest of the army.



Transport: RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	4

The Rhino is the ubiquitous Space Marine vehicle turned out in vast numbers in Chapter armouries throughout the galaxy. It is also the basis for many variants and field conversions.

This is a special entry in the army list. Certain squads in the Space Marine army may have a Rhino to transport them rapidly across the battlefield. A squad's Rhino counts as a separate unit on the battlefield and does not use up any of your choices on the force organisation chart.

Type: Tank. **Crew:** Space Marines.

Weapons: The Rhino is armed with a storm bolter.

Options: The Rhino may be equipped with smoke launchers at an additional cost of +3 points.

Transport: The Rhino can carry up to ten Space Marines. It may not carry Terminators.

Transport: RAZORBACK

	Points	Front Armour	Side Armour	Rear Armour	BS
Razorback	70	11	11	10	4

The addition of a turret-mounted weapon systems to a Rhino creates the infantry combat vehicle called a Razorback. Many Chapters swear by their use, attesting that the extra firepower provided by the Razorback more than makes up for the reduced transport capacity.

Type: Tank.

Crew: Space Marines.

Weapons: The Razorback turret is armed with twin-linked heavy bolters.

Options: The twin-linked heavy bolters may be upgraded to one of the following weapons: twin-linked lascannon +20 points; multi-melta +5 points; lascannon and twin-linked plasma guns +15 points.

The Razorback may be equipped with smoke launchers at an additional cost of +3 points.

Transport: The Razorback can carry up to six Space Marines. It may not carry Terminators.

FAST ATTACK

ASSAULT SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	25	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	4	2	9	3+

Assault squads are equipped with close quarter weapons such as pistols and chainswords, and use jump packs that enable them to leap over difficult terrain and quickly engage the enemy.

Squad: The squad consists of 1 Space Marine Sergeant and between 4 and 9 Space Marines.

Weapons: Bolt pistol, close combat weapons and frag grenades. The whole squad is equipped with jump packs.

Options: The entire squad may be equipped with krak grenades at +2 points per model and melta bombs at +4 points per model. One model may be equipped with a plasma pistol at +5 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +15 points. The Veteran Sergeant may choose up to one weapon from the Space Marine Heroes Weapons List.

BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine Biker	35	4	4	4	4(5)	1	4	1	8	3+
Veteran Sergeant	+15	4	4	4	4(5)	1	4	2	9	3+
Attack Bike	50	4	4	4	4(5)	1	4	2	8	2+

Well armed and mobile, Space Marine bike squadrons make excellent reconnaissance troops and are used to seize forward positions before the enemy can reach them.

Squad: The squadron consists of 1 Space Marine Sergeant and between 2 to 4 Space Marines riding Space Marine bikes.

Weapons: Each bike is fitted with twin-linked bolters. Each Space Marine biker is armed with a bolt pistol.

Options: Up to two Space Marines in the squad may be armed with the following weapons: flamer at +3 points, meltagun at +10 points, plasma gun at +6 points.

The Sergeant may be armed with a close combat weapon at +1 point.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +15 points. The Veteran Sergeant may choose up to one weapon from the Space Marine Heroes Weapons List.

Attack Bike: The Bike squadron may include one attack bike at an additional cost of +50 points. The attack bike is armed with a heavy bolter and twin-linked bolters. The heavy bolter may be replaced with a multi-melta for an additional cost of +20 points.

LAND SPEEDER SQUADRON

	Points	Front Armour	Side Armour	Rear Armour	BS
Land speeder	50	10	10	10	4

The Space Marine land speeder is a two-man fast attack vehicle powered by a gravitic reaction motor and capable of carrying a variety of weaponry. Skimming just above the ground a squadron of land speeders can swiftly outflank an enemy force and pin it down for the Chapter's more heavily armed troops to deal with.

Squadron: Land speeders are fielded in squadrons of from 1 to 3 vehicles.

Type: Fast, Skimmer. Note that, as the crew of a land speeder are wearing power armour, the land speeder does not count as open-topped.

Crew: Space Marines.

Weapons: A heavy bolter.

Options: The heavy bolter may be upgraded to a multi-melta at an additional cost of +15 points.

LAND SPEEDER TORNADO

	Points	Front Armour	Side Armour	Rear Armour	BS
Land speeder	75	10	10	10	4

One of the most common land speeder variants is the Tornado, uparmed with the additional firepower of two heavy weapons. Tornados can use their high speed to get behind enemy armoured vehicles, where the Tornado's heavy weapons can rip through the vehicle's thin rear armour with ease.

Type: Fast, Skimmer. Note that, as the crew of a land speeder are wearing power armour, the land speeder does not count as open-topped.

Crew: Space Marines.

Weapons: A heavy bolter or a heavy flamer, plus either a multi-melta or assault cannon.

ATTACK BIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	50	4	4	4	4(5)	1	4	2	8	2+

Attack bikes are fitted with side cars that allow them to carry an additional crewman who can fire a heavy weapon. They can be added to Space Marine bike squads to provide additional firepower, or fielded in squadrons of their own in order to provide the Space Marines with a highly mobile fire-base.

Squad: The squadron consists of between 1 and 3 Space Marine attack bikes.

Weapons: Each bike is fitted with twin-linked bolters and a pintle-mounted heavy bolter. Each Space Marine rider is armed with a bolt pistol.

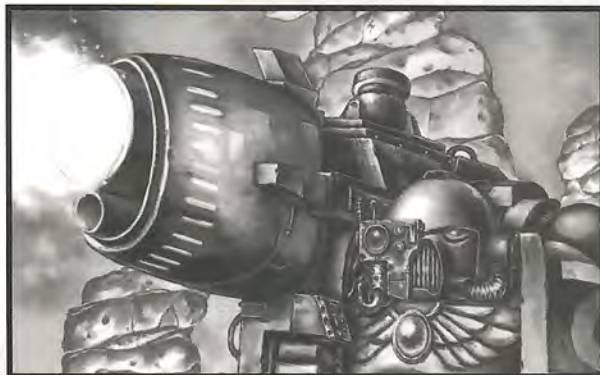
Options: Each attack bike may replace the heavy bolter with a multi-melta for an additional cost of +15 points.

HEAVY SUPPORT

DEVASTATOR SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	8	3+
Veteran Sergeant	+15	4	4	4	4	1	4	2	9	3+

Devastator squads are equipped with a large number of heavy weapons which they use to burst open enemy tanks and strongpoints. Devastators can provide heavy supporting fire for a Space Marine assault, and a deadly battery of guns for a Space Marine defence.



Squad: The squad consists of 1 Space Marine Sergeant and between 4 and 9 Space Marines.

Weapons: Bolters. The Sergeant may exchange his bolter for a bolt pistol and close combat weapon at no extra points cost.

Options: Up to four of the Space Marines may be armed with the following weapons: heavy bolter at +15 points, missile launcher at +20 points, lascannon at +35 points, multi-melta at +35 points, plasma cannon at +35 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional cost of +15 points. The Veteran Sergeant may choose up to one weapon from the Space Marine Heroes Weapons List.

Rhino: The squad may be mounted in a Rhino for an additional cost of +50 points (see the Rhino transport entry on page 175 for details).

Razorback: If the squad numbers six or less models then the entire squad may be mounted in a Razorback at an additional cost of +70 points (see the transport entry on p175 for details).

WHIRLWIND

	Points	Front Armour	Side Armour	Rear Armour	BS
Whirlwind	75	11	11	10	4

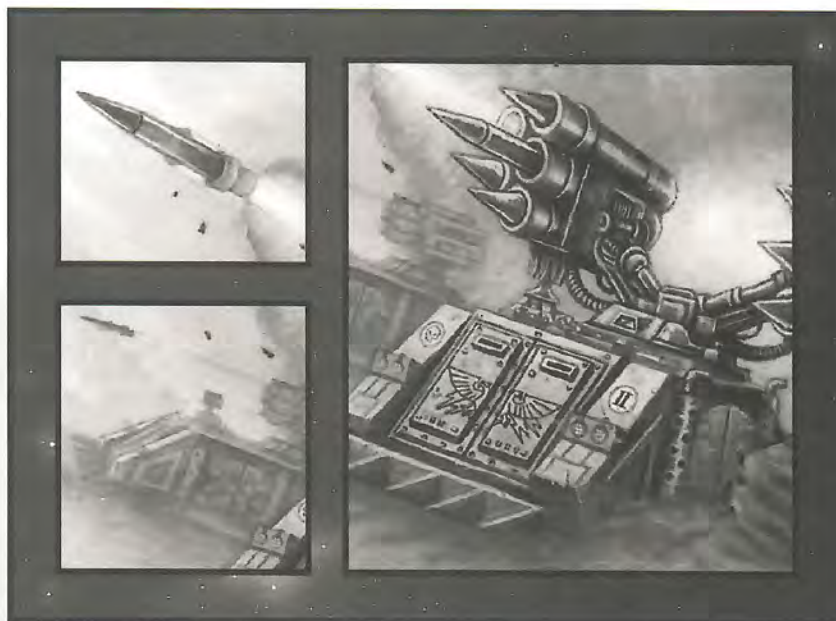
The Whirlwind is a variant of the Rhino, made by attaching a multiple missile launcher to its roof. The interior carries missiles and guidance systems. The Whirlwind is used to provide a withering barrage of fire as the Space Marines advance by landing salvoes of missiles on enemy troops.

Type: Tank.

Crew: Space Marines.

Weapons: The Whirlwind is armed with a turret-mounted multiple missile launcher (see the 'Whirlwind' in the Ordnance section of the Vehicles rules).

Options: The Whirlwind may be equipped with smoke launchers at an additional cost of +3 points.



PREDATOR ANNIHILATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Predator	120	13	11	10	4

Space Marine Chapters make use of a number of Predator tank variants utilising the Rhino chassis, where the Rhino's troop-carrying capacity is sacrificed for extra guns and armour. The Annihilator variant has a turret-mounted twin-linked lascannon allowing it to fulfil a tank-hunting role. It is common for the turret armament to be complemented with additional lascannons mounted in the sponsons.

Type: Tank.

Crew: Space Marines.

Weapons: The Annihilator is armed with turret-mounted twin-linked lascannons.

Options: The Predator may also be upgraded with two side sponsons armed with the following weapons: heavy bolters at +10 points; lascannons at +25 points.

The Predator may be equipped with smoke launchers at an additional cost of +3 points.

PREDATOR DESTRUCTOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Destructor	100	13	11	10	4

The 'Destructor' is another common Predator variant that is fitted with a turret-mounted autocannon. While the Annihilator is best suited to hunting enemy tanks, the Destructor is primarily intended for engaging enemy infantry and light vehicles, where its rapid-firing weapons can lay down a hail of fire.

Type: Tank.

Crew: Space Marines.

Weapons: The Destructor is armed with a turret-mounted autocannon.

Options: The Predator may also be upgraded with two side sponsons armed with one of the following weapons: heavy bolters at +10 points; lascannons at +25 points.

The Predator may be equipped with smoke launchers at an additional cost of +3 points.

LAND RAIDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Land Raider	250	14	14	14	4

The brutal Land Raider is the mainstay of the Space Marines' armoured might. Its four lascannon and incredibly heavy armour make the Land Raider more like a mobile fortress than a tank. It can smash its way through enemy lines blasting enemy battle tanks to smithereens, carrying a whole squad of Space Marines as it does so!

Type: Tank.

Crew: Space Marines.

Weapons: The Land Raider is armed with a twin-linked lascannon in each side sponson and forward firing twin-linked heavy bolters mounted on the hull.

Options: The Land Raider may be equipped with smoke launchers at an additional cost of +3 points.

Transport: The Land Raider may carry up to ten Space Marines or five Space Marine Terminators.

DREADNOUGHT

	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Dreadnought	75	4	4	6 (10)	12	12	10	4	2

Dreadnoughts are huge fighting machines that stand two or three times the height of a man. Each one is armed with a myriad of weaponry that can destroy tanks, mow down infantry and crush enemies in hand-to-hand combat.

Type: Walker.

Crew: One Space Marine.

Weapons: The left arm is equipped with a Dreadnought close combat weapon with a built-in storm bolter. The Dreadnought's right arm is equipped with one weapon from the following list: assault cannon at +30 points; twin-linked lascannon at +50 points; twin-linked heavy bolter at +30 points; multi-melta at +40 points, plasma cannon at +40 points; twin-linked autocannon at +35 points.

Options: The Dreadnought may be equipped with smoke launchers at an additional cost of +3 points.

The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 points.

The Dreadnought's close combat weapon can be upgraded to a missile launcher at an additional cost of +10 points. This will reduce the Dreadnought to its basic Strength of 6.



VINDICATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Vindicator	120	13	11	10	4

The Vindicator is a Space Marine close support tank, armed with the incredibly destructive demolisher cannon. The Vindicator is employed to smash holes in enemy fortifications, allowing the Space Marine troops to pour through the breach delivering the righteous fury of the Emperor's wrath upon the enemy.

Type: Tank.

Crew: Space Marines.

Weapons: The Vindicator is armed with a hull-mounted demolisher cannon and storm bolter.

Options: The Vindicator may be equipped with smoke launchers at an additional cost of +3 points.

SPACE MARINE APPENDIX

ASSAULT TROOPS

Including jump packs as part of an Assault squad's standard equipment is something of a simplification, and under certain circumstances – when fighting a boarding action inside an enemy spacecraft, for example – Space Marine Assault squads don't require or use jump packs. To represent this you may field Assault squads without jump packs if you wish, in which case each model in the squad costs 15 points rather than the usual cost of 25 points.

CHAPTER VARIATIONS

Not all Space Marine Chapters follow the same army organisation and military doctrines represented by the Space Marine army list. In addition, some have unique troop types with specialist capabilities. To represent these special talents you may field Space Marine armies using the following modifications if your opponent agrees. Note that you can field armies chosen from the Chapters described below using the standard Space Marine army list if you wish.

Blood Angels

A flaw in the Blood Angels' gene-seed makes them susceptible to outbreaks of ferocious blood-lust in the heat of battle. Some Blood Angels become so prone to this that they join the Death Company and vow to die in battle rather than succumb completely to their bestial nature. To represent this, and the fact that the Blood Angels tend to field a higher proportion of assault troops than other Chapters, a Blood Angels army may take Assault squads as a Troops choice as well as a Fast Attack choice, and must take any compulsory Troops or Fast Attack choices as Assault squads. If this option is taken then Blood Angels Veterans may be given jump packs at an additional cost of +10 points per model, but may only be armed with weapons and pistols that may be used in close combat.

Dark Angels

The Dark Angels include two companies that have a unique structure and organisation. The Chapter's 1st Company is known as the Deathwing, and is made up exclusively of Terminator Space Marines, while the 2nd Company is known as the Ravenwing and is made up exclusively of Space Marines mounted on bikes, attack bikes and land speeders. Normally squads from the Deathwing or Ravenwing will be attached to fight alongside squads from the other companies in the Chapter, but sometimes they will be fielded as detachments drawn only from their own company. The following special rules can be used to represent a 'pure' Deathwing or Ravenwing army.

Deathwing: Terminator and Terminator Assault squads may be chosen as Elites, Troops, Fast Attack or Heavy Support choices. However, only models wearing Terminator armour and Land Raider tanks may be used in the army.

Ravenwing: Bike squadrons, attack bikes and land speeders (including the land speeder 'Tornado') may be taken as Elites, Troops, Fast Attack and Heavy Support choices. Characters from the HQ section of the list may not be accompanied by a Command squad, but may instead be

mounted on a Space Marine bike with twin-linked bolters at a cost of +20 points. All the Space Marines in the army must be mounted on bikes, attack bikes or land speeders, and no other types of vehicles may be taken.

Space Wolves

The Space Marines of the Space Wolves Chapter are recruited from the harsh arctic death world of Fenris, and are renowned as being ferocious and hardened warriors even compared to other Space Marines. The Chapter is much larger than most others, and has a unique organisation which is not well represented by the Space Marine army lists included in this book. However, the following guidelines should allow you to field a Space Wolves army until you are able to get *Codex: Space Wolves*, which will cover the Chapter in much greater depth.

Blood Claws: Blood Claws are young warriors who fight at close quarters with hand-to-hand weapons and pistols. All Space Wolves Assault squads, Bike squads and attack bikes are Blood Claws. All of the other options and upgrades for these troop types apply.

Grey Hunters: The Grey Hunters are experienced warriors who have fought in several battles. They are the most numerous of the Space Wolves warriors and can be represented by Tactical squads. Grey Hunter squads cannot be given heavy weapons, but any squad member can exchange their boltgun for a bolt pistol and close combat weapon for free. All of the other upgrades and options for Tactical squads apply.

Long Fangs: The Long Fangs are hardened veterans that have fought in numerous campaigns, and who can be relied on to remain calm even in the maelstrom of battle. They are armed with a variety of heavy weapons. To represent this Space Wolves Devastator squads are replaced with Long Fangs squads that have 1 Long Fang Sergeant and 4 Long Fangs. Any Long Fang apart from the Sergeant may be given a heavy weapon for the points cost indicated in the Devastators squad entry. All the other options for Devastators apply.

Wolf Guard: Wolf Guard are the favoured warriors of the Wolf Lord who commands their company, and individual Wolf Guard champions often lead other squads of Space Wolves. To represent this, Space Wolves Veterans and Terminators are known as Wolf Guard, but other than that follow the normal rules for Veteran or Terminator squads. In addition, any Space Wolves Sergeant can be upgraded to a Wolf Guard Champion rather than a Veteran Sergeant. A Wolf Guard Champion can wear Terminator armour with a storm bolter and power fist for +27 points. If the Wolf Guard does not wear Terminator armour, he may have one choice from the Space Marine Heroes Weapons List as normal.

Wolf Priests: Space Wolves have no Apothecaries or Chaplains – they have Wolf Priests. However, apart from the change in name they follow same rules as the model they replaced in the army list (choose whether you want your Wolf Priest to be an Apothecary or a Chaplain and pay the appropriate points cost).

Nothing can stand in our way for we are the Space Marines.

DARK ELDAR



Among the Eldar there are those who are bloodthirsty and war-hungry in the extreme. None can say where they come from, but they strike without warning in the depths of space or suddenly appear in orbit over a planet. They are utterly ruthless, and appear to take a positive delight in the infliction of pain and misery. Those not killed by their horrendous weapons are made captive and are taken back to whatever wretched den of iniquity serves these pirates as a home.

Dark Eldar troops and vehicles emphasise speed and firepower at the expense of heavy armour, and so they avoid long firefights and frontal assaults. Instead they scythe round the flanks and rear of the enemy, using their fast Raider transports to make slashing hit and run attacks and cut down the enemy's strength ready for the final killing blow. They use the same tactics on the defensive, harrying the attacker from cover, falling back when the enemy get too close, then launching a vicious counter-attack once the attackers have been bled white.



THE DARK ELДАР ARMY

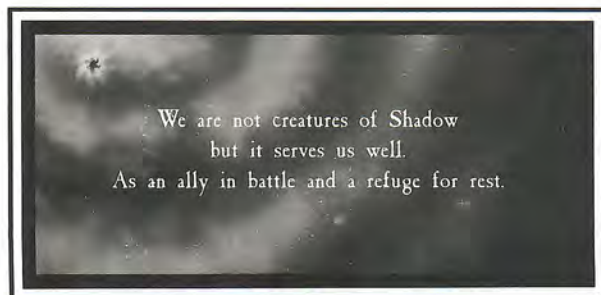


This army list allows you to field an army of Dark Eldar in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories which contain squads, vehicles and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart.

DARK ELДАР WEAPONS LIST

Close combat weapon	1 point
Power weapon	10 points
Splinter pistol	1 point
Splinter rifle	2 points



We are not creatures of Shadow
but it serves us well.
As an ally in battle and a refuge for rest.

DARK ELДАР SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Archon	6	6	3	3	3	7	3	9	5+
Dracon	5	5	3	3	2	6	2	9	5+
Dark Eldar	4	4	3	3	1	5	1	8	5+
Incubus	5	4	3	3	1	5	1	8	3+
Haemonculus	4	4	3	4	2	4	2	8	5+
Mandrakes	4	4	3	3	1	5	1	8	5+
Dark Eldar	4	4	3	3	1	5	1	8	5+
Sybarite	4	4	3	3	1	5	2	8	5+
Wych	4	4	3	3	1	6	1	8	6+
Succubus	4	4	3	3	1	6	2	8	6+
Scourge	4	4	3	3	1	5	1	8	5+

Armour:	Front	Side	Rear	BS
Raider	10	10	10	4
Ravager	11	11	10	4

DARK ELДАР WEAPONS SUMMARY

RANGED WEAPONS

Weapon	Range	Str.	Armour Piercing	Notes
Splinter pistol	12"	3	5	Pistol
Splinter rifle	24"	3	5	Rapid fire
Splinter cannon	24"	4	5	Assault 4
Shredder	12"	6	—	Assault 1 Blast
Plasma cannon	36"	7	2	Heavy 1* Blast
Lascannon	48"	9	2	Heavy 1

* These weapons have additional special rules, see the Weapons section of the rules for more details.

Haemonculus Flamer

Weapon	Range	Str.	AP	Notes
Flamer	Template	4	5	Assault 1

Haemonculi are usually armed with weaponry of their own design, but most popular are flamer-type weapons that are loaded with a variety of poisonous vapours, incendiaries and acids. These count as a flamer. Any unit that takes a casualty from a Haemonculus flamer must pass an immediate Morale check or fall back.

HAND-TO-HAND WEAPONS

Close Combat Weapon: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Power Weapon: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

Haemonculus Poisoned Blades: Always wound on a 2+. Opponent may take armour saves as normal.

HQ

0-1 DARK ELДАР LORD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Archon	60	6	6	3	3	3	7	3	9	5+
Dracon	35	5	5	3	3	2	6	2	9	5+

Only the most ruthless Dark Eldar can lead their twisted kin on raids. Dark Eldar have no respect for anything, and their Lords use a combination of random violence and fear to ensure the obedience, if not the respect, of those under their command.

Weapons: Splinter pistol.

Options: The Dark Eldar Lord may be given up to two weapons from the Dark Eldar Weapons List.

Raider: If the Dark Eldar Lord and retinue number 10 models or less then they may be mounted on a Raider at an additional cost of +35 points. See the Troops section for details of the Raider.

SPECIAL RULES

Independent Character: Unless accompanied by a retinue (see below) the Dark Eldar Lord is an independent character and follows the rules given in the Warhammer 40,000 rules.

Retinue. The Dark Eldar Lord may be accompanied by a retinue of his finest warriors. These may be either Dark Eldar Warriors or Incubi, as described in the Retinue List below. The retinue can be a mix of Warriors and Incubi if you wish.

Haemonculus: The Dark Eldar Lord may be accompanied by a Haemonculus for +35 points.

We dance a bloody path on the precipice of annihilation.

DARK ELДАР LORD'S RETINUE

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dark Eldar	8	4	4	3	3	1	5	1	8	5+
Incubus	25	5	4	3	3	1	5	1	8	3+
Haemonculus	35	4	4	3	4	2	4	2	8	5+

Squad: The retinue consists of between 5 and 10 Dark Eldar (either Warriors or Incubi) plus up to one Haemonculus. See the Haemonculus entry for more details.

Weapons: Dark Eldar warriors are armed with splinter rifles. Incubi count as being armed with a splinter pistol and a power weapon.

Options: Up to two Dark Eldar warriors may be armed with either a splinter cannon at +10 points each or a lascannon at +15 points each.

Up to two Incubi may be armed with a shredder at +10 points each.

HAEMONCULUS

Weapons: The Haemonculus is armed with a flamer, poisoned blades, and frag and krak grenades.

"You have a simple choice human – die now on the blades on my Incubi cadre or be carried into the night where you will die a thousand deaths at the hands of my Haemonculi."



HAEMONCULUS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Haemonculus	35	4	4	3	4	2	4	2	8	5+

Haemonculi are torturers and experimenters beyond compare. Haemonculi themselves are twisted, malformed individuals. Unlike their brethren they appear to have suffered from wasting diseases, or some form of hideous genetic mutation. It is said that those who fall into their hands die a slow, agonising death in the most hideous manner possible.

Squad: You may include between 1 and 3 Haemonculi as a single HQ choice. Each Haemonculus must join a different squad in the Dark Eldar army.

Weapons: The Haemonculus is armed with a flamer, poisoned blades, and frag and krak grenades.



SPECIAL RULES

Flamer: Haemonculi are usually armed with weaponry of their own design, but most popular are flamer-type weapons that are loaded with a variety of poisonous vapours, incendiaries and acids. These count as a flamer. Any unit that takes casualties from a Haemonculus' flamer must pass an immediate Morale check or fall back.

Haemonculi Blades: In an assault, the Haemonculus uses a variety of toxin-coated blades and pathogenic devices to agonisingly incapacitate its victims. The Haemonculus always wounds on a 2+ in hand-to-hand combat.

ELITES

0-1 MANDRAKES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mandrakes	15	4	4	3	3	1	5	1	8	5+

Mandrakes have been twisted by their exposure to the warp so that their bodies can meld into the shadows, making them virtually undetectable. They excel at stalking their prey, springing from the darkness to cut down their victims with their serrated talons. On the battlefield they move ahead of the main Dark Eldar force, spreading terror and confusion.

Squad: A Mandrake squad consists of between 5 and 10 Mandrakes.

Weapons: Splinter pistol and close combat weapon.

SPECIAL RULES

Shadow-skinned: The special chameleon-like qualities of the Mandrakes allow them to blend into the background, even when standing in open terrain. Mandrakes always count as being in cover, giving them a 5+ saving throw against most attacks. This counts in an assault as well, so unless the attackers are armed with frag grenades the Mandrakes will strike first. If attacked by something that ignores cover then their normal armour save of 5+ applies.

Infiltrators: When it comes to moving silently and unseen Mandrakes are beyond compare, and in the right circumstances they have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Mandrakes must set up normally with the rest of the army.

WYCHES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wych	7	4	4	3	3	1	6	1	8	6+
Succubus	+8	4	4	3	3	1	6	2	8	6+

The Wyches are a highly specialised sect, ruled over by the Succubi. In battle their wicked blades cut apart enemy troops in a bloodthirsty display of gladiatorial skill. They are used by the Dark Eldar as assault troops, and are often mounted on Raiders so that they can get to grips with the enemy as quickly as possible.

Squad: The squad consists of between 5 and 20 Wyches.

Weapons: Splinter pistol and close combat weapon.

Options: Up to two models may be armed with a shredder at an additional cost of +10 points each.

Character: One of the Wyches may be upgraded to a Succubus at an additional cost of +8 points. The Succubus may be given one choice from the Dark Eldar Weapons List.

Raider: If the squad numbers ten models or less then they may be mounted on a Raider at an additional cost of +35 points.

TROOPS

WARRIOR SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dark Eldar	8	4	4	3	3	1	5	1	8	5+
Sybarite	+6	4	4	3	3	1	5	2	8	5+

Dark Eldar desire no more than to indulge their murderous whims and to collect the tortured souls of the dying. They operate in large squads, wearing down an opponent from long range with their splinter rifles and then closing in for the kill once the enemy has been reduced in strength and can be easily dealt with.

Squad: The squad consists of between 10 and 20 Dark Eldar warriors.

Weapons: Splinter rifle.

Options: Up to one model in the squad may be armed with a shredder at +10 points.

Up to two models in the squad may be armed with either a lascannon at +20 points or a splinter cannon at +10 points.

Character: One of the Dark Eldar may be upgraded to a Sybarite at an additional cost of +6 points. He may be armed with a splinter rifle or a splinter pistol and close combat weapon. The Sybarite may be given a single choice from the Dark Eldar Weapons List.



RAIDER SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dark Eldar	8	4	4	3	3	1	5	1	8	5+
Sybarite	+6	4	4	3	3	1	5	2	8	5+

Raider squads specialise in hit and run attacks. They use their fast Raider skimmers to pounce on enemy troops, unleash a deadly volley of fire with their splinter rifles and heavy weapons, and then disengage quickly before the enemy can respond. The warriors can also debus from the Raider and be used to seize a vital objective or occupy an important defensive position.

Squad: The squad consists of between 5 and 10 Dark Eldar warriors mounted on a Raider (see below).

Weapons: Splinter rifle.

Options: Up to one model in the squad may be armed with a shredder at +10 points.

Up to one model in the squad may be armed with either a lascannon or a splinter cannon at +10 points.

Character: One of the Dark Eldar may be upgraded to a Sybarite at an additional cost of +6 points. He may be armed with a splinter rifle or a splinter pistol and close combat weapon. He may be given a single choice from the Dark Eldar Weapons List.

Raider: The squad must be mounted on a Raider at an additional cost of +35 points.

Transport: RAIDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Raider	55	10	10	10	4

The Raiders allow the Dark Eldar to attack savagely into the heart of the enemy, giving them little chance to react or muster a defence.

Type: Skimmer, Fast, Open-topped.

Crew: Dark Eldar warriors.

Weapons: The Raider is armed with a lascannon.

Options: The lascannon may be upgraded to a plasma cannon for no additional points cost.

Transport: The Raider may transport up to ten Dark Eldar.

FAST ATTACK

REAPER JETBIKE SQUADS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Rider	26	4	4	3(4)	3(4)	1	6	1	8	4+
Succubus	+16	4	4	3(4)	3(4)	1	6	2	8	4+

Reaver jetbike squads can be found in the vanguard of any Dark Eldar attack. The Reavers scream ahead of their battle-kin delivering death and misery upon their foes. If stout resistance is encountered the Reavers will keep their distance, scouring the enemy with long-range fire from their splinter rifles until the rest of the Dark Eldar army is in position to launch an attack.

Squad: The squad consists of between 3 and 10 Reaver jetbikes.

Weapons: The rider is armed with a close combat weapon and the bike is armed with a splinter rifle.

Options: Up to one in three bikes may be armed with a shredder at an additional cost of +15 points.

Character: One rider may be upgraded to a Succubus at an additional cost of +16 points. The Succubus may be equipped with a single choice from the Dark Eldar Weapons List.

Note: Reaver jetbikes add +1 to the rider's Strength as well as their Toughness due to the razor-sharp scythes and cutting blades attached to the side of the bike. This bonus has been included in the profile above.

HEAVY SUPPORT

DARK ELDAR SCOURGES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Scourge	16	4	4	3	3	1	5	1	8	5+
Sybarite	+6	4	4	3	3	1	5	2	8	5+

Dark Eldar Scourges are armed with a variety of heavy weapons that they use to provide supporting fire for the rest of the Dark Eldar army. They swoop down from the skies on black, leathery wings, striking terror into the hearts of the enemy by arriving just where they were least expected. If the enemy draw too close the Scourges flit away, quickly moving to a new position from which to begin their dreadful execution once again.

Squad: The squad consists of between 5 and 10 Dark Eldar Scourges.

Weapons: Splinter rifles.

Options: Up to four Dark Eldar Scourges may be armed with splinter cannons at +20 points or lascannon at an additional cost of +25 points.

One of the Dark Eldar Scourges may be upgraded to a Sybarite at an additional cost of +6 points. The Sybarite may be armed with a splinter rifle or a splinter pistol and close combat weapon, and may be given additional equipment from the Dark Eldar armoury.

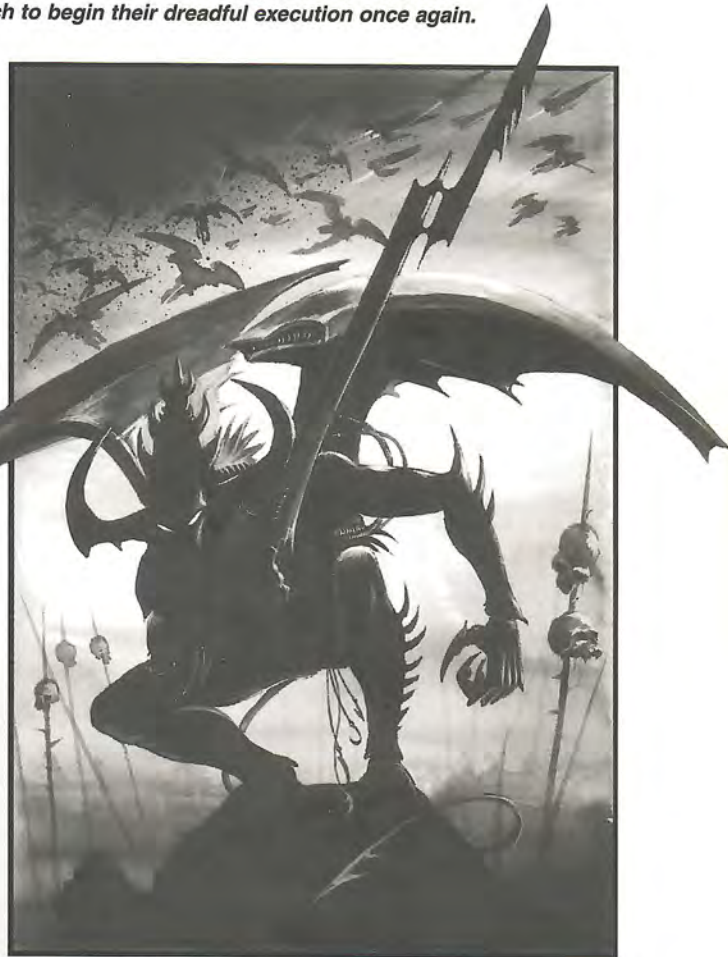
Raider: The squad may be mounted on a Raider at an additional cost of +35 points.

SPECIAL RULES

Jump packs: The Scourges' wings work in the same manner as jump packs.

Deep Strike: The Scourges can use their wings to drop onto the battlefield from the skies, appearing almost anywhere on the battlefield. To represent this they may enter play as reserves using the Deep Strike rules, even in missions where reserves and Deep Strike cannot normally be used.

We are the carrion lords feeding on the terror of our victims.



RAVAGER

	Points	Front Armour	Side Armour	Rear Armour	BS
Ravager	105	11	11	10	4

While the Dark Eldar use Raiders to transport their battle-keen warriors into the fighting, the Ravagers glide effortlessly alongside providing a battery of highly mobile and destructive weapons. The Ravagers pick off opposing tanks and vehicle squadrons as the Dark Eldar troops use their lethal skills to despatch the enemy infantry.

Type: Skimmer, Fast, Open-topped.

Crew: Dark Eldar warriors.

Weapons: The Ravager is armed with three lascannons.

Options: Any of the lascannons may be upgraded to a plasma cannon for no additional points cost.

THE TYRANID HIVE FLEETS

The assault swarms of the Tyranids are made of a multitude of creatures, seemingly spawned from mankind's darkest nightmares. In wave after wave, clawed and fanged monstrosities scuttle, leap and slither across the battlefield, intent only on the destruction of their foes. With scything claws and razor-sharp teeth, the Tyranid broods rip, tear, slash, maim and mutilate everything in their path, their killing frenzy leaving nothing but dismembered corpses in their wake. Tyranid attacks are characterised by large broods of creatures sweeping forwards to engage the enemy, whilst the larger bio-constructs work into the best position for their devastating ranged attacks.



THE TYRANID ARMY

This army list allows you to field an army of Tyranids in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories, which contain squads, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart.

SPECIAL RULES

Hive Mind and Synapse Creatures

Though all Tyranids are controlled by the hive mind, some of the larger Tyranids have synapses within their cortex that act as a psychic conduit for the directives of the hive mind, overruling the instincts of nearby Tyranid creatures.

Any Tyranid unit with a model within 12" of a Synapse creature automatically passes any Morale checks and tests to regroup it is required to make, regardless of restrictions for casualties, enemy being nearby, etc.

TYRANID SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant	6	3	6	6	4	5	4	10	5+
Lictor	6	0	6	4	3	6	3	10	5+
Tyranid	5	3	5	4	2	5	2	10	5+
Genestealer	6	0	4	4	1	6	2	10	6+
Termagants	3	3	3	3	1	4	1	5	6+
Ripper Base	3	0	3	3	3	1	3	10	6+
Spore Mine	0	0	1	4	1	1	0	10	-
Hormagaunt	4	3	3	3	1	4	1	5	6+
Gargoyle	3	3	3	3	1	4	1	10	6+
Carnifex	4	3	10	6	4	2	3	10	5+
Zoanthrope	3	3	4	4	2	4	2	10	2+
Biovore	3	3	3	4	2	1	1	10	-

TYRANID WEAPON SUMMARY

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Venom Cannon	36"	8	4	Assault 2
Bio-plasma	Template	5	4	Assault 1
Barbed Strangler	24"	4	5	Assault 1 5" Blast
Deathspitter	18"	6	5	Assault 1, Blast
Devourer	12"	4	5	Assault 4
Fleshborer	12"	4	-	Assault 1
Warp blast	24"	6	2	Assault 1, Blast

HAND-TO-HAND WEAPONS

Bone sword, Lash Whip, Spine Fist: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Flesh Hooks: Flesh hooks have the same effect as frag grenades. When a Tyranid model with flesh hooks makes an assault against an enemy in cover, the combat is fought simultaneously rather than the defender going first.



HQ

HIVE TYRANT

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Hive Tyrant	80	6	3	6	6	4	5	4	10	5+

The Hive Tyrant is a gigantic, many-limbed alien horror. As well as its fearsome claws, fangs and whip-like tail, a Hive Tyrant carries a variety of symbiotic weaponry to deal death at close quarters and from afar. Hive Tyrants course with the potent psychic energy of the hive mind, filling the minds of their enemies with preternatural dread.

Weapons: The Hive Tyrant is armed with a variety of deadly hand weapons such as lash whips, bone swords and spine fists. These are already included in its Attacks characteristic, so it does not receive an extra Attack for having more than one close combat weapon.

Options: The Hive Tyrant may be equipped with either a venom cannon at +25 points or a barbed strangler at +20 points. The Hive Tyrant may have flesh hooks at +1 point.

SPECIAL RULES

Independent Character: The Hive Tyrant is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rules.

Synapse Creature: Any Tyranid unit with a model within 12" of the Hive Tyrant automatically passes any Morale checks and tests to regroup it is required to make.

The Horror: Any enemy unit that wishes to assault a Hive Tyrant must take a standard Morale check. If the check is failed, the unit will fall back as normal.

Monstrous Creature: The Hive Tyrant is a huge and immensely strong opponent. It is treated as a *Monstrous Creature* and therefore rolls 2D6 for armour penetration and ignores opponent's armour saves in close combat.

Invulnerable: A Hive Tyrant is sustained by the power of the hive mind and is very difficult to destroy. It is treated as being *Invulnerable* and therefore may make an armour save against any and all wounds it takes, even those that normally would pierce its armour or that allow no save to be made.



"The more I learn about these aliens, the more I come to understand what drives them, the more I hate them. I hate them for what they are and for what they may one day become. I hate them not because they hate us but because they are incapable of good, honest human hatred."

Inquisitor Apgimar on Tyranids

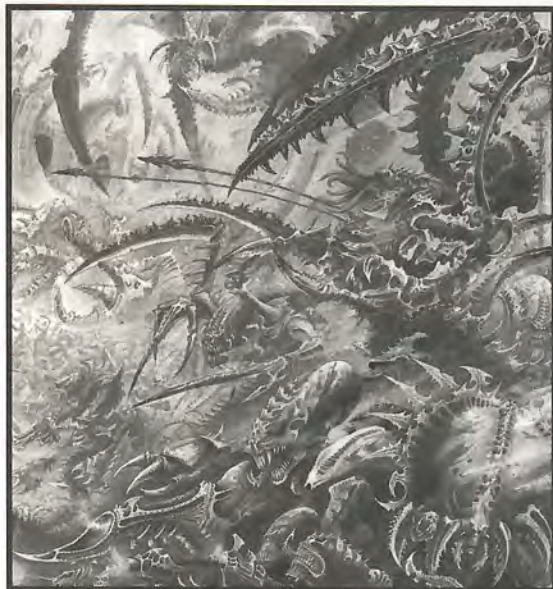
ELITES

0-1 LICTORS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Lictor	65	6	-	6	4	3	6	3	10	5+

Lictors are silent and predatory stalkers that seek out species for the swarms to consume. A Lictor's genetically engineered agility and alertness, combined with its covering of chameleonic scales, make it virtually undetectable. When stealth has served its purpose, a Lictor uses its flesh hooks to ensnare its foes and bring them into the deadly embrace of its massive claws.

Weapons: Claws and flesh hooks.



SPECIAL RULES

Independent Character: You may include between 1 and 3 Lictors as a single Elites choice. Lictors do not have to operate as a unit on the battlefield and may move independently of one another. The Lictor is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rules.

Fearless: Lictors never fall back and are assumed to pass any morale checks.

Chameleonic Scales: Lictors are always assumed to be in cover and consequently always get their 5+ armour save. In an assault, a Lictor will always strike first unless the enemy is assaulting and armed with frag grenades, in which case combat is fought simultaneously as normal.

Deep Strike: Lictors can remain undetected until they choose to reveal themselves, striking from hiding in a sudden frenzy of destruction. To represent this, they may set up using the Deep Strike rules, but only if the mission allows Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Lictors must set up normally with the rest of the army.

Infiltrators: Lictors have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Lictors must set up normally with the rest of the army.

If the mission allows both Deep Strike and Infiltrators special deployment rules, you must declare which of them you wish to use for each Lictor in your army.

TYRANID WARRIOR BROOD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Tyranid	32	5	3	5	4	2	5	2	10	5+

Tyranid Warriors form the heart of the Tyranid swarms. Warriors are powerful, accurate, agile, devastating in close combat and exceedingly difficult to kill. Tyranid Warriors are highly intelligent and wield the greatest variety of symbiotic bio-weapons of all Tyranid creatures.

Brood: The Brood consists of between 3 and 6 Tyranid Warriors

Weapons: Each Tyranid Warrior must either be armed with two close combat weapons (bone swords, lash whips or spine fists) at no extra cost or a deathspitter at +8 points or a devourer at +3 points.

Options: Up to one model may be armed with a venom cannon at +20 points or a barbed strangler at +15 points.

The Tyranid Warrior Brood can have flesh hooks for +1 point per model.

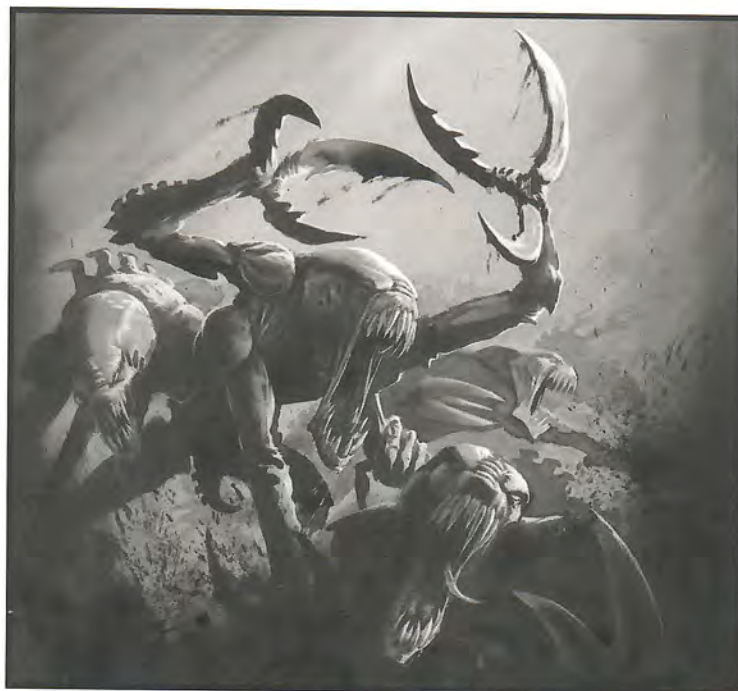
SPECIAL RULES

Synapse Creature: Any Tyranid units with a model within 12" of a Tyranid Warrior automatically passes any Morale checks and tests to regroup it is required to make.

TROOPS

GENESTEALER BROOD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer	22	6	0	4	4	1	6	2	10	6+



Genestealers form the vanguard of the Tyranid invasion, infiltrating ahead of the hive fleets to disrupt the enemy lying in the path of the Tyranid advance across the stars. Once the hive swarms engage in battle, Genestealers form part of the first waves of shock troops that overrun the foe. Genestealers are well adapted for fighting in close combat and they excel at it like no other creature in the galaxy.

Brood: The brood consists of between 5 and 10 Genestealers.

Weapons: Teeth and claws!

SPECIAL RULES

Razor-sharp Claws: The razor-sharp claws of a Genestealer can tear through bone and armour with equal ease. Opponents get no armour save against wounds caused by a Genestealer.

TERMAGANT BROOD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Termagants	7	3	3	3	3	1	4	1	5	6+

Broods of scuttling Termagants make up much of the bulk of Tyranid swarms. Termagants fight in large groups, using their numbers to make up for their lack of individual size and strength.

Brood: The brood consists of between 10 and 30 Termagants.

Weapons: Fleshborer.

RIPPER SWARMS

	Points/Base	WS	BS	S	T	W	I	A	Ld	Sv
Ripper Base	12	3	0	3	3	3	1	3	10	6+

Ripper swarms are made up of dozens of small Tyranid organisms that form a writhing mass of snapping maws and chitinous plates. Ripper swarms sweep ahead of Tyranid attacks, consuming everything in their path, including enemy fighters.

Brood: A Ripper swarm consists of between 1 and 5 Ripper bases.

Weapons: Jaws.

SPECIAL RULES

Fearless: Ripper swarms never fall back and are assumed to pass all morale checks.



0-1 SPORE MINES

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Spore Mine	5	0	0	1	4	1	1	0	10	-

Spo re Mines are deadly living bombs that drift across the battlefield buoyed up by internal gases. When they come into contact with a non-Tyrannid life form they explode – spraying the area with carapace shrapnel, fiery gas, acid droplets and virulent alien spores.

Individual: You may include between 1 and 10 Spore Mines as a single Troops choice. Spore Mines do not form units and move independently across the battlefield.

Weapons: Itself!

SPECIAL RULES

Fearless: Spore Mines are assumed to automatically pass all Morale checks.

Spore Mine: A Spore Mine moves 2D6" in a random direction in each Tyrannid movement phase. Spore Mines cannot make assault moves. If a Spore Mine model moves within 1" of a non-Tyrannid model then it explodes. Place the large (5") blast marker over the spot where the Spore Mine explodes. Any models wholly under the blast marker are hit automatically; models partially covered by the blast marker are hit on the D6 roll of 4+. Models that are hit take a Strength 5 hit, with an armour piercing value of 4.

If a Spore Mine is reduced to zero wounds or otherwise killed, it will explode as detailed above.

Note: Spore Mines can't be used to 'capture territory' in missions, but don't lose you victory points if destroyed.

FAST ATTACK

HORMAGAUNT BROODS

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Hormagaunt	6	4	3	3	3	1	4	1	5	6+

Hormagaunts are specialised bio-forms of the Termagant genus that have been adapted for fighting in close combat. Broods of Hormagaunts are extraordinarily vicious and single-minded and will attack opponents of any size without hesitation, bounding forward on their powerful legs to engage the enemy quickly and overwhelm them in a wave of dagger-like claws.

Brood: The brood consists of between 10 and 20 Hormagaunts.

Weapons: Claws.

SPECIAL RULE

Bounding Leap: Hormagaunts move 6" like other troops, however in the assault phase they may assault up to 12" (double the distance of the dice roll if they move through difficult terrain). Hormagaunts advance and fall back 3D6".



GARGOYLE BROOD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Gargoyle	10	3	3	3	3	1	4	1	10	6+

Gargoyles are creatures adapted for sowing terror and confusion amidst the foe as they flap and wheel overhead on their leathery pinions. Gargoyles have been evolved to act independently from the hive mind, enabling them to range far and wide from the main Tyranid swarm.

Brood: A Gargoyle swarm consists of between 5 and 10 Gargoyles.

Weapons: Fleshborer.

SPECIAL RULES

Wings: Gargoyles' wings allow them to move as if they were equipped with jump packs.

Deep Strike: Gargoyles can swoop down into battle, appearing almost anywhere on the battlefield. To represent this they may set up using the Deep Strike rules, but only if the mission allows Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Gargoyles must set up normally with the rest of the army.

HEAVY SUPPORT

CARNIFEX

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Carnifex	90	4	3	10	6	4	2	3	10	5+

Carnifexes are living battering rams of bone, muscle and sinew that are used to smash through the enemy. Their lethal scythe-like fighting arms can destroy even tanks and Dreadnoughts and they are so tough that they are almost impossible to stop with conventional weaponry.

Weapons: Claws.

Options: The Carnifex may be given a bio-plasma attack at +15 points.

SPECIAL RULES

Monstrous Creature: The Carnifex is a huge and immensely strong opponent. It is treated as a *Monstrous Creature* and therefore rolls 2D6 for armour penetration and ignores opponent's armour saves in close combat.

Invulnerable: A Carnifex is massive and horrifyingly resilient, making it very difficult to destroy. It is treated as being *Invulnerable* and therefore may make an armour save against any and all wounds it takes, even those that normally would pierce its armour or that allow no save to be made.

0-1 ZOANTHROPES

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Zoanthrope	40	3	3	4	4	2	4	2	10	2+

Related to Tyranid Warriors, Zoanthropes have terrifying psychic powers. In battle they can hurl blasts of warp energy that vaporise metal and disintegrate flesh in an instant. Zoanthropes also protect themselves with a powerful psychic barrier that makes them almost invulnerable to enemy fire.

Individual: You may include between 1 and 3 Zoanthropes as a single Heavy Support choice. Zoanthropes do not form units and move independently across the battlefield.

Weapons: Claws and Warp Blast.

Options: The Zoanthrope may be given flesh hooks for +1 point.

SPECIAL RULES

Fearless: Zoanthropes never fall back and are assumed to automatically pass any Morale checks.

"There is nothing to fear except fear itself."

The last address of Commander Rasbora, before the final Tyranid assault that destroyed the last human-held fort on Brochis III. Judged beyond reprieve, the planet was virus-bombed four months later.

0-1 BIOVORES

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Biovore	50	3	3	3	4	2	1	1	10	-

Biovores are literally walking guns: they are bred only to nurture and launch deadly Spore Mines. Biovores lay down a barrage of fire to cripple and disrupt the enemy while the assault creatures of the Hive Mind close in for the kill.

Individual: You may include between 1 and 3 Biovores as a single Heavy Support choice. Biovores do not form units and move independently across the battlefield.

Weapons: Jaws.

SPECIAL RULES

Spore Mine: The Biovore works by firing a deadly living bomb, called a Spore Mine, towards the enemy. To fire the Biovore, place a Spore Mine model anywhere within 48" of the Biovore. Roll the Scatter dice and 2D6 and reposition the Spore Mine accordingly. If a hit is rolled then the Spore Mine is bang on target and doesn't scatter.

If there are any non-Tyrannid models within 1" of the Spore Mine then it will detonate. Place the large (5") blast marker over the spot where the Spore Mine explodes. Any models wholly under the blast marker are hit automatically; models partially covered by the blast marker are hit on the D6 roll of 4+. Models that are hit take a Strength 5 hit, with an armour piercing value of 4. If there are no non-Tyrannid models within 1" then from the start of your next movement phase the Spore Mine will drift 2D6" in a random direction (see the Spore Mines entry in the Troops section).

	Range	Strength	AP	Shots	Notes
Biovore	Guess 48"	5	4	Heavy 1	Ordnance blast

Note: There are enough Spore Mines within the Biovore to last the entire game. Spore Mines may not be used to capture territory in missions.

TYRANID APPENDIX

The Tyrannids are constantly evolving, both as individual creatures and in the way they attack different enemies. Slowly but inexorably, the hive fleets shape their tactics and strategies to combat the forces opposed to them. This means that while an attack swarm in one part of the galaxy will behave in a certain way, another assault might take a completely different approach. To represent this you may field the following different types of Tyrannid army if your opponent will allow it.

MYCETIC ASSAULT

In many Tyrannid attacks, the main assault is presaged by a horde of Tyrannid creatures plummeting from orbit in organic drop pods known as Mycetic Spores. Such an attack is rapid and devastating, although a well organised defence can sometimes destroy the attacking Tyrannids as they land. If you have a Mycetic Assault swarm, all the units in the army have the Deep Strike ability and may use it in any mission regardless of whether they would normally be allowed to do so. However, you must use the Deep Strike rules for every single unit – you cannot have some units deploying normally and others deploying with Mycetic Spores, it's one or the other.

TYRANID INFESTATION

Often a Tyrannid attack seems to have been halted, and the defenders count themselves lucky to have survived. However, this is only a brief respite, as the world which they are defending may well be heavily infested with Tyrannid gene-spores. These rapidly grow into fully-matured Tyrannid creatures which erupt from their hiding places in a mass, engulfing the startled defenders who thought the threat had passed. To represent this kind of infestation, all the Troops, Fast Attack and Elites units in the army have the *Infiltrate* ability. However, the army may not include any Heavy Support, and any Synapse creatures cost double points.



ELDAR

Across the galaxy can be found the scattered remnants of the ancient Eldar race, most of them drifting across the voids between stars on gigantic vessels they call craftworlds. The warriors of the craftworlds are varied and powerful, each with their own particular prowess and skills.

The deadliest of the Eldar fighters are the Aspect Warriors, whose ritualistic combat styles mean they excel at one particular form of fighting, such as close combat with powered weapons, long range support with heavy firepower, or tactical versatility.

Combined with the strange and sophisticated arms and war machines of the Eldar race, their warriors are frightening opponents able to defeat foes who would otherwise outmatch them in numbers or firepower.



THE ELDAR CRAFTWORLD ARMY

This army list allows you to field an army of Craftworld Eldar in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories, which contain squads, vehicles and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart.

"What can be said of the deviant Eldar that has not been writ before? They are sly and cunning beyond ration. Never settling in one place for long, they are as slippery as a slime-cel. They strike at their foes with speed and deception. They melt away like ghosts at the first sign of any trouble.

Trust them not for they will betray you!"

SPECIAL RULES

Rune Armour

Eldar psykers wear special rune armour, which gives them an *Invulnerable* saving throw of 4+.

Witchblades

Eldar psykers carry potent force weapons known as witchblades, which may take the form of a spear, sword or some other weapon. A model with a witchblade always inflicts a wound on a roll of a 2+ in hand-to-hand combat (but only inflicts 1 wound with each hit). Armour saving throws are taken normally.

Against vehicles, a witchblade allows the bearer to triple their Strength characteristic when working out armour penetration.

ELDAR SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Avatar	10	0	6	6	4	5	3	10	5+
Farseer	5	5	3	4	3	5	1	10	4+
Phoenix Lord	6	6	4	4	3	7	3	10	3+
Warp Spider	4	4	3	3	1	5	1	9	3+
Exarch*	Variable								
Scorpion	4	4	3(4)	3	1	5	1	9	3+
Banshee	4	4	3	3	1	5	1	9	4+
Fire Dragon	4	4	3	3	1	5	1	9	4+
Wraithguard	4	4	5	5	1	4	1	10	3+
Warlock	4	4	3	3	1	4	1	8	4+
Dire Avenger	4	4	3	3	1	5	1	9	4+
Guardian	3	3	3	3	1	4	1	8	5+
Ranger	3	4	3	3	1	4	1	8	5+
Jetbike	3	3	3	3(4)	1	4	1	8	3+
Shining Spear	4	4	3(5)	3(4)	1	5	1	9	3+
Swooping Hawk	4	4	3	3	1	5	1	9	4+
Wraithlord	4	4	10	7	3	4	3	10	3+
Guardian jetbike	3	3	3	4	1	4	1	8	3+
Dark Reaper	4	4	3	3	1	5	1	9	4+

* Note there are several types of Exarch, with slightly different stats.

	Armour						
	WS	BS	S	Front	Side	Rear	I A
War Walker	3	3	5	14	10	10	4 2

Armour:	Front	Side	Rear	BS
Wave Serpent	14	14	10	3
Vyper	10	10	10	3
Falcon	12	12	10	3
Fire Prism	12	12	10	3



The mind of this Farseer is utterly inhuman in its depth and complexity. Without mercy or moral feeling his consciousness stands upon the edge of spiritual destruction. That he does not fall must be a result of constraints and balances which only an Eldar could understand. To a mere human it is yet another reminder that we are but children in comparison to that ancient and powerful race.

Inquisitor Czevak - Description of Eldar Farseer

ELDAR WEAPON SUMMARY

Weapon	Range	Str.	Armour Piercing	Type
Shuriken pistol	12"	4	5	Pistol
Shuriken catapult	12"	4	5	Assault 2
Shuriken cannon	24"	6	5	Heavy 3
Death spinner	12"	6	—	Rapid fire
Fusion gun	12"	6	2	Assault 1*
Lasblaster	24"	3	6	Assault 1
Reaper Launcher	48"	5	3	Heavy 2
Scatter laser	36"	6	6	Heavy D6*
D-cannon	Guess 24"	10	2	Heavy 1 Blast
Plasma Cannon	36"	7	2	Heavy 1* Blast
Missile Launcher (krak)	48"	8	3	Heavy 1*
Missile Launcher (frag)	48"	4	6	Heavy 1 Blast*
Sniper rifle	36"	X	6	Heavy 1*
Meltagun	12"	8	1	Assault 1*
Lascannon	48"	9	2	Heavy 1

*These weapons have additional special rules as detailed in the weapons section of the Warhammer 40,000 rules.

HAND-TO-HAND WEAPONS

Close Combat Weapon: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Power Weapon: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

Power Fist: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Models armed with a power fist always strike last in close combat.

Dreadnought Close Combat Weapons: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Note that the Dreadnought does not have to strike last!

HQ

O-1 AVATAR

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Avatar	80	10	0	6	6	4	5	3	10	5+

The heart of every craftworld contains a shrine in which sits the Avatar of the Bloody Handed God, Kaela Mensha Khaine – the Eldar god of war. When the Eldar fight, the Avatar is roused from its brooding slumber and leads the Eldar into battle, an embodiment of terror and carnage. The Avatar is a monstrous creature, with molten metal for blood, steel-like skin and smouldering eyes intent on death and destruction. In one hand it wields the Wailing Doom, capable of smashing tanks and slicing the most heavily armoured warrior in two. The other constantly drips with blood, a fist capable of crushing a skull with ease, or smashing through muscle and bone with a single blow.

Weapons: The Wailing Doom (no armour saves allowed).

The fell monster crashed its great weapon down onto the Leman Russ. Screams rang out as the unholy blade carved through the metal of the tank and the flesh of its crew. Aaaaargh! Then the glowing demon turned to look straight at me. There was no mercy in its eyes – only the cold, heartless stare of a pitiless killer – and I knew I was doomed.

SPECIAL RULES

Fearless: The Avatar is the living incarnation of a god, and automatically passes all Leadership tests it is required to make.

Character: The Avatar is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules.

Monstrous Creature: The Avatar is a huge and fearsomely strong opponent. He is treated as a *Monstrous Creature* and therefore rolls 2D6 for armour penetration and ignores opponent's armour saves in close combat.

Invulnerable: The Avatar is an unnatural creature and is very difficult to destroy. He is treated as being *Invulnerable* and therefore may make an armour save against any and all wounds he takes, even those that normally would pierce his armour or that allow no save to be made.

PHOENIX LORD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Phoenix Lord	55 + wargear option	6	6	4	4	3	7	3	10	3+

The Phoenix Lords are the oldest and most formidable of the Eldar Exarchs. Since Asurmen founded the Aspect Warrior shrines these mighty warriors have moved through the webway, visiting the Aspect Warrior shrines, whenever the peril to the Eldar is greatest.

Each of the Phoenix Lords is a unique character with their own special abilities and ancient wargear. Rules for all the Phoenix Lords appear in the Codex: Eldar, but for the time being if you wish to use a Phoenix Lord in your army then we have provided a simplified version of the rules.



Weapons: All Phoenix Lords are armed with a shuriken pistol and one of the following weapon combinations (for the additional points cost shown):

Dark Reaper (+20 points). Shuriken cannon and power weapon.

Howling Banshee (+15 points). Banshee mask (see the Howling Banshees entry), power weapon and the Silent Death (Range 18, Str 4, AP 5, Assault 3).

Striking Scorpion (+18 points). Mandiblasters (+1 Strength), chainsword and power fist.

Swooping Hawk (+30 points). Swooping Hawk wings (counts as Deep Strike and Jump Pack abilities), and two power weapons.

Fire Dragon (+17 points). Power weapon, meltagun.

Dire Avenger (+8 points). Twin-linked shuriken catapult, power weapon.

SPECIAL RULES

Character: The Phoenix Lord is an independent character and follows all the rules for characters given in the rules.

FARSEER										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Farseer	65	5	5	3	4	3	5	1	10	4+ (Rune)

Farseers form the guiding council of the craftworlds, and command the Eldar forces in battle. Their powerful psychic abilities allow them to foresee the possible futures which extend from every decision and action. They can see what was, what is and what will be by casting their runes and scrying the future. In battle, the Farseers are joined by warrior-psykers known as Warlocks, who form a bodyguard for their leader.

Weapons: Shuriken pistol and witchblade.

Bodyguard: The Farseer may be accompanied by up to 5 Warlocks at an additional cost of +26 points per model.

Wave Serpent: The Farseer and Warlocks may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).

SPECIAL RULES

Independent Character: Unless accompanied by one or more Warlocks, the Farseer is an independent character and follows all the rules for characters given in the Warhammer 40,000 rules.

Psychic Power – Runesight: At the start of every Eldar turn, the Farseer may attempt to use his Runesight to foresee the future. The Runesight allows a single unit within 6" of the Farseer to re-roll *one* of the following (declared at the time the Runesight is used): missed shooting to hit rolls or failed armour saves. No dice can be re-rolled more than once. This lasts until the start of the next Eldar turn.

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Warlock	26	4	4	3	3	1	4	1	8	4+ (Rune)
Jetbike Warlock	+22	4	4	3	3(4)	1	4	1	8	3+/4+ (Rune)

Warlocks: A Farseer may be accompanied by between 1 and 5 Warlocks.

Weapons: Shuriken pistol and witchblade

Character: Warlocks are characters, but may not move on their own. They must either remain in a unit with the Farseer, or they may be assigned to join Wraithguard or Guardian squads. If assigned to other squads then no more than one Warlock may join each unit.

Options: Warlocks assigned to Guardian Jetbike squadrons must be mounted on a jetbike at an additional cost of +22 points. The jetbike is armed with twin-linked shuriken catapults. When hit the Warlock can use the 3+ saving throw endowed by his jetbike or his 4+ rune armour save, whichever is better.

ELITES

WARP SPIDERS										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Warp Spider	18	4	4	3	3	1	5	1	9	3+
Exarch	30	5	5	3	3	1	6	2	9	3+

The Warp Spiders are heavily armoured and use a compact warp generator to leap short distances through the warp. Their favoured method of attack is to warp within a short distance of their foe and discharge their death spinner mono-filament guns. These weapons are deadly, but have a relatively short range, and are therefore well suited to the Warp Spiders' special abilities.

Squad: The squad consists of between 5 and 10 Warp Spiders.

Weapons: Death spinner (Range 12", Strength 6, AP –, Rapid Fire).

Character: The Warp Spider squad may be joined by an Exarch at an additional cost of +30 points. The Exarch is armed with a death spinner and warp jump generator. The Exarch may take a second death spinner for +10 points (counts as a single death spinner with Assault 2).

SPECIAL RULES

Jump Pack: The Warp Spiders' warp generator allows them to move as if they were equipped with jump packs.

STRIKING SCORPIONS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Scorpion	18	4	4	3(4)	3	1	5	1	9	3+
Exarch	30	5	5	3(4)	3	1	6	2	9	3+

The Striking Scorpions are amongst the most powerful of the hand-to-hand fighting Warrior Aspects. Striking Scorpions carry powered saw-toothed swords called chainswords as well as shuriken pistols, but their own unique weapons are mandiblasters, worn like tusks on either side of the warrior's helmet. These are short range laser weapons used to deliver a deadly sting in close combat.

Squad: The squad consists of between 5 and 10 Striking Scorpions.

Weapons: Shuriken pistol, chainsword and mandiblasters (+1 Strength in hand-to-hand combat – included in profile).

Character: The Striking Scorpion squad may be joined by an Exarch at an additional cost of +30 points. The Exarch is armed with shuriken pistol, a chainsword and a mandiblasters. The Exarch may be given a power fist for +8 points.

Wave Serpent: The Striking Scorpions may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).

HOWLING BANSHEES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Banshee	16	4	4	3	3	1	5	1	9	4+
Exarch	32	5	5	3	3	1	6	2	9	3+

The Howling Banshees are swift and mobile troops who are most deadly in hand-to-hand fighting. Their Banshee masks contain psychosonic amplifiers which magnify their battle screams into mind-destroying barrages. This inflicts a severe shock to the central nervous system of the Eldar's foe causing momentary paralysis. Most Howling Banshees are female, although any Warrior Aspects can be male or female.

Squad: The squad consists of between 5 and 10 Howling Banshees.

Weapons: Shuriken pistol and power weapon.

Character: The Howling Banshee squad may be led by an Exarch at an additional cost of +32 points. The Exarch is armed with a power weapon, a shuriken pistol and a Banshee mask.

Wave Serpent: The Howling Banshees may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).

SPECIAL RULES

Banshee Masks: A model equipped with a Banshee mask always strikes first in hand-to-hand combat in the first round of any combat, regardless of Initiative or other factors. This applies even if they are not in base contact with the enemy. If the combat lasts more than one round then the Banshee Mask has no effect in subsequent rounds.



FIRE DRAGONS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Fire Dragon	17	4	4	3	3	1	5	1	9	4+
Exarch	28	5	5	3	3	1	6	2	9	3+

The Fire Dragons are one of the more specialised and less numerous of the Aspect Warriors. They carry a fusion gun which delivers a blast of intense heat that melts through armour, sears flesh and leaves the target a charred wreck. They excel at hunting down enemy tanks, delivering a killing blow in close assault with their melta bombs.

Squad: The squad consists of between 5 and 10 Fire Dragons.

Weapons: Fusion gun (as melta gun with Strength 6) and melta bombs.

Character: The Fire Dragon squad may be joined by an Exarch at an additional cost of +28 points. The Exarch is armed with a fusion gun and melta bombs. The Exarch may exchange his fusion gun for a melta gun for +6 points.

Wave Serpent: The Fire Dragons may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).

WRAITHGUARD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Wraithguard	40	4	4	5	5	1	4	1	10	3+

Wraithguard are not living warriors, but robotic bodies constructed to house the spirits of dead Eldar. Only in times of great need are the dead stirred from their slumber and brought to battle, but the sturdy armour and devastating wraithcannon have won many battles which otherwise would have been lost.

The Eldar preserve the souls of their dead in strange crystals called spirit stones, for were an Eldar's soul to be sucked back into the warp it would be consumed by the Chaos god Slaanesh, the Great Devourer, arch enemy of the Eldar race. In times of war the spirit stones can be placed within the shells of the Wraithguard, empowering these machines with a living consciousness.

Squad: The squad consists of between 5 and 10 Wraithguard.

Weapons: Wraithcannon (counts as a meltagun).

Character: The Wraithguard may be joined by a Warlock from the Farseer's retinue. See the Farseer entry in the HQ section of the army list.

Transport: If there are 5 Wraithguard and up to 1 Warlock in the squad, it may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section). Note that each Wraithguard takes up the place of two normal-sized models.

TROOPS

DIRE AVENGERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dire Avenger	12	4	4	3	3	1	5	1	9	4+
Exarch	26	5	5	3	3	1	6	2	9	3+

The Dire Avenger Aspect Warriors wear blue costumes with distinctive high crested helmets. They are the most numerous of all the Aspect Warriors and they have shrines on all the craftworlds. Dire Avengers are the most tactically flexible of all Aspect Warriors and they are armed with the shuriken catapult – a weapon perfected by the Eldar and especially deadly in the hands of the Dire Avengers.

Squad: The squad consists of between 5 to 10 Dire Avengers.

Weapons: Shuriken catapult.

Character: The Dire Avengers may be led by an Exarch at an additional cost of +26 points. The Dire Avenger Exarch is armed with a shuriken catapult. The Exarch may swap his shuriken catapult for a shuriken pistol and power sword for +3 points.

Transport: The Dire Avengers may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).



There are many Eldar craftworlds, of which the most well-known to humans are Saim-hann, Biel-tan, Alaitoc, Iyanden and Ulthwé. The Eldar are not populous, and their life is a constant struggle against extinction. Each craftworld is a self-contained community, with its own history and traditions. While the names of the largest craftworlds are common knowledge, the Eldar are a mysterious, secretive people, and there are undoubtedly other craftworlds drifting through the sea of stars. Those humans who are privy to dark secrets suspect that Eldar may be able to travel between their craftworlds without resort to spacecraft, perhaps manipulating the warp in some way or taking advantage of their strange alien technology.

GUARDIAN DEFENDER SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardian Defender	8	3	3	3	3	1	4	1	8	5+

Every Eldar is trained and ready to fight if need be and the Guardians are the craftworld's most numerous body of fighting troops. Guardian Defender squads are armed with the versatile shuriken catapult, which allows them to make a solid defence or counter-attack with speed. They are often accompanied by special anti-grav platforms mounting heavy weapons. Unlike the slow and ponderous supporting fire of other races, this enables the Eldar to keep on the move whilst delivering a lethal blow.

Squad: The squad consists of between 5 to 20 Guardians.

Weapons: Shuriken catapult.

Options: The squad may be armed with frag grenades at a cost of +1 point per model.

The Guardian squad may be joined by a heavy weapons platform at the following additional points cost: shuriken cannon at 35 points, scatter laser at 40 points, missile launcher at 45 points, lascannón at 50 points, plasma cannon at 50 points.

The heavy weapons platform has two Guardians as crew. If one crewman is killed the platform operates as normal, if both crew are killed the platform is useless (the platform itself can't be hit). The heavy weapon platform can move and fire.

Character: The unit may be joined by a Warlock from the Farseer's retinue. See the Farseer entry in the HQ section of the army list.

Wave Serpent: Unless accompanied by an anti-grav platform, a Guardian Defender squad numbering ten or less models may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).



GUARDIAN STORM SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardian Storm	8	3	3	3	3	1	4	1	8	5+

It is common for some Guardians to use hand-to-hand weapons and fight in close support with the Aspect Warriors such as Howling Banshees or Striking Scorpions. They are armed with shuriken pistols that can rake through foes at close range, and a variety of swords and other combat weapons that give them an edge in close combat over lesser foes.

We are the Eldar, amongst the oldest of the races and perhaps once counted amongst the wisest. But we are ever reminded of our great Folly and even greater Fall. Now we are but few in number and our time left in this galaxy is short. The Age of the Eldar is over, now is the Time of Man, the upstart, the hairy savage.

Squad: The squad consists of between 5 to 20 Guardians.

Weapons: Shuriken pistol and sword.

Options: The Guardians may be armed with frag grenades for +1 point per model, krak grenades at +2 points per model and melta bombs for +5 points.

Character: The unit may be joined by a Warlock from the Farseer's retinue. See the Farseer entry in the HQ section of the army list.

Wave Serpent: A Guardian Storm squad numbering ten or fewer models may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).



RANGERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ranger	13	3	4	3	3	1	4	1	8	5+

These Eldar adventurers are haunted figures, torn between a love of their craftworld and the greater glories of the forbidden universe. Their instincts lead them to lives of danger, seeking lost civilisations, rooting out the hidden threat of Chaos, and visiting the ancient Exodite clans on the far rim of the galaxy.

Eldar Rangers are resilient, independent world-weary warriors used to looking after themselves. When a craftworld is threatened its Rangers may hear its psychic distress call, take up their weapons and come home to war again.

Squad: The squad consists of between 3 to 10 Rangers.

Weapons: Eldar long rifle (counts as sniper rifle), shuriken pistol.

SPECIAL RULES

Infiltrators: In the right circumstances Rangers have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Rangers must set up normally with the rest of the army.

Transport: WAVE SERPENT

	Points	Front Armour	Side Armour	Rear Armour	BS
Wave Serpent	110	14	14	10	3

Some squads can be mounted in a Wave Serpent as noted in their army list entry. The Wave Serpent is treated as an independent unit on the battlefield.

While the Falcon has some capability for troop deployment, it is the Wave Serpent that provides the craftworld army with most of its manoeuvrability and speed. Protected by a shimmering force field, the Wave Serpent ploughs into the enemy before disgorging its cargo of highly skilled Eldar Warriors.

Type: Skimmer, Tank, Fast.

Weapons: Twin-linked shuriken catapults, twin-linked shuriken cannon.

Options: The shuriken catapults can be upgraded to a shuriken cannon for +20 points.

Transport: The Wave Serpent can carry one squad as defined in the army list.

FAST ATTACK

JETBIKE SQUADRONS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Jetbike	25	3	3	3	3(4)	1	4	1	8	3+

The Eldar are famed for their large variety of anti-gravitic vehicles, most prominent of these being the jetbike. It is a sleek, one-man bike capable of flying at high speeds and is very difficult to hit or damage. It is armed with the lethal shuriken catapults, and can be used to bolster a flagging defence or launch rapid hit and run attacks on enemy squads.

Squadron: The squadron consists of between 3 and 10 Eldar jetbikes.

Type: Jetbike.

Weapons: The jetbikes are armed with twin-linked shuriken catapults. The riders are armed with a shuriken pistol.

Options: Up to one in three jetbikes may replace their shuriken catapults with a single shuriken cannon at +20 points per model.

Character: The unit may be joined by a Warlock from the Farseer's retinue. See the Farseer entry in the HQ section of the army list.

VYPER SQUADRON

	Points	Front Armour	Side Armour	Rear Armour	BS
Vyper	50	10	10	10	3



The Eldar Vyper is a heavy weapons platform often used to support jetbike squadrons. It has two crew, augmented by sophisticated technology that allows them to move at high speed but sustain a barrage of fire.

Squadron: The squadron consists of 1-3 Vypers.

Type: Fast, Skimmer, Open-topped.

Weapons: The Vyper is armed with twin-linked shuriken catapults and a shuriken cannon.

Options: The shuriken cannon may be replaced with one of the following heavy weapons: scatter laser +5 points, missile launcher +10 points, lascannon +15 points, plasma cannon +15 points.

The shuriken catapults can be upgraded to a shuriken cannon for +20 points.

SHINING SPEARS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Shining Spear	40	4	4	3(5)	3(4)	1	5	1	9	3+
Exarch	50	5	5	3(5)	3(4)	1	6	2	9	3+

The Shining Spears ride sleek, shining jetbikes and carry the deadly laser lance. Their high speed and manoeuvrability enables them to carry the fighting directly to the enemy, whilst their weaponry is sufficiently powerful to harm the toughest foes and even lightly armoured vehicles.

Squadron: The squadron consists of between 3 and 5 Shining Spears.

Type: Jetbike.

Weapons: The jetbikes are armed with twin-linked shuriken catapults. The riders are armed with a laser lance (+2 Strength, included in profile).

Character: The Shining Spears may be joined by an Exarch at an additional cost of +50 points. The Exarch is armed with a laser lance. The jetbike is armed with twin-linked shuriken catapults. The shuriken catapults on the Exarch's jetbike may be upgraded to a single shuriken cannon for +24 points.

SWOOPING HAWKS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Swooping Hawk	17	4	4	3	3	1	5	1	9	4+
Exarch	31	5	5	3	3	1	6	2	9	3+

The Swooping Hawks wear cunningly constructed wings made up of vibrating feather plates. The pitch and vibration of these plates turns the wings into a blur of colour and carries the Eldar high into the air from where they can swoop down upon their enemies. The Swooping Hawks' costumes are grey and blue to reflect the background colour of sky. Their wings are coloured in brilliant vibrant shades which create dazzling polychromatic patterns when in flight.

Squad: The squad consists of between 5 and 10 Swooping Hawks.

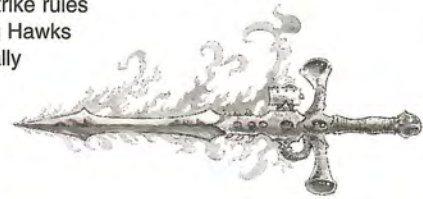
Weapons: Lasblaster, frag and krak grenades.

Character: The Swooping Hawk squad may be joined by an Exarch at an additional cost of +31 points. The Exarch is armed with a lasblaster and Hawk wings. The Exarch may be given a power weapon for +4 points.

SPECIAL RULES

Hawk Wings: Swooping Hawks count as being equipped with jump packs.

Deep Strike: In the right circumstances Swooping Hawks can swoop down from the skies, appearing almost anywhere on the battlefield. To represent this they may set up using the Deep Strike rules, but only if the mission allows a Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Swooping Hawks must set up normally with the rest of the army.



HEAVY SUPPORT

FALCON

	Points	Front Armour	Side Armour	Rear Armour	BS
Falcon	120 + weapons	12	12	10	3

The Falcon is the standard grav-tank of the Eldar. Its turret and hull-mounted weapons can punch a hole through most armour and it has the capacity to transport Guardians or Aspect Warriors into the heart of the battle.

Type: Skimmer, Tank, Fast.

Weapons: Twin-linked shuriken catapults, pulse laser (counts as twin-linked lascannon), and one weapon from the following list: shuriken cannon +20 points, scatter laser +25 points, missile launcher +30 points, lascannon +35 points, plasma cannon +35 points.

Options: The shuriken catapults can be upgraded to a shuriken cannon for +20 points.

Transport: The Falcon can carry six models. It cannot carry an Avatar or Wraithguard or models mounted on jetbikes, or other vehicles.



FIRE PRISM					
	Points	Front Armour	Side Armour	Rear Armour	BS
Fire Prism	115	12	12	10	3

The Fire Prism mounts a single large laser weapon, which uses a massive crystal to focus its energy before delivering a devastating blast. It is used to provide swift-moving heavy firepower in support of the Wave Serpents and Falcons.

Type: Skimmer, Tank, Fast.

Weapons: Twin-linked shuriken catapults and prism cannon (Range 60", Strength 9, AP 2, Heavy 1/Blast).

Options: The shuriken catapults can be upgraded to a shuriken cannon for +20 points.



WRAITHLORD										
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Wraithlord	75	4	4	10	7	3	4	3	10	3+

As a Wraithguard is a robotic body housing a dead warrior's spirit, so too is the mighty Wraithlord. The souls of the greatest battle-sung heroes of the craftworld are integrated with these huge war machines, which tower over a man and are laden with destructive weaponry. The Wraithlords stride into battle with the fluidity and ease of a living Eldar, crushing foes with their mighty fists and laying down a barrage of fire from their heavy weapon.

Weapons: Two Dreadnought close combat weapons. Each fist also incorporates a flamer or a shuriken catapult. Note that the Wraithlord's profile already includes the extra Attack for having two close combat weapons.

Options: The Wraithlord may be armed with one of the following heavy weapons: shuriken cannon +25 points, scatter laser +30 points, missile launcher +35 points, lascannon +45 points, plasma cannon +45 points, D-Cannon +45 points.

SPECIAL RULES

Implacable Advance: The Wraithlord is a towering construct capable of laying down a curtain of fire as it advances into combat. The Wraithlord can shoot up to two weapons if it moves, and all of its weapons if it stays stationary. It can even fire heavy weapons whilst moving.

Fearless: The Wraithlord carries the spirit of a mighty warrior who has witnessed many battles over the centuries. The Wraithlord automatically passes any Leadership tests and morale checks it is required to make.

WAR WALKER									
	Points	WS	BS	S	Armour: Front	Side	Rear	I	A
War Walker	45	3	3	5	14	10	10	4	2

The War Walker is a vehicle of extremely unusual design. It resembles a Dreadnought in that it is massive and vaguely humanoid, with long but tremendously powerful limbs. The single crewman is protected by a sophisticated energy shield. The War Walker is an ideal means of moving over steep or broken ground, as the limbs have the agility of a living body. It is also a potent weapon of war, carrying a deadly armament which is the equal of more heavily constructed vehicles.

Type: Walker, Open-topped.

Weapons: The War Walker is armed with two of the following weapons: shuriken cannon +20 points, scatter laser +25 points, missile launcher +25 points, lascannon +35 points, plasma cannon +35 points.

SUPPORT WEAPON BATTERY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Guardian	50	3	3	3	3	1	4	1	8	5+

The Eldar have a grasp of technology which far surpasses that of most other races. Their ability to manipulate warp energy has given rise to such weapons as the D-cannon, while powerful vibro cannons use resonant frequencies to shake apart their targets.

Battery: Each unit consists of 1-3 support weapons.

Weapons: D-cannon (Range guess up to 24", Strength 10, AP 2, Heavy 1/Blast).

Crew: Two Guardians armed with shuriken catapults.

SPECIAL RULES

Weapons Platform: The support platform has two Guardians as crew. If one crewman is killed the platform operates as normal, if both crew are killed the platform is useless (the platform itself can't be hit). The support platform can move and fire.

Unlike other anti-grav platforms, the special nature of the support weapon means that it must be absolutely still when it is fired and as such it may not fire if it was moved in the movement phase.

Character: The unit may be joined by a Warlock from the Farseer's retinue. See the Farseer entry in the HQ section of the list.

DARK REAPERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Dark Reaper	30	4	4	3	3	1	5	1	9	4+
Exarch	40	5	5	3	3	1	6	2	9	3+

The Dark Reapers' black armour is made from heavy interlocked plates and they have heavy lower leg armour to stabilise their bodies so that they can aim and fire more accurately. Dark Reapers are armed with a deadly long ranged Reaper launcher which fires a hail of armour-piercing rockets. These provide solid long-ranged support for the Eldar attack.

Squad: The squad consists of between 3 and 5 Dark Reapers.

Weapons: Reaper launcher (Range 48", Str: 5, AP: 3, Heavy 2).

Character: The Dark Reaper squad may be led by an Exarch at an additional cost of +40 points. The Exarch is armed with a reaper launcher. The Exarch may exchange his reaper launcher for a shuriken cannon for no extra points, or for a missile launcher for +10 points.

Wave Serpent: A Dark Reaper squad may be mounted in a Wave Serpent (see the Wave Serpent entry at the end of the Troops section).



ELDAR APPENDIX

The Craftworld army list represents a fairly standard Eldar army, one that relies mainly on its Guardians to provide the bulk of its force. However, some craftworld armies are organised along totally different lines from this and may include different troops in varying proportions. Note that you can field a 'normal' Eldar army from these craftworlds if you prefer.

ULTHWÉ THE DAMNED ARMY

Ulthwé craftworld lies close to the Eye of Terror, a dire realm inhabited by many vile followers and creatures of the Chaos Gods. Ulthwé has many Farseers to guide it through the strands of the future, and many Eldar of Ulthwé follow the Path of the Warlock. Because of this the standard Eldar army list does not really allow you to field an army that is typical of Ulthwé craftworld, although it can be used at a pinch. If you wish to field a more typical Eldar army from Ulthwé craftworld it must be led by a Farseer, and he must have a bodyguard of 5-10 Warlocks. The usual rules apply regarding how these Warlocks can be assigned to other squads.

ALAITOC RANGER FORCE

The Alaitoc craftworld relies upon the large number of Rangers who originate from the craftworld, and you may therefore field an Alaitoc Ranger force if you wish. An Alaitoc Ranger force must take two units of Rangers, but these do not count towards the number of Troops selections allowed by the force organisation though they can be used to satisfy mandatory troop choices. For example, if the force organisation allows six Troops choices, you must take two Ranger units, and may still make six further Troops selections. You must pay the points for the two Ranger units as normal...

SAIM HANN JETBIKE ARMY

The Saim Hann craftworld has access to lots of jetbikes and other skimmers. To represent this you may field a Saim Hann jetbike army if you wish. If you decide to do this simply swap the entries in the Fast Attack and Troops categories with regards to the force organisation. For example, 2-6 Troops and up to 3 Fast Attack choices, becomes 2-6 Fast Attack and up to 3 Troops choices. In addition, a Jetbike army may not take Swooping Hawks and Shining Spears, and all other units that are taken must have some form of skimmer transport (eg, a Falcon or Wave Serpent).



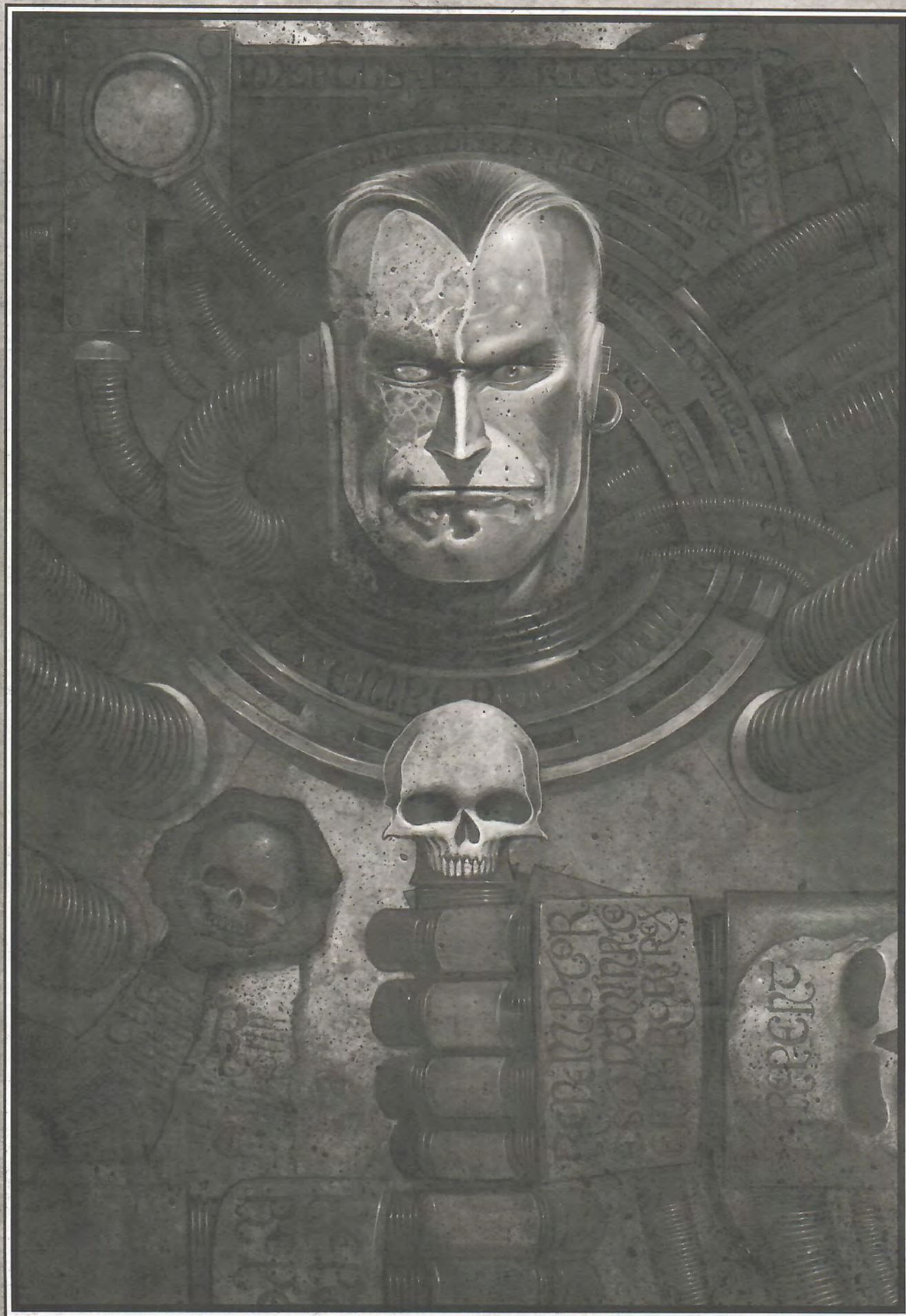
Warp spider

BIEL-TAN ASPECT WARRIOR ARMY

The Biel-Tan craftworld places a great emphasis on the Path of the Warrior. It has a proportionately higher number of Aspect Warriors to fight for them, and you may therefore field a Biel-Tan Aspect Warrior army if you wish. If you decide to do so you must field an Eldar army that consists of purely Aspect Warriors, Farseers and Warlocks, plus vehicle transports for them if desired. You may treat the Aspect Warriors entries in the Elites section as Troops.

IYANDEN GHOST WARRIOR ARMY

Iyanden craftworld has suffered greatly over the centuries, losing thousands of warriors defeating an attack from the Tyranids. The craftworld relies heavily upon the souls of the dead in battle, and you may therefore field an Iyanden Ghost Warrior army if you wish. If you decide to field a Ghost Warrior army you must treat Wraithguard and Wraithlords as Troops, Dire Avengers as Elites, and Guardian squads as Heavy Support.



CHAOS SPACE MARINES

From within the Eye of Terror and other dark sanctuaries of evil, the vile legions of Chaos spill forth in a frenzy of wanton bloodletting and desecration. Combining the armour and training of Space Marines with the battle-hunger and ruthlessness of Chaos followers, the Chaos Space Marines can inflict horrendous casualties on their enemies whilst sustaining little damage themselves. The Chaos Legions often summon horrifying Dæmons to the battlefield. These immensely powerful beings are the equal of an armoured vehicle or several squads of men, and can tear the heart out of an enemy army with a single well-timed assault.



THE CHAOS ARMY

This army list allows you to field an army of Chaos Space Marines in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories, which contain squads, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart.

Chaos Champions Wargear List

Close combat weapon	1 point
Power fist/chainfist	25 points
Power weapon	15 points
Plasma pistol	15 points
Bolter	2 points
Frag and Krak grenades	3 points*
Terminator armour	55 points
(Includes storm bolter & power fist)	

* Frag and Krak grenades may be taken in addition to a character's normal allowance of weapons.

NOTE: Terminator armour gives the Chaos Champion a save of 2+ and replaces all of his weapons with a variety of vicious guns and close combat weapons (counts as storm bolter and power fist).

SPECIAL RULES

Summoning

Daemons are attracted to a battlefield through unholy prayers and the miasma of desolation and war. Units of Daemons and Daemonic Beasts are kept in reserve at the start of the game, even if the mission being played does not normally use the Reserves scenario special rule. Do not set up the Daemons with the rest of the army. Beginning with the second turn roll a D6 for each

Daemon unit at the start of every turn, to see whether it becomes available. If you roll equal to or greater than the number shown below then the unit is available and must be summoned into play.

Turn	2	3	4+
D6	4+	3+	2+

When the Daemons become available they are summoned and deployed on the table. To deploy a summoned Daemon pack, place the Ordnance Blast template anywhere on the table, touching at least one model in the Chaos army. Roll the Scatter dice. If you roll a hit then the template stays in place. If you roll an arrow it moves 2D6" in the direction indicated by the arrow on the dice.

Once the template has been placed the Daemon pack may be deployed anywhere on top of the template. Summoned packs may not move on the turn that they arrive, but they may make assault moves as normal.

Chaos Space Marine Terminators

Chaos Space Marines in Terminator armour are capable of moving and firing with heavy weapons thanks to the powerful exo-skeleton and power sources built into the armour itself. On the other hand, the weight of the Terminator armour makes it too difficult to pursue a more lightly armoured foe when they flee. To represent this, Terminator units (or units that include models in Terminator armour) that win a close combat may only consolidate, they may not advance.

Important note: Although Chaos Space Marines were once true Space Marines, they have long since forsaken the ideals and aspirations of the true defenders of humanity. They therefore do not receive the benefit of the 'And They Shall Know No Fear' ability which applies to Space Marines who remain loyal to the Emperor.



CHAOS SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champ.	5	5	4	4	3	5	3	10	3+
Mighty Champion	5	5	4	4	2	5	3	10	3+
Aspiring Champ.	4	4	4	4	1	4	2	10	3+
Chaos Sorcerer	5	5	4	4	2	5	3	10	3+
Daemon Prince	6	0	5	4	3	5	3	10	5+
Bloodthirster	9	0	8	6	4	4	5	10	5+
Gt Unclean One	5	3	7	5	6	2	3	10	5+
Lord of Change	8	4	6	6	4	6	3	10	5+
Keeper of Secrets	7	0	7	6	4	4	5	10	5+
Chaos Marine	4	4	4	4	1	4	1	9	3+
Chaos Terminator	4	4	4	4	1	4	2	10	2+
Veteran	4	4	4	4	1	4	1	9	3+
Berzerker	4	4	4	4	1	4	2	9	3+
Plague Marine	4	4	4	5	1	4	1	9	3+
Thousand Son	4	4	4	4	2	4	1	9	3+
Daemon Pack	4	0	4	4	1	4	2	10	4+
Nurgling base	3	0	3	3	3	3	3	7	4+
Beast	4	0	4	4	1	5	1	10	4+
Chaos Biker	4	4	4	5	1	4	1	9	3+

Armour:	Front	Side	Rear	BS
Chaos Land Raider	14	14	14	4
Chaos Predator	13	11	10	4

	Armour							
	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	4	4	6(10)	12	12	10	4	3

CHAOS WEAPON SUMMARY

Ranged Weapons

Weapon	Range	Str.	Armour Piercing	Type
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid Fire
Storm bolter	24"	4	5	Assault 2
Heavy bolter	36"	5	4	Heavy 3
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1*
Multi-melta	24"	8	1	Heavy 1
Missile Launcher (krak)	48"	8	3	Heavy 1*
Missile Launcher (frag)	48"	4	6	Heavy 1 Blast*
Plasma pistol	12"	7	2	Pistol*
Plasma gun	24"	7	2	Rapid Fire*
Plasma cannon	36"	7	2	Heavy 1 Blast*

* These weapons have additional special rules, see the Weapons section of the rules for more details.

Noise Marine Weapons

Sonic blasters Count as storm bolters
 Blastmasters Count as plasma cannon
 Doom Sirens Count as flamers

HAND-TO-HAND WEAPONS

Close Combat Weapon: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Power Weapon: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

Power Fist/Claw/Chaos Terminator Close Combat Weapons/Chainfist: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Models armed with a power fist or claw always strike last in close combat.

Dreadnought Close Combat Weapons: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Note that the Dreadnought does not have to strike last!

There is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.

HQ

0-1 CHAOS LORD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champion	60	5	5	4	4	3	5	3	10	3+
Mighty Champion	45	5	5	4	4	2	5	3	10	3+

Chaos Lords are the mightiest of the Chaos Space Marines, rewarded by the foul Chaos Gods for countless vile deeds. Through their acts of carnage they seek to gain more favour from their foul masters and further their own schemes of domination, revenge and conquest.

Weapons: Bolt pistol.

Options: The Chaos Lord may have up to two choices from the Chaos Champions Wargear List.

Mount: A Chaos Lord may be mounted on one of the following.

Juggernaut: The Chaos Lord may be mounted on a Juggernaut at an additional cost of +50 points. If he chooses to do this, he gains +2 Toughness and +2 Attacks. Chaos Lords in Terminator armour may not be given a Juggernaut.

Steed of Slaanesh: The Chaos Lord may be mounted on a Steed of Slaanesh at an additional cost of +20 points. The Chaos Lord gains +1 to his Attacks characteristic and counts as *Cavalry*. Chaos Lords in Terminator armour may not be given a Steed of Slaanesh.

Disc of Tzeentch: The Chaos Lord may be mounted on a Disc of Tzeentch at an additional cost of +10 points. This allows the Chaos Lord to move as if he were equipped with a jump pack. Chaos Lords in Terminator armour may not be given a Disc of Tzeentch.

SPECIAL RULES

Independent Character: Unless accompanied by his retinue, the Chaos Lord is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rules.

Retinue: The Chaos Lord may be accompanied by a retinue of Veteran Chaos Space Marines. See the special entry later. Note that a Chaos Lord and his retinue count as a single HQ choice.



CHAOS SORCERER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Sorcerer	70	5	5	4	4	2	5	3	10	3+

Chaos Space Marines who have psychic powers are known as Chaos Sorcerers. By far the most powerful and feared are the *Chaos Sorcerers of the Thousand Sons Legion*, favoured minions of Tzeentch – the Master of Magic.

Weapons: Bolt pistol.

Options: The Chaos Sorcerer may have up to two choices from the Chaos Champions Wargear List.

Disc of Tzeentch: The Chaos Sorcerer may be mounted on a Disc of Tzeentch at an additional cost of +10 points. A Chaos Sorcerer riding a Disc may move as if he were equipped with a jump pack. Chaos Sorcerers in Terminator armour may not be given a Disc of Tzeentch.

SPECIAL RULES

Independent Character: Unless accompanied by his retinue, the Chaos Sorcerer is an independent character and follows all the special rules as detailed in the rules.

Retinue: The Chaos Sorcerer may be accompanied by a retinue of Veteran Chaos Space Marines. See the Chaos Lord's Retinue special entry box on the page after next. Note that a Chaos Sorcerer and his retinue count as a single HQ choice.

Psychic Power – Flame of Tzeentch: The Chaos Sorcerer may use the *Flame of Tzeentch* psychic power. The *Flame of Tzeentch* counts as a weapon. Roll to hit as normal using the following profile (note that as it is a heavy weapon, the Sorcerer will not normally be able to move and use the *Flame of Tzeentch* in the same turn).

Range 48" Strength 9 AP 2 Heavy 1

DAEMON PRINCE										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Daemon Prince	60	6	0	5	4	3	5	3	10	5+

Daemon Princes are the mortal champions of Chaos who have achieved their unholy ambition and have been elevated to daemonhood by the Chaos gods. They are excellent warriors, lordly creatures of awesome might.

Weapons: All Daemon Princes are armed with a variety of evil weapons to slay their mortal enemies. Some carry more than one weapon, but this has been included on their profiles. This means that Daemon Princes do not receive an extra Attack for having an additional close combat weapon.

SPECIAL RULES

Independent Character: A Daemon Prince is an independent character and follows all the special rules as detailed in the Warhammer 40,000 rules.

Fearless: Daemon Princes don't know the meaning of fear. They always pass all Leadership tests and morale checks.

Wings: A Daemon Prince has wings. This allows it to make a 12" assault move, ignoring any intervening terrain between it and the target.

Monstrous Creature: The Daemon Prince is a huge and terribly strong opponent. It is treated as a *Monstrous Creature* and therefore rolls 2D6 for armour penetration and ignores opponents' armour saves in close combat.

Invulnerable: A Daemon Prince is an unnatural creature made from the very stuff of Chaos and is very difficult to destroy. It is treated as being *Invulnerable* and therefore may make an armour save against any and all wounds it takes, even those that normally would pierce its armour or that allow no save to be made.

0-1 GREATER DAEMON										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Bloodthirster (Khorne)	140	9	0	8	6	4	4	5	10	5+
Great Unclean One (Nurgle)	80	5	3	7	5	6	2	3	10	5+
Lord of Change (Tzeentch)	115	8	4	6	6	4	6	3	10	5+
Keeper of Secrets (Slaanesh)	105	7	0	7	6	4	4	5	10	5+

It is impossible to describe the true horrors of the Greater Daemons of the Chaos gods. They are the physical manifestations of these evil and despicable powers; towering above mortal men, their mere presence drives the living insane with terror.

Weapons: All Greater Daemons are armed with a variety of evil weapons to slay their mortal enemies. Some, like the Bloodthirster, carry more than one weapon, but this has been included on their profiles and Greater Daemons do not receive an extra Attack for having an additional close combat weapon.

SPECIAL RULES

Independent Character: Greater Daemons are independent characters and follow all the special rules for independent characters detailed in the Warhammer 40,000 rules.

Fearless: Greater Daemons really don't know the meaning of fear. They always pass all morale and Leadership checks.

Monstrous Creature: Greater Daemons are huge and terribly strong opponents. They are treated as *Monstrous Creatures* and therefore roll 2D6 for armour penetration and ignore opponents' armour saves in close combat.

Invulnerable: Greater Daemons are unnatural creatures made from the very stuff of Chaos, making them very difficult to destroy. They are treated as being *Invulnerable* and therefore may make an armour save against any and all wounds they take, even those that normally would pierce their armour or that allow no save to be made.

Wings: The Bloodthirster and the Lord of Change have wings. This allows them to make a 12" assault move, ignoring any intervening terrain between them and the target.

Stream of Corruption: Great Unclean Ones vomit streams of vile disease onto their enemies. The Great Unclean One counts as having a heavy flamer.

Psychic Power – Flame of Tzeentch: The Lord of Change may use the *Flame of Tzeentch* psychic power, and does not need to take a Psychic test. The Flame of Tzeentch counts as a weapon. Roll to hit as normal using the following profile (note that as it is a heavy weapon, the Lord of Change will not normally be able to move and use the Flame of Tzeentch in the same turn).

Range 48" Strength 9 AP 2 Heavy 1

CHAOS LORD'S RETINUE

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+
Chaos Terminator	+27	4	4	4	4	1	4	2	10	2+

Chaos Lords are usually accompanied by a bodyguard of Chaos Space Marines. These embittered warriors will be amongst the best fighters in the army. They will have fought in countless Black Crusades, committing untold deeds of savagery and evil.

Squad: The squad consists of between 5 and 9 Chaos Space Marines.

Weapons: Bolter or bolt pistol and close combat weapon.

Options: Up to two Chaos Space Marines may be armed with the following weapons: missile launcher +20 points; autocannon +20 points; heavy bolter +10 points; lascannon +35 points; flamer +3 points; plasma gun +6 points; meltagun +10 points.

The entire squad may be equipped with frag grenades at +1 point per model and krak grenades at +2 points per model.

Aspiring Champions: Any number of Chaos Space Marines may be upgraded to Aspiring Champions at an additional cost of +15 points per model.

Each Aspiring Champion may have up to one choice from the Chaos Champions Wargear List.

Rhino: If the squad does not include Terminators, it may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

SPECIAL RULES

Chaos Terminators: If the Chaos Lord is equipped with Terminator armour then any of the Chaos Space Marines may be upgraded to Terminators at an additional cost of +27 points per model. Chaos Terminators are equipped with a variety of guns and vicious hand-to-hand power weapons (count as storm bolter and power fist).

Up to one Terminator may exchange his storm bolter for a heavy flamer at +10 points or an autocannon at +15 points.

If the Chaos Lord and his entire retinue are equipped with Terminator armour, then the squad has the *Deep Strike* ability and follows any scenario special rules for Deep Strikes.

Icon Bearer: One member of the squad may be an Icon Bearer at an additional cost of +20 points. The Icon is a powerful daemonic standard, surrounded by many potent spells of summoning. At the start of the battle, nominate one unit of Daemons or Daemonic Beasts to be enslaved to the Icon. At the start of any of the Chaos turns, this unit can be automatically summoned to the battlefield – no roll to summon or scatter is required, simply place the daemonic unit within 6" of the Icon. The summoned unit cannot move in the movement phase but may make assaults as normal.

ELITES

CHAOS TERMINATORS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	42	4	4	4	4	1	4	2	10	2+

Amongst the Chaos Space Marines, the most savage and worthy warriors will rise to positions of power. Some may win for themselves a suit of Terminator armour, turning them into even more awesome combatants. Equipped with a variety of archaic and destructive weaponry, Chaos Terminators have been the bane of many foes across the galaxy.

Squad: A Chaos Terminator squad consists of 5-10 Chaos Terminators.

Weapons: Variety of guns and vicious close combat weapons (counts as storm bolter and power fist).

Options: Up to one Chaos Terminator may be armed with either an autocannon at +15 points or a heavy flamer at +15 points.

SPECIAL RULES

Deep Strike: In the right circumstances Chaos Terminators can teleport into battle, appearing almost anywhere on the battlefield. To represent this they may set up using the Deep Strike rules, but only if the mission allows Deep Strike to be used. If the mission does not allow troops to use the Deep Strike rules then the Terminators must set up normally with the rest of the army.

CHAOS SPACE MARINE VETERANS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	18	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+



Chaos Space Marine Veterans are hard-bitten, callous and deadly fighters who think nothing of gunning down an enemy that has surrendered, or killing innocent victims. These highly experienced and ferocious warriors are typically the vanguard of any attack, using their battle skills to infiltrate the enemy lines and set up ambushes or launch surprise attacks on enemy strongpoints.

Squad: The squad consists of between 5 and 10 Chaos Space Marine Veterans.

Weapons: Bolter or bolt pistol and close combat weapon.

Options: Up to two models may be armed with the following weapons: missile launcher +20 points; autocannon at +20 points; heavy bolter +10 points; lascannon +35 points; flamer +3 points; plasma gun +6 points; meltagun +10 points.

Character: One Chaos Space Marine Veteran may be upgraded to an Aspiring Champion at an additional cost of +15 points. The Aspiring Champion may have up to one choice from the Chaos Champions Wargear List.

The entire squad may be equipped with frag grenades at +1 point per model and krak grenades at +2 points per model.

SPECIAL RULES

Infiltrators: In the right circumstances Veterans have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Veterans must set up normally with the rest of the army.

KHORNE BERZERKERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Khorne Berzerker	20	4	4	4	4	1	4	2	9	3+
Berzerker Champion	+18	4	4	4	4	1	4	3	10	3+

Khorne Berzerkers are Chaos Space Marines that have dedicated themselves to the Chaos god Khorne. Most famous of all Khorne Berzerkers are the Chaos Marines of the World Eaters, but they are joined by followers of the Blood God drawn from all the Traitors. The link between bloodshed and pleasure has become so strong for these followers of Khorne that they are virtually uncontrollable either on or off the battlefield.

Squad: The squad consists of between 5 and 20 Khorne Berzerkers.

Weapons: Bolt pistol and close combat weapon

Options: The entire squad may be equipped with frag grenades at +1 point per model and krak grenades at +2 points per model.

Character: One of the Chaos Space Marines may be upgraded to an Aspiring Champion at an additional cost of +18 points. The Aspiring Champion may have up to one choice from the Chaos Champions Wargear List.

Rhino: If there are 10 or less models in the squad it may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

PLAGUE MARINES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	20	4	4	4	5	1	4	1	9	3+
Plague Champion	+20	4	4	4	5	1	4	2	10	3+

Plague Marines are Space Marines who are sworn to the Chaos god of decay and pestilence – Nurgle. They have disgusting rotted bodies that stink of decay, their armour and weapons are pitted and corroded by putrid slime that oozes from their many sores, but they are still fearsome opponents. Their decaying brains are inured to the agony of their bodily corruption, making them all but immune to any pain caused by battle wounds.

Squad: The squad consists of between 5 and 10 Nurgle Plague Marines.

Weapons: Bolter or bolt pistol and close combat weapon.

Options: Up to one Plague Marine may be armed with the following weapons: meltagun at +10 points, flamer at +3 points or a plasma gun at +6 points.

The entire squad may be equipped with frag grenades at +1 point per model and krak grenades at +2 points per model.

Character: One of the Chaos Space Marines maybe upgraded to an Aspiring Champion at an additional cost of +20 points. The Aspiring Champion may have up to one choice from the Chaos Champions Wargear List.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

THOUSAND SONS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Thousand Son Marine	18	4	4	4	4	2	4	1	9	3+

Chaos Space Marines of the Thousands Sons Legion were forever damned when the Rubric of Ahriman was unleashed upon them. This immensely powerful spell sealed their armour shut and reduced their physical bodies to a handful of dust, trapping their spirits inside their armour for all eternity. Their bodiless souls are almost impossible to destroy. Only the total destruction of their power armour tomb is enough to release the spirit trapped inside.

Squad: The squad consists of between 5 and 10 Thousand Sons Chaos Space Marines.

Weapons: Boltgun.

Options: The entire squad may be equipped with frag grenades at +1 point per model and krak grenades at +2 points per model.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

SPECIAL RULES

Fearless: Thousand Sons Space Marines never fall back and are assumed to automatically pass any morale check or Leadership tests.

Our thirst for vengeance is a raging inferno.
It is a pyre that burns so strongly it burns
even in the darkest depths of the cold
vacuum of the Void.



TROOPS

CHAOS SPACE MARINE SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	15	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Chaos Space Marines are deadly fighters, combining the skill and genetic engineering of a Space Marine with the blood thirst and cruelty of Chaos. They wage an unrelenting war against those who remain loyal to the Emperor, who they see as an undeserving usurper to the rulership of humanity.

"Their hatred is fuelled by a bitterness that has festered for ten thousand years."

Squad: A Chaos Space Marine squad consists of between 5 and 10 Chaos Space Marines.

Weapons: Bolter or bolt pistol and close combat weapon.

Options: Up to one Chaos Space Marine may be armed with the following weapons: missile launcher at +10 points, autocannon at +10 points, heavy bolter at +5 points, lascannon at +15 points, meltagun at +10 points, flamer at +3 points or a plasma gun at +6 points.

The entire squad may be equipped with frag grenades at +1 point per model and Krak grenades at +2 points per model.

Character: One of the Chaos Space Marines may be upgraded to an Aspiring Champion at an additional cost of +15 points. The Aspiring Champion may have up to one choice from the Chaos Champions Wargear List.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

DAEMON PACKS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Daemon	12	4	0	4	4	1	4	2	10	5+

Daemons are the foot soldiers of the Chaos gods. There are many different types of Daemons, including Bloodletters, Daemonettes, Plague Bearers, Pink Horrors and others too numerous and ghastly to mention. For the purpose of this army list all these different types of Daemon are treated as being identical.

Pack: Daemon packs consist of between 5 and 10 Daemons.

SPECIAL RULES

Summoned: Daemons are summoned onto the battlefield as described in the rules at the start of the Chaos army list.

Infighting: Each different type of Daemon is the creation of one of the Chaos gods, and they may not be mixed together in the same pack. The only exception are Pink and Blue Horrors of Tzeentch, which may be combined into a single pack together, but may not be mixed with other types of Daemon.

Invulnerable: Daemons are treated as being *invulnerable*. They may make an armour save against any and all wounds they take, even those that normally would pierce their armour or that allow no save to be made.

NURGLINGS

	Points/Base	WS	BS	S	T	W	I	A	Ld	Sv
Nurgling	9	3	0	3	3	3	3	3	7	5+

Accompanied by a babbling cacophony, Nurglings spill across the battlefield in a living tide of mayhem. Their vicious bites and clawing hands can pull down foes many times their size, sweeping away opposition with their weight of numbers.

Swarm: The swarm consists of between 3 and 10 Nurgling bases.

Invulnerable: Nurglings are treated as being *invulnerable*. They may make an armour save against any and all wounds they take, even those that normally would pierce their armour or that allow no save to be made.

FAST ATTACK

DAEMONIC BEASTS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Beast	12	4	0	4	4	1	5	1	10	5+

Some creatures of Chaos are bound to the whims of their god, with no thought or intelligence of their own. **Daemoniac Beasts** such as *Flamers of Tzeentch*, *Khorne's Flesh Hounds* and *Fiends of Slaanesh* are fast and highly predatory, created to hunt down and tear apart those who oppose the will of the Infernal Powers.

Pack: Daemoniac Beast packs consist of between 5 and 10 Beasts.

SPECIAL RULES

Cavalry: Daemoniac Beasts are treated as *Cavalry* as described in the Warhammer 40,000 rules.

Summoned: Daemoniac Beasts are summoned onto the battlefield as described in the rules at the start of the Chaos army list.

Invulnerable: Daemoniac Beasts are treated as being *invulnerable*. They may make an armour save against any and all wounds they take, even those that normally would pierce their armour or that allow no save to be made.

CHAOS SPACE MARINE BIKERS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Biker	35	4	4	4	4(5)	1	4	1	9	3+
Aspiring Champion Biker	+12	4	4	4	4(5)	1	4	2	10	3+

Well armed and highly mobile, **Chaos Space Marine bikers** make excellent reconnaissance troops and are used to launch deadly raids behind enemy lines. They excel at running down retreating foes and destroying columns of refugees fleeing the wrath of the Chaos gods.

Squad: The squad consists of between 3 and 5 Chaos Space Marine bikers.

Weapons: Each bike is fitted with twin-linked bolters. Each Chaos Space Marine rider is armed with a bolt pistol and close combat weapon.

Options: The entire squad may be equipped with frag grenades at +1 point and krak grenades at +2 points per model.

Character: One of the Chaos Space Marines may become an Aspiring Champion at an additional cost of +12 points. The Aspiring Champion may have one choice from the Chaos Champions Wargear List.

"That which we cannot destroy, we will defile. Those who we do not defeat will know only despair."



HEAVY SUPPORT

NOISE MARINES

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Noise Marine	20	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Noise Marines are Chaos Space Marines who have dedicated themselves to the Chaos god Slaanesh – the Prince of Sensual Pleasure. Their hearing is a thousand times keener than a normal person's. This affects the Noise Marine's brain causing extreme emotional reactions that make all other sensations pale and worthless. The louder and more discordant the noise the more extreme the emotional reaction provoked, so that now only the din of battle and screams of the enemy can stir a Noise Marine's emotions.

Squad: The squad consists of between 5 and 10 Noise Marines.

Weapons: Sonic blaster (counts as storm bolter).

Options: Up to three models in the squad may be armed with either a blastmaster (counts as plasma cannon) at an additional cost of +20 points each, or a doom siren (counts as heavy flamer) at +5 points.

The entire squad may be equipped with frag grenades at +1 point per model and krak grenades at +2 points per model.

Character: One of the Noise Marines may be upgraded to an Aspiring Champion at an additional cost of +15 points. The Aspiring Champion may have up to one choice from the Chaos Champions Wargear List.

Rhino: The entire squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

CHAOS SPACE MARINE 'HAVOCS'

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Chaos Space Marine	15	4	4	4	4	1	4	1	9	3+
Aspiring Champion	+15	4	4	4	4	1	4	2	10	3+

Armed and equipped with a variety of heavy weapons, Chaos Space Marine Havocs delight in long range destruction, their cruel laughter sounding loud as explosions blossom across the battlefield before them.

Squad: A squad consists of between 5 and 10 Chaos Space Marines.

Weapons: Bolter or bolt pistol and close combat weapon.

Options: Up to three Chaos Space Marines may be equipped with one of the following weapons: missile launcher at +20 points; autocannon at +20 points, heavy bolter at +15 points, or a lascannon at +35 points.

Character: One of the Chaos Space Marines may be upgraded to an Aspiring Champion at an additional cost of +15 points. The Aspiring Champion may have up to one choice from the Chaos Champions Wargear List.

Rhino: The squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

Transport: CHAOS RHINO

Armour:	Points/Model	Front	Side	Rear	BS
Rhino	50	11	11	10	4

The Chaos Marine Legions excel at close quarter fighting and assaults, and make use of large numbers of Rhinos to take the fight into the heart of the enemy.

Type: Tank.

Crew: Chaos Space Marines.

Weapons: The Rhino is armed with a storm bolter.

Options: The Rhino may be equipped with smoke launchers at an additional cost of +3 points.

Transport: The Rhino can carry up to ten Space Marines. It may not carry Terminators.

CHAOS DREADNOUGHT

	Points	WS	BS	S	Armour: Front	Side	Rear	I	A
Chaos Dreadnought	75	4	4	6 (10)	12	12	10	4	3

The Chaos Space Marine Dreadnought is an awesome armoured fighting machine, containing the near-dead carcass of a Chaos Champion. This incarceration drives the Chaos Champion insane with anger and despair, making the Chaos Dreadnought one of the most homicidal and dangerous foes to plague the Imperium.

Type: Walker.

Crew: One Chaos Space Marine.

Weapons: The Chaos Dreadnought is armed with a Dreadnought close combat weapon in one arm. The Dreadnought's other arm is equipped with one weapon from the following list: twin-linked autocannon at +35 points; twin-linked lascannon at +50 points; twin-linked heavy bolter at +30 points; multi-melta at +40 points; plasma cannon at +40 points.

The Dreadnought is also armed with a storm bolter.

Options: The storm bolter may be upgraded to a heavy flamer at an additional cost of +10 points.

The Dreadnought may replace its close combat weapon with a missile launcher at an additional cost of +10 points. If it does so it will revert to its basic Strength of 6.



CHAOS PREDATOR

	Points	Front Armour	Side Armour	Rear Armour	BS
Chaos Predator	85	13	11	10	4

Chaos Space Marines still use Predators, some of which have survived for thousands of years, their hulls and weapons mutated beyond recognition. Their heavy weapons smash aside enemy resistance, their hulls daubed with slogans entreating the enemy to surrender their souls to Chaos or suffer destruction.

Type: Tank.

Crew: Chaos Space Marines

Weapons: The Predator is armed with one turret-mounted weapon from the following list: twin-linked lascannon at +35 points, or autocannon at +15 points.

Options: The Predator may also be upgraded with two side sponsons, each armed with one of the following weapons: heavy bolter +10 points; lascannon +25 points.

CHAOS LAND RAIDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Chaos Land Raider	250	14	14	14	4

Many of the vehicles used by the Chaos Space Marines date back 10,000 years to the founding of the Imperium. Of these, the Land Raider is the largest and most deadly, able to transport a squad of Chaos Space Marines or Terminators into battle within its near-impenetrable armoured hull.

Type: Tank.

Crew: Chaos Space Marines

Weapons: The Chaos Land Raider is armed with two twin-linked lascannon and a twin-linked heavy bolter.

Transport: The Chaos Land Raider may carry up to 10 Chaos Space Marines or 5 Chaos Space Marine Terminators.

THE IMPERIAL GUARD



The innumerable warriors of the Imperial Guard form the backbone of the Imperium's fighting strength. Their numbers are so vast and their campaigns so widely scattered across the galaxy that even the Adepts of Earth have little idea of their exact strength and deployment. After a conflict has ended, the regiments involved are often left where they are, forgotten until years, or even decades, later.

While individual Guardsmen cannot match the strength, ferocity and ruthlessness of the Space Marines, Imperial Guard regiments are powerful fighting forces comprising thousands of men with hundreds of tanks, artillery pieces and armoured vehicles. Even the smallest detachment of Imperial Guardsmen is likely to be supported by a Leman Russ battle tank or Chimera fighting vehicles. In larger battles the Imperial Guard can deploy whole phalanxes of tanks and vehicles backed up by swarms of infantry and long-range artillery.

THE IMPERIAL GUARD ARMY

This army list allows you to field an army of Imperial Guard in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories, which contain squads, vehicles and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart.

IMPERIAL GUARD OFFICERS WARGEAR LIST

Close combat weapon	1 point
Las pistol	1 point
Bolt pistol	2 points
Lasgun	1 point
Shotgun	1 point
Boltgun	2 points
Power weapon	10 points
Power fist	15 points
Plasma pistol	10 points
Frag and Krak grenades	3 points*

*Frag and Krak grenades can be taken in addition to a character's normal allowance of weapons.

SPECIAL RULES

Imperial Guard Command Structure

The Imperial Guard armies are vast, sprawling affairs that can spread out to cover whole continents. In order to maintain control over this fighting force, the Imperial Guard has a rigid command structure and chain of

command that ensures that plans are followed and orders are carried out.

Any Imperial Guard squad within 12" of a Command HQ or a Command Section may use the Leadership characteristic of the officer in the Command HQ or Command Section for all Leadership tests.

Note that Colonels are extremely high ranking officers and only one may be chosen in an army of up to 3,000 points, regardless of the number of HQ choices the scenario allows you.

Imperial Guard Infantry Platoons

The Imperial Guard's organisation is extremely inflexible and to represent this, instead of buying one squad per Troops selection like other forces, Imperial Guard infantry are purchased in *platoons*. A platoon consists of a Command Section and 1 to 5 Infantry squads.

Each platoon counts as a single Troops choice on the force organisation chart. However, although bought as one Troops choice, the Command Section and Infantry squads may fight as separate units, deploying in different parts of the battlefield and fighting as independent units.

Imperial Guard Weapon Teams

Imperial Guard heavy weapons are crewed by a team of two men. Normally one crewman carries and fires the weapon while the other carries the ammunition. In game terms the presence of the ammunition carrier makes no difference to the way the heavy weapon is moved or fired. The ammunition carrier may shoot any weapons he is armed with in the same shooting phase that the weapon carrier fires the heavy weapon.

IMPERIAL GUARD SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	4	4	3	3	2	4	3	8	5+
Colonel	4	4	3	3	3	4	3	9	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Commissar	4	4	3	3	2	4	3	10	5+
Lieutenant	3	3	3	3	1	3	2	8	5+
Vet. Sergeant	3	3	3	3	1	3	2	8	5+
Storm Trooper	3	4	3	3	1	3	1	8	5+
Ogryn	4	3	5	4	3	3	2	8	5+
Ratling	2	4	2	2	1	4	1	6	5+
Rough Rider	3	3	3	3	1	3(6)	1	7	5+

Armour:	Front	Side	Rear	BS
Chimera	12	10	10	3
Hellhound	12	10	10	3
Leman Russ	14	12	10	3
Griffon	12	10	10	3
Basilisk	12	10	10	3
Leman Russ Dem	14	13	11	3

	Armour:						
	WS	BS	S	Front	Side	Rear	I A
Sentinel	3	3	5	10	10	10	3 1

IMPERIAL GUARD WEAPONS SUMMARY

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Laspistol	12"	3	—	Pistol
Lasgun	24"	3	—	Rapid fire
Multilaser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Shotgun	12"	3	—	Assault 2
Autocannon	48"	7	4	Heavy 2
Flamer	Template	4	5	Assault 1
Meltagun	12"	8	1	Assault 1*
Multi-melta	24"	8	1	Heavy 1*
Sniper rifle	36"	X	6	Heavy 1*
Rippa gun	12"	4	6	Assault 2
Missile launcher (krak)	48"	8	3	Heavy 1*
Missile launcher (frag)	48"	4	6	Heavy 1 Blast*
Grenade launcher (krak)	24"	6	4	Assault 1*
Grenade launcher (frag)	24"	3	6	Assault 1 Blast*
Mortar	G48"	4	6	Heavy 1 Blast
Plasma pistol	12"	7	2	Pistol*
Plasma gun	24"	7	2	Rapid fire*
Plasma cannon	36"	7	2	Heavy 1 Blast*

* These weapons have additional special rules, see the Weapons section of the rules for more details.

	Range	Strength	AP	Shots
Inferno cannon	Template	6	4	Heavy 1

Any units that suffer casualties from a hit by an Inferno cannon must make an immediate fall-back move as if they had just failed a Morale test.



ORDNANCE

	Range	Strength	AP	Type
Battle cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Griffon mortar	Guess			
	12-48"	6	4	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast

HAND-TO-HAND WEAPONS

Close Combat Weapon: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Power Weapon: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

Power Fist: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Models armed with a power fist always strike last in close combat.

Rough Rider Hunting Lance

Hunting Lance: Double the user's Initiative. Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

HQ

COMMAND HQ

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Led by Colonel	65	4	4	3	3	3	4	3	9	5+
Led by Captain	50	4	4	3	3	2	4	3	8	5+
Guardsmen	free	3	3	3	3	1	3	1	7	5+
Commissar	40	4	4	3	3	2	4	3	10	5+

Command HQ squads form a vital part of the Imperial Guard army, coordinating the actions of platoons or companies with the regimental HQ. A Command squad consists of a Captain or a Colonel and four troopers. These troopers are communications officers, guards, aide-de-camps, and other orderlies or low ranking officers.

Squad: One officer and four Imperial Guardsmen.

Weapons: Lasguns.

Options: Up to four of the Guardsmen may be equipped with either a flamer +3 points; a plasma gun at +5 points; a meltagun at +8 points or a grenade launcher at +12 points.

An officer may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Two of the Guardsmen may be formed into a weapons team armed with one of the following heavy weapons: heavy bolter at +5 points; missile launcher at +10 points; lascannon at +15 points; autocannon at +10 points; a mortar at +10 points.

The entire Command HQ may be equipped with frag grenades for an additional +1 point per model.

Character: A Captain or Colonel may be given up to two choices from the Imperial Guard Officers Wargear List.

Commissar: The Command HQ may include 1 Commissar at an additional cost of +40 points. He carries a laspistol and a close combat weapon and may take one choice from the Imperial Guard Officers Wargear List.

Standard Bearer: One Guardsman may be upgraded to a standard bearer at an additional cost of +10 points. The standard bearer is armed with a laspistol and carries the regimental standard. Any Imperial Guard units with models within 12" of the standard bearer may re-roll failed Morale checks.

Chimera: The squad may include a Chimera for an additional +95 points, for details see the Chimera transport entry on page 242.

SPECIAL RULES

Leadership: Any Imperial Guard squad within 12" of a command HQ may use the Leadership value of the Captain or Colonel leading the Command HQ for all Leadership tests.



COMMISSAR

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Commissar	40	4	4	3	3	2	4	3	10	5+

Commissars are ruthless characters who are full of zeal. They are utterly devoted to the Imperium and worship the Emperor with total faith.

In battle the Commissars fight at the forefront of the action, where their inspirational presence serves to drive the Guardsmen forward. It is common for Commissars to lead Imperial Guard squads, inspiring them to fight with the utmost bravery. Commissars also ensure that the Imperial doctrine is being followed and that Imperial Guard officers are acting in the best interests of the Imperium. No Commissar will tolerate cowardice in the face of the enemy, Guardsmen are ordered forward with rousing speeches, while officers who turn tail are likely to face the wrath of the Commissar and the justice of an instant battlefield execution.

Weapons: Laspistol and sword.

Options: The Commissar may be given one choice from the Imperial Guard Officers Wargear List.

SPECIAL RULES

Inspirational Leader. The Commissar must lead one of your Imperial Guard squads. He cannot leave the squad that he is leading during the battle. You may take no more than one Commissar per squad.

ELITES

STORM TROOPERS

	Points/Squad	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	70	3	4	3	3	1	3	1	8	5+
Veteran Sergeant	free	3	4	3	3	1	3	2	8	5+

The Storm Troopers are the Imperial Guard's best fighting regiment. Unlike other regiments they are recruited from across the Imperium from the very best Imperial Guard units. Companies or battalions of Storm Troopers are sent to war zones to bolster the fighting strength of other Imperial Guard regiments. In action they provide a core of well trained, well equipped squads that can be spread amongst the other Imperial Guard regiments as needed.

Squad: The squad consists of 1 Veteran Sergeant and 9 Storm Troopers.

Weapons: Lasgun and frag grenades. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Options: Up to one model may be armed with: flamer at +3 points; plasma gun at +5 points; meltagun at +8 points or a grenade launcher at +12 points.

Two of the Guardsmen may be formed into a weapons team, armed with one of the following heavy weapons: heavy bolter at +5 points; missile launcher at +10 points; lascannon at +15 points; autocannon at +10 points; a mortar at +10 points.

The squad may be equipped with krak grenades for an additional +20 points.

Character: The Storm Trooper Sergeant is always a Veteran and may make one choice from the Imperial Guard Officers Weapons Lists.

Chimera: The squad may include a Chimera for an additional +95 points; for details see the Chimera transport entry on page 242.

0-2 OGRYNS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ogryn	30	4	3	5	4	3	3	2	8	5+

Ogryns were humans once, millennia ago. Isolated on barren high gravity worlds they evolved into huge hulking beasts – Homo Sapiens Gigantus. Now they tower head and shoulders over even a mighty Space Marine, and their life on harsh worlds has made them stronger, tougher and more able to survive. On the battlefield these brutish creatures act as monstrous shock troops for the Imperial Guard, smashing the enemy with their bare hands and shredding enemy units with their ripper guns.

Squad: The squad consist of between 3 and 5 Ogryns.

Weapons: Ripper gun.

"There is no arguing with the barrel of a gun."

Ancient proverb

0-1 RATTLING MARKSMEN

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Ratling	11	2	4	2	2	1	4	1	6	5+

The diminutive Ratlings are widely regarded as repellent abhumans by most Imperial Guardsmen, but despite being considered untrustworthy and unhygienic they still have a role as marksmen in many Imperial Guard regiments. It has been noted that petty crime within the ranks drastically increases when Ratlings are included in a force.

Squad: The squad consist of 3-10 Ratlings.

Weapons: Sniper rifles.

SPECIAL RULES

Infiltrators: In the right circumstances Ratlings have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Ratlings must set up normally with the rest of the army.

TROOPS

INFANTRY PLATOON

Infantry Platoon: 1 Command Section at 29 points
1-5 Infantry Squads at 50 points each

COMMAND SECTION

The Imperial Guard is a vast fighting formation, and unlike smaller forces such as Space Marines even basic troop movements can involve the mobilisation of thousands of men. In order for these orders to go smoothly the Imperial Guard has a substantial command structure. The first link in this chain of command is a Lieutenant and his Command squad.

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	3	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+
Commissar	4	4	3	3	2	4	3	10	5+

Squad: The Command Section consists of 1 Lieutenant and 4 Imperial Guardsmen.

Weapons: The Lieutenant is armed with a laspistol and sword. The Guardsmen are armed with lasguns.

Options: Up to two models may be armed with: flamer at +3 points; plasma gun at +5 points; meltagun at +8 points or a grenade launcher at +12 points.

Two of the Guardsmen may be formed into a weapons team, armed with one of the following heavy weapons: heavy bolter at +5 points; missile launcher at +10 points; lascannon at +15 points; autocannon at +10 points; mortar at +10 points.

The entire Command Section may be equipped with frag grenades for an additional 1 point per model.



Character: The Lieutenant may be given one choice from the Imperial Guard Officers Weapons List.

Commissar: Officers are often accompanied by Commissars to encourage bravery and devotion. The Command Section may include a Commissar; he carries a laspistol and a sword and may take one choice from the Imperial Guard Officers Wargear List. The Commissar costs an additional +40 points.

Chimera: The Command Section may include a Chimera for an additional 95 points. For details see the Chimera transport entry at the end of the Troops section.

SPECIAL RULES

Leadership: Any Imperial Guard squad within 12" of a Command Section may use the Lieutenant's Leadership characteristic for all Leadership tests.



INFANTRY SQUAD

Footsloggers, dogfaces, the poor bloody infantry – Imperial Guard infantry are used for holding ground and supporting the advance of armoured units. Infantry platoons are numerous and often well equipped with heavy weapons to compensate for their lack of mobility and vulnerability to close assaults.

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	3	3	3	3	1	3	1	7	5+
Vet. Sergeant	3	3	3	3	1	3	2	8	5+

Squad: The squad consists of 1 Sergeant and 9 Imperial Guardsmen.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Options: Up to one model may be armed with: flamer +3 points; plasma gun at +5 points; meltagun at +8 points or a grenade launcher at +12 points.

Two of the Guardsmen may be formed into a weapon teams armed with one of the following heavy weapons: heavy bolter at +5 points; missile launcher at +10 points; lascannon at +15 points; autocannon at +10 points; mortar at +10 points.

The entire squad may be equipped with frag grenades for an additional +10 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may make one choice from the Officers Weapons List.

ARMoured FIST SQUAD

	Points/Squad	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	145	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	+10	3	3	3	3	1	3	2	8	5+

Not all Imperial Guard squads fight in the battle line, some are held in reserve ready to plug any gaps should the front line falter, or to take part in the Imperial Guard 'blitzkrieg' lightning strikes. These units are mounted in the Chimera armoured carrier. This heavily armoured carrier can move troops rapidly to where they are needed on the battlefield. Only squads that have proven themselves in front line duty are granted the privilege of becoming an Armoured Fist unit.

Squad: The squad consists of 1 Sergeant and 9 Imperial Guardsmen.

Weapons: Lasguns. The sergeant may exchange his lasgun for a laspistol and close combat weapon at no extra cost.

Options: Up to one model may be armed with: flamer at +3 points; plasma gun at +5 points; meltagun at +8 points or a grenade launcher at +12 points.



Two of the Guardsmen may be formed into a weapon team armed with one of the following heavy weapons: heavy bolter at +5 points; missile launcher at +10 points; lascannon at +15 points; autocannon at +10 points; mortar at +10 points.

The squad may be equipped with frag grenades for an additional 10 points.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may make one choice from the Officers Weapons List.

Chimera: The squad is mounted in a Chimera armoured carrier.

O-2 MORTAR SQUADS

	Points/Squad	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	90	3	3	3	3	1	3	1	7	5+

It is common for Imperial Guard infantry to be supported by Heavy Weapons squads. These sections bolster the battle line and provide close fire support. The notorious mortar is used to rain high explosive shells on enemy positions to pin them down whilst other Imperial Guard units move up for the kill.

Squad: The squad consists of six Imperial Guardsmen organised into three weapon teams.

Weapons: One mortar per weapons team. All six Guardsmen carry lasguns.

O-2 FIRE SUPPORT SQUADS

	Points/Squad	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	30	3	3	3	3	1	3	1	7	5+

While the massed infantry squads of the Imperial Guard can overwhelm many foes by their sheer numbers, it falls to the Fire Support squads to deliver the killing blow. With their heavy bolters and autocannon, the Fire Support squad lays down a curtain of fire that can tear apart light vehicles and well armoured infantry.

Squad: The squad consists of six Imperial Guardsmen organised into three weapon teams.

Weapons: Each of the weapon teams may be armed with one of the following heavy weapons: heavy bolter at +20 points; autocannon at +30 points. All six Guardsmen carry lasguns.

Transport: CHIMERA

	Points	Front Armour	Side Armour	Rear Armour	BS
Chimera	95	12	10	10	3

The Chimera is the Imperial Guard's most common armoured troop carrier and infantry support vehicle. It can carry a full squad and one further passenger plus its own crew. In fast moving battles the Chimera can transport its infantry squad many miles.

Once the infantry have disembarked the Chimera provides close support with its heavy bolter and multi-laser. Its turret-mounted multi-laser is capable of cutting a swathe through enemy troops and reducing light vehicles like warbuggies and Vypers to blazing wreckage.

This is a special entry in the army list. Certain squads in the Imperial Guard army may have a Chimera to transport them rapidly around the battlefield. Adding a Chimera to a squad does not count as one of your Troops choices.

Type: Tank.

Crew: Imperial Guard.

Weapons: The Chimera is armed with a turret-mounted multi-laser and a hull-mounted heavy bolter.

Options: A Chimera may have a smoke launcher for + 3 points.

FAST ATTACK

ROUGH RIDER SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Rough Rider	10	3	3	3	3	1	3(6)	1	7	5+
Veteran Sergeant	+10	3	3	3	3	1	3(6)	2	8	5+



Rough Riders are Guardsmen recruited from feral worlds where mounted warriors have returned to dominance on the battlefield. Rough Riders (as these troops are known) have many advantages over ordinary troops because they are more mobile and can live off the land for extended periods. In battle their fearsome assaults can surprise and overwhelm an enemy which is expecting Imperial Guard forces to simply stay back and shoot.

Squad: The squad consists of 1 Sergeant and between 4 and 9 Rough Riders.

Weapons: Hunting lance, chainsword and laspistol.

Options: The entire squad may be equipped with frag grenades for an additional +1 point per model.

Character: The Sergeant may be upgraded to a Veteran Sergeant for an additional +10 points. A Veteran Sergeant may make one choice from the Officers Weapons List.

SPECIAL RULES

Cavalry: Rough Riders are Cavalry.

Hunting Lance: Rough Riders are armed with a long and deadly hunting lance. Its extra reach generally means that they will strike first in hand-to-hand combat. Models equipped with a hunting lance may double their Initiative when working out who strikes first in close combat.

0-1 SENTINEL SQUADRON

	Points/Model	Armour:							
		WS	BS	S	Front	Side	Rear	I	A
Sentinel	45	3	3	5	10	10	10	3	1

Sentinels are lightly-armoured mechanised walkers crewed by a single Guardsman. Sentinels normally fulfil a reconnaissance and raiding function similar to Rough Riders, and are most useful in dense terrain where they can give mobile heavy weapons support to infantry and tanks. The standard armament for a Sentinel is the ubiquitous multi-laser.

Type: Walker, Open-topped.

Squadron: The squadron consists of between 1 and 3 Sentinels.

Crew: One Imperial Guardsman.

Weapons: The Sentinel is armed with a multi-laser.

HELLHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Hellhound	70	12	10	10	3

The Hellhound flame thrower is an example of a highly specialised variant on the Chimera chassis. This machine is designed to flush out enemy infantry from dense terrain. It is equipped with a powerful flame thrower that discharges a lethal self-igniting chemical. Although the range of the weapon is short, its chemical fire finds its way into every nook and crevice to reach troops sheltering behind cover or inside buildings.

The Hellhound has a vicious reputation, and the sight of just one of these monstrous war engines, incinerating swathes of troops with its horrifying Inferno cannon instils fear into the hearts of the enemy. Enemy troops flee for their lives as the dying screams of their comrades fill the air.

Type: Tank.

Crew: Imperial Guard.

Weapons: The Hellhound is armed with a turret-mounted Inferno cannon and a hull-mounted heavy bolter.

Options: A Hellhound may have a smoke launcher for +3 points.

SPECIAL RULES

Inferno Cannon: Such is the ferocity of the Inferno cannon that any squads that suffer casualties from a hit by an Inferno cannon must make an immediate Fall Back move as if they had just failed a Morale test.

Range: template Strength 6 AP 4 Heavy 1

HEAVY SUPPORT**ANTI-TANK SQUAD**

	Points/model	WS	BS	S	T	W	I	A	Ld	Sv
Guardsmen	30	3	3	3	3	1	3	1	7	5+

Although the majority of the Imperial Guard's heavy firepower lies in its battle tanks, infantry squads will always be more useful for their ability to maximise the use of cover and fight in dense terrain. The Anti-tank squad uses its lascannons and krak missiles to pick out armoured targets which have avoided the battle cannons of the tanks. They can set up ambushes and crossfires that leave enemy vehicles twisted, burning wrecks.

Squad: The squad consists of six Imperial Guardsmen organised into three weapon teams.

Weapons: Each of the weapon teams may be armed with one of the following heavy weapons: missile launcher at +20 points or lascannon at +30 points. All six Guardsmen carry lasguns.



"Men and guns are fine but give me more tanks!"

Commander Ramckin at the Battle of the Black Priory, 023.657.818. M35



LEMAN RUSS BATTLE TANK

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

Rugged and easily maintained, the Leman Russ is the main battle tank of the Imperial Guard and the mainstay of most Imperial Guard attacks. A Leman Russ might find itself fighting in places as varied as the blistering heat of an arid waste and the moist chill of a methane swamp. It can withstand these environments as well as the shells and energy blasts of the enemy.

The Leman Russ's armament can be varied considerably, but the turret-mounted battle cannon is standard. Variations that dispense with or replace the battle cannon are usually given a new name. Side sponson mounts can be fitted with a variety of heavy weapons and are intended to provide close infantry support and keep enemy troops at bay.

Type: Tank.

Crew: Imperial Guard.

Weapons: The Leman Russ is armed with a turret-mounted battle cannon. In addition, you must also have a hull-mounted weapon at the following additional points cost: lascannon at +15 points; heavy bolter at +5 points.

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

A Leman Russ may have a smoke launcher for +3 points.

LEMAN RUSS DEMOLISHER

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

The Leman Russ Demolisher is a common variant of the basic Leman Russ tank design. Instead of a battle cannon this tank carries the short-ranged but highly destructive Demolisher cannon. It is devastating in street fighting and assaults against fortifications and buildings. For this reason it is often referred to as a siege tank.

Type: Tank.

Crew: Imperial Guard.

Weapons: The Leman Russ Demolisher is armed with a turret-mounted Demolisher cannon. In addition, you must also have a hull-mounted weapon at the following additional points cost: lascannon at +15 points; heavy bolter at +5 points.

Options: The Leman Russ Demolisher may be upgraded with two side sponsons armed with a pair of the following weapons: heavy bolters at +10 points; multi-meltas at +30 points; or plasma cannons at +20 points.

A Leman Russ Demolisher may have a smoke launcher for +3 points.

BASILISK

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

The Basilisk is a mobile artillery platform based on the Chimera chassis. Of all the Imperial Guard artillery the Basilisk is the most numerous and well known. It is fully mobile and can keep pace with the main infantry advance, and can be deployed ready for battle in a matter of moments. It is most effective when deployed en masse in a battery of many guns, but it has also proved its worth at close quarters as a direct fire assault gun.

Type: Tank, Open-topped.

Crew: Imperial Guard.

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

Options: A Basilisk may have a smoke launcher for +3 points.



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

The Chimera chassis provides the basis for countless specialised vehicles from fuel tankers to ambulances, munitions carriers, mobile communications vehicles, recovery vehicles and even military construction vehicles like bulldozers and cranes. It is the most versatile of all the vehicles produced for the Imperial Guard and can be adapted to take almost any power plant from sub-nuclear to wood burning steam turbines.

The Griffon armoured weapons carrier is one of the most frequently employed of these special variants. It is tailored to provide close to medium range mobile artillery support. Its armament is a deadly heavy mortar designed to lob shells high over the battlefield and onto concealed enemy targets.

Type: Tank, Open-topped.

Crew: Imperial Guard.

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

Options: A Griffon may have a smoke launcher for + 3 points.

"Give me but a thousand men who are
crazy enough to want to conquer hell
and we will do it!"

Warmaster Solon



IMPERIAL GUARD APPENDIX

The Imperial Guard army list is representative of a standard Imperial Guard detachment that forms part of a larger Infantry company. However, an Imperial Guard Colonel has access to a wide variety of formations for fulfilling specific tasks such as sieges, combat over open terrain, urban fighting and so on. You may therefore choose to pick a detachment drawn from a different type of company (but only with your opponent's consent, of course).

ARMoured COMPANY

The Imperial Guard is not really noted for its subtlety, preferring to smash a nut with a sledgehammer if at all possible! Typical of this approach are the numerous armoured companies fielded by the Imperial Guard which are made up entirely of tanks. Making an Imperial Guard armoured company detachment is straightforward – simply allow the Imperial Guard player to take Leman Russ battle tanks as HQ and Troops choices instead of heavy support, and ban the use of any units other than armoured vehicles...

MECHANISED INFANTRY COMPANY

Companies from regiments raised or fighting on heavily industrialised worlds are often very well equipped with transport vehicles, which makes them much more mobile. To represent a detachment from a Mechanised Infantry company, allow Mortar squads, Anti-tank squads and Fire Support squads the option of being mounted in Chimera troop carriers. All squads in the army must be mounted in a Chimera and any foot troops not allowed such an option may not be taken (no waiting for footsloggers to catch up!).

Bless the machine god for he has given us tanks in plenty.

ROUGH RIDER COMPANY

In a similar vein, some regiments field companies made up entirely of Rough Riders, either through tradition or necessity. To represent a Rough Rider army allow Rough Rider squads to be taken as platoons, but ban the use of any models that are not mounted. Rough Rider platoons are led by a Command Section mounted on horses and armed with hunting lances, chainswords and laspistols at a cost of +5 points per model. The army's Command HQ is similarly mounted and equipped, at the same cost.

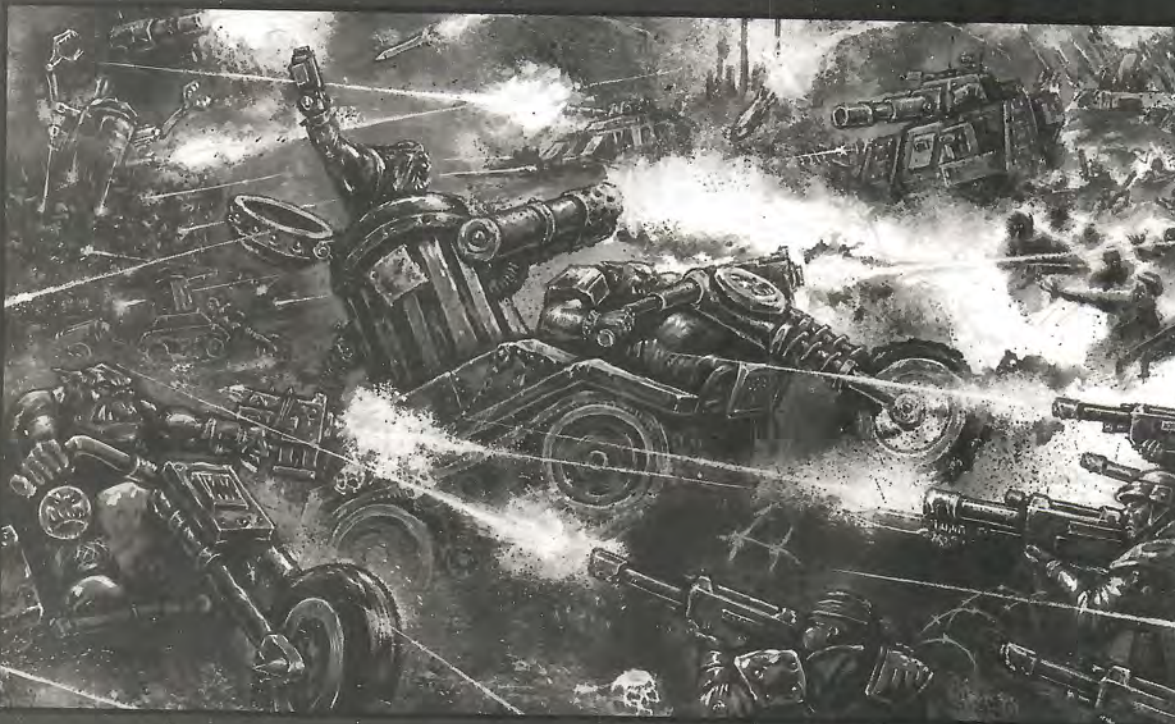
Please note that you can't use special or heavy weapons while mounted – it scares the horses! – but players that are mad enough may consider converting weapon teams so that they can move about mounted, and then be replaced by foot models in order to fire. If you decide to do this you can field mounted Mortar, Fire Support and Anti-tank squads at +5 points per model, and allow Command Sections and HQ's to take special and heavy weapon options, but all of these weapons become 'heavy' weapons that cannot move or fire.

STORM TROOPER COMMANDO FORCE

Storm Troopers are usually split between various combat forces, rather than fighting as a single entity. However, there have been occasions when such a force has gone to war, generally to undertake a special mission of some kind or another. To represent such a formation you must take Storm Trooper squads as all of your unit choices for an army (ie, they can be taken as HQ, Elites, Troop, Fast Attack and Heavy Support choices). One squad may be led by a Colonel at an additional cost of +65 points, and the army may also include allies taken from the Heroes of the Imperium army list.

THE ORKS

The Orks are the most barbaric and numerous foes of the Imperium. Their fragmentary, warring empires are scattered throughout the galaxy, in constant conflict with the forces of the Emperor and one another. Ork warbands are dominated by the biggest and most savage warriors, known as Nobz, and led by a monstrous Ork called a Warboss. Mobs of infantry make up the mainstay of the Orks' fighting forces, most often supported by a swarm of heavily armed bikes and vehicles or heavy guns and clanking Dreadnoughts.



THE ORK ARMY

This army list allows you to field an army of Orks in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories which contain troops, vehicles and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart. Note that the Ork army may only ever have a single HQ choice (the Warboss) – because there's only one boss!

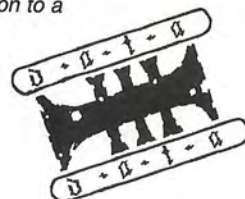
ORK MEKBOYZ WARGEAR LIST

Kustom force field (gives all models within 6" a 5+ Invulnerable saving throw, vehicles count hull down) 15 points
Kustom blasta (counts as plasma cannon) 15 points

ORK NOBZ WARGEAR LIST

Power claw 20 points
Big choppa 10 points
(Counts as power weapon)
Frag and krak stikkbombz 3 points*
Slugga and choppa 2 points
Shoota 2 points
Big shoota 10 points
'Eavy armour (4+ armour save) 5 points
Mega armour (2+ armour save, shoota and power claw, always moves as if in difficult terrain) 20 points

*Stikkbombz may be taken in addition to a character's normal allowance of weapons.



ORK SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	5	2	5	4	3	4	4	9	6+
Gretchin	2	2	2	2	1	2	1	5	-
Boyz*	4	2	3	4	1	2	2	7	6+
'Ard Boyz	4	2	3	4	1	2	2	7	4+
Skarboyz	4	2	4	4	1	2	2	7	6+
Nobz	4	2	4	4	2	3	3	7	6+

* Including Slavers, Mekboyz, Mad Doks, Stormboyz and Kommandos

ORK WEAPON SUMMARY

Ranged Weapons

Weapon	Range	Str.	Armour Piercing	Type
Grot blasta	12"	3		Assault 1
Slugga	12"	4	6	Pistol
Shoota	24"	4	6	Rapid fire
Big shoota	36"	5	5	Assault 3
Rokkit launcha	24"	8	3	Assault 1
Kustom blasta	36"	7	2	Heavy 1 Blast

HAND-TO-HAND WEAPONS

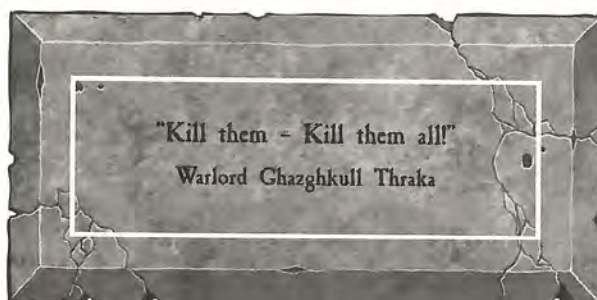
Close Combat Weapon/Choppa*/Rusty Medical Instruments/Grot-prod/whip, etc: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Big Choppa: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

** Orks call anything that is sharp and used for hand-to-hand fighting a 'choppa'. The term can cover all kinds of close combat weapons, including knives, axes, cleavers and others far too numerous to list here. Whatever the weapon looks like, the Orks call it a choppa. It's treated as a close combat weapon as far as the rules are concerned, unless it's a big choppa, in which case it's treated in the same way as a power weapon.*

Power Claw: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Models armed with a power claw always strike last in close combat.

Dreadnought Close Combat Weapons: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Note that the Dreadnought does not have to strike last!



SPECIAL RULES

Ork Mobs

An Ork mob has to check morale in the same way as any other unit. However, if the mob fails a test it will immediately 'check size'. Roll 2D6 – if the score is equal to or less than the number of Orks (not Gretchin) in the mob then the Orks carry on, confident in the belief that there are enough of them left to fight and win. Their courage is bolstered by their comrades, spurring them on to battle. This means that an Ork mob with 12 or more Ork models left will always fight on, regardless of any casualties it might have received.

Orks falling back can attempt to regroup normally if there are enough left... but this rarely happens as Orks will only withdraw once most of them are dead. However, an Ork unit of any size can attempt to join another mob or 'mob up'.

When Orks fall back they can move towards any Ork mob that lies behind their own position. If any withdrawing Orks get within 6" of the new mob once moves are complete then the withdrawing mob can attempt to join up with the other one. Make a 2D6 roll against the Leadership of the mob which is falling back. If successful, the two mobs combine together ('mob up') and the previously withdrawing mob can immediately move up to 6" so they are in proper formation.

Only Ork foot troops will mob up in this way – bikes, Boarboyz and Stormboyz may not mob up.

Gretchin. Gretchin are notoriously cowardly by Ork standards so they are commonly led by an Ork known as a Slaver. In the case of these units Morale checks are made against the Ork's Leadership value as you would expect – but there is no mob rule for Gretchin. Grots don't count when it comes to counting heads!

HQ

0-1 WARBOSS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	60	5	2	5	4	3	4	4	9	6+

The Warboss is the biggest, toughest and most brutal Ork in the warband. He keeps all the other Orks in line by virtue of his domineering personality, vast size and inhuman strength!

Weapons: Shoota or slugga and choppa.

Character: Unless accompanied by his bodyguard (see below) the Warboss is an independent character and follows all of the rules for characters.

Options: The Warboss may be given two choices from the Ork Nobz Wargear List.

Warboss's Bodyguard

The Warboss is usually accompanied into battle by a bodyguard of the 'ardest Nobz in the warband (as long as he can trust them not to stab him in the back). As well as Nobz the bodyguard often includes Mekboyz (Orks with innate skills in building machines and devices) and Mad Doks (who can fix injured Orks – or so they say).

	WS	BS	S	T	W	I	A	Ld	Sv
Nobz	4	2	4	4	2	3	3	7	6+

The Warboss may be accompanied by a retinue of between 5 and 10 Nobz at an additional cost of +20 points per model. The Nobz are armed with slugga and choppa or a shoota. Each of the Nobz may be given one choice from the Ork Nobz Wargear List.

MEKBOY: The retinue may include up to two Mekboyz at an additional cost of +10 points each.

	WS	BS	S	T	W	I	A	Ld	Sv
Mekboy	4	2	3	4	1	2	2	7	6+

Weapons: Shoota or slugga and choppa.

Options: The Mekboy may be given one choice from the Ork Nobz Wargear List or one choice from the Ork Mekboyz Wargear List.

MAD DOK: The retinue may include up to two Mad Doks at an additional cost of +10 points each.

	WS	BS	S	T	W	I	A	Ld	Sv
Mad Dok	4	2	3	4	1	2	2	7	6+

Weapons: Slugga and rusty medical instrument (counts as close combat weapon).

Special rule: The Mad Dok allows you to ignore the first failed armour save in the Warboss's bodyguard each turn.

Options: The Mad Dok may be given one choice from the Ork Nobz Wargear List.



GROTS: The retinue may include up to one Gretchin for every Ork in the the mob at an additional cost of +3 points per model. Gretchin are armed with a blasta.

	WS	BS	S	T	W	I	A	Ld	Sv
Gretchin	2	2	2	2	1	2	1	5	-

WAAAGH BANNER: Any model in the retinue may carry a waaagh banner at an additional cost of +20 points. Any mob that has one or more models within 6" of the banner gains +1 Initiative in close combat.

TRANSPORT: The Warboss and a bodyguard of up to nine models may be mounted in a trukkk at an additional cost of +30 points.

Armour:	Front	Side	Rear	BS
Wartrukkk	10	10	10	2

Type: Fast, Open-topped.

Crew: Orks.

Weapons: The wartrukkk may be armed with one of the following weapons: rokkit launcha at +5 points or big shoota at +8 points.

ELITES

STORMBOYZ

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	15	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Oorks love war and fighting, and you can guarantee that in every battle the Boyz race to be the first to get to grips with da enemy – up close an’ real personal like. The keenest (and some might say the most suicidal) Orks use special rokket packs to propel themselves through the air in great bounding leaps. As you might imagine these Orks are reckoned totally insane, even by Ork standards.

Mob: The mob consist of between 5 and 10 Ork Stormboyz.

Weapons: Slugga and choppa.

Options: The entire mob may be equipped with frag stikkbombz at +1 point per model and krak stikkbombz at +2 points per model.

Character: For an additional cost of +11 points one of the Stormboyz may be upgraded to a Nob. The Nob has a slugga and choppa and is equipped with a jump pack. He may be given one choice from the Ork Nobz Wargear List, but may not have mega armour.

SPECIAL RULE

Jump Packs: The entire mob is equipped with jump packs.

KOMMANDOS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Warbosses like to have some Kommandos around because they are useful for scouting ahead of the warband, raiding enemy bases and ambushing convoys.

Mob: The mob consists of between 5 and 10 Kommandos.

Weapons: Slugga and choppa.

Options: The entire mob may be equipped with frag stikkbombz at +1 point per model and krak stikkbombz at +2 points per model.

Character: For an additional cost of +11 points one of the Kommandos may be upgraded to a Nob. The Nob has a slugga and choppa and he may be given one choice from the Ork Nobz Wargear List, but may not have mega armour.

SPECIAL RULES

Infiltrators: In the right circumstances Kommandos have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Kommandos must set up normally with the rest of the army.

'ARD BOYZ

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	12	4	2	3	4	1	2	2	7	4+
Nob	+13	4	2	4	4	2	3	3	7	4+

'Ard Boyz are cunning Ork warriors who have captured enough Armour plates, safe doors and manhole covers to equip their mob with crude but effective armoured carapaces.

Mob: The mob consists of between 5 and 10 'Ard Boyz.

Weapons: The models in the mob may be armed with either a shoota or slugga and choppa (the mob may have a mixture of weapons).

Options: Up to two models in the mob can be armed with a big shoota at +8 points or a rokket launcha at +5 points.

Character: For an additional cost of +13 points one of the Boyz may be upgraded to a Nob. The Nob has a shoota or slugga and choppa and he may be given one choice from the Ork Nobz Wargear List.

SKARBOYZ										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Skarboyz	11	4	2	4	4	1	2	2	7	6+
Nob	+9	4	2	4	4	2	3	3	7	6+

Skarboyz are veteran Ork warriors who have survived several campaigns. Even for Orks Skarboyz are big, dangerous and abnormally ferocious.

Mob: The mob consists of between 5 and 20 Skarboyz.

Weapons: The models in the mob may be armed with either a shoota or a slugga and choppa (you may have a mixture of weapons within the mob).

Options: Up to three models in the mob can be armed with either a big shoota at +8 points each or a rokket launcha at +5 points each.

Character: For an additional cost of +9 points one of the Boyz may be upgraded to a Nob. The Nob has a shoota or slugga and choppa and he may be given one choice from the Ork Nobz Wargear List.

TROOPS

SLUGGA BOYZ										
	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

Slugga Boyz are Orks tooled up for close combat. They are armed with axes, chainsaws, clubs, jagged swords and knives backed up with a slugga – a hefty Ork-made pistol useful not only for blowing holes in things but for smashing people's brains out with.

Mob: The mob consists of 10 to 30 Boyz.

Weapons: Slugga and choppa.

Options: Up to three models in the mob can be armed with either a big shoota at +8 points each or a rokket launcha at +5 points each.

Character: For an additional cost of +11 points one of the Boyz may be upgraded to a Nob. The Nob has a slugga and choppa and may be given one choice from the Ork Nobz Wargear List.



0-2 ORK STIKK BOMMAS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	10	4	2	3	4	1	2	2	7	6+
Nob	+10	4	2	4	4	2	3	3	7	6+

Ork Stikk Bommas are hardened warriors armed with crude grenades and assault weapons. They are used to storm fortifications and hunt down enemy vehicles.

Mob: The mob consists of 10 to 30 Stikk Bommas.

Weapons: Slugga, choppa (usually one of their stikkbombz), frag and krak stikkbombz.

Options: Up to three models in the mob can be armed with either a big shoota at +8 points each or a rokket launcha at +5 points each.

Character: At an additional cost of +11 points one of the Boyz may be upgraded to a Nob. He has a slugga, hand weapon, frag and krak stikkbombz and he may be given one choice from the Ork Nobz Wargear List.



SHOOTA BOYZ

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	8	4	2	3	4	1	2	2	7	6+
Nob	+12	4	2	4	4	2	3	3	7	6+

Shoota Boyz are Orks armed with a variety of crude machine guns and cannons which spit out a hail of bullets with accompanying bone-breaking recoil and loud explosions. If the Shoota Boyz can stay still long enough to aim their shootas the sheer mass of firepower can be deadly.

Mob: The mob consists of 10 to 30 Shoota Boyz.

Weapons: Shoota.

Options: Up to three models in the mob can be armed with either a big shoota at +8 points each or a rokket launcha at +5 points each.

Character: For an additional cost of +12 points one of the Boyz may be upgraded to a Nob. The Nob has a shoota and he may be given one choice from the Ork Nobz Wargear List.

GRETCHIN MOBZ

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Gretchin	3	2	2	2	2	1	2	1	5	-
Slaver	+9	4	2	3	4	1	2	2	7	6+

Gretchin are an Ork slave race bred from the same genetic stock, but smaller, weaker and far more bullied. Gretchin mobz are used by the Orks for simple but odious tasks like digging entrenchments and latrines, clearing minefields and being used as ambulatory trail rations by the warriors. Full-grown Gretchin are allowed weapons on the battlefield – 'blastas': old and puny pistols and rifles the Orks would have scrapped otherwise.

Mob: The mob consists of between 10 and 30 Gretchin.

Weapons: Gretchin are armed with a blasta.

Character: For an additional +9 points the Gretchin mob may be led by an Ork Slaver. The Slaver is armed with a shoota or a slugga and a whip, catchpole, grot-prod or something similar (counts as a close combat weapon). The Slaver may take one choice from the Ork Nobz Wargear List.

FAST ATTACK

WAR BUGGIES/WARTRAKS

	Points	Front Armour	Side Armour	Rear Armour	BS
Warbuggy	30	10	10	10	2

Oorks drive a variety of fast attack vehicles. Although no two designs are the same and many use traks or wheels, the typical vehicle has a driver and a gunner with a very large and dangerous gun.

Squadron: You may include between 1 and 3 Ork warbuggies/wartraks.

Type: Fast, Open-topped.

Crew: Orks.

Weapons: Each vehicle may be armed with one of the following weapons: twin-linked rokkit launcher at +10 points; scorcher (counts as heavy flamer) at +10 points; twin-linked big shoota at +16 points.

WARBIKE SQUADRON

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	30	4	2	3	4(5)	1	2	2	7	6+

The Ork warbike is a single-seater attack bike with twin-linked big shootas – an excessively heavy armament for such a small vehicle.

Squadron: The squadron consists of between 3 and 5 Ork warbikes.

Weapons: Twin-linked big shoota.

Options: Some warbikes are stripped of their big shootas and their riders fight as assault troops instead. In this case the warbikes cost 20 points and the riders are armed with sluggas and additional close combat weapons (chains, tyre irons, etc).



WARTRUKKS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	9	4	2	3	4	1	2	2	7	6+
Nob	+11	4	2	4	4	2	3	3	7	6+

None of a da Boyz likes to slog it across open ground, so many of them ride around in wartrukks. Similar to a warbuggy, the wartrukk has a large flatbed platform for carrying a mob of Boyz.

Mob: The Wartrukk mob consists of 5-10 Ork Boyz.

Weapons: The Boyz have either a shoota or a slugga and choppa.

Options: Up to one of the Boyz can be armed with a big shoota at +8 points or a rokkit launcha at +5 points.

Character: One of the Boyz may be upgraded to a Nob at an additional cost of +11 points. The Nob is armed with either a shoota or a slugga and choppa. The Nob may have one choice from the Nobz Wargear List.

Wartrukk: The Boyz are mounted in an Ork wartrukk.

Armour:	Front	Side	Rear	BS
Wartrukk	10	10	10	2

Points cost: Wartrukks cost 30 points each + the cost of the mob.

Type: Fast, Open-topped.

Crew: Orks.

Weapons: The vehicle may be armed with one of the following weapons: rokkit launcha at +5 points or big shoota at +8 points.

HEAVY SUPPORT

0-2 BIG GUNZ

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Krew	30	2	2	2	2	1	2	1	5	-
Slaver/Mek	+9	4	2	3	4	1	2	2	7	6+

There are numerous types of Orky big gunz, in fact every Mekboy has his own particular speciality, ranging from simple catapults that hurl pots of hungry carnivorous squigs to strange devices that use tractor beams and warp tekology to create a variety of vicious deth-rays. Broadly speaking, Ork big gunz can be split into two varieties: 'Lobbas', mortar-type weapons that lob rockets or shells high into the air, or project Snotlings or squigs through unstable warp tunnels, and 'Zzap' weapons which work more directly by firing 'uge shells, energy or traktor beams that blow targets apart.

Mob: The battery consists of between 1 and 3 big gunz and two Gretchin krew per big gun.

Extra Krew: You may include up to 3 extra Grot krew per gun at an additional cost of +3 points per model.

Character: It is common for a Slaver or a Mek to accompany a battery of big gunz. You may include a Slaver or a Mek at an additional cost of +9 points.

The Slaver or Mek is armed with a shoota or a slugga and a choppa, and may have up to one choice from the Ork Nobz Weapons List.

Weapons: All of the weapons in a battery must be of the same type, either lobbas or Zzap weapons. Their characteristics are shown below.

Lobbas: Guess 48" Str: 5 AP5 Heavy 1/Blast

Zzap: 24" Str: 2D6 AP2 Heavy 1

The Zzap weapon automatically hits any target within 24" of the weapon. Simply pick a target and roll 2D6 to determine the Strength of each hit (up to a maximum of S10).

SPECIAL RULES

Enemy Fire: When a battery of big gunz is fired at randomise any hits between the krew and the gunz themselves by rolling a D6: 1-4 – Hits the krew; 5-6 – Hits a big gun.

Hits against the krew are resolved as normal, big gunz count as vehicles with an armour value of 10; any penetrating or glancing hit destroys them.



DREADNOUGHT

	Points	WS	BS	S	Front	Side	Rear	I	A
Dreadnought	70	4	2	5(10)	12	12	10	2	2(3)

The Ork Dreadnought (known as a "Dread" or a "Kan" to the Orks) is a huge clanking machine armed with a battery of ranged and close combat weapons. Ork Mekboyz build dozens of different sorts of Kans, but most have a pair of power claws and a couple of big shootas strapped on the sides.

Krew: One Ork.

Weapons: The Dreadnought is armed with two Dreadnought close combat weapons (power claws usually), and two of the following weapons: rokkit launcha at +5 points each; big shootas at +8 points each; scorchers at +5 points each. You may have two of one weapon type if you wish or have two different weapons.

Options: Some Ork Dreadnoughts replace one or both close combat weapons with extra heavy weapons for the cost shown above. In these cases count the weapons as linked. If one weapon is replaced the Dreadnought is reduced to its basic 2 Attacks; if two are replaced the Dreadnought is reduced to its basic Strength of 5.

ORKS APPENDIX

BOARBOYZ

Orks are crude and brutal at the best of times, but it seems that some groups of them have an even more regressive attitude towards technology than the rest. These Orks don't use anything more complex than a shoota or a slugga. Instead they put their faith in a more reliable and low tech solution to, for example, battlefield transport by riding evil-tempered ugly looking creatures resembling nothing so much as boars from ancient Terra. If you wish to include any of these luddites in your army the appropriate entry is shown below.

Boarboyz (Fast Attack) 16 pts/model

These Orks ride into battle on the backs of ferocious and barely trained warboars. Boarboyz' tactics are simple, charge in a great thundering avalanche of squealing, noisome pigflesh and pound the enemy flat:

	WS	BS	S	T	W	I	A	Ld	Sv
Boyz	4	2	3	4	1	2	2	7	4+
Nob	4	2	4	4	2	3	3	7	4+

Mob: The mob consists of 5 to 10 Boarboyz.

Boarboyz count as Cavalry.

Weapons: Slugga and choppa.

Options: The entire mob may be equipped with frag stikkbombz at +1 point per model and krak stikkbombz at +2 points per model.

Character: At an additional cost of +22 points one of the Boarboyz may be upgraded to a Nob. He has a slugga and choppa, and he may be given one choice from the Ork Nobz Wargear List but may not have mega armour.



WEIRDBOYZ

Ork psykers are rare but not unknown. In the most regressive clans they will occupy the positions of shaman, witch doctors or something similar. In more advanced Ork society psykers are sneered at as 'unorky' and simply treated as another kind of weapon to lug into battle.

0-2 Weirdboy (Troops) 40 pts/model

A Weirdboy is an Ork with psychic powers, but their powers manifest themselves as random and uncontrolled flashes of ectoplasmic energy. Weirdboyz are enslaved, used and abused by the Warboss once their powers are recognised. In battle they are lugged around by a mob of Boyz.

	WS	BS	S	T	W	I	A	Ld	Sv
Weirdboy	3	2	3	4	1	2	1	7	6+

Weapons: None.

Character: The Weirdboy is a character and follows all of the rules for characters in the Warhammer 40,000 rules. A Weirdboy must be included as part of a Boyz mob and may not leave it during the game.

Options: None.

Psychic Power – Stomp: The Weirdboy may use the *Stomp* psychic power by passing a Psychic test (if the test is failed the Weirdboy can make a mob size check instead). Stomp counts as a Guess range weapon. Guess range and roll to be on target as normal using the following profile:

Range: Guess 24" Strength 5 AP 3 Assault 1 Blast.

KULTS OF SPEED

Some Orks get totally addicted to high speeds and driving fast. Other Orks call these half-crazed warriors Speed Freeks. The Speed Freeks band together into 'Kults of Speed' entirely mounted on vehicles of various types: warbuggies, warbikes, wartrukks and so on. To represent a Kult of Speed any Troops choices on the force organisation chart must be taken as Fast Attack choices instead. The Warboss must be mounted on a wartrukk and the army may not include any Heavy Support or Elites choices.

FERAL ORK HORDES

Feral Orks have limited access to any sort of technology either because they have been cut off on some backwater world or they have turned against machines on some confusing ideological basis. Feral Orks still use guns, they just don't have all those buggies and fings. Feral Orks may include Boarboyz and Weirdboyz (see above) but may not include any of the following: mega armour, Mekboyz, Stormboyz, warbikes, warbuggies and wartraks, wartrukks, Zzap guns or Dreadnoughts.

SISTERS OF BATTLE

The vast Ecclesiarchy of Terra is dedicated to the worship and veneration of the Emperor. It guides the adulation of the masses, and seeks out heretics, sinners, mutants and witches at every turn. The Sisters of Battle are the Ecclesiarchy's fighting arm, enforcing their doctrines, fighting the enemies of humanity and protecting the servants of the Ecclesiarch as they spread the Light of the Emperor to the darkest corners of the galaxy.

The Battle Sisters of the Orders Militant are equipped with highly advanced armour and weaponry and are raised from birth to believe in the righteousness of their cause. They fight in small units at close quarters, favouring meltas and flammers to eradicate their enemies utterly. They are skilled, zealous fighters, pursuing Wars of Faith across the Imperium and smiting the foes of the Emperor whether they be heathen aliens or apostate humans.

THE SISTERS OF BATTLE ARMY

This army list allows you to field an army of Sisters of Battle in a game of Warhammer 40,000. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories, which contain squads, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the force organisation chart.

SISTERS OF BATTLE WEAPONS LIST

Close combat weapon	1 point
Bolt pistol	2 points
Boltgun	2 points
Plasma pistol	15 points
Power weapon	10 points
Power fist	15 points
Storm bolter	5 points
Combi-weapons	
Bolter-flamer	10 points
Bolter-meltagun	15 points

SISTERS OF BATTLE SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	4	4	3	3	3	4	3	9	3+
Celestian	3	3	3	3	1	4	1	9	3+
Vet. Sis. Superior	3	3	3	3	1	4	2	9	3+
Battle Sister	3	3	3	3	1	3	1	8	3+
Seraphim	3	3	3	3	1	3	1	8	3+

Armour:	Front	Side	Rear	BS
Rhino	11	11	10	3
Immolator	11	11	10	3

WEAPON SUMMARY

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Bolt pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid fire
Heavy bolter	36"	5	4	Heavy 3
Flamer	Template	4	5	Assault 1
Heavy flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1*
Multi-melta	24"	8	1	Heavy 1*

* These weapons have additional special rules, see the Weapons section of the rules for more details.

COMBI-WEAPONS

Many Sisters of Battle characters have access to special combi-weapons. A combi-weapon is essentially two weapons joined together, and gives the Sister of Battle a choice of two weapons to fire. A Battle Sister armed with a combi-weapon may choose to fire one of the weapons in the shooting phase. The weapon follows all the normal rules for its type, you may not choose to fire both weapons at once.

HAND-TO-HAND WEAPONS

Close Combat Weapon: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Power Weapon: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

Power Fist: The user may double their Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Models armed with a power fist always strike last in close combat.

HQ

0-1 CANONESS

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Canoness	42	4	4	3	3	3	4	3	9	3+

A Canoness is the overall commander of one of the Orders Militant. She is responsible for the spiritual well-being of the Battle Sisters under her command, and is directly answerable to the Prioress of her convent. In most military campaigns, other servants of the Ecclesiarchy bow to her superior battle skills and knowledge of war.

Weapons: Bolt pistol.

Options: The Canoness may be given up to two choices from the Sisters of Battle Weapons List.

Bodyguard: The Canoness may be accompanied by a bodyguard of between 5 and 10 Celestians at an additional cost of +11 points per model.

CELESTIAN BODYGUARD +11 points each

	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	3	3	3	3	1	4	1	9	3+

Bodyguard: The Bodyguard consists of between 5 to 10 Celestians.

Weapons: The Celestians are armed with boltguns.

Options: Up to one Celestian may be armed with one of the following weapons: heavy bolter at +10 points; heavy flamer at +15 points; or a multi-melta at +25 points.

Up to one Celestian may be armed with a flamer at +3 points or a meltagun at +10 points.

The squad may be equipped with frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points per model.

Characters: Up to one Celestian may be upgraded to a standard bearer at an additional cost of +10 points. Any Sister of Battle unit with a model within 6" of the standard bearer may add +1 to their Weapon Skill.

Rhino: The squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

Immolator: If the squad numbers 6 or fewer models, it may be mounted in an Immolator at an additional cost of +70 points.



ELITES

CELESTIAN SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Celestian	11	3	3	3	3	1	4	1	9	3+
Veteran Sister Superior	+10	3	3	3	3	1	4	2	9	3+

Battle Sisters who prove themselves to be exceptionally skilled in the arts of war are elevated to Celestian status. These elite warriors often form bodyguards for the Canoness, or they might simply be deployed as a squad where their superior skill at arms can be used to turn the tide of battle.

Squad: The squad consists of one Sister Superior and between 4 and 9 Celestians.

Weapons: Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

Options: Up to one Celestian may be armed with: heavy bolter at +10 points; heavy flamer at +15 points; or multi-melta at +25 points.

Up to one Celestian may be armed with a flamer at +3 points or a meltagun at +10 points.

The squad may be equipped with frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points per model.

Characters: The Sister Superior may be upgraded to a Veteran Sister Superior for an additional cost of +10 points. The Veteran Sister Superior may also be given a single choice from the Sisters of Battle Weapons List.

Rhino: The squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

TROOPS

BATTLE SISTERS SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	10	3	3	3	3	1	3	1	8	3+
Veteran Sister Superior	+10	3	3	3	3	1	4	2	9	3+

Formed from the most martial members of the Adepta Sororitas, the Battle Sisters of the Orders Militant are the mainstay of the fighting forces of the Ecclesiarchy. They are often seen fighting alongside the Imperial Guard in great crusades or defending isolated shrines and monasteries against the ravages of aliens, heretics and mutants.

Squad: The squad consists of one Sister Superior and between 4 and 9 Battle Sisters.

Weapons: Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

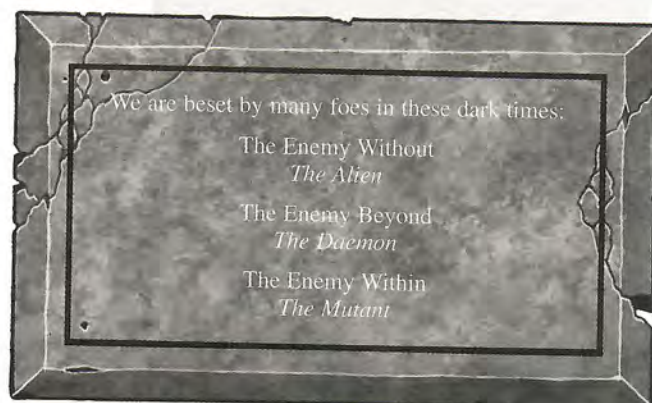
Options: Up to one Battle Sister may be armed with one of the following weapons: heavy bolter at +10 points; heavy flamer at +15 points; or a multi-melta at +25 points.

Up to one Battle Sister may be armed with a flamer at +3 points or a meltagun at +10 points.

The squad may be equipped with frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points per model.

Character: The Sister Superior may be upgraded to a Veteran Sister Superior at an additional cost of +10 points. The Veteran Sister Superior may also be given a single choice from the Sisters of Battle Weapons List.

Rhino: The squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.



Transport: RHINO

	Points	Front Armour	Side Armour	Rear Armour	BS
Rhino	45	11	11	10	3

The Rhino is a robust armoured carrier used by many different armies in the Imperium, most notably the Space Marines and the Sisters of Battle. The Rhino is modified to interact with their power armour, recharging power cells and downloading tactical battle information as the troops are transported into the thick of battle.

Crew: Battle Sisters.

Weapons: The Rhino is armed with a storm bolter.

Options: The Rhino may be fitted with smoke launchers at an additional cost of +3 points.

Transport: The Rhino may carry up to ten Battle Sisters.



"As we crested the hill, I heard an explosion on my right. The Rhino following had clipped an Ork mine. It swayed on its side for a few seconds, then slowly toppled upside down. Ordinary men say we have no compassion, this isn't true. There was nothing we could do. If we had gone to their aid, twenty more would have perished. War necessitates a different set of morals."

FAST ATTACK

SERAPHIM SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Seraphim	16	3	3	3	3	1	3	1	8	3+
Veteran Sister Superior	+10	3	3	3	3	1	4	2	9	3+

Some Battle Sisters are specially trained as lightning fast assault troops, equipped with jump packs and armed with twin bolt pistols. These Battle Sisters are known as Seraphim. Seraphim can strike almost anywhere, hitting hard and fast before moving onto another target.

Squad: The squad consists of one Sister Superior and between 4 and 9 Seraphim.

Weapons: Two bolt pistols (count as linked, may re-roll misses) and frag grenades. The Sister Superior may exchange her bolt pistols for a bolt pistol and a close combat weapon at no extra points cost.

Options: Up to one Seraphim may replace her twin bolt pistols with twin hand flamers (these fire together with the same effect as a flamer) at an additional cost of +6 points.

The squad may be equipped with krak grenades at an additional cost of +2 points per model and melta bombs at an additional cost of +4 points.

Character: The Sister Superior may be upgraded to a Veteran Sister Superior at an additional cost of +10 points. The Veteran Sister Superior may be given a single choice from the Sisters of Battle Weapons List.

SPECIAL RULES

Jump Packs: The Seraphim are equipped with jump packs and may move up to 12" in the movement phase.

HEAVY SUPPORT

RETRIBUTOR SQUAD

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Battle Sister	11	3	3	3	3	1	3	1	8	3+
Veteran Sister Superior	+10	3	3	3	3	1	4	2	9	3+

A small number of Battle Sisters are trained in the use of heavy weaponry. The favoured weapons of the Adepta Sororitas are heavy flammers and multi-meltas – deadly weapons that engulf the enemies of the Sisterhood in fiery death, cleansing their souls in the name of the Emperor. It is common for Retributor squads to use the lethal Immolator tank to transport them into battle. This deadly tank boasts twin heavy flammers and a burst of fire from them can send the most stalwart enemy troops running.

Squad: The squad consists of one Sister Superior and between 4 and 9 Battle Sisters.

Weapons: Boltguns. The Sister Superior may exchange her boltgun for a bolt pistol and a close combat weapon at no extra points cost.

Options: Up to four Battle Sisters may be armed with the following weapons: heavy bolter at +10 points; heavy flamer at +15 points; a multi-melta at +25 points.

The squad may be equipped with frag grenades at an additional cost of +1 point per model and krak grenades at an additional cost of +2 points.

Character: The Sister Superior may be upgraded to a Veteran Sister Superior at an additional cost of +10 points. The Veteran Sister Superior may be given a single choice from the Sisters of Battle Weapons List.

Rhino: The squad may be mounted in a Rhino armoured carrier at an additional cost of +50 points.

Immolator: If the squad numbers six or fewer models the entire squad may be mounted in an Immolator at an additional cost of +70 points (see below for details of the Immolator tank).

IMMOLATOR

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



The Immolator's twin heavy flammers can cleanse the battlefields of all but the toughest foes. The Immolator is most dangerous in dense terrain such as cities or jungles. Its very presence forms such a threat that it can disrupt the enemy's attack and turn back a tide of foes without firing a shot.

Type: Tank. (Note that the Immolator does not count as open-topped because the Battle Sisters crewing it are protected by power armour.)

Crew: Battle Sisters.

Weapons: The Immolator is armed with twin heavy flammers (count as an inferno cannon).

Transport: The Immolator can carry up to six Battle Sisters.

SPECIAL RULES

Inferno Cannon: Such is the fearsome ferocity of the Inferno cannon that any squads that suffer casualties from it must make an immediate Fall Back move as if they had just failed a Morale test.

Range: Template Str: 6 AP 4 Shots: Heavy 1

HEROES OF THE IMPERIUM

Although the Imperial Guard and the Space Marines are the Imperium's main fighting forces, they do not go to war alone. Often they are accompanied by representatives of other Imperial organisations, ranging from the humble scribes and ciphers of the Administratum through to the all-powerful members of the Inquisition. Most of these Imperial agents rarely, if ever, fight on the battlefield, but some do, and it is these heroes of the Imperium who are described on the following pages. These mighty warriors, although sometimes very powerful, do not form an army in their own right; instead, they are used as allies that fight alongside other Imperial armies, contributing vital skills and abilities that the army does not normally possess.



HEROES OF THE IMPERIUM ARMY

The Heroes of the Imperium list is different from the other lists presented in this book. Rather than allowing you to have a whole army, this list provides you with a variety of different Imperial heroes that you can include in your Space Marine, Imperial Guard and Sisters of Battle armies.

Heroes such as Inquisitors, Missionaries and Confessors represent mighty heroes that might lead a whole army to battle. These characters count as one of your HQ choices. They may lead units in the army that they join, although Missionaries and Confessors may not join Space Marine units.

Preachers can be included in Imperial Guard and Sisters of Battle armies as unit leaders. They count as part of the unit and do not take up any choices on the force organisation chart.

Assassins can be included in any Space Marine, Imperial Guard and Sisters of Battle army. Assassins count as one of your Elites choices, but you may never have more than one Assassin in an army.

HEROES OF THE IMPERIUM WEAPONS LIST

Close combat weapon	1 point
Bolt pistol	2 points
Boltgun	2 points
Lasgun	1 point
Shotgun	1 point
Power weapon	10 points
Power fist	15 points
Storm bolter	5 points
Combi-weapons	
Bolter-flamer	10 points
Bolter-meltagun	15 points
Bolter-plasma gun	15 points
Plasma pistol	15 points



"A Heretic may see the truth and seek redemption. He may be forgiven his past and will be absolved in death. A Traitor can never be forgiven. A Traitor will never find peace in this world or the next. There is nothing as wretched or as hated in all the world as a Traitor."

Cardinal Khrysdam - Instructum Absolutio

HEROES OF THE IMPERIUM SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	4	4	3	3	3	4	3	10	3+
Missionary	4	4	3	3	3	4	3	9	-
Confessor	4	4	3	3	2	4	3	8	-
Preacher	3	3	3	3	1	3	2	8	-
Assassin	5	5	4	4	2	5	3	10	4+

WEAPONS SUMMARY

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Laspistol	12"	3	-	Pistol
Lasgun	24"	3	-	Rapid fire
Shotgun	12"	3	-	Assault 2
Flamer	Template	4	5	Assault 1
Meltagun	12"	8	1	Assault 1*
Sniper rifle	36"	X	6	Heavy 1*
Plasma Pistol	12"	7	2	Pistol*
Plasma Gun	24"	7	2	Rapid fire*

* These weapons have additional special rules, see the Weapons section in the rules for more details.

COMBI-WEAPONS

Many Imperial characters have access to special combi-weapons. A combi-weapon is essentially two weapons joined together, and gives the character a choice of two weapons to fire. A character armed with a combi-weapon may choose to fire one of the weapons in the shooting phase. The weapon follows all the normal rules for its type. Note that you may not choose to fire both weapons at once.

SPECIAL WEAPONS

Psycannon: The psycannon counts as a boltgun that wounds Daemons on a score of 2+.

Exitus Rifle and Pistol: Counts as a sniper rifle with an armour piercing of 2.

C'tan Phase Sword and Neural Shredder: Counts as power sword and flamer.

Animus Speculum: Counts as a meltagun.

Executioner Pistol and Neuro Gauntlet: Counts as bolt pistol and power weapon.

Rosarius: A model protected by a rosarius gains a 4+ *Invulnerable* save which can be used instead of the model's normal save.

HAND-TO-HAND WEAPONS

Close Combat Weapon: Roll to wound with user's Strength characteristic. Opponent may take armour saves as normal.

Power Weapon: Roll to wound with user's Strength characteristic. Any wounds inflicted by these weapons ignore the opponent's armour save.

Power Fist: The user may double his Strength characteristic up to a maximum of 10 when rolling to wound. Any wounds inflicted by these weapons ignore the opponent's armour save. Models armed with a power fist always strike last in close combat.

HQ

0-1 INQUISITOR

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Inquisitor	45	4	4	3	3	3	4	3	10	3+

The Inquisition moves amongst mankind like an avenging shadow, striking down the enemies of humanity with uncompromising ruthlessness. When cunning, subtlety and guile fail an Inquisitor in his investigation he may have to resort to using brute force. An Inquisitor has great powers and can order planetary governors, Imperial Guard colonels and members of the Ministorum to supply troops to help his cause.

Weapons: Bolt pistol.

Options: The Inquisitor may have up to two choices from the Heroes of the Imperium Weapons List.

The Inquisitor may have a suit of Terminator armour at an additional cost of +55 points. The Terminator armour gives him a save of 2+ and replaces his weapons with storm bolter and power fist.

SPECIAL RULES

Rosarius: The Inquisitor may be equipped with a rosarius at an additional cost of +20 points.

Psycannon: The Inquisitor may be equipped with a psycannon at an additional cost of +5 points. The psycannon is a customised boltgun that fires rounds impregnated with the spirit of the Emperor and is lethal to Daemons and other vile creatures of the warp. It counts as a boltgun that wounds Daemons on a score of 2+ no matter what the Toughness of the Daemon.

Daemon Hunter: The Inquisitor may be upgraded to a psyker with the *Destroy Daemon* power at an additional cost of +15 points. This power may only be used if the Inquisitor is in base-to-base contact with a Daemon. If the Inquisitor passes a Psychic test then he may use the *Destroy Daemon* power at the beginning of his assault phase. The Inquisitor may re-roll any dice that miss or fail to wound when fighting against a Daemon.

"You are not free whose liberty is won by the rigour of other, more righteous souls. You are merely protected. Your freedom is parasitic, you suck the honourable man dry and offer nothing in return. You who have enjoyed freedom, who have done nothing to earn it, your time has come.

This time you will stand alone and fight for yourselves.

Now you will pay for your freedom in the currency of honest toil and human blood."

Inquisitor Czevak - Address to the Council of Ryanti

0-1 MISSIONARY

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Missionary	43	4	4	3	3	3	4	3	9	-

There are many types of missionary – from the young fervent hopefuls who spread the word of the Imperial Creed with little guidance and support from the Adeptus Ministorum, to the ancient, wise and toughened members of the Missionarus Galaxia. These individuals are at the forefront of the Imperium's expansion, accompanying the crusading armies as they discover new worlds, contact lost civilisations and push back the frontiers of the Emperor's holy domain.

Weapons: Laspistol.

Options: The Missionary may be given up to two choices from the Heroes of the Imperium Weapons List.

SPECIAL RULES

Rosarius: The Missionary may be equipped with a rosarius at an additional cost of +10 points. If the Missionary is hit by a weapon that inflicts a wound, then he still gets a save of 4+ from the divine protection of his rosarius.

0-1 CONFESSOR

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Confessor	38	4	4	3	3	2	4	3	8	-

Confessors are fiery individuals whose powerful oratories can stir a populace to rebel against a heretic lord or persuade an army to lay down its arms and surrender to the mercy of the Emperor (which is short and bloody). Confessors often act as advisors to Imperial colonels, planetary governors and sometimes with special Ecclesiarchal dispensation, they even lead Wars of Faith against the sworn foes of the Emperor's light.

Weapons: Laspistol.

Options: The Confessor may be given up to two choices from the Heroes of the Imperium Weapons List. The Confessor may be equipped with a rosarius at an additional cost of +10 points.

SPECIAL RULES

Inspirational: A squad led by a Confessor may re-roll any failed Morale checks.



Special: PREACHER

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Preacher	5	3	3	3	3	1	3	2	8	-

Preachers are sometimes known as Defenders of the Faith, as they and their followers often form the first line of defence against insidious Chaos and Genestealer cults or other heretical sects. Preachers lead their brethren into battle, inspiring them with their passionate oratory even under the heaviest attacks of the enemy.

Weapons: Laspistol.

Options: The Preacher may be given a single choice from the Heroes of the Imperium Weapons List. He may also be equipped with a rosarius at an additional cost of +10 points.

Free Choice: The Preacher does not count as one of your HQ choices. Instead, you may include one Preacher per squad in the army. The Preacher may not leave the unit he is assigned to, and you may not have more than one Preacher per squad.



ELITES

0-1 IMPERIAL ASSASSIN

	Points/Model	WS	BS	S	T	W	I	A	Ld	Sv
Assassin	50	5	5	4	4	2	5	3	10	4+

Sometimes the authority of the Imperium must be exerted through clandestine means. The ultimate harbingers of the Imperial will are the trained killers of the Officio Assassinorum. Rebel governors, heretic priests and dangerous aliens all fall beneath their knives. Imperial Assassins are trained in a number of hidden temples on Ancient Terra, each temple specialising in a different method of stealthy murder.

SPECIAL RULES

Infiltrators: In the right circumstances Assassins have the ability to work their way into a forward position on the battlefield. To represent this they may set up using the Infiltrators rule, but only if the mission allows Infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule then the Assassin must set up normally with the rest of the army.

Fearless: Imperial Assassins are implacable foes and automatically pass all Morale checks.

Individual: Imperial Assassins operate as individuals on the battlefield. They may not join or lead squads.

Dodge: Imperial Assassins have lightning fast reactions and are able to leap out of the way of enemy attacks. To reflect this they have an *Invulnerable* saving throw of 4+.

Temple: An Imperial Assassin always belongs to one of the temples listed below; you must choose which temple the Assassin belongs to when you select them for your army.



Vindicare Assassin

The Vindicare temple of Assassins specialises in vengeance and revenge killings. Armed with a deadly long range sniper rifle, the Vindicare Assassin brings inglorious death to the enemies of the Emperor with a sniper's bullet.

Weapons: Exitus rifle (counts as a sniper rifle with an armour piercing of 2).

Special Ability – Marksman: When the Vindicare Assassin fires his sniper rifle you may choose which of your opponent's models to fire at. For example, you could choose to fire at a heavy weapon trooper, or a sergeant.



Callidus Assassin

The Callidus temple is the most cunning of the ancient temples, specialising in artful deception. The Callidus' main weapon is the shape altering drug polymorphine. A Callidus Assassin can use polymorphine to completely change their appearance to infiltrate the ranks of the enemy, getting close to commanders or powerful psykers, influencing their plans and finally killing them when the opportunity arises.

Weapons: C'tan phase sword and neural shredder (counts as power weapon and flamer).



Eversor Assassin

The Eversor Assassin is possibly the most gruesome product of the Officio Assassinorum. They are deployed to simply rip the heart out of an enemy operation in an orgy of destruction and slaughter. Eversor Assassins are drug-fuelled combat monsters enhanced by bio-engineering and experimental surgical procedures.

Weapons: Executioner pistol and neuro gauntlet (counts as bolt pistol and power weapon).

Special Ability – Eversor Combat Drugs: The Eversor's bio-altered metabolism requires a lethal cocktail of combat drugs in order to survive. The dosages can be altered by the Eversor turning him into a frenzied close combat monster. The Eversor Assassin may move 12" in the assault phase (or double the distance rolled on the dice if he moves through difficult terrain), and adds D6 Attacks when he makes an assault move, rather than just +1 Attack.



Culexus Assassin

The Culexus Assassin is the most sinister of all the Assassin temples. A strange psychic mutation gives the Assassin a unique and horrifying aura which muddles the mind of any creature nearby and fills them with an unreasoning revulsion. In the resulting confusion the Culexus hunts down its prey. A Culexus destroys its target with a deadly blast of warp energy directed through an arcane device called an animus speculum.

Weapons: Animus speculum (count as meltagun).

Special Ability – Mind-Numbing Aura: Any unit (friend or foe!) that has models within 12" of the Culexus Assassin counts as having a Leadership of 7, unless their Leadership is already lower than this value. In addition, enemy units must pass a Leadership test in order to shoot or assault the Culexus Assassin. If they fail they must choose an alternative target.

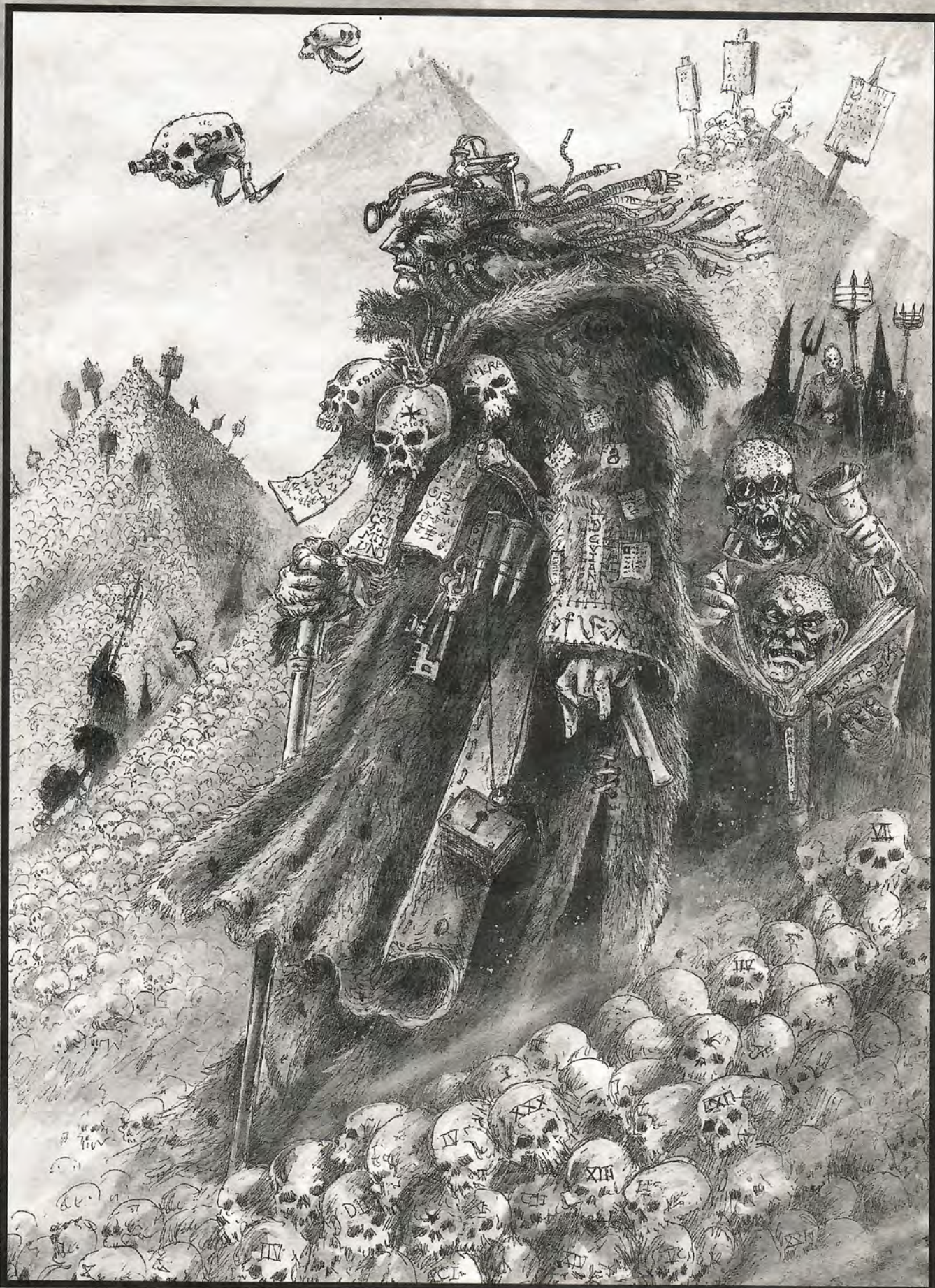


What foes are we to meet in battle that we have not vanquished in the shadows of the human soul? What Daemons scream that have not cried to us from the dark places of the mind? What fear have we of death who know there is immortality in the great and noble deeds of men?



Appendix

We will smash their bones into dust, and mighty edifices shall be builded and the dust shall be cast into the mortar, and our victories will be enshrined for as long as the towers stand.



As each warrior dies and is laid upon the mighty altar of battle,
with toll of bell and scratch of quill we shall count his days in death as in life.

TO BATTLE!

If you've never played a tabletop miniatures game like Warhammer 40,000 before it can seem a bit strange at first – there's no board and the armies and battlefields you fight over are infinitely variable. That's a lot to take in all at once! Luckily you don't need to; the core of the rules is actually very short and can be learnt in about half an hour. This section is specifically written to explain the basics of the game and give you a helping hand into the exciting world of the Warhammer 40,000 hobby.

SPACE MARINE VS DARK ELДАР

To help you get started, we're going to pit a Dark Eldar Warrior against a Space Marine of the Imperium. Of course, it's best if you have proper miniatures to represent these, but if you don't, then for the purposes of this example you can use stand-ins – cotton reels, blobs of blu-tac, coins or whatever (as long as you're clear which is which). You will also need a tape measure or ruler marked in inches and some dice.

To start, place the Space Marine and the Dark Eldar Warrior 18" apart facing each other. Let's say the Dark Eldar gets to go first.

MOVEMENT

At the start of their turn, the player can move their troops. In this example, move the Dark Eldar Warrior 6" towards the Space Marine.

SHOOTING

The Dark Eldar Warrior is armed with a splinter rifle – a sophisticated alien weapon that fires a hail of razor-sharp shards at the enemy.

HITTING THE TARGET

As the Dark Eldar Warrior moved, this means he can fire his splinter rifle once up to a range of 12". The Space Marine is now within range and so can be hit. To determine how accurate the Dark Eldar Warrior is, roll a dice. A Dark Eldar Warrior needs to roll a 3, 4, 5 or 6 to score a hit. Let's say the Dark Eldar player rolls a 5 which indicates that the shot has hit the Space Marine.

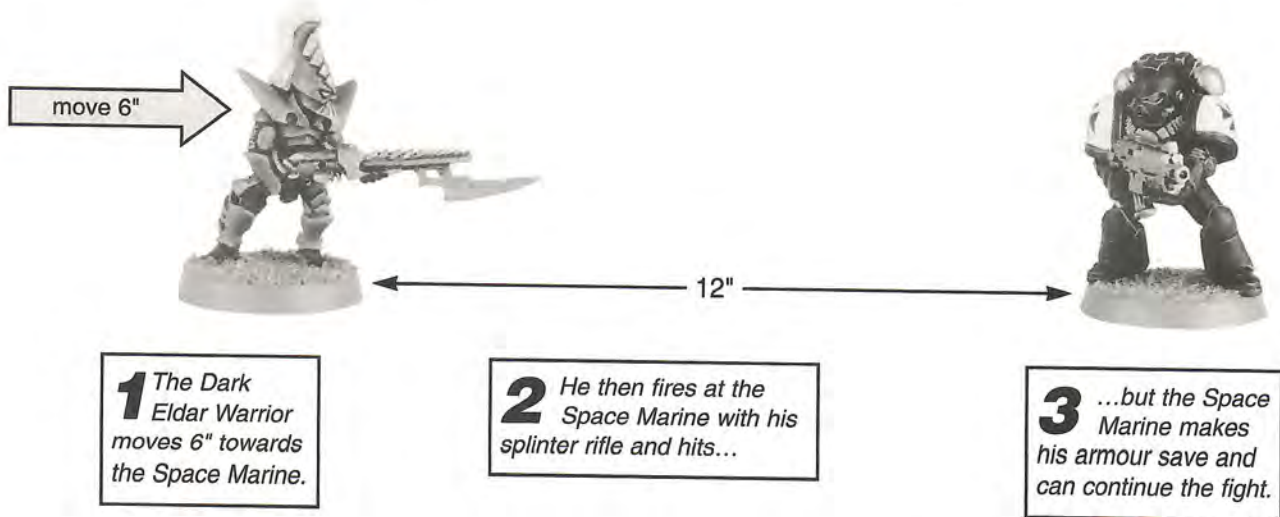
WOUNDING THE TARGET

To determine whether the Space Marine is wounded you must roll another dice. The Dark Eldar player needs to roll a 5 or 6 on one dice to inflict a wound. Let's say the Dark Eldar player gets lucky and rolls a 6 – the Space Marine is wounded!

ARMOUR SAVING THROWS

Although he is wounded, the Space Marine is wearing power armour which can deflect most weapons fire. If the Space Marine player can roll a 3, 4, 5 or 6 on one dice, the Space Marine's armour has saved him from the hit. Assuming the Space Marine player rolls a 4, the Space Marine is unharmed.

This is the end of the Dark Eldar turn and it's time for the Space Marine to fight back!





1 The Space Marine advances towards the Dark Eldar Warrior.

move 6"

2 He then fires at his foe, but the shot fails to wound.

SPACE MARINE TURN

The Space Marine is armed with a boltgun which is a Rapid Fire weapon like the splinter rifle. The Space Marine has a choice now. If he stands still he can fire his boltgun twice up to 12", if he moves he can only fire a single shot up to 12". However, if the Space Marine moves forward he will be able to shoot at the Dark Eldar Warrior and then, if the vicious alien is still alive, attack his enemy in close combat.

Let's say the Space Marine decides to get closer – move him 6" towards the Dark Eldar Warrior. He can fire once at the Dark Eldar Warrior and also needs to roll a 3, 4, 5 or 6 to score a hit. Assuming the Space Marine rolls a 4, the powerful explosive bolt hits home and will wound the Dark Eldar on a roll of a 3, 4, 5 or 6. Let's say the Space Marine player is unlucky and rolls a 1 – the Dark Eldar Warrior just suffers a minor injury which doesn't affect his fighting ability.

4 The Dark Eldar strikes first, but misses. In return the Space Marine cuts him down!



move 6"

3 As he is within 6", the Space Marine can charge into close combat with the Dark Eldar.

ASSAULT!

After shooting has been worked out, a player can assault the enemy and attack them in hand-to-hand fighting. If a model is within 6" of the enemy and moved earlier in the turn, then they may make an assault move of up to 6" to take them into the enemy model. We know that the Space Marine is 6" from the Dark Eldar Warrior so move him into contact with his foe. The two models are now in an assault.

WHO GOES FIRST?

The Dark Eldar Warrior is faster than a Space Marine, so he strikes first.

HOW MANY ATTACKS?

A model may make a varying number of attacks, depending on how aggressive and fast they are, whether they moved in to initiate the assault and if they have additional close combat weapons. The Dark Eldar Warrior is not particularly special in close combat and so just gets to make a single attack.

HOW MANY HITS?

For each attack a model makes it must make a roll to hit, just like shooting. The chances of hitting an enemy are determined by how skilled the attacker is and how good at close fighting their target is. The Dark Eldar player must roll a 4, 5 or 6 to score a hit. For this example, we can say the Dark Eldar player rolls a 3 and misses. If he'd hit, he'd have to wound the Space Marine and the Space Marine would get an armour save just as with the shooting.

FIGHTING BACK

The Space Marine has survived the Dark Eldar Warrior's attack and so now gets to fight back. The Space Marine would normally be allowed to attack once, but this turn he moved into the assault and gets an additional attack to represent the impetus and ferocity of his charge. The Space Marine player rolls two dice and also needs to score a 4, 5 or 6 to hit the Dark Eldar Warrior. If the rolls came up as a 3 and a 5, this would show that one attack had hit home.

The Space Marine needs to roll a 3, 4, 5 or 6 to wound the Dark Eldar Warrior. If a 4 was rolled, the Dark Eldar player needs to make a saving throw of 5 or 6 to save the Dark Eldar Warrior from being wounded. He rolls a 3 so the Dark Eldar Warrior suffers a wound and is killed.

The Space Marine has vanquished another foul enemy of the Emperor!

✠ On Language ✠

During the execution of your duties you will come across many civilisations and cultures. One of the main barriers to your sacred obligation to spread the Word of the Emperor will be the many and varied languages our great race employs.

On almost every civilised world of the Imperium you will find the employment of some version of Low Gothic, known also as Base Gothic or Common Tongue. This is the language in everyday usage by the vast bulk of the Emperor's Servants, derived from the speech of our distant ancestors. Low Gothic can vary widely from world to world, and even a single world may contain more than one accent or dialect. Although at first contact, some versions of Low Gothic may appear incomprehensible, short study will provide you with many rudimentary phrases and words with which to communicate to the local citizenry. In turn, you will find that your own vernacular and idioms will sometimes be met with confusion, but persistence and clarity will aid you in your endeavours. A loud voice is also helpful.

On some worlds there are further debased forms of Low Gothic - the slang of Hive-bottom dwellers, the colloquialisms of asteroid miners - many argots and cants which require longer study in the context of the language. Often obscure references to local customs and traditions, beasts and organisations which appear nowhere outside of the locale, can be readily translated into a common reference framework to aid communication.

While Low Gothic can, and has been, perverted and changed by local vulgarisms to the extent that meaningful conversation takes a long period of in-situ study, when dealing with educated individuals you may find it beneficial to conduct exchanges in High Gothic. Also referred to as Principal Gothic, Archaic Gothic and Prime Gothic, High Gothic is the ancient and highly evolved language used in ceremonies, consultations and other situations when absolute clarity and definition are required. High Gothic has remained virtually constant and unchanged, its principles reinforced through proper education and refinement, so that speakers from very different cultures and background can effectively communicate complex ideas.

Another language you may encounter is the Lingua-Technis of the Adeptus Mechanicus. Although you will have little cause to communicate with the misguided adherents to the so-called Machine God, elements of Lingua-Technis can often be found integrated into the Low Gothic of highly industrialised or technologically oriented cultures. Few outside the False Priesthood of Mars can fully comprehend Lingua-Technis and it is a language replete with internal self-references and allusions to knowledge that remain unknown to those outside the Tech-Priests' closed orders. The Magi of the Adeptus Mechanicus have preserved this form of communication since the founding of their institutions in the Dark Age of Technology and by lore none should speak its forbidden phrases who have not been sanctified by their Machine God.

It is likely to become your endeavour to spread the Emperor's Light to worlds who have had little or no previous contact with the great and majestic Imperium of Mankind. Through long isolation and separate cultural developments, many of the tongues you will hear on these planets will have nothing but the slightest relationship to any of the aforementioned languages, except perhaps in ancient records and ceremonies. It is one of your duties as an Ordained Missionary of the Ministorum of the Beneficent Emperor of Mankind to spread the Word of the Emperor in the education of faithless people in the proper and authorised versions of communication. To aid you in this task, many of you will be accompanied by members of one of the Orders Dialogus of the Sisterhood, who have long and exceptional experience of translation and education concerning language and communication - use their skills wisely and to the Greater Benefit of Humanity.



Fra M...

✠ On Culture ✠

There are as many ways of life in the Imperium as there are worlds, and many customs and traditions, individual lineages and heritage amongst Mankind. In your travels you will need to become accustomed to the diverse manifestations of the Emperor's Glory as displayed in the wondrous variety of the human form. While the perverse agents of the Adeptus Mechanicus mutter incoherently about 'geno-types' and 'genetic heritage', the True Adherent has but one consideration - all men of faith are the spiritual Sons of the Emperor. The vast majority of the human race can trace common ancestry to the brave colonists who established the vanguard of Mankind's First Great Empire on the worlds of stars distant from Terra. Through this shared legacy, mankind is mostly coherent of tone and features, and though every man

shows individual traits, you are more often than not likely to encounter people of a similar physical disposition.

Although this physical verisimilitude prevails on the majority of Imperial worlds, there are those cultures on outposts and colonies which, through long periods of inhabitation, have continued to adapt physically to their extraordinary environs and lifestyle. The most obvious examples are the half-cursed creatures known as Abhumans. Though possessed of human-like features and anatomy, these descendants have been significantly altered by their surroundings, compensating for thicker or thinner atmospheres, brighter or dimmer luminaries, stronger or weaker gravity, giving a variation in height, weight and physiological structure. Although these are the extremes of deviance, there are many peoples who are

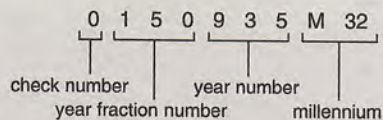
truly human who exhibit similar alteration to their conditions but to a lesser degree. Such cultures may exhibit variations in colouration, proportion of limb and visage, and other corporeal distinctions such as greater or lesser endurance, strength and dexterity. Thus, while the bulk of the Emperor's Chosen will be instantly recognisable, you must learn to temper your initial judgements of a newly-contacted people and to base your beliefs on the examination of the souls of men, not their physical incarnation in this realm.

Burn the Heretic
Kill the Mutant
Purge the Unclean

THE MARCH OF TIME

The Imperial dating system is based upon the *old* calendar – the one with which we are all familiar. An Imperial date is therefore a date 'Anno Domini', but it's expressed in rather different terms to those we are used to. The most noticeable difference is the suffix 'M' followed by a number. This is the millennium number: M1 is the first millennium and so on. We are living in 1998 which is the second millennium. In Imperial terms any date between 1001 and 2000 would be suffixed by M2. The current millennium in the Warhammer 40,000 mythos is the forty-first or M41. Incidentally, this suffix is normally emphasised by a full stop (or oblique if you prefer) for clarity.

A typical dating code, such as you will find in this book, is 0150935/M32. The M32 means we are dealing with a thirty-second millennium date. The other numbers tell us the year and fraction of the year.



Check number: The first digit in the sequence is the dating reference or check number. This check number is necessary due to temporal distortions which affect ships in warp space as well as worlds which are remote, or isolated, from Earth. Its presence qualifies the accuracy of the date given in each case.

- 0/1 Earth standard date. Referring to an event which happened within the Sol system.
- 2 Direct. Source in direct psychic contact with Earth when date reference was made.
- 3 Indirect. The source is in direct psychic contact with a class 2 source, but not Earth.
- 4 Corroborated. The source is in direct psychic contact with a class 3 source, but not a class 0/1 or 2.
- 5 Sub-corroborated. The source is in direct psychic contact with any corroborated source.
- 6 Non-referenced 1 year. The source is not in psychic contact with a class 1-5 source when the reference is made. However, the date belongs to a sequence beginning or ending with a date which does have a class 1-5 source reference. The unsourced time period is no greater than 1 standard year.
- 7 Non-referenced 10 years. This is an unsourced date in the same way as a class 6 date, but with an unsourced period of 1-10 years.
- 8 Non-referenced more than 10 years. This is an unsourced date as for 7, but for an unsourced sequence of more than 10 years.
- 9 An approximated date. A date with no fixed coordinates at either end of a sequence, or a date approximated from non-Imperial dated references.

Prefixes 1 to 8 indicate gradually widening 'grey areas' surrounding the origins of a given item of data. Prefix 9 is slightly different. It's used when, for instance, a source reporting from a world that doesn't use Imperial dating, needs to make a reference to that world's history. The historical date would have to carry the prefix 9.

Year: The last three digits are the year within the millennium running from 001-000 (one thousand). For example, 0150930/M32 is the year 930 of the thirty-second millennium. We would describe this as the year 31930AD. When referring to a year in general terms, and where it is not necessary to include the year fraction or check number, it is acceptable to write 'year 930/M32'.

Year Fraction: For administrative purposes the standard year is divided into 1000 equal segments; 001-000. This is a purely administrative convention and not part of everyday usage.

The following examples should make this clear.

0333042.M32

Segment 333. Year 42. Millennium 32. Our year 31042.

4590640.M41

Segment 590. Our year 40640.



Though the Emperor is god to billions of people throughout the Imperium there is little orthodoxy or consistency in the forms taken by his divinity. Some worship him as a god of war, others as a divine protector of the weak, and yet more as the source of all mankind's power. Even the Ministorum, the vast church of mankind, based on Earth, has spawned a thousand sects, hundreds of heresies and numberless theological factions that continue to this day to dispute the nature of their god.

Life is the Emperor's currency – spend it well

Many worlds owe their settlement to bizarre accidents, shipwrecks and similar unforeseen circumstances. The inhabitants of the grim world of Calalain, for example, are descended from the mutinous crew of an Imperial penal vessel that crashed there five centuries ago. The crew, for the most part petty criminals and scum of the kind that Arbitrators commonly put to penal servitude, managed to overpower their guards and take over their ship before crash landing. They subsequently established themselves on the planet and proved surprisingly prolific. The Calalains have retained their ancestral traits such that the planet has always been regarded as ungovernable and remains under Imperial curfew pending authorisation for viral extermination.

THE ULTIMATE SECRETS OF THE GALAXY REVEALED!



ah! I can't believe you fell for that "interesting title" ploy – if you're that gullible we ought to get together for a game sometime... What this bit's actually all about is you and me having a little chat about the Warhammer 40,000 game (well, you reading my prattlings about it anyway). The Warhammer 40,000 rules were written to be as straightforward as possible, so they occasionally sacrifice lengthy explanations in favour of getting the point across concisely. This part of the book is to explain the intent of some of the rules in more detail.

We've also included some house rules and general conventions you may want to adopt. A 'house' rule is a rule which is mutually agreed on by the players to cover a particular circumstance or situation. A convention is a way players choose to do something, like where to measure ranges from or to, for example. Most players unconsciously adopt conventions almost immediately and we feel this is to be encouraged where strict and over-complex rules contribute nothing to the game.

The first note that I would like to make is that this rulebook is not carved into tablets of stone with biblical weight and profundity. We absolutely reserve the right to change, adapt, complicate, confusticate, simplify or modify any part of these rules out of sheer devilment – and so should you! We've explored a lot of ideas in this book but it's ultimately you, the player, who knows best what you want from your wargames rules.

THE HAND OF FATE

The first and most fundamental principle of wargames rules: they are loose, woolly affairs which never detail exactly what you want to know in any given situation. "Why?" I hear you chorus, "Isn't that your job, you charlatan?" (You may want to use stronger terminology here.) It's because wargaming isn't played on a gridded-out playing area with a set number of strictly defined pieces. Wargaming is all about colour, movement and breathing life into the armies you lovingly amass and then drive headlong into your opponent. The number of variables in a normal miniatures game is simply staggering if you consider the diversity of terrain, armies, playing area, dice rolls, points values and all the rest of it.

This means that occasionally you'll run into situations which simply aren't covered by the rules, or are only hinted at in an ambiguous way. At the time it'll be critical, no doubt, the whole game will be hanging on the situation and you and your opponent simply won't be able to agree on an interpretation which favours one or the other of you – I should add that both of you will be absolutely, totally and utterly convinced that you are right. At these times, rather than allow the game to get bogged down, we advise you to resort to the *Hand of Fate* rule clarification technique...

Roll a D6 for it.

You may indeed splutter with outrage at the randomness of this process (especially because you know you're right), but the chances are that you've turned up a situation which has never happened before and that we never even thought about. There simply isn't a right or wrong answer, so let Fate sort it out. Besides, don't you think great martial heroes have bemoaned the randomness of uncaring Fate – why was the weather bad? Where were my reinforcements? They'll never hit us from all the way over th...

Once the game is over you'll be able to view the situation philosophically from the warm, rosy bower of victory or the slimy oubliette of defeat. Talk the problem over with your opponent and reach an amicable agreement about what to rule if the situation occurs again.

Anyway, enough prattle and on with the show. We've organised the commentaries in the same order as the rest of the book to make bits easier to locate.

Where would they be, these mighty warriors with their guns and tanks and engines of war? Where indeed without us, the Logisticians, the Fabricators, the Administrators. Without us to provide their supplies and schedules, to make and ship their munitions and foodstuffs they would flounder and fail. Yes it is us, the unheralded Adepts, who are the heroes in this struggle.

OVERVIEW

The Warhammer 40,000 game depicts battles with perhaps fifty to a hundred models (or more) a side with around half a dozen vehicles in support – the equivalent of a company of troops in a modern or World War II battle. As such the rules and army lists are intended to give a 'big picture' of the battle. The emphasis of the game is on fast play and dynamic action, rather than squeezing the most effectiveness out of individual troopers. For this reason most areas of the rules, like shooting and movement, emphasise the actions of squads of troops rather than individuals, leaving the realm of lone heroics for skirmish type games.

It just so happens(!) that we've created a skirmish series of games based in the Warhammer 40,000 universe and game rules. In these you control a small force which gains experience from game to game and (hopefully) improves over its career. If you have a hankering for more involved and complex games with a small number of models on each side I'd recommend having a go at *Gorkamorka* and *Necromunda*, the two skirmish games which are currently available as I write this.

QUESTIONS, HOUSE RULES, AND OTHER EPHEMERA

MOVEMENT

Climbing Up and Down. While your troops will spend most of their time moving around on the flat occasionally they may need to climb up onto gantries, rooftops or what have you. We usually rule that climbing up or down via a ladder or surface with lots of hand and foot holds costs one inch of movement for every inch moved up or down. If the climb is a particularly tricky one it might be appropriate to treat it as difficult terrain.

SHOOTING

Measuring Ranges. A common question in relation to measuring ranges is whether you can check distances before deciding where to move or what to fire at. We consider this a case for player choice as some players prefer to allow measuring at any time while others favour only measuring when an actual shot is taken or a move is made. We prefer the latter option as it is generally faster playing and more exciting. However, providing both players use the same method either is equally valid.

Measuring exact ranges between models is always a bit of a problem. Why? Because the models are immensely variable and may have limbs or weapons which protrude a considerable distance. We advise measuring from the base edge of a firing model to the base edge on the target model. Alternatively you could measure to and from the centre point of a model (or base) if you like, though this can be a bit hard to determine on some models.

Ultimately it's unimportant which convention you use as long as you are consistent about it.

Cover. When is a unit in cover? The answer is only when it's very obvious that the unit is in or directly behind and touching terrain which would shelter it from enemy fire. This means that the line of sight must cross the terrain for it to be effective as cover, or the target must be positioned in an area of terrain which gives it cover. Whether a model benefits from cover only if it's fully behind or in it, or if not how much of the model needs to be covered is left to player choice – trying to apply a hard and fast rule is inappropriate.

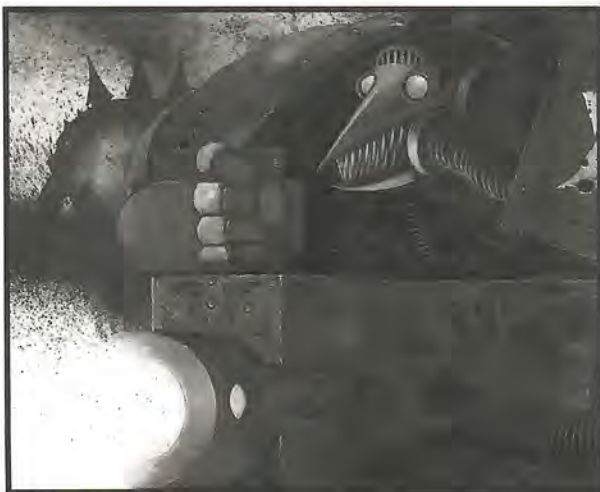
How we play cover depends on just how much terrain is on the battlefield – if there's lots of cover we only count models in cover if they are completely in it or behind it; if terrain is sparse we're more generous and count models as in cover even if they are only partially in or behind it.

Intervening Terrain. It's quite common to end up with a situation where a unit is firing over or through a piece of cover to hit a target which is beyond it. The protection afforded by terrain being between a unit and the enemy is represented by the way it blocks line of sight, so as a rule of thumb we do not apply cover saves to units which are not actually in or directly behind cover. You may decide otherwise – it really depends on how often it comes up in your games and with your terrain.

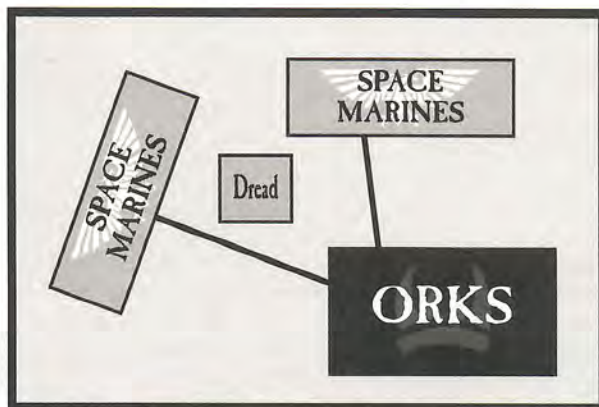
Guess Range Weapons. When firing with 'guess range' weapons it is customary to nominate a target point or a single target model as well as a distance – that way the path of the projectile is clear.

ASSAULT

Outnumbering the Enemy. For simplicity, working out whether a unit is outnumbered in close combat by its opponents is based entirely on how many models are in the opposing unit. In some cases (Ogryns vs Gretchin for example) you may decide to use the number of wounds the models have to calculate outnumbering. For example, in a fight between 2 Ogryns (6 wounds) and 5 Gretchin (5 wounds) the Ogryns would 'outnumber' the Gretchin! In a similar way, you might decide to count Dreadnoughts as the equivalent of 4 or 6 models for the purposes of outnumbering.



Assaulting More Than One Unit. Sometimes large units (like Ork mobs) get into a position where they can assault several enemy units at once. It is perfectly permissible for a unit to charge into combat with multiple opposing units, provided that it engages the closest enemy unit first, then the next nearest and so on until it runs out of models close enough to move into base-to-base contact.



The Orks are close enough to assault all three units, but if they do, they cannot ignore one of the closer units in favour of one of the units which is further away. For example, if they wanted to assault the Space Marine units they must assault the Dreadnought as well. Remember that the Ork models must be moved directly into contact where possible.

Consolidating. The option to consolidate after winning a close combat is to represent a more measured approach to reoccupying a position or moving into cover rather than haring off after the defeated enemy. It is possible for a consolidating unit to move models into close combat with a nearby enemy unit – this represents the sprawling melee engulfing new opponents rather than a distinct charge into combat. In this case neither side counts as charging in the next round of close combat and the consolidating unit may not be fired at in the way that a unit making a sweeping advance can.

Mass Rolling Versus Individual Fighting. In close combat it is assumed that it will generally be more convenient to roll for a whole unit's attacks all at once. However, this is a bit of an abstract approach and in particularly confused combats involving several characters or different troop types it's perfectly OK to roll attacks for individual models instead. Basically, use whichever method will resolve the combat with the least fuss; in terms of the game it will make little difference to the end result.

MORALE

Voluntary Fall Back. Sometimes your troops will end up in a no-win situation – ordinary infantry fighting Dreadnoughts or Greater Daemons in close combat, for example. As their commander you may well want to pull your troops out of a dangerous situation before it gets any worse. For clarity the rules assume that the chance of your troops seeing sense and falling back of their own accord is left to the vagaries of the dice. However, there is a good argument for being able to voluntarily fail any Morale check you are forced to take. Simply don't roll the dice, just make the fall back move. If you fall back from a close combat then your opponents can pursue as normal and will wipe you out if they catch you.

While this rule is nice for giving you more control over your troops and preventing them from getting chewed up in stupid fights, it does make high Leadership troops (and especially Space Marines) even better. Given that there are plenty of ways to exploit this rule horribly we'd recommend you only use it if both players agree to it before the game.

The Crossfire Rule. This is a very important rule, so it's best to get it clear in everyone's mind. The Crossfire rule is intended to reward players who have cunningly worked their troops into a position where they have cut off their enemies' escape route. Imagine the scene: a unit is falling back from the enemy, trying to stay out of sight and firing the odd shot as they make for their own lines. They blunder into an enemy unit right behind them, panic, get blasted at point-blank range, assaulted and most of them are either killed or taken prisoner in a few heartbeats.

In order for a unit to catch a retreating enemy in a Crossfire like this they must be relatively free of distractions, which is to say they could not be engaged in close combat either with the unit which is falling back or another unit. Likewise they could not be falling back themselves or pinned by barrages, sniper fire or something similar. In a similar vein the unit couldn't Crossfire an enemy unit if they were separated from it by impassable terrain like a high wall or a cliff for example. Basically you will have to apply some common sense as to when Crossfires take place and when falling back units will be able to escape.

Tank Shock. Like the Crossfire rule it is important to understand the intention of Tank Shock. Tank Shock represents the understandable horror a flesh and blood infantryman feels when he is in danger of being run over and crushed by some huge great war machine. In order to inflict Tank Shock the tank must be prepared to move into the midst of a unit, moving past so that they will 'clip' one or two models is not enough. Likewise a Skimmer tank cannot simply fly overhead and force infantry below them to scatter. A tank may not move into a close combat in order to force a Tank Shock check, or in fact move over friendly models at all. If you find Tank Shock is being used in an excessively gratuitous fashion you may find it useful to limit tanks to attacking only one enemy unit with Tank Shock per turn.

VEHICLES

Vehicles Moving. In the previous versions of Warhammer 40,000 vehicles were subject to various restrictions on how far they could turn during a move, depending on their speed. This edition of the rules has dispensed with turning restrictions in favour of limiting firing by vehicles on the move. This means that vehicles can turn on the spot, move backwards or use any other combination of manoeuvres to get where they are going. This is entirely deliberate, the restrictions are on how far a vehicle can travel during a given move not how it manoeuvres to get there.

Vehicles Shooting. One of the biggest bones of contention for many players is the way that firing by vehicles is strictly limited. This is primarily to balance the capabilities of infantry off against vehicles. Vehicles mount an impressive arsenal of weapons and can move quickly, but they can't do both at the same time. While we may all be impressed by news footage of tanks racing across the desert, the fact remains that they have to be able to spot a target to be able to engage it. In an area where the terrain could be full of lurking infantry with meltaguns, vehicles have to move cautiously, so they are going to seem slow and ponderous in comparison with the infantry. Added to this is the fact that most Warhammer 40,000 tanks are clanking metal behemoths built using designs which are lost in time and ignorance, not the slick products of our current arms industry.

Every position must be held to the last man: there must be no retirement. With our backs to the wall, and believing in the justice of our cause, each one of us must fight on to the end.

attributed to Warmaster Solon

SCENARIOS

Placing Terrain. Placing terrain in an interesting and well-thought-out fashion is a big help in getting an exciting game. If you try to come up with a theme for the tabletop battlefield you are creating it'll help immensely – is that group of buildings you just placed a ruined settlement, a research station, a factory or what? Is the battlefield very hilly or comparatively flat? Another good tip is to clump terrain together and avoid intermingling things. For example, if you're going to have woods or jungles on the tabletop place two or three areas fairly close to each other and don't place buildings in amongst them. Ideally you should be able to stand back from your table and see distinct areas of buildings, woods, hills and so on which are 6"/12"/18" apart.

ARMY LISTS

Many long-term players probably already have armies of painted miniatures for Warhammer 40,000. Older figures can also be found in back catalogues and are available through GW mail order. These may throw up some problems as a number of the vast plethora of weapons in the last edition of Warhammer 40,000 have been restricted to particular troop types or characters only, or else grouped together into broader categories. If you do have models armed with weapons they can no longer take you may have to count power swords as normal swords, power axes as normal axes and so on. To help out here's a brief list of what weapons count as:

Close Combat Weapons: chainsword, power maul, power mace, sword, axe, club/maul/bludgeon, spear/halberd, chain/flail, massive sword/axe/club, hand flamer, Tyranid bonesword, Tyranid lashwhip, Tyranid spinesword, plague knife, chain axe, Rough Rider hunting lance, digi-lasers, needle pistol, web pistol, Eldar Harlequin's kiss, Eldar laser lance.

Power Weapons: power axe, power sword, Crozius Arcanum, all force weapons.

Power Fist: chainfist, lightning claws, thunder hammer.

As we tackle the various Codexes for different races we'll endeavour to put in new weapon stats for the stuff listed above.

Points Values. You may have noticed that the costs for some weapons, in particular the heavy weapons, are not consistent. This variation in points value is not a mistake and has been done deliberately for a number of reasons:

Better shots: If a model has a high Ballistic Skill then it will have a better chance of hitting its target and over the course of a game it will hit more times. This makes a powerful weapon more valuable in the hands of a model with a high Ballistic Skill.

Specialists: A heavy weapon is worth more in a squad where all or a large majority of the models are equipped with heavy weapons. If you don't believe me play a few games and you'll soon see what I mean. So heavy weapons in specialist heavy support squads are priced at a premium rate, whereas heavy weapons in troop squads are considered as a useful add-on for the squad (a sort of 'just in case' measure). As such the points cost for having a single heavy weapon is charged at a suitably low price, to represent the movement restrictions it imposes.

That's all folks!

I hope you get a lot of fun out of Warhammer 40,000. If you have any comments, suggestions, hate mail, death threats, praise or witticisms to impart please don't hesitate to write in. Much of the development of the Warhammer 40,000 game has been spurred on by its players, and long may it continue. All the best and may the fickle gods of chance be kind to your plans.

TRANSMITTED: Danakreg VII
 RECEIVED: IQ-0XVI
 DESTINATION: IQ-0II
 DATE: 4912997.M41
 TELEPATHIC DUCT: Astropath-terminus Shamiel
 REF: Inq/01296225335/LP
 AUTHOR: Inquisitor Kryptman
 TITLE: Study of deep Tyranid fleets - Conclusions and Theories
 THOUGHT FOR THE DAY: 'If you want peace, prepare for war'

First, I will summarise the briefing that dispatched me on my investigations, in case you are unaware of my purpose. I was sent to investigate a number of incidents involving Tyranid attacks. These attacks are taking place much further towards the galactic core than seemed reasonable for even the most advanced guard of Hive Fleet Kraken - how could several large Tyranid flotillas bypass our cordons and patrols?



For the past eighteen months I have studied these attacks, and have come to a startling and horrifying conclusion. If one looks at the initial attacks from a top-down view, then there is no

discernible pattern. They are indeed fairly erratic in timing and placement. However, you will also note that the attached diagram includes several planets we have subsequently lost contact with, as well as some which have been stripped by Tyranids that we were unaware of - alien realms, previously uncharted systems, worlds with no intelligent population and so forth. As you can see, after placing these new systems on the chart, we can see a vague circle forming. It is indistinct as yet but I am sure you will agree with me that it is there.

Doubt is the open gate through which slips the most fatal of enemies



Contact with alien races always renews one's faith in humanity. It is my belief that foreign travel narrows the mind wonderfully.

Attributed to Helem Bocsh

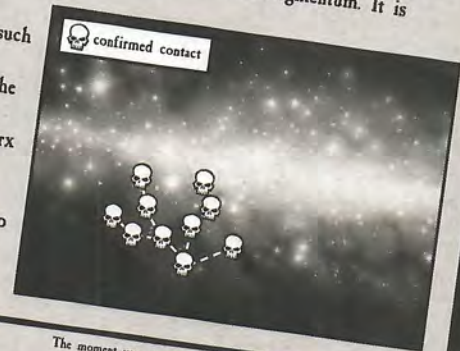
Epsilon Octarius system [an Orkoid domain].
 I leave it to others more knowledgeable than myself to formulate a strategy against Hive Fleet Leviathan, and will continue my investigations into this threat.
 Inquisitor Kryptman, Segmentum Tempestus.

The most shocking realisation came when I considered another possibility. Both Behemoth and Kraken have approached the Imperium from the galactic east along an almost parallel plane of attack. What if a Tyranid fleet were to



circumnavigate many of the outer systems, and attack from above or below the galactic plane? As you can see from the next representation, this is indeed the case with these attacks. They are not the forerunners of Hive Fleet Kraken, but the advance guard of yet another Tyranid fleet! The alien ingenuity of these beasts surprises and frightens me.

My best estimates have led me to believe that this new Hive Fleet, which incidentally myself and my aides have dubbed Leviathan, is like a large maw closing in on a section of the galaxy. As you can see from the schematics, this encompasses regions of the Segmentum Solar, Segmentum Tempestus and the Ultima Segmentum. It is impossible to calculate the movements of such a large fleet accurately, but the reckonings of exmechanic Varx termine the centre of the attracting mass to within 100-150 years of the



The moment you stop to count the cost, that is the moment you fail

"There are many ways that malevolent beings can bridge the gap from their discorporate realm to ours. It is your task to know the signs to watch for when seeking out the foul spoor of this most unholy of intrusions. You must learn to use rumour and hearsay as your eyes and ears, to delve the grain of truth from myth and legend, to see the fire causing the smoke. Of these methods of incorporeal control, we will first break them down into the following broad classifications:

Indirect Possession. The nether-creature invests a small portion of its power to influence the mind of the target without direct control.

Operandi - This can manifest as messages within dreams, particularly vivid dreams and waking dreams or visions.

Portents - The individual may talk of the Operandi, may express unusual desires or plans, may suffer a subtle change in personality.

Telepathic Possession. The offensive entity directly suggests courses of action to the individual through telepathic interference.

Operandi - The individual may hear inner voices or have thoughts that are alien in intent or form.

Portents - The individual may suffer bouts of extreme distraction, momentary memory loss and rapid, temporary changes in temperament.

Direct Possession. The unholy being invests a considerable portion of its power to control the actions of the individual.

Operandi - Depending upon the power of the invading entity, the individual will lose control of their actions for varying lengths of time, sometimes permanently. This may or may not be accompanied by a full or partial memory loss during the period of direct possession. The individual will demonstrate periods of extreme personality change.

Portents - The individual will act outside their normal plans and personality. They may complain of headaches, memory loss or a feeling of being out of control. They may act extremely oddly on occasion, in contradiction to whatever local customs and norms prevail in the vicinity. The invasive force is likely to be unaware of the individual's normal behaviour patterns and will not act within current social doctrines.

Physical Possession. The entity invests almost all or the entirety of its power in controlling the individual.

Operandi - The individual effectively ceases to exist, being merely a physical vessel of the controlling force.

Portents - The individual no longer exists and so will show an extremely different personality type. In some cases, the possessing entity will not consider the physical needs of the mortal shell and therefore it may be malnourished and otherwise in a bad condition. In some rare cases it has been known for the mortal vessel to die physically and only continue animation through the controlling force of the entity."

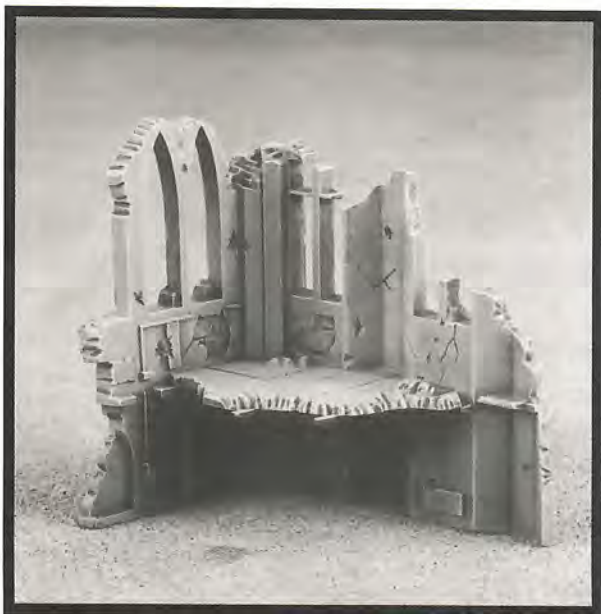
From the suppressed lectures of the Adept Sullian

BUILDINGS IN WARHAMMER 40,000

The buildings one may encounter on the battlefields of the Warhammer 40,000 universe are many and varied. They range from the small, primitive structures built by tribesmen on a feral planet, through to huge futuristic skyscrapers that would dwarf the Empire State Building many times over. Coping with this huge variety of different buildings, or even the rather smaller number of types you are likely to see on the average wargames table, can cause problems, generally at the most inopportune moment when the battle is raging at its fiercest. To help you deal with these problems, and hopefully save a little bit of real-life bloodshed, we've put together the following guidelines about how to deal with buildings in your games of Warhammer 40,000.

The first thing to say about any type of tabletop terrain is that it is well worthwhile discussing with your opponent what effect the different types of terrain will have before the battle begins. Many people have their own ways of dealing with terrain, and finding out halfway through the battle that what you thought was impassable jungle appears to your opponent to be only light forest can cause problems, to say the least. All of this hassle can be saved by the simple expedient of spending five minutes before the battle discussing and agreeing what effect the terrain on the battlefield will have.

This aside, the effect of most types of terrain is easy to work out and usually causes no problems during play. The exception tends to be *intact* buildings. I've emphasised the word intact deliberately, as ruined buildings rarely cause any more problems than other types of terrain. If you look at the pictures you'll see what I mean. On the left is one of our plastic ruined buildings, while on the right is a battle bunker. With the ruin it is



possible to place models in any position they might reasonably be expected to occupy. With the battle bunker it is not possible to actually place models inside, as the bunker is glued together and the roof won't come off. This makes trying to figure out where a model is when it's moving around inside the battle bunker rather difficult.

To get round this we've come up with the following rough and ready rules, based on the types of buildings we use on our wargames tables. Please feel free to modify them to suit your own model buildings.

1 Models can enter or exit a building if there is a doorway or other opening large enough for the model to clamber through. This aside, moving into or out of a building is treated in the same way as mounting or dismounting from a vehicle. Models entering a building are removed from the table. Note down where they are on a piece of scrap paper if you think you'll forget.

2 Buildings are divided into sections. A section is usually a floor of the building, but very large buildings can have each floor subdivided into 6" square blocks if you wish. Once a model is in a building it can move into an adjacent section each movement phase. If you wish you can say that it isn't possible to move from one section to another (if there aren't any stairs, for example).

3 Up to twelve models can occupy a single section. If at all possible you must keep all of the models in a unit together in the same section. If this isn't possible then any excess get 'left behind' in the last location occupied (eg, just outside the building, back on the ground floor when the rest of the guys move up a level, etc).

4 Up to half the models in a section can shoot out at the enemy, or into an adjacent section. Attacks made at enemy models outside the building may not be made through a wall that doesn't have any doors, windows or other openings. Measure the range and check the line of sight from the opening the attackers are using to fire through.

5 Shooting at models in a building is dealt with normally, with the exception of weapons that use a template. As the enemy models aren't on the table, we use the following abstract mechanisms for blast markers and flame templates:

Blast Marker: If a hit is scored, roll a D6. On a roll of 1-5 the blast explodes outside the building and affects no one – the attack has no effect. On a roll of 6 the blast explodes inside the building and *all* enemy models in the section under attack are hit! Roll to wound and to save normally.

Flame Template: All models in the section under attack are hit! Roll to wound and to save normally.

§ Please note that with the exception of the small bunkers covered in the mission special rules we don't allow players to target buildings themselves. Whenever we've allowed such attacks to be made we've found that players get completely carried away demolishing buildings, and in any case we rarely have substitute 'ruined' buildings to take the place of those that have been knocked down. If you feel like making up your own rules for this kind of thing, please feel free, but don't say we didn't warn you about the side effects...

7 Models can assault enemy units in a building. You must move the attacking models so that they are touching a doorway or other opening large enough to clamber through. Up to two attackers may assault through each opening, and each attacker may be fought back against by up to a single defender (for example, seven attackers would fight up to seven defenders). All models fight with their full number of attacks, including bonuses if charging and/or double-armed. The defenders count cover in the first round of the combat. If the attackers lose and fail their break test then they flee as normal, but the defenders may not advance after

them. If the defenders fail a break test then they and any other units in the section under attack are wiped out, and the attackers may consolidate by moving into the building.

§ Models inside a building may attack enemy models in an adjacent section. D6 attackers fight D6 defenders (roll separately for each side), with the defenders counting as being in cover. Each player is allowed to pick which of his models will fight. If either side breaks then they and all other models occupying the same section of the building are wiped out, and their opponents may advance into the empty section.

§ You'll find that some buildings won't have obvious doors or stairs allowing access to a location that models clearly should be allowed to move to. For example, we've got some really nice Orky buildings that include lovely little watchtowers – unfortunately the buildings lack any visible method for the Orks to actually get up to the watchtower! In circumstances like this we simply assume that there are doors or ladders which allow access to the location.

Series Solutions

We've used this Imperial Battle Bunker model as an example of how the building rules work. It is split into two sections: the main bunker on the left and a smaller bunker on the right. In addition, there is a fortified tower and a gun pit.

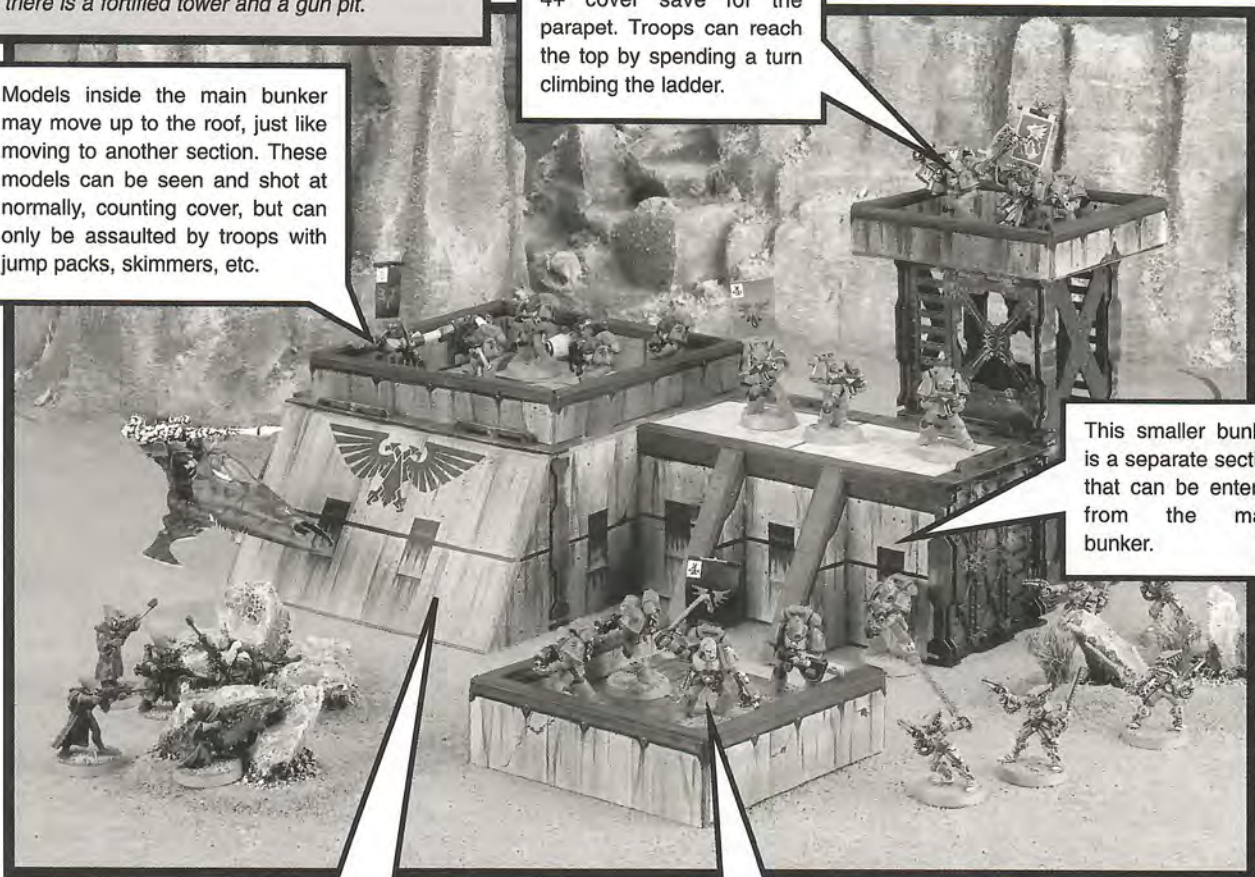
Models inside the main bunker may move up to the roof, just like moving to another section. These models can be seen and shot at normally, counting cover, but can only be assaulted by troops with jump packs, skimmers, etc.

The fortified tower confers a 4+ cover save for the parapet. Troops can reach the top by spending a turn climbing the ladder.

This smaller bunker is a separate section that can be entered from the main bunker.

Models can enter the main bunker through a door using the rules above.

The gun pit counts as cover with a 4+ save, but can be attacked by anybody. (Note that there's no cover at the back!)



WARHAMMER 40,000

PRE-BATTLE SEQUENCE

1. CHOOSE A SCENARIO
2. DECIDE THE ATTACKER AND DEFENDER
3. CHOOSE AN ARMY
4. RANDOMLY DETERMINE A MISSION
5. FOLLOW MISSION SET-UP INSTRUCTIONS



TURN SEQUENCE

1 MOVEMENT 2 SHOOTING 3 ASSAULTS



1 MOVEMENT

DIFFICULT TERRAIN RULES

Difficult Terrain: Infantry moving through difficult terrain roll two or more D6. The higher of the numbers rolled is the distance the models move in inches (one roll covers all the models in a unit). Any models that do not move through difficult terrain may make a normal move.

Jetbikes, Jump Packs & Skimmers: May pass over difficult or impassable terrain without penalty. If the model starts or ends its move in such terrain however, roll a D6. On a 1 the model crashes and is removed.

Vehicles: Roll a D6 for every vehicle moving through difficult terrain (apart from Skimmers). On a 1 the vehicle crashes and is immobilised.



MOVEMENT DISTANCE

	MOVE	ASSAULT
INFANTRY	6"	6"
CAVALRY	6"	12"
VEHICLES	12"	CANNOT ASSAULT
FAST VEHICLES	24"	CANNOT ASSAULT
WALKERS	6"	6"
BIKES	12"	6"
JUMP PACKS	12"	6"



2 SHOOTING

SHOOTING PHASE SEQUENCE

- CHOOSE A TARGET
- CHECK TARGET IS IN RANGE
- ROLL TO HIT
- ROLL TO WOUND
- TARGET TAKES SAVING THROWS
- REMOVE CASUALTIES



ROLLING TO HIT



BALLISTIC SKILL	1	2	3	4	5	6+
D6 ROLL	6	5+	4+	3+	2+	2+

For each shot fired, roll to hit using the firer's BS, as indicated on the chart. The number shown is the score needed on a D6 roll to hit the target.



ROLLING TO WOUND



		DEFENDER'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4+	5+	6+	6+	N	N	N	N	N	N
	2	3+	4+	5+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Compare the Strength of the attack with the Toughness of the defender. The resulting number is the score needed on a D6 to cause a wound. A 'N' means there is no chance to wound.



SAVING THROW SUMMARY



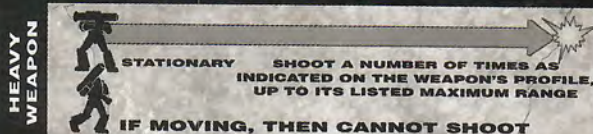
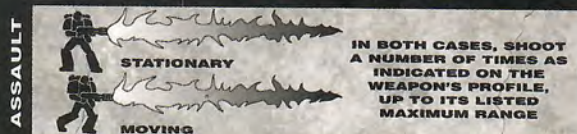
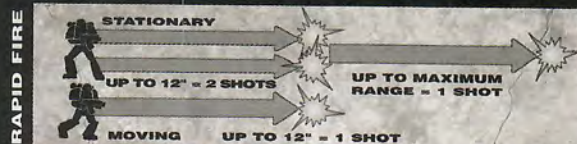
RACE	SAVE
GENESTEALERS, ORK BOYZ	6+
DARK ELДАР, ELДАР GUARDIANS, IMPERIAL GUARD	5+
CHAOS MARINES, SPACE MARINES, SISTERS OF BATTLE	3+

Compare the weapon's Armour Piercing value to the target's Save. If AP value is equal to or lower than the Save, the target suffers a Wound. If the target's Save is lower, the defending player rolls a D6.

If the score equals or beats the model's Save, the saving throw is made and the model does not suffer a Wound.



WEAPON TYPES



ADDITIONAL WEAPON RULES

Blast weapons: Roll to hit. If a hit is scored, place the Blast marker over the target unit. Your opponent may reposition the marker so it covers the same number of models (or more) in the unit. Models wholly under the template are automatically hit; models partially under it are hit on a D6 roll of 4+.

Flame weapons: No roll to hit is needed. Simply place the flame template so the narrow end touches the firer and the rest covers the target unit. Any model touched by the template (apart from the firer!) takes a hit.



ASSAULTS

ASSAULT PHASE SEQUENCE

- MODELS MAKING AN ASSAULT MOVE INTO CONTACT WITH THE ENEMY, TESTING FOR DIFFICULT TERRAIN IF NEEDED.
- MODELS FIGHT IN INITIATIVE ORDER, HIGHEST INITIATIVE FIGHTS FIRST.
- MODELS IN COVER GO FIRST REGARDLESS OF INITIATIVE.
- MODELS ASSAULTING WITH FRAG GRENADES IGNORE COVER AND BOTH SIDES FIGHT SIMULTANEOUSLY.



NUMBER OF ATTACKS



MODELS IN BASE-TO-BASE CONTACT GET A NUMBER OF ATTACKS EQUAL TO THEIR ATTACK CHARACTERISTIC. MODELS GAIN:

- +1 ATTACK FOR CHARGING INTO COMBAT
 - +1 ATTACK FOR 2 OR MORE CLOSE COMBAT WEAPONS
- MODELS WITHIN 2" OF A FRIENDLY ASSAULTING MODEL GET 1 ATTACK AND USE THEIR BASIC STRENGTH VALUE AS THE STRENGTH OF THE ATTACK

COMBAT RESULTS

The side that inflicts the most Wounds is the victor. The losers must take a Morale check (see the table below). If both sides inflict an equal amount of casualties upon each other, each side rolls a D6 – the highest score wins the combat. If this roll is also tied, the combat is drawn.

Advancing & Consolidation: If the enemy fall back, the winners may advance 2D6" in the direction the enemy fall back. If they beat the enemy's fall back distance, the enemy is wiped out.

If the unit does not advance, each model may consolidate by moving up to 3" in any direction.

Drawn Combat: Models not in contact with the enemy must move up to 6" forward to get into combat. Each side rolls a D6, whoever gets the highest score moves their models first.



MORALE CHECKS



TAKE A MORALE CHECK IF THE UNIT TAKES 25% LOSSES FROM SHOOTING, SUFFERS TANK SHOCK, LOSES AN ASSAULT, OR WISHES TO REGROUP.

- ROLL 2D6 AND COMPARE THE SCORE WITH THE UNIT'S LEADERSHIP.
- IF SCORE IS EQUAL TO OR LOWER THAN LEADERSHIP, MORALE CHECK IS PASSED.
- IF THE SCORE IS HIGHER THAN THE UNIT'S LEADERSHIP IT FALLS BACK IMMEDIATELY AND CONTINUES TO DO SO IN EACH OF ITS SUBSEQUENT MOVEMENT PHASES UNTIL IT REGROUPS.

Leadership modifiers:

- 1 Below 50% of starting strength
- 1 Outnumbered in assault
- 2 Outnumbered 2:1 in assault
- 3 Outnumbered 3:1 in assault
- 4 Outnumbered 4:1 or greater in assault

Falling Back: Units fall back 2D6". Halve this score if the unit moves through difficult terrain. Units falling back may shoot as normal (counts as moving for heavy and rapid fire weapons).

A unit falling back may not assault. A unit which is falling back and is assaulted gets one chance to regroup (no modifiers apply). If it fails it is wiped out.

Regrouping: A unit can attempt to regroup as long as it is:

- Over 50% of starting strength,
- No enemy within 6"
- All models are within 2" unit coherency

A unit that fails to regroup but falls back through cover gets another chance to regroup. A unit that falls back off the table gets one last chance to regroup before it is removed (normal limitations apply to these checks).



ROLLING TO HIT



DEFENDER'S WEAPON SKILL

	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

Compare the attacker's Weapon Skill to the defender's. This shows the score required to hit. Roll a D6 to hit for each attack.



ROLLING TO WOUND



DEFENDER'S TOUGHNESS

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

Compare the Strength of the attack with the Toughness of the defender. The resulting number is the score needed on a D6 to cause a wound. A 'N' means there is no chance to wound.



VEHICLES



VEHICLE DAMAGE

- ROLL A D6 AND ADD THE STRENGTH OF THE ATTACK (ROLL 2D6 AND PICK HIGHEST FOR ORDNANCE)
- IF THE SCORE IS EQUAL TO THE VEHICLE'S ARMOUR VALUE THEN ROLL ON THE GLANCING HIT TABLE
- IF SCORE BEATS THE VEHICLE'S ARMOUR THEN ROLL ON THE PENETRATING HIT TABLE

GLANCING HITS

D6 RESULT

- 1 CREW SHAKEN - May not shoot next turn
- 2 CREW SHAKEN - May not shoot next turn
- 3 CREW STUNNED - May not move or shoot next turn
- 4 IMMOBILISED - May not move for entire game
- 5 WEAPON DESTROYED - One weapon chosen by opponent
- 6 VEHICLE DESTROYED!

PENETRATING HITS

D6 RESULT

- 1 CREW STUNNED - May not move or shoot next turn
- 2 IMMOBILISED - May not move for entire game
- 3 WEAPON DESTROYED - One weapon chosen by opponent
- 4 VEHICLE DESTROYED!
- 5 VEHICLE DESTROYED! - Scatters D6 inches
- 6 VEHICLE DESTROYED! - D6" explosion. Any models under are wounded on a 4+, normal armour saves apply

Skimmers: Only Glancing Hits if moved over 6" in previous turn. If immobilised, the skimmer is destroyed.
Open-topped: Add +1 to all Damage rolls.

+ + + + + EVALUATION OF ANOMALOUS VESSEL [EX-342/26] - PRELIMINARY REPORT + + + + +

Commit to:	Imperial Record GHT 16/2322	Transmitted:	Indomitable Presence (Cloras System)
	Inquisition Record 2141 2/2452	Transmitter:	Astropath Prime Kaleb
Crossfile to:	Space Hulks FC	Receiver:	Astropath-terminus Saulus
	STC Data HK		
Input Date:	8453998.M39		
Input Clearance:	Inquisitor Daska		
Author:	Captain Felstorm	Thought for the Day:	Deeds not words

I am writing this in haste, we have perhaps a month at the most to deal with this situation. A standard patrol sweep from Cloras II discovered an anomalous object just inside the Cloras jump point. It was immediately evident that a space hulk had broken warp and was heading in-system. We received word of this fifteen days ago and made all haste to intercept the conglomerate vessel.

Upon our arrival two days ago we proceeded to scan the space hulk, which Inquisitor Daska has logged with his superiors as the Unholy Harbinger, using all our on-board augurs and assayers. Our findings are attached if you wish to peruse them in detail [Ref: SH-UH-PS/001-004]. The Tech-Priests came to a number of pertinent conclusions:

- Unholy Harbinger is constructed from thirty eight to forty two separate craft, accrued over a period of roughly seventeen centuries, although some elements have proved incredibly arcane and are impossible to date.
- At least thirteen of the vessels are of definite non-human origin, and four others may be human of a pre-Imperial period.
- Two of the pre-Imperial craft register operating power sources, with readings off the scale of our available monitors. Our Tech-Adepts have contacted Mars on this matter and are currently awaiting information and guidance on procedure.
- All four pre-Imperial vessels follow a similar design, though radically different in size, and have led to speculation on Standard Template Construct data.
- The Unholy Harbinger shows definite life traces, although background readings from power supplies have made it impossible to ascertain extent or nature of life forms.
- The Unholy Harbinger's present speed and course will take it into contact with Cloras III's major orbital, Helios. Obviously this will destroy Helios and its forty thousand crew and debris from the collision could cause collateral damage to mining colonies on the surface.

We have contacted Helios, but at the moment any evacuation would only be able to remove key personnel and perhaps some 4,000 staff in the available time.

Tech-Priest Corvaxia has identified three vessels with possibly operational engines which, if activated, could be used to adjust the hulk's course and steer it clear of Helios. We dispatched a preliminary boarding party of fifty men led by Lieutenant Strenn, but shortly lost contact with them. A transcript of their communications is attached [Ref: SH-UH-BPC/001]. Their garbled reports allude to the life forms detected earlier, but we were unable to establish the exact nature of the foe. Inquisitor Daska has informed me that hulks such as the one we are investigating have been known to harbour a variety of creatures, such as Genestealers, Orks or even Renegades. We have insufficient forces at our current disposal to effect a boarding to sweep for the engine control systems. Inquisitor Daska has forwarded a plea for help to the Black Templars Space Marine Chapter based within two weeks travel of Cloras. We await their reply with trepidation.

Our only other alternative is to fusion bomb a portion of the Unholy Harbinger and hope that this will effect a course change. Our brothers from Mars have asked us to refrain from such extreme measures for the moment lest we destroy some artefact or system that they will find valuable. I have given the deadline for an alternative course of action to be found as one week before impact. This should give us time to formulate another strategy should the bombardment prove unsuccessful.

With the Emperor willing, the Black Templars will come to aid us and will be able to secure access to these ancient power sources. This will enable our Tech-Priests to re-direct the Unholy Harbinger and then we can sweep away whatever aliens we face and investigate this valuable find at our leisure. If you have any other suggestions then I am more than willing to hear them.

Your Obed't servant,

Captain Lucius Alexandra Felstorm



During the Dark Age of Technology the human colonists who scattered across the galaxy carried with them a vast wealth of computerised knowledge known as STC, or Standard Template Construct. In the ensuing millennia, much of this precious wisdom was lost and its recovery is one of the Adeptus Mechanicus' most fervent pursuits. For many centuries the adepts of the Cult Mechanicus have been gathering whatever scraps of information they can discover, and though they are far from completing their quest, their cherished goal of a complete and functioning STC system is pursued with untiring vigour.



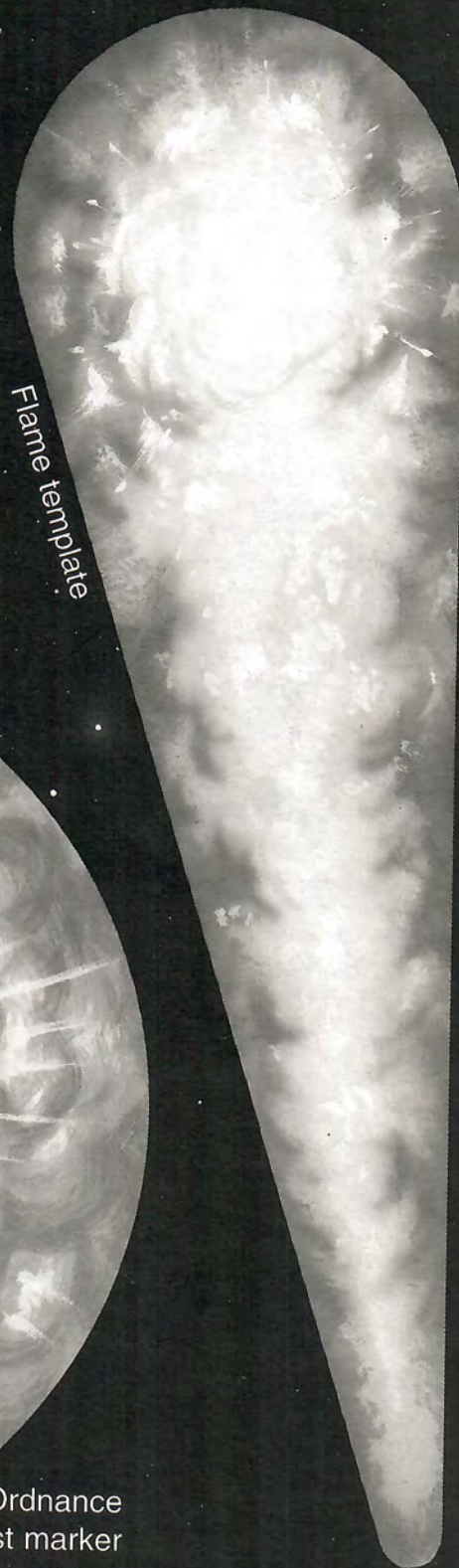
BLAST MARKERS AND FLAME TEMPLATE



To use these templates simply photocopy them, stick them to a piece of scrap card (old cereal packets are ideal) and cut them out.



Blast marker



Flame template



Ordnance
blast marker

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THE DIABOLIC FOE

Of all things most foul and unmentionable, it is the minions of the Ancient Dark Gods with which this treatise is concerned. These unpardonable stains upon existence live to weaken our grip on the stars, make us question our sanity and attempt to drive us from the path of righteousness and fervent faith which we should all tread. They are a dread foe, taking many guises and employing many hideous talents. Although these malignant beings can be encountered on the battlefield, their malfessance can also be detected in many unforeseen places.

CONJURATION

The Minor, Lesser, or Greater Servants and Beasts of the Unspoken Lords can be enticed into this realm with a variety of offensive rites and practices. An unclean combination comprising the sacrifice of humans, promises of service and arcane and superstitious ritual are employed by the diabolic heretic in his misguided attempts to gain the power of the other-worldly creatures we must fight against. Ancient, unintelligible languages are employed in barbaric ceremonies of desecration and treachery to bring forth the foul offerings of the Unnamed Gods, culminating in heathen praise and physical subjugation. In most cases, such efforts will go unanswered by the Nether Entities of the Empyrean, and those misguided individuals who indulge in such nefarious and traitorous practices will not receive the nihilistic 'aid' of the creatures they are trying to entreat to their purpose. Only the true student of the malevolent practices, the dark arts we call Daemonancy, will really understand the conjunctions of circumstance that can allow such creatures access to our noble realm. Only an equal exchange of dark sorcery can allow a Corrupt Servant to cross over the Empyrean void, and the power of such sorcery will limit or justify the indulgence of the beast in its dealings with the mortal world. Therefore, a small dedication of power will bring small service, and correspondingly larger donations will bring correspondingly larger responses.

DAEMONANCY

Those Dark Arts named Daemonancy excel in the summoning, conjuration, exhortation and control of diabolic entities from the Immaterialium. The Daemonancer knows the intonations, offerings and promises that will gather the attention of these infernal phantasms. Through researched study of the cabalistic formulae and liturgy, the impure celebrant can increase his influence over the Great Powers. With such increased power, the entreatment of diabolic forces becomes more secure, the response to pleas for treacherous reward greater.

The Black Sorceries of Daemonancy rely upon certain elements, some physical, others spiritual. The offering of these components in correct quantities and order is paramount in Daemonancy. Blood, sweat, hair, bone, fear, loathing and hatred are the Ingredientia Majoris, common to all conjurations and summonings. Dependant upon the Nefarious Power to be entreated, certain Ingredientia Minoris will also be required.

THE DISMAL TEXTS

Many of the dire persuasions have felt beholden to record their diabolic investigations. These tomes are often hidden from us for centuries, waiting until their vile secrets are uncovered by some other poor desperate fool. Usually insane, the authors of the Dismal Texts scrawl their research into manuscripts of unnatural parchments, bound in human skin, and indeed in some rituals the presence of such a tome or grimoire, with diagrams and sigils in certain compound inks (see the Ingredientia Majoris above) is required. It is our eternal task to seek out these Dismal Texts and destroy them, their depraved scribbles are of no value and pose innumerable threats to the fabric of our society. Such diabolism must be checked at every stage, from the naive initiate to the treacherous, malignant Demagogues and Daemonancers.

Various cabalistic shapes and icons help conjoin the powers needed to open a gateway to the Empyrean and aid the summoning process. In some cases, when cajoling particularly potent entities, such pentangles, hexes, formulae, charms, fetishes and profane and obscene runes also form protection for the Daemonancer from the hostile and predatory intents of the Dark Servant to be invoked and brought forth from the Hell-regions of their birth.

THE UNHOLY RANKS

In a blasphemous mirror of our own noble Empire, it is believed that the minions of the Most Dire Gods have a hierarchy of power. From the insane whims of the Ancient Darknesses spring forth the Greater Servants of Misrule. They are hideous creatures, powerful in strength and mind, and possessed of dire abilities. Their visages are terrifying in the extreme, the incarnation of all things most unholy.

Beneath these most fell of Dark Minions are the Lesser and Minor Diabolics. Amongst their incoherent ranks are some of superior or superior potency, but still of a degree much less than the Greater Presences. This order of Servant provides the Fell Deities of the Empyrean with a multitudinous army of disparate and malevolent beings, sent to corrupt and disrupt, hurt and injure, those of noble and pious disposition. Then there are the true Beasts of the Abyssal Gulf, mindless creatures intent on wanton chaos, random in their instincts, possessed of no motivation other than that of their Unliving God.

The Vile Presence

The malformed existence which a Dark Fiend will create within the material universe is based on a number of factors, not least being the perceptions of the individual or group entreating its presence. The intents and purpose of their Dark Master is reflected in their Daemonic visage and appearance.

Those horrific beings conjoined to the ancient and terrible Lord of Skulls are dire warrior-things, dark of eye, blood-hued and bedecked with armour and weapons of brazen heritage. They are bloodthirsty, possessed of a supernatural bestiality, fury and rage, and excel in the arts of war and death. Their presence stirs men to bloodshed, their look turns the spine to ice with fear, and their bellows and war cries deafen those that oppose them.

The vile servants of the Prince of Misdeed are incarnate of the lascivious dreams and depraved imaginings of desperate malcontents. Their disgusting and foul nature is obscured by an aura of ecstasy and beauty, truly obscene in its falsity. Their grotesque conjurers are confronted by visions of unnatural serenity, charm and lustful suggestion, driving reason from their thoughts and causing unholy admiration and covetousness.

Those supplicants to the Architect of Fate who attract his supernal gaze will be gifted with bizarre, anarchic entities comprised of the raw magic of their master. They are a blaze of chaotic colour, shape-shifting and incorporeal. They are enveloped in an inconstant corona of energy, buzzing and shrieking with unearthly power, sparks of incandescence cascading from their bodies, piercing eyes seeing into souls.

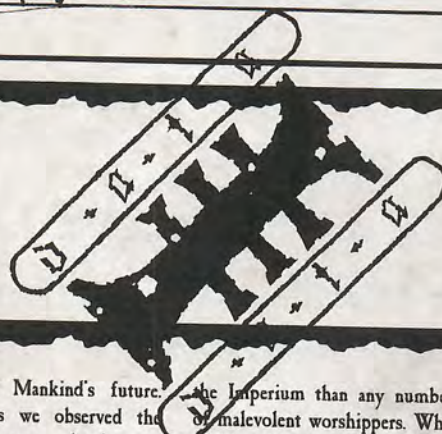
Of all the nefarious devils that serve the Dark Masters, the corrupt minions of the Pestilent Beast are the most physically grotesque. Embodiments of decay and plague, their festering presence pervades by a miasma of flies and nauseating putrefaction. Their swollen sores, exposed innards, and wart-strewn, pus-slicked skin is sickening in the extreme.

APPENDIX As OF 212/M36

every level there are those poor corrupted mortals who have fallen prey to the avaricious, heathen ideals of the Ancient Enemy and have forsaken humanity to become Dwellers in the Pit, some viewed highly as princes by their grotesque lords, others nothing but mere playthings for the whims of the Mad Gods.

TRANSMITTED:	LEVILNOR IV	
RECEIVED:	IQ-DXXVI	
DESTINATION:	IV	
TELEPATHIC DUCT:	Astropath-terminus	Harrel

++++++ +DATE: 3928997/M41
 ++++++ +REF: Inq/01159704311/BR
 ++++++ +BY: Inquisitor Fortez
 ++++++ +RE: Elimination of the Temple of the Star Child
 ++++++ +THOUGHT: Trust no one else and trust yourself less.



As you will know, I was dispatched to Levilnor to investigate the growing power of an anti-Imperialist cartel, called the Temple of the Star Child, or Star Cult for short. We had been hearing rumours of cult members gathering on Levilnor IV for some time, seemingly drawn to some centre point. We allowed this to continue until we were sure that all the important cult members were present on the planet.

Extensive study of the cult's beliefs makes for interesting reading. The members of the cult were wholly unaware of their heretical ideals, and believed that their doctrines were serving the Emperor in the guise of the Star Child. They were assured that this Star Child entity was merely another aspect of the Beneficent Emperor, a more benign creature than the true Master of Mankind (although there can ultimately be none more benevolent than the true Emperor, praise be to Him).

The highest ranking cult members were known as Sensei, and they were firm in their belief that they were children of the Emperor, sired long ago before the founding of the Imperium. These Sensei certainly possessed strange powers and great charisma and their deluded followers were only too happy to reinforce these spurious beliefs.

At first even I was given momentary pause and considered the possibility that indeed these

people had been chosen by the Emperor for some higher purpose, though I never for a moment credited the idea that they were the Emperor's offspring. However, seeing the kind of scum they dealt with and attracted to their cause, my suspicions were returned. Rebel humans, ghastly abhumans and even vile Eldar consorted with these Sensei. Such hideous companions would never be tolerated by a true Favourite of the Emperor and I ordered the cult examined in close detail.

At first, myself and my companions could find nothing drastically threatening about the ceremonies and celebrations devoted to the so-called Star Child. The Sensei believed that they would achieve a higher state of being, when the Star Child would grip them in Rapture and elevate them to the heavens. This elevation, which they called the Apotheosis, struck a chord with my learned colleague, Inquisitor Alexio, who reminded us of the deluded belief of Chaos worshippers that their god will grant them eternal life and everlasting power. Spurred by these thoughts, we examined the Star Cult in greater detail.

After several long months of infiltration and examination, we came to a number of horrifying conclusions. There was no doubt in the minds of the Temple's members, including the Sensei, that this Star Child was a truly magnanimous and noble entity, dedicated to the

securing of Mankind's future. However, as we observed the cult ever more closely, we started recognising certain phrases, gestures and ceremonial accoutrements which stirred our memories of the Thrandos cult we destroyed fourteen years ago.

The Thrandos cult was utterly dedicated to the worship of the Great Sorcerer, the Architect of Fate. Here we saw sigils and signs pointing towards that fell deity. Was it possible that the Great Conspirator was masquerading as this Star Child entity, sending false visions and dreams and manipulating these debased cult members? Of course it was possible! No intrigue is too convoluted, no path too twisted for the Changing Lord to follow. Our suspicions were confirmed weeks later, when Inquisitor Alexio's Emperor-gifted Inner Eye detected the foul taint of the cult's main ceremonies. This was incontrovertible proof that the Temple of the Star Child posed a threat to the stability of Levilnor and the surrounding systems.

Our request for aid was answered by the Salamanders Chapter of the Adeptus Astartes. They executed the annihilation of the Star Cult with admirable expediency, and I must say we took some personal gratification by removing those of the Sensei who were present. These trusting, misguided, gullible fools were more of a threat to

the Imperium than any number of malevolent worshippers. Who could tell what damage had been caused by their stupid magics and inconsiderate association with aliens and malign influences?

Inquisitor Credo is embarking on hunting down four other Sensei who did not journey to Levilnor IV. I wish him every success in his endeavours and hope he garners the success he deserves. Inquisitor Alexio is remaining here on Levilnor to ensure the Temple of the Star Child is truly eradicated. I am heading to the asteroidal mining colony of Vanor XXI, to follow up rumours of Lord Varlak gathering another army for rebellion (is there nothing that will rid us of this heretic?).

Inquisitor Fortez, Levilnor IV.

Fortez



ROSTER CARDS

The Unit roster cards here, and the Army roster sheet opposite, are for you to keep a record of your forces. Feel free to photocopy them for your own use. Although the cards are primarily for reference during games, it's also fun to use the space on the back to keep a record of particularly memorable battles the unit took part in. This way your units gain a real history and a life of their own.



Always endeavour to fight the enemy on your terms. If you are powerful at close quarters then engage in dense terrain where your advantage will prove greatest. If you are superior at long range then fight the battle at a distance. If you have greater numbers then attack along an extended front, use reserves to break through when the enemy's overstretched lines collapse. If outnumbered then concentrate your forces so that the enemy can fight only your best troops. No one ever won a battle by failing to take advantage of his enemy's weakness.

Tactica Imperium

UNIT NAME:				UNIT TYPE:								POINTS COST:	
No.	TROOP TYPE	WS	BS	S	T	W	I	A	Ld	Save	Special		
No.	VEHICLE TYPE	BS	Armour: Front		Side	Rear	Special						
WEAPONS		Range	Strength	AP	Shots	Special Rules							



UNIT NAME:				UNIT TYPE:								POINTS COST:	
No.	TROOP TYPE	WS	BS	S	T	W	I	A	Ld	Save	Special		
No.	VEHICLE TYPE	BS	Armour: Front		Side	Rear	Special						
WEAPONS		Range	Strength	AP	Shots	Special Rules							



UNIT NAME:				UNIT TYPE:								POINTS COST:	
No.	TROOP TYPE	WS	BS	S	T	W	I	A	Ld	Save	Special		
No.	VEHICLE TYPE	BS	Armour: Front		Side	Rear	Special						
WEAPONS		Range	Strength	AP	Shots	Special Rules							



ARMY NAME:

[illegible][illegible][illegible]

WEAPONS TABLE

NAME	RANGE	Str.	AP	TYPE
Bolt Pistol	12"	4	5	Pistol
Boltgun	24"	4	5	Rapid fire
Storm Bolter	24"	4	5	Assault 2
Heavy Bolter	36"	5	4	Heavy 3
Autopistol	12"	3	—	Pistol
Autogun	24"	3	—	Rapid fire
Shotgun	12"	3	—	Assault 2
Assault Cannon	24"	6	4	Heavy 3 ¹
Autocannon	48"	7	4	Heavy 2
Laspistol	12"	3	—	Pistol
Lasgun	24"	3	—	Rapid fire
Multilaser	36"	6	6	Heavy 3
Lascannon	48"	9	2	Heavy 1
Flamer	Template	4	5	Assault 1
Heavy Flamer	Template	5	4	Assault 1
Meltagun	12"	8	1	Assault 1 ²
Multi-melta	24"	8	1	Heavy 1 ²
Sniper Rifle	36"	X	6	Heavy 1 ³
Rippa Gun	12"	4	6	Assault 2
Missile Launcher (Krak)	48"	8	3	Heavy 1 ⁴
Missile Launcher (Frag)	48"	4	6	Heavy 1 Blast ⁴
Grnd. Launcher (Krak)	24"	6	4	Assault 1 ⁴
Grnd. Launcher (Frag)	24"	3	6	Assault 1 Blast ⁴
Mortar	Guess 48"	4	6	Heavy 1 Blast
Plasma Pistol	12"	7	2	Pistol ⁵
Plasma Gun	24"	7	2	Rapid fire ⁵
Plasma Cannon	36"	7	2	Heavy 1 Blast ⁵

NAME	RANGE	Str.	AP	TYPE
<i>Ork Weapons</i>				
Gretchin Blasta	12"	3	—	Assault 1
Slugga	12"	4	6	Pistol
Shoota	24"	4	6	Rapid fire
Big Shoota	36"	5	5	Assault 3
Rokkit Launcha	24"	8	3	Assault 1
<i>Eldar Weapons</i>				
Shuriken Pistol	12"	4	5	Pistol
Shuriken Catapult	12"	4	5	Assault 2
Shuriken Cannon	24"	6	5	Heavy 3
Death Spinner	12"	6	—	Rapid fire
Fusion Gun	12"	6	2	Assault 1 ⁶
Lasblaster	24"	3	6	Assault 1
Reaper Launcher	48"	5	3	Heavy 2
Scatter Laser	36"	6	6	Heavy D6 ⁷
D-cannon	Guess 24"	10	2	Heavy 1 Blast
<i>Dark Eldar Weapons</i>				
Splinter Pistol	12"	3	5	Pistol
Splinter Rifle	24"	3	5	Rapid fire
Splinter Cannon	24"	4	5	Assault 4
Shredder	12"	6	—	Assault 1 Blast
<i>Tyrannid Weapons</i>				
Venom Cannon	36"	8	4	Assault 2
Barbed Strangler	24"	4	5	Assault 5" Blast
Warp Blast	24"	6	2	Blast
Death Spitter	18"	6	5	Assault 1 Blast
Devourer	12"	4	5	Assault 4
Fleshborer	12"	4	—	Assault 1

NOTES

¹ **Jam Rule.** If a triple 1 is rolled on the To Hit dice for the assault cannon it jams and is destroyed. The assault cannon is specifically designed for Terminators – it is not an ordinary man-portable weapon.

² **Meltaguns and Multi-meltas.** These are devastating short ranged 'heat rays'. Melta weapons roll an extra D6 to penetrate vehicles at half range or under (12" for multi-meltas or 6" for meltaguns). See the Vehicle rules later for more details on armour penetration.

³ **Sniper Rifle.** Always hits on 2+ and its Strength always equals the Toughness of the target (so it wounds on a 4+ regardless of Toughness). Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage. A sniper rifle only has an armour penetration of D6 against a vehicle.

⁴ **Missile Launcher or Grenade Launcher.** These can fire either frag or krak rounds, choose which to shoot before rolling to hit.

⁵ **Plasma Weapons Get Hot!** If you roll a 1 to hit the weapon has overheated and injured the model firing it. Make an armour save for the model otherwise it will suffer a wound (yes, really!). If the model is killed the plasma weapon is lost as well. Plasma weapons on vehicles are not affected by overheating.

⁶ **Fusion Guns.** These weapons work like meltaguns against vehicles, gaining an extra D6 penetration at half range or under.

⁷ **Scatter Laser.** An improved Eldar version of the multi-laser that shoots D6 times rather than 3. Roll each time it fires.

Do not fear to use the biggest gun



'Guns and warriors are useful, but it is our indomitable will that promises the ultimate victory.'

ORDNANCE TABLE

Weapon	Range	Str.	AP	Type
Battle Cannon	72"	8	3	Ordnance 1/Blast
Demolisher	24"	10	2	Ordnance 1/Blast
Griffon Mortar	12-48 Guess	6	4	Ordnance 1/Blast
Earthshaker	120"	9	3	Ordnance 1/Blast
Whirlwind	48" Guess	5	4	Ordnance 1/Blast

ARMOUR SAVES

To see if armour successfully stops damage roll a D6. The following table shows how the minimum D6 score required varies between the different types of armour.

Armour Type	Minimum D6 score required to save
Terminator Armour	2+
Space Marine Armour	3+
Imperial Guard Flak	5+
Eldar Aspect Armour	4+
Eldar Mesh Armour	5+
Ork Body Armour	6+
Ork 'Eavy-Armour	4+
Ork Mega-Armour	2+
Dark Eldar Incubi Armour	3+
Tyrannid Warrior Carapace	5+

If the player rolls a D6 and gets equal to or greater than the score required it stops the wound.

ARMOUR VALUES

	FRONT	SIDE	REAR
Land Raider	14	14	14
Leman Russ	14	12	10
Chimera	12	10	10
Rhino	11	11	10
Predator	13	11	10
Land Speeder	10	10	10
Dreadnought	12	12	10
War Buggy/Trak	10	10	10
Falcon Grav Tank	12	12	10
Wave Serpent	14	14	10
Vyper	10	10	10

COVER SUMMARY TABLE

Example Cover Type	Cover Saving Throw
Bushes	
High grass	
Crop fields	6+
Fences	
Railings	
Crates/Barrels	
Pipes/Logs	
Rocks/Rubble	5+
Wreckage/Ruins	
Walls/Buildings	
Vehicles/Wrecks	
Woods/Jungles	
Trenches	
Gun pit emplacements	
Bunkers	4+
Fortified buildings	

SPECIAL CLOSE COMBAT ATTACKS

In all cases, models can only use their special attacks if they are in base-to-base contact with the enemy, otherwise they attack normally. Note that models with special close combat attacks can always choose not to use them and attack normally instead. If you're wondering why you might want to do that read the Power Fist entry below!

Power Fist or Claw

A power fist or claw doubles the user's Strength up to a maximum of 10 and ignores armour saves. The only drawback is that a power fist is slow and cumbersome to use, so a model armed with a power fist or claw always strikes last in close combat regardless of relative Initiative and whether or not they are defending cover or using frag grenades to assault into cover, etc. If models on both sides are armed with power fists they strike simultaneously.

Power Weapons

Power weapons are typically swords or axes, but more rarely glaives, halberds or maces. A model armed with a power weapon ignores armour saves.

Close Combat Weapons (chainswords/swords/axes/pistols/etc)

These weapons confer no bonus to the strength or hitting power of combatants. However, models with a weapon in each hand gain an additional attack against an enemy in base-to-base contact.

Frag Grenades

Troops armed with frag grenades always fight simultaneously against troops in cover. Initiative values are not used, both sides roll to hit and wound at the same time before making armour saves and removing casualties.

Monstrous Creatures

A monstrous model ignores armour saves.

This being the Journal of Keeper Cripias.

Dated in the year of our Emperor 993/M4-1

For seventy long years I have laboured, as Master Finlias laboured before me, and Master Shadriel before him, through eight hundred and thirty six generations of Keepers of the Library Sanctus of Terra. It has been our endeavour, our lives-long aim, to compile a history of the majesty of the Human Race from the archives which are our wardship. In his benevolent wisdom, the Emperor has granted me the singular and great honour and pleasure of completing this sacred task in my own lifespan.

Through copious notes and periods of cogitation I have pieced together the history and pre-history of Mankind, into the greatest antiquities of time. Here I have revealed my findings for the first time, for as it was in the time of the First Keeper, Solomon, our knowledge has passed by oratory and not written word. However, in these changing times there are none worthy to succeed me now, and so it is fit and rightful that I, the Last Keeper, Cripias, records our Great Works to these pages for eternity.

And so it was, that in the First Age of Man, the Golden Age, there is the Emperor, Unseen and unheralded he prepares the Old Earth for the coming of Mankind, and he waits. He is joined by the First Men of the Golden Race, fine of limb and strong of mind, yet still the Emperor is content to wait in shadow, to watch and learn from Mankind. The Golden Race spreads across the face of Old Earth, multiplying and establishing Order and Civilisation on the anarchy of Nature. In time, the Second Men of the Stone Race appear, and in their wake come many miracles and marvels of technology that strengthen the Stone Men's power, but are also harnessed by those of the Golden Race. Although physically inferior to the Golden Race, and not of philosophical temperament and disposition, the Stone Men have in them the conjurations of great artifice and mechanisms. In time, the Golden Race looks to the stars to expand their dominion. The Stone Race builds great machines of power that send both Men of Stone and Men of Gold into the Ether. However, once the burgeoning race of Mankind has taken its first steps into the greater cosmos, the Golden Race dwindles in influence through their dependence on the artifices of the Stone Race. Thus the Golden Age comes to an end and the Stone Men prevail.

Our calculations, from the most distant and archaic records, and through constellar comparison, have dated the end of the Golden Age at 20,000 years previous to our present time.

For the next 5,000 years, the Stone Race lives through the Dark Age of Technology. Little can be determined from the Dark Age of Technology, for the majority of existing records concerning that period are gathered in the Librarius Omnis of Mars, and none outside the highest ranks of the Adeptus Mechanicus can gain access past its most determined of Guardians (Keeper Malrubius tried once, but to no avail). We have surmised that during the Dark Age of Technology, the Men of Stone create the Iron Men to help them in the building of their great Empire. At first, the Iron Men are as servants, willing to do the bidding of their masters with no thought.

However, the Iron Men, as all creatures do, evolve and grow until they are the equal of the Stone Race and beside each other they set about conquering the galaxy. The Dark Age of Technology is an era of machines and artificial devices, used by the Stone Men, and later the Iron Men, in their endeavours. Many of the technical marvels that the Priesthood of Mars sustain can be traced to their origins in the Dark Age of Technology, and it is at the end of this period that the great organisation known now as the Adeptus Mechanicus was founded. During the Dark Age of Technology, the austere ancestors of the Imperium's Navis Nobilitate are born, and through their unique prowess, mankind forges through the stars. Weapons of great destruction cow the aggressions of alien enemies, pushing back the frontiers of Mankind's domains.

The end of the Dark Age of Technology is the most obscure region in mankind's evolutionary tale. For whatever reasons and differences in ideology, the Stone Men and the Iron Men fall to warring with each other. The Iron Men are possessed of no Soul, an anathema to any true Man. The Stone Men, in their final acts of self-preservation, annihilate the Iron Men who have turned from ally to foe, and even those of the Iron Race who retain their former loyalties to their one-time masters are destroyed in the fiery crucible of battle. Still the Emperor, in his eternal wisdom, awaits the moment to reveal the true path of Mankind's destiny. Thus the start of the Age of Strife is heralded.

The Age of Strife sees the collapse of the ancient Empire built by the Stone Men. Mankind is split asunder, there is no Race of Man, just warring factions contending with each other in the direst perils the galaxy could offer. Seeing humanity's weakness, alien dominance grows in power once again, the arms of the Stone Men left to ruin, the protection of the Iron Men destroyed in the last years of the Dark Age of Technology. For five long millennia, the human race exists in the twilight of its former greatness, bickering and fighting for the scant resources to hand. With no guiding will, no manifest destiny of lordship, mankind is left in turmoil. Even Earth, the bedrock on which humanity's Empire was founded, is gripped in the throes of generations-long internecine war. The foul aliens who had been held back by the might of the Iron Men and Stone Men surge forth from their havens and lairs, destroying mankind's defences, killing or enslaving the Emperor's wards. Mankind is engulfed by a plague of mutation, physical deviants and men possessed of psychic talents appear throughout the galaxy bringing more havoc with them. With no over-reaching authority, these lost souls and psykers sprawl unchecked across the human race. It is at this time that the Emperor reveals his true nature and sets about his plans of deliverance from anarchy.

For the last ten thousand years we have been in the glorious Age of the Imperium, the Reign of the Beneficent Emperor of Mankind. Using his vast intellect and knowledge of ages past, the Emperor creates a race of warriors to quell the warring factions on Earth, renaming our homeworld Terra and affirming its place as the centre of the known galaxy. Having established rulership of Mankind's birthworld, the Emperor sets about the re-creation of Mankind's righteous fate. With his Legions of Space Marines, the Emperor leads the Great Crusade of Reconquest. It is a long and arduous war, but world after world, seeing in the Emperor the rightful ruler of mankind, falls to his service. The Space Marines, now numbered in their many thousands, establish outposts in the far reaches of the galaxy, and from these bases on asteroids and moons and planets, launch forays into the darkness, bringing the Light and the Word of the Emperor with them. Through this turmoil - the base treachery of the Warmaster and sacrifice of the Emperor, the contact with the noble offices of the Priesthood of Mars, the establishment of the Navis Nobilitate and other noteworthy assemblages that we now take for granted as well as the purges of mutants and psykers - the Imperium is forged in blood and death, on a thousand thousand worlds the rightful and just rule of the Emperor is reasserted.

And so it is, ten thousand years since the Great Crusade began, we are able to live under the guiding Light of the Emperor, we have the guns of the Imperial Navy, Imperial Guard and Adeptus Astartes to guard us against betrayal and foul aliens.

But the stories do not end there. For in our research, the Keepers of the Library Sanctus of Terra have uncovered many forgotten secrets, hidden lore, tales of treachery and heroism. Although we have not become, by no means, omniscient, we know many things that should not be known. For example, who few outside of this stone chamber have learned of the Betrayal of Luther, the Curse of the Red Thirst, the dark-shrouded founding of the Sisterhood. Who has recited such tales of woe as can be found in the Legacies of Gathalamor, the unseen mysteries concerning the origins of the Space Marine Legions, the dark perils that await those who pass beyond the Gates of Vari, the names of the sinister architects of the Ymga Monolith. Read for those who follow must be made aware of these dark Truths. Of the quiescent perils of the



Document impounded and sealed
by order of
Adept Cronevald.

Dated 0243994

Author declared heretic and
adjudged guilty in the presence of
his peers

Dated 0244994

Cronevald

Thought:
Curse ye now the death in vain.

TERRORS OF THE WARP

"Of all the perils that an Inquisitor must root out, it is the eternal and infernal practices of entities not of our domain that require the utmost vigilance and willpower"

Introduction to Liber Malificorum of the Ordo Malleus

The alternate realm of the warp provides humanity with its greatest gifts and is the source of its direst perils. Without the warp, interstellar travel would be impossible and Astropaths would be unable to communicate between the stars. However, the warp is also home to countless malevolent entities and creatures, many of which are bent on dominating or destroying mankind. Warp storms can isolate worlds for hundreds, even thousands of years; and the growing number of rogue psykers threaten to tear apart Mankind from within.



Strange and dangerous creatures inhabit the Empyrean realm. Some of these horrors are wholly confined to the warp, but they still present a significant threat to humanity. As well as contending with the normal hazards of warp travel, ships moving through the alternate void can come under attack from malicious beings intent on feeding upon the life force of the ship's inhabitants.

A vessel's Tech-priests can erect layers of wards to defend against marauding predatory beasts. However, these protective fields are intricate and arcane, and their temperamental nature provides no sure defence against a determined assault. Ships that suffer a warpshield collapse can find themselves in serious trouble as their

presence is detected and suddenly a swarm of malignant creatures converges on it. Such assaults can range wildly in ferocity, from incidental damage to the ship itself, to massive systems failure and attacks upon crew and passengers.

An unprotected human in the warp may be possessed by alien creatures or driven insane by the phantasmal environment. People disappear



without trace, while crazed mobs rampage through the decks living out their nightmares, leading to widespread murder and self-destruction. Sometimes a vessel emerges from the warp physically intact but with no trace of its crew. Many such 'ghost' ships drift through the galaxy and they are considered and ill omen by those who encounter them.



The power of some warp entities extends into the material universe. Some are mindless hunters, seeking the souls of the living in an eternal quest to quench an insatiable thirst for the life essence of mortals. Others possess a greater level of sentience and hunger after the material world, desiring the physical but unable to maintain it for any length of time. These creatures invade the minds of humans and turn them to their bidding, enslaving them to create the circumstance that will enable them to cross the bridge between realms and enter our domain. Whole communities, even worlds, can become slaves to the whims of parasitic beings who thrive on supremacy and control. The Inquisition must constantly seek out these strange creatures, destroying them when possible, weakening their grip on our universe where they can.

Helghast sat upon his ivory-bound throne at the pinnacle of the Navigators' pilaster. From his vantage point he could see the whole of the Justus Retributor as it cruised through the Immaterium. While his third eye studied the waves of scintillating energy pouring over and around the ship, his normal eyes took in the full length of the cruiser, passing over gun turrets and missile batteries, loading ports and fighter docking bays. He had guided them without incident through the eddies and tides for three weeks, and roughly three days' journey remained before they reached the jump point at Armageddon.

Something flared to Helghast's left and he turned his attention towards it. A flickering corona of sparks were spraying from a bastion on the port shield generators. After thirty seconds of polychromatic detonations, the warp field failed and the navigator's witch eye saw the implosion of the psychethereal shield. A few heartbeats later and he caught another flicker of activity in the periphery of his second-sight. Turning towards it, his pneuimagills tightened in fear.

A wave of disincorporate snarling beasts flowed through the ether towards him. As the onrushing tide came closer his seventh-sense picked up a chittering noise, like a million rats squabbling in an echoey chamber. In moments the creatures were clawing at the hull and swarming up the exterior of his gold-etched tower. Though their form shifted with every breath, their pale, vacant orbs locked with his third eye in uncomprehending malignity. His mind was filled by a wild howling, and the crysteel dome of the pilaster began to crack.

Helghast realised he was doomed, and as the warp-predators flowed around him, he remembered the words of the Ave Navigatus - the Litany of Lost Souls. He began to mumble even as the dome shattered and he felt his mind pulled apart by a thousand barbed shards.

"We pray for souls adrift on the tide..."

FAO: Magister-General Demios, Departmento Munitorium

TRANSMITTED: Erechtheus

RECEIVED: Draug IX

DATE: 3935997.M41

TELEPATHIC DUCT: Astropath-terminus Luciol

AUTHOR: Vendos-Directa Johan Dallsart

THOUGHT FOR THE DAY: Faith is the sturdiest armour.
Hatred the surest weapon.

Further to the inquiries forwarded by your agents, I hereby provide a summary explanation of the manifold artifices of the Machine God and their import with reference to the specifications of the constructions and devices requested in your previous missive.

Phaethon-pattern (Type XV)

Leman Russ Battle-tank

Contrary to previous designs, the Type XV Leman Russ uses only a single crystal battery generation unit. This has been designed with reference to newly re-discovered Standard Template Constructs on Gravis 5. This has enabled us to reconstruct the power generation units of our battle tanks in accordance with the more combat-effective designs that were in use during the Storming of Vreth. Improvements in the thaumic-resonance of the crystal orientation, and a development in the growth patterns of Diaquartzoid matter, allows much more efficient energy storage and expulsion. In addition, the standard photolatic collectors have been replaced by much more sensitive panels able to accumulate and store energy down to fifty picoandela/second at standard Solar luminosity. The crystal battery unit provides only ancillary energy requirements, the bulk of the unit's operational powerload is still supplied by a fifty square kilo-cubits Adaptable Thermic Combustor engine (stricter measures concerning the use of non-dried vegetative substances and foodstuffs as fuel are recommended).

Armour and armament are as Type XII-XIII with standard retro-fitted sponson mounts, energy re-chargers and ammunition supply feeds.

[Please note that the Damacles-pattern (Type XIV) Leman Russ has been withdrawn from active service due to dysfunctional filtration units]

'Lance' Seeking Projectile

The Lance has a number of features which distinguish it from its predecessor, the 'Flail', especially in adverse fighting conditions. Most importantly, the register modules of the aura-imagifier have been broadened in vista, enabling targets to be located via a number of mediums. Modifications have been made to isolate the multiple retarded Stacked Atomic Cells used to link the mecha-thought member to the propulsion and stabilising systems, thereby eliminating the incorrect 'Deviant Perceived' signal which can lead to premature launch with the 'Flail'. The Lance is available with standard mass fragmentation and incision warheads and can be loosed from any ES standard firing duct.

90/110 Peta-watt Open-core Plasma Ioniser

The 90/110 peta-watt open-core plasma ioniser remains the most effective power generator in terms of pure energy output since its re-introduction by Magos Technis Voltar. Using time-honoured coolant infusion systems, this plasma reactor is capable of sustained use for 19×10^56 hours before core-compression factors exceed tolerable values. Exo-thermic residues equate to one part in five thousand, requiring isolation to be

stabilised at roughly 1/126 span ratio. With the open-core plasma ioniser, an omophagic system vents ionised particulate matter through an electromagnetic shielded sub-chamber which in turn re-refines the plasma and allows it to be re-invested back into the main core. This plasma ioniser requires roughly fifteen thousand man-seconds' maintenance/cycle.

Parcae Inorganic Cogitator

Drawing on a number of theories pronounced by Magos Wilhelm Gaytes, the Parcae inorganic cogitator was designed for integration into the logistical and analytical engines employed by the quartermasters of the now-defunct Logistica Corpus in the Time of Deliverance. Drawing on a massive capacity (almost fifty kilo-brains of information can be contemplated at one time), the Parcae excels in the analysis of current trends and rationales and the prediction of logistical dispositions over a twenty-circuits period. The Parcae can be amalgamated (with correct translators and mechasophysical interpreters as indicated on the EXgr-76 Requisition/Trade Docket (purple-bordered)) to any of the series-d Electroradles to provide a powerful, yet accessible, analytical engine capable of meeting needs for logistical ratiocination well into the future.

Holo-reactive Prime Interface System

Our research into pre-Imperial data nodes found in the oldest archive of the Temple Majoris of the Machine God has allowed us to recreate this complex artifice within the capabilities at our present disposal. Now capable of integration with any Erechtheus-pattern sub-system, this control system uses a means of hololithic projection to enable the terminal interfacer to impose his will upon his attendant machines with a simple gesture or series of movements. Although the interface requires approximately three standard-years integration to be used to full effect, the subsequent machines' responses and accuracy are vastly improved. By projecting a holo-tactile image around the controller, this system allows the biological unit to activate and deactivate the enslaved systems by 'pressing', 'pulling' or 'turning' the projections. However, unlike conventional interactive systems which use purely physical components, the holo-reactive prime interface employs a projection system which occupies far less volume. Our recent insights into the wisdom of the Machine God now allows the holo-projection system to be tailored, enabling it to interact with the available space, therefore making it ideal for use in confined conditions.

Hydroplastic Actuators

for Mk.CVI. Ambulatory Freight Hoist

As you may have noticed, the replacement hydroplastic actuators for the Mk.CVI now utilise a type-GX silicothetic strand developed by the Revered Ancestors and now released into our wisdom by the researches of our Esteemed Magos Stradox. The hydroplastic is activated by thermal charge (between 1/1098 and 1/1785 therms/picathought) causing the actuator to expand or contract at a rate of 5 cils/minute with a pressure of 650 p/12. In operational terms, this allows the freight hoist to carry burdens up to 7.68×10^5 drams, an increase of 4/1000 over previous actuators, and more than enough to cope with any standard duties. The actuators can be constructed for 4/4005 sensitivity for carrying fragile cargoes, up to 500/1000 if the emphasis you need is on speed rather than dextrous handling. As it comprises a bio-mechanical processor, the actuator arrangement, when installed, is fitted with a styro-liquid energy dispersal system, utilising a sucrose-based solution. This Sucrosol transmits energy from the thermic charge chamber to the required actuator through osmotic pressure, and requires a recycle-cleanser to maintain maximum efficiency (which can be supplied at additional expenditure).



The vast armies of the Imperial Guard crush their foes with wave after wave of infantry and heavily armoured tanks. Regiments are recruited from many different worlds across the Imperium.



Catachan Jungle Fighter



Ogryn



Tallarn Leman Russ Battle Tank



Valhallan Ice Warriors



Cadians



Catachan Jungle Fighters



Chimeras



Valhallan Captain



Cadians



Mordian Iron Guard

Catachan Jungle Fighters



Tallarn Desert Raiders



Mordian Iron Guard



Valhallans



Attilan Rough Riders



Commissar



Valhallan Ice Warriors



From Left to right: Demolisher, Hellhound & Leman Russ Battle Tanks

"Those I cannot crush with words I will
crush with the tanks of the Imperial Guard!"

The Kallastin Ultimatum,
attributed to Lord Commander Solar Macharius





The Space Marines are superhuman warriors and superb all-round fighters who have at their disposal an awesome array of powerful guns and hardware. They are easy to paint as they utilise simple, bold colour schemes.



Blood Angels Heroes



Blood Angels engage Eldar



Dark Angels Apothecary



Blood Angels Terminator



Dark Angels Space Marine Scouts vs Night Lords Chaos Space Marines



Blood Angels Commander





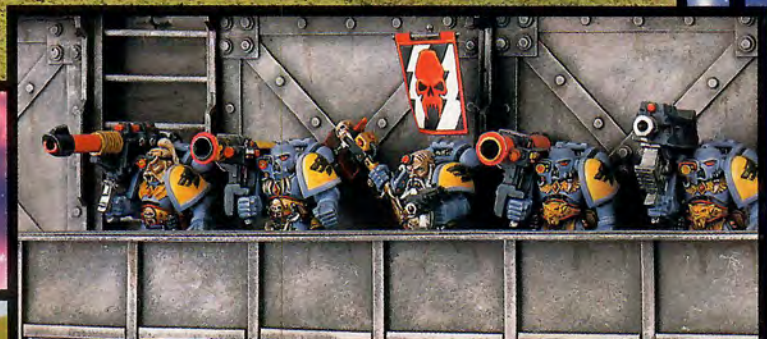
Ultramarines Captain



Dark Angels Ravenwing Bikes



Ultramarines Whirlwind Tank



Space Wolves



Techmarine



Dark Angels Predator



Space Wolves Dreadnought and Terminators



Ultramarines Scouts



Ultramarines Assault Squad



Dark Angels Scouts



Dark Angels Commander Azrael



Black Templars



Dark Angels Deathwing Terminators



Ultramarines Commander Marneus Calgar



Black Templars Land Speeder



Black Templars



Imperial Fists



Ultramarines vs Chaos Space Marine Terminators



Space Wolves



Ultramarines



Blood Angels



Dark Angels



The Sisters of Battle are the fighting arm of the Adeptus Ministorum. Trained and equipped to the highest standards, they are utterly dedicated to the protection of the Imperial Faith. Their uniforms often display combinations of black white and red.



Immolator Tank



Seraphim



Battle Sister with Heavy Flamer



Battle Sister with Bolter



Retributors



Sisters of Battle



Tyranids are a deadly alien race that consumes everything in its path, striking with frightening speed and ferocity. Tyranid creatures are a variety of weird alien colours. Their chitinous bodies are often black, blue or purple.

Termagants



Tyranid Warriors



Genestealer



Tyranid Gargoyles and Lictor attack the Valhallans



Hormagaunt



Tyranid Hive Tyrant with Lictors, Zoanthrope and Termagants



Eldar Rangers



In battle, the swift Eldar emphasise speed over brute force, relying on their skill and advanced technology to protect them. Their simple, well structured colour schemes favour a neat painting style and are unique to each Craftworld.



Warlock



Striking Scorpion



Vyper Jetbike & Falcon Grav Tank



Eldar Warp Spiders



Eldar War Walker



Biel-Tan Craftworld Guardians



Dark Reapers and Dire Avengers



Ulthwé Craftworld Guardian



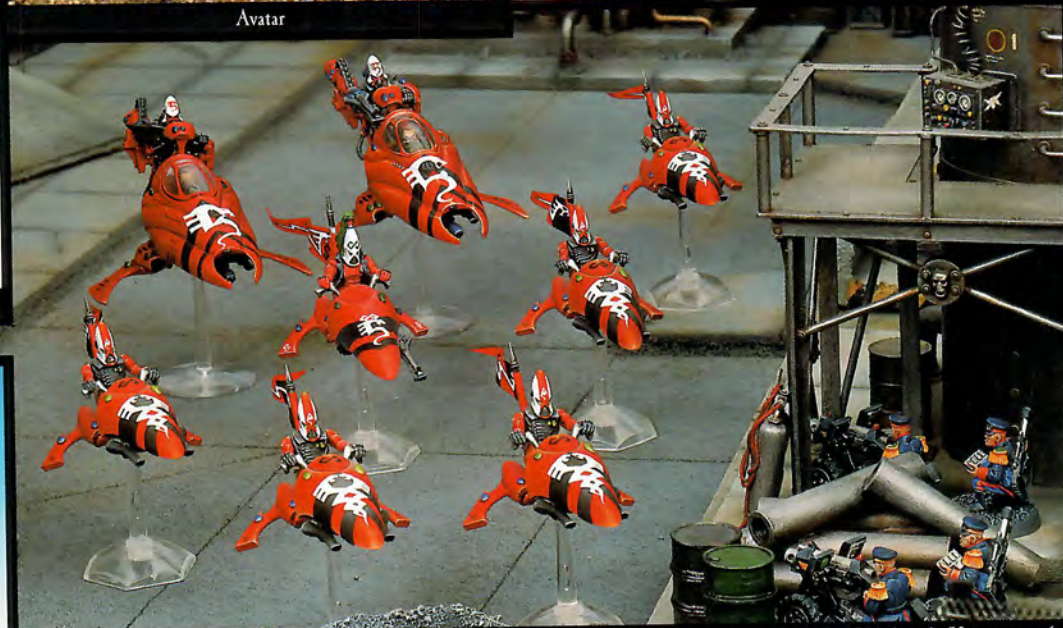
Avatar



Eldar Wraithlord and Wraithguard



Saim-Hann Craftworld Guardian



Saim-Hann Jetbikes & Vypers attack



Alaitoc Craftworld Guardian



Orks are savage barbarian monsters who live to fight. Their weapons and vehicles are crude but effective. On the tabletop you can field overwhelming hordes of fearsome close combat troops, painted simply to reflect their battered and savage appearance.



Ork Trukk & Wartrak



Ork Scorchers



Ork Warboss



Slugga Boy



Stikk Bomma



Ork Stikk Bommas Mob



Ork Mob



Ork Warboss



Gretchin



Orks vs Catachan Jungle Fighters



Ork Mob vs Tallarn Desert Raiders



Slugga Boy



Bloodletters & Flesh Hounds of Khorne



The dread forces of Chaos are comprised of terrifying Daemons of Chaos and the Traitor Legions of Chaos Space Marines, former warriors of the Emperor who now battle for the glory of the dark gods. When painting them, a good effect can be achieved by using dark, brooding colours, as well as painting metal to look ancient and rusted.



Bloodthirster: Greater Daemon of Khorne



Chaos Lord



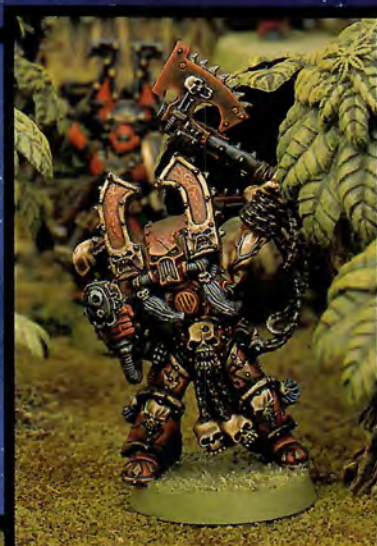
Chaos Space Marines



Khorne Berserker



Plague Marines



Kharn the Betrayer, Chaos Champion



Plague Marines & Chaos Predator Tank



Noise Marines



Plaguebearers, Daemons of Nurgle



Iron Warriors Chaos Space Marine



Night Lords



The mysterious Dark Eldar are piratical raiders who strike without warning, killing or enslaving all who stand in their way. No one is safe from their terrifying and vicious attacks. These evil warriors are garbed in the dark colours of the night.



Dark Eldar Wych



Dark Eldar Warriors





An entrenched Ultramarines force defends its position against the onslaught of the Biel-Tan Eldar



Imperial Guard attacking an Ork settlement



Tyranid Hormagaunts swarm over an outpost defended by Valhallan Ice Warriors



The dark forces of Chaos overrun the Mordian Iron Guard



Love the Emperor.
For he is the salvation of Mankind.

Obeys his words,
For he will lead you into the light
of the future.

Heed his wisdom,
For he will protect you from evil.

Whisper his prayers with devotion,
For they will save your soul.

Honour his servants,
For they speak in his voice.

Tremble before his majesty,
For we all walk in his immortal shadow.

Imperial Hymn

WARHAMMER® 40,000

In the nightmare future of the forty-first millennium, mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravening aliens, and threatened from within by malevolent creatures and heretic rebels. Only the strength of the Immortal Emperor of Terra stands between humanity and its annihilation. Dedicated to His service are the countless warriors, agents and myriad servants of the Imperium. Foremost amongst them stand the Space Marines, mentally and physically engineered to be the supreme fighting force, the ultimate protectors of Mankind.

Wars rage over airless moons, in the dark, twisted depths of hive worlds and in the cold wastes between stars. From the immaterial realm of warp space, malicious entities send their unspeakable minions to slaughter the Emperor's chosen. Everywhere, soulless spectres and slaving monsters are poised to extinguish the life of humanity.

There is no time for peace.

No respite.

No forgiveness.

There is only WAR.



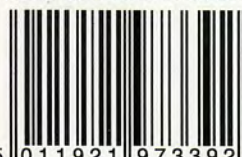
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