WARHAMMER 40,000

APOCALYPSE RELOAD

NEW DATASHEETS, STRATEGIC ASSETS & MISSIONS FOR APOCALYPSE BATTLES

WARHAMMER 40,000

APOCALYPSE RELOAD

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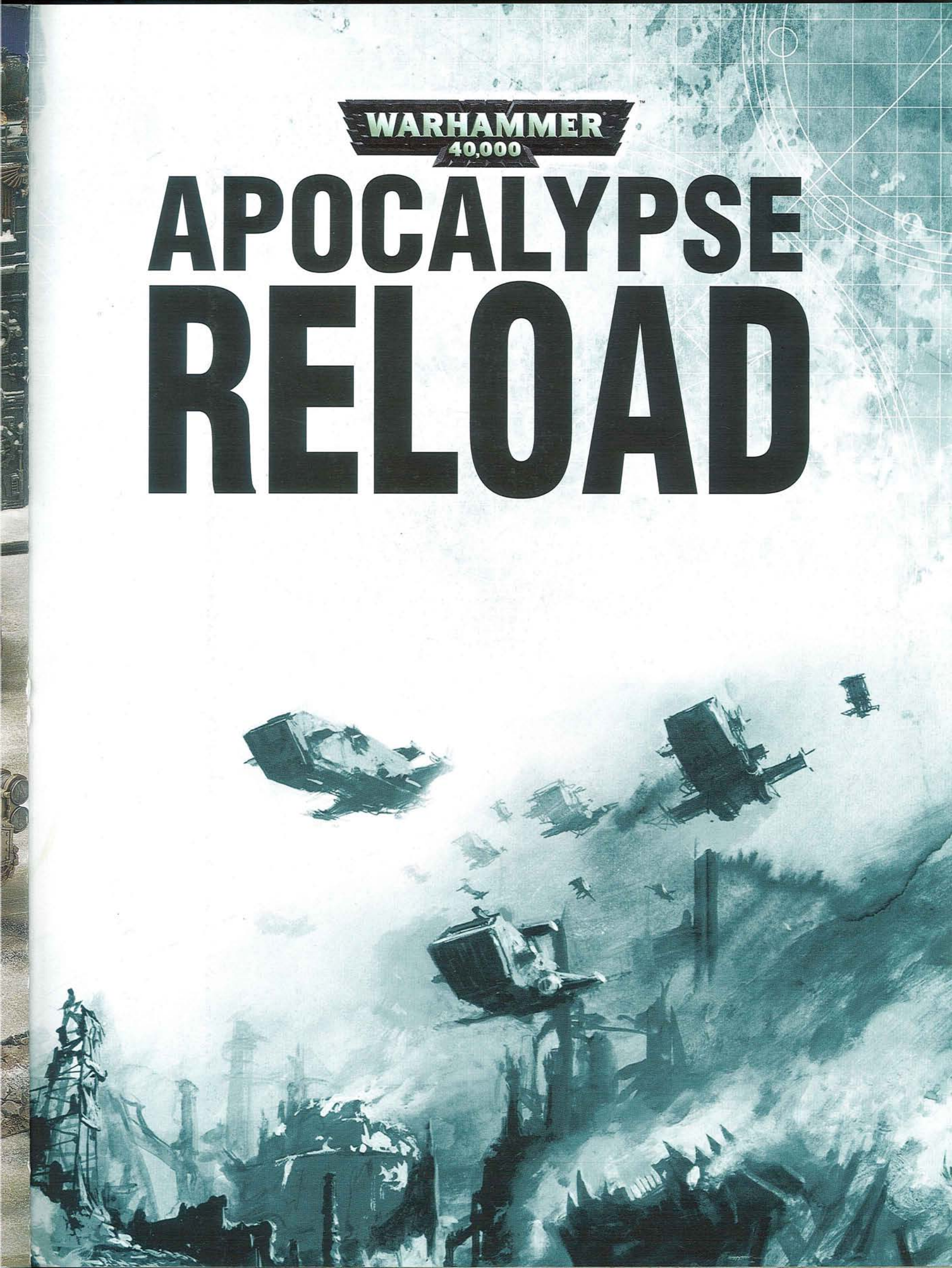
INTRODUCTION

"There is no time for peace. No respite. No forgiveness. There is only WAR."

Infantry marches forward in countless legions. Columns of battle tanks stretch beyond sight while the ground shakes at the approach of super-heavy vehicles – massive mobile land fortresses bedecked with weaponry. Towering above the endless armies like gods of war, stride Titans – matchless war machines capable of levelling cities. They march to tens of thousands of wars, across millions of planets, where every one will be destroyed in the cauldron of battle.

And so the factories of Mars must never rest, and the Imperial Guard can never stop recruiting. In the far future, there is only war.

This is Apocalypse Reload.

Jervis: The starting point for this book was very straight-forward. Apocalypse has been a huge hit, and players have been calling out for more datasheets to use in their games. It wasn't rocket science to figure out that we should do a new book full to the brim with new datasheets for players to use! This book is the result.

Well, more or less. In fact, the idea of doing a book of new datasheets was really only the beginning. Once we'd decided we should do the book, everyone started to get a bit, erm, carried away. It started when someone suggested that it would be a lot of fun to include some new strategic assets in the book as well as the new datasheets. And then someone else came up with the idea of doing strategic assets that were specific to certain armies. Then someone else again suggested we include some more discussion on 'optional' missions that could be used in Apocalypse games. And finally someone else suggested we couldn't do an Apocalypse book without a battle report. Before we knew it, Apocalypse Reload had grown into the invaluable guide that you now hold in your hands.

Using this book you will be able to make your Apocalypse games even bigger and more spectacular. You'll be able to field new battle formations and legendary units, or be inspired to make up your own. You'll be able to use cunning new strategic assets to outwit your foe, and you'll be able to modify the Apocalypse mission so that it can cover just about any type of battle you can think of.

This is a book for the Apocalypse aficionado, for those players that took everything the 200 pages of Apocalypse had to throw at them, and then still wanted for more! This is, in short, the book for players who want to take their Apocalypse games to the next level…

> "What? Don't tell me how many millions we have lost. Tell me what ground we have gained. This is a crucible of attrition, we are forging a new world on the anvil of battle. Send in more men! Send in more armour!"
>
> High Lord General Khurnak
> Highest ranking officer and supreme commander
> of the western hemisphere during the 20 year offensive push on Moltova

WHAT YOU WILL FIND IN THIS BOOK

REINFORCING YOUR ARMY
A quick overview of useful tactics for both playing battles and collecting models.

NEW DATASHEETS
Over 50 new datasheets for you to use in games of Apocalypse.

NEW STRATEGIC ASSETS
Over 40 new strategic assets, including army specific strategic assets for each army in Warhammer 40,000.

BEYOND APOCALYPSE
New suggestions that can be used to expand the scope and depth of the standard Apocalypse mission.

AT THE GATES OF BLOODSPIRE HIVE
A battle report that puts some of those new mission suggestions into action with a linked-table Apocalypse game.

REINFORCING YOUR ARMY

As you decide which of the new datasheets to add to your force, it's worth thinking about the character of your army.

Apocalypse can be a great catalyst. Whether you aim for a full Battle Company of Space Marines, a Cohort of Bloodletters, or a towering Ork Stompa, the addition of any of the legendary units or battle formations will substantially enlarge your army, provide an excellent centrepiece for your collection and weigh in heavily in any battle in which they fight.

As we added new datasheets to the growing arsenal of choices for each Warhammer 40,000 force, we realised how the larger scale gave us a chance to explore and better define each of the armies. Truly does the armoured might of the Imperium come into its own within games of Apocalypse. You can forget about any restriction on Heavy Support choices and concentrate on crushing your opponent with Imperial tanks. Or perhaps you would prefer an infantry company – platoon after platoon of infantry, ready to destroy your enemies with massed lasgun fire and sheer weight of numbers. Some players can't decide and simply go for both choices. Regardless of the direction you choose, each step adds detail and character to your force.

To put it another way, every Apocalypse datasheet should play to the strength and character of your force. Every 40K player knows that Tyranids can choose to deploy a relentless sweeping horde, but until you've faced the living carpet of onrushing aliens that the Endless Swarm datasheet represents then you haven't seen how scary a mass of Tyranid creatures can be (players who can field the Endless Swarm datasheet will know the look of terror they inspire!). When an Ork player commands Da Green Tide datasheet included in this book, he will truly feel like his own Waaagh! is surging across the galaxy. The Eldar don't use hordes, instead their datasheets are elite, manoeuvrable and pack a hell of a punch. This reflects well the dying race whose every life is precious, as well as the specialised roles and tactics that allow the Eldar to divide and conquer enemy forces.

As you reinforce your army – expanding your units, adding a datasheet or Forge World kit, or even scratch-building your own creation – keep in mind your army's characteristics and strengths and you can't go wrong.

IMPERIAL GUARD

The might of the Imperial Guard lies in its tanks, guns, and inexhaustible numbers. Imperial Guard don't use half measures – why use a couple of tanks when you can have a dozen? Dig in, call down as many thunderous supporting barrages as you can, and let loose the firepower. All your datasheets will help you play to these strengths, including the newly introduced Imperial Shield Infantry Company and a lethal new super-heavy tank called the Stormsword. For those of you not content with merely one Baneblade, the Steel Fury squadron allows you to field three of these mighty tanks!

Tip: Beware deep strikers and flank attacks, and remember – it is often the lowly Guardsman who claims the winning objective, so make sure you have plenty of footsloggers to do the dirty work.

SPACE MARINES

What the Space Marines lack in quantity they make up for with quality, as each Space Marine is capable of dominating in any battlefield role. The Skyhammer and Deathknell Orbital Strike Force datasheets help you deliver the one-two punch at which the Space Marines excel, using swift strikes to rock the enemy back on their heels whilst the rest of your army swings the knock-out blow. This book also introduces the resourceful Scout Company and the legendary 1st Company for those who want a really impressive formation at the heart of their force.

Tip: Use lightning assaults to destroy the enemy's formations, but beware of committing all of your forces at once. Always try to maintain the initiative, and ensure that once you commit to taking an objective you hold onto it. Assets like Heroic Stand and the Crusade Banner can make already hard units really tenacious!

ORKS

Infantry is usually the key to a Warlord's victory. The greenskins can bury their opponents in a tide of barbaric warriors, especially with da Green Tide datasheet, but on a large open battlefield, or against a determined gunline, da Boyz will be mown down before they can start breakin' heads. Luckily, you're spoiled for choice with speedy or hard-shelled options. Kults of Speed, Fighta-Bommerz, Wreckin' Krews, Trukk Konvoys or Deffkopta Skwadronz can add mobility, while the slower but harder-hitting Stompas, Klawstompas, Dred Mobz, and Gargantuan Squiggoths can bring a world of hurt to your enemies.

Tip: Try a Big Waaagh! or a Strategic Redeployment to keep the ladz moving. Have a plan for enemies with lots of super-heavies – a Baneblade or three can halt your Waaagh!, especially when they start dropping those pizza-sized templates.

ELDAR

The Eldar are a finesse army – the thin rapier that kills all the more efficiently for its light grace. The key is to know which weapon to use against which target. Revenant Titans and the Sunstorm are the last word in Titan-hunting, whereas the Great Court of the Young King can destroy the most elite of enemy infantry. For outmanoeuvring a foe, look to Baharroth's Tempest or the Shard of the Void Weaver. Swift-hitting forays stall enemy advances and clever combinations destroy the enemy piecemeal.

Tip: Avoid wars of attrition and static shootouts at all costs. Remember, you can win the game without getting involved in a drag 'em out battle by simply concentrating on capturing objectives. Divide the enemy up right and the game could be over before they even know it.

TYRANIDS

The Tyranids are the ultimate horde – but that is only one tendril of the options available. Tyranid Bio-Titans are universally feared for both their shooting and their close combat prowess. Likewise, a wedge of charging Carnifexes such as the Behemoth Crusher Brood can't be taken lightly. Keep your foe off-balance with enough deep strikes, Tendril Swarms and Genestealer Infestations to prevent any attempt to just sit back and shoot.

Tip: The Camouflage and Spore Chimneys strategic assets are a great way to save a portion of your force from being shot to pieces before they can get stuck in. Alternatively, use a Living Tide or the without number special rule so that even destroyed squads can re-enter play.

THE TAU EMPIRE

The Tau are masters of manoeuvrability and long-range destruction. Your foe will have to weather a hurricane of high-Strength firepower if he wants to close on your home objectives, only to find that a large portion of your force has redeployed to take up position elsewhere. Play the objective game, taking apart any enemy that gets near. The Tau are also masters of the sky – you can ensure you have aerial superiority by taking a Firestream Piranha Wing, a Skysweep Missile Defence Wing or perhaps a Barracuda or two.

Tip: The Fire Warrior Counter Strike formation excels at last-minute objective grabs, due to their Tactical Surge rule. With a bit of practice you can even grab more than one objective with this tactic.

NECRONS

The Necrons are able to shrug off even the most punishing of enemy offensives. Monoliths are perfect for Apocalypse as they allow you to protect and resurrect your troops, redeploy your squads, and throw large templates around into the bargain. So, what's better than a Monolith in Apocalypse? Why, three Monoliths, of course – especially when one is a formidable Doomsday Monolith. The resilience of the Necron army can be boosted by a Harbinger War Cell, a formation that enables you to 'awaken' new units anywhere on the board each turn. It's worth it just for the look on your opponent's face.

Tip: Keep an eye on your mobility – units of Wraiths, Destroyers and a Necron Lord with a Veil of Darkness will prove invaluable in the later stages of a game. A Strategic Redeployment asset can help.

CHAOS SPACE MARINES

The forces of Chaos have some truly nasty engines of destruction, but make sure they get maximum use. Think hard about deployment – that Brass Scorpion is no good stuck at the back. Chaos units can be rather slow, so advance in unison or your opponent will pick off whatever unit is closest. With the new Tower of Skulls and Nurgle Plague Tower datasheets, plus the renegade versions of the Imperial Warhound Titan and Baneblade, you're spoilt for choice when it comes to super-heavy centrepieces – why not take several to truly scare the wits out of the foe?

Tip: Use fast-moving, hard-hitting formations like the Hounds of Huron and the Doombringer Annihilation Force to crack open one part of the enemy battle line, whilst the rest of your army closes in.

CHAOS DAEMONS

The Daemons are an assault army first and foremost, so you'll have to put up with a lot of firepower before you can visit your revenge. Due to the army's ability to deep strike anywhere on the board, the Daemons are in many ways the ultimate Apocalypse army – you are guaranteed to go first, and can be all over objectives like Nurgle's Rot on a Plaguebearer. A Host of the Daemon Forge is truly terrifying – comprised purely of Soul Grinders, it can cause havoc in the Shooting phase, and still assault on the turn they enter play.

Tip: Though it is tempting to assail every objective on the board, beware of splitting your forces too much. A Tetragon of Darkness can make a section of your army all but invincible, but ensure you have a trick up your sleeve to redeploy your heavy-hitters later in the game or they may be left without anyone to kill.

DARK ELDAR

The Dark Eldar excel at outmanoeuvring the foe and can easily take down the heavy (and expensive) choices in an opponent's army, but they don't fare so well against a horde. The answer is to pick your fights, concentrating your forces on one section of the enemy per turn. The natural advantages of the Dark Eldar are enhanced by their new strategic assets, which can bring night fighting conditions to the board, give you that added boost of speed to allow you to launch a vital assault, or even teleport troops around the board through numerous webway portals.

Tip: Keep on the move. Your weaponry is almost all assault-based, so combine your lethal volleys of fire with high-Initiative assaults. Avoid protracted combats and keep your enemy on the wrong foot – if you need to obliterate a part of the enemy gun line, then so be it.

IMPERIAL GUARD

Forged from flesh and steel, the Imperial Guard is a nigh inexhaustible military machine that grinds the enemies of mankind to dust with thunderous artillery barrages, roaring tank battalions and massed volleys of lasgun fire.

'STEEL FURY' BANEBLADE COMPANY

POINTS: 150 + MODELS

Though a single Baneblade is the equal of an entire squadron of battletanks, there are times when even the power of this behemoth is insufficient for the mission in hand. At such times, the army commander will gather together the Baneblades under his command, fielding them in one or more 'Steel Fury' companies.

Though often drawn from the same super-heavy regiment, it is not uncommon for vehicles from other formations to be drawn into the Steel Fury company. Such a formidable force is often only maintained for the duration of a single engagement or short campaign, each individual vehicle returning to its place in the line once the battle is won.

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

Old Irascible – Cadian 445th
Super Heavy Armoured

COMPANY COMMAND BANEBLADE

The Steel Fury company was formalised by Van Cjester, a celebrated Colonel of Armour whose teachings were codified in the Tactica Imperium. Van Cjester's 'Differential Theorem of Dispersed Attrition' states that where the power of a single tank is equal to its enemy, two such tanks are three times more so. This is because the single tank is not only outgunned by a factor of two, but must also kill twice its number of enemies in order to survive.

Van Cjester died when his Baneblade was ground beneath the foot of a traitor Titan at the Battle of Ununpentia Gorge. He was declared a Sanctus Militarus three centuries later. His feast day is 501 Terra standard, a date celebrated by many armoured regiments of the Imperial Guard.

Duke of Kasr Gaur – Cadian 445th
Super Heavy Armoured

BANEBLADE

Fire of Cadia – Cadian 445th
Super Heavy Armoured

BANEBLADE

FORMATION:
3+ Baneblades.
One Baneblade must be designated as the command tank.

SPECIAL RULES:

Combined Fire: Should a shot from any of the company's Baneblade cannons cause an enemy to roll on the Super-heavy Damage table, the roll is modified by +1 for each of the company's Baneblade cannon shots that hit the same target that turn.

The Ground Shakes: Any enemy wishing to assault any of the company's Baneblades must take a Morale check, at –1 for each Baneblade within 12" of the command tank. If they fail, they may not assault that turn.

Strike Force: All Baneblades in the Steel Fury company must be deployed within 12" of the command tank, or, if coming on from reserve, they must enter the table within 12" of the point entered by the command tank.

Command Tank: Whilst the command tank is still mobile, any tank in the company within 12" of it (including the command tank itself) may ignore Gun Crew Shaken results on the Super-heavy Damage table.
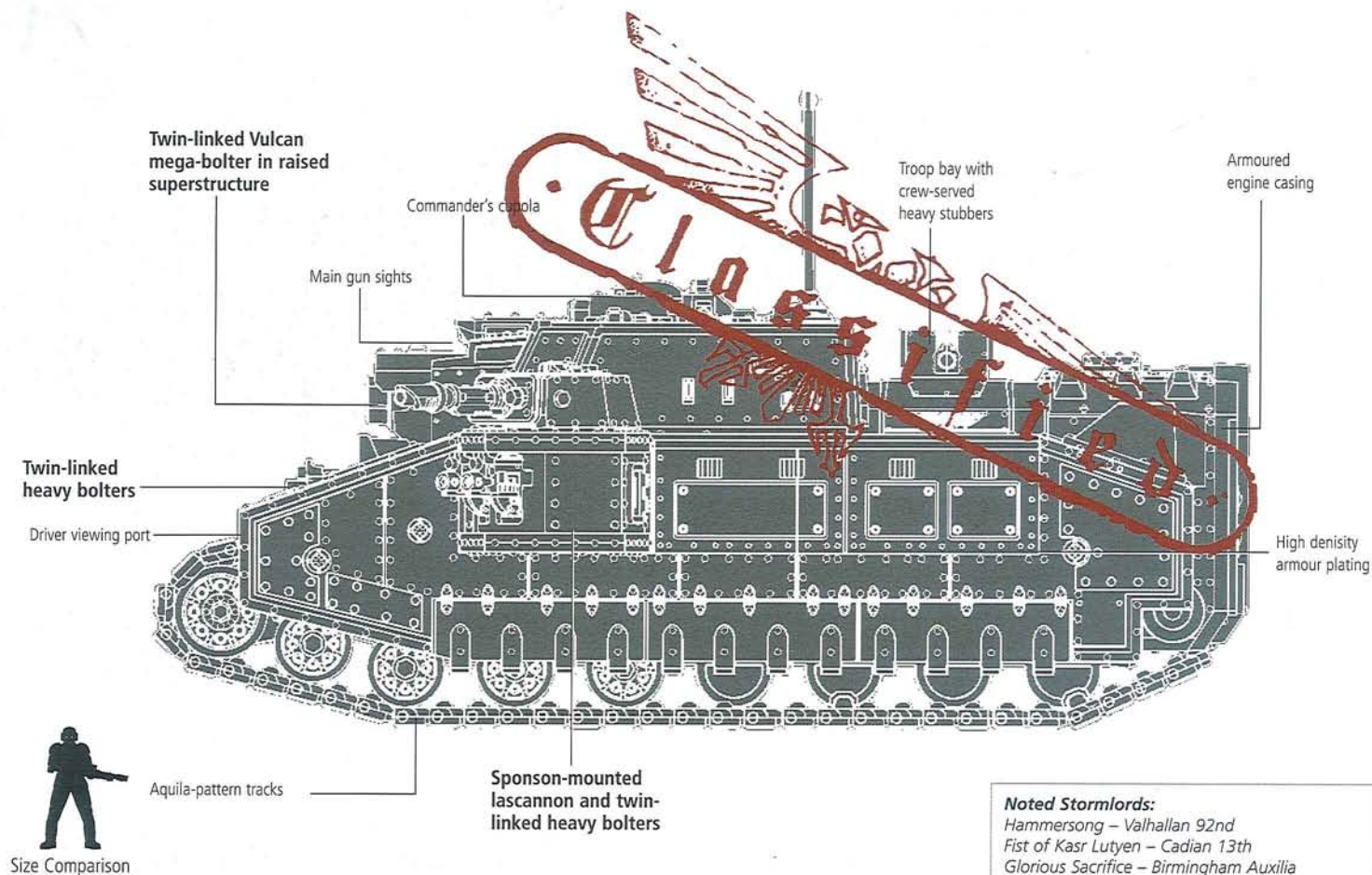
STORMLORD SUPER-HEAVY TANK

With a weapons configuration suited for comparatively short range firefights, the Stormlord's primary combat role is that of close support to infantry assault waves. As a result, Stormlord tanks are a rare sight in most Imperial armies. Super-heavy tanks are all but irreplaceable, and only the boldest and most confident commanders are prepared to jeopardise their careers (and lives) by risking such a valuable war machine in the very teeth of the enemy.

Even so, the Stormlord's devastating close range firepower and vast transport capacity makes it highly sought after by the more mobile Imperial Guard regiments, such as those raised on Catachan, Tallarn and Tingoya. Not only can the Stormlord's embarked Imperial Guard squads traverse the battlezone in relative safety, they can also be pressed into service to defend the Stormlord against waves of tank-hunting enemy infantry.

Twin-linked Vulcan mega-bolter in raised superstructure

Commander's cupola

Main gun sights

Twin-linked heavy bolters

Driver viewing port

Aquila-pattern tracks

Sponson-mounted lascannon and twin-linked heavy bolters

Size Comparison

Troop bay with crew-served heavy stubbers

Armoured engine casing

High denisity armour plating

Noted Stormlords:
Hammersong – Valhallan 92nd
Fist of Kasr Lutyen – Cadian 13th
Glorious Sacrifice – Birmingham Auxilia

UNIT: 1 Stormlord

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

	ARMOUR		
BS	FRONT	SIDE	REAR
3	14	13	12

TRANSPORT: The Stormlord has a transport capacity of 40.

FIRE POINTS: Up to 20 models may fire from the Stormlord's fighting platform.

ACCESS POINTS: The Stormlord is treated as open-topped for the purposes of passengers embarking and disembarking.

WEAPONS AND EQUIPMENT:
- Turret-mounted vulcan mega-bolter
- Two sponsons, each with one lascannon and one twin-linked heavy flamer
- Searchlight and smoke launchers

WEAPON	RANGE	STR	AP	SPECIAL
Vulcan mega-bolter	60"	6	3	Heavy 15, Primary weapon
Lascannon	48"	9	2	Heavy 1
Heavy flamer	Template	5	4	Heavy 3

SPECIAL RULES:

All Power to Weapons! The Stormlord's commander can order all power from the tank's formidable reactor to be directed to the main weapon. If the Stormlord does not move, it may fire its Vulcan mega-bolter twice in the following Shooting phase (at the same target or at different ones!).

OPTIONS: A Stormlord may be given the following upgrades from Codex: Imperial Guard: hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter.

A Stormlord may replace its two side sponsons with armour plates, increasing its side armour to 14 at no extra cost. It may instead add two extra sponsons, each with one lascannon and one twin-linked heavy flamer for +100 points.
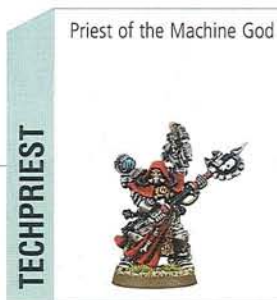
LORD CASTELLAN'S SUPREME COMMAND

In times of great strife, the normally rigid command structure of the Imperial Guard breaks down, the overly bureaucratic hierarchy unable to cope with rapid changes. A cunning enemy can take advantage of this, striking before the ponderous Guard can mobilise. An even more daring foe can compound the issue by eliminating the command itself, throwing the regiments into disarray and confusion without a leader. Just such a situation arose in 999.M41 when much of the Cadian command structure was assassinated by agents of Chaos. Hesitating for even a day – let alone the months or even years normally taken to appoint a new commander – could have seen Cadia swept aside by the armies of Chaos. Instead control

of the counter-attack was thrust into the hands of the newly appointed Lord Castellan, Ursarkar Creed, and his High Command.

Ursarkar Creed's Supreme Command comprises the most senior ranking members of the Cadian Imperial Guard, mustered together to lead from the heart of the battle. He also gathers his most trusted advisors and dignitaries, able to lend technical or spiritual advice as the battle unfolds. From their command centre in the midst of the warzone, Creed and the Supreme Command can adapt to the unfolding events on the ground, devising new counter-strategies and tactics to deal with the foe.

SUPREME COMMAND — Lord Castellan's Command Group

TECHPRIEST — Priest of the Machine God

COMMAND — Second Line Command Echelon

COMMAND — Senior Command Echelon

COMMAND — Support Command Echelon

COMMAND — Reserve Command Echelon

> "Any officer that refuses to serve at the front line in time of crisis shall be guilty of cowardice. Only by taking to the field in person and leading from the front can you expect to inspire the loyalty of your men."
>
> Tactica Imperialis Volume LX, Chapter XII, Verse I

FORMATION:

Lord Castellan Ursarkar E. Creed.
1 Command Squad containing a heroic senior officer.
1 Sanctioned Psyker.
1 Commissar.
1 Priest.
1 Techpriest Enginseer.
3 Command Squads containing senior officers.

SPECIAL RULES:

Strike Force: Ursarkar Creed and the 4 advisors must all join one of the Command squads. Each of the Command squads must be deployed within 6" of Creed's Command squad, or, if coming on from reserve, they must enter the table within 6" of the point entered by Creed's Command squad.

Masters of Strategy: In addition to his normal strategic assets, the player gains one of the following four assets per Command squad taken: Bunkers, Careful Planning, Supreme Headquarters, General Staff.

High Command: At the start of each turn, you may pick one of the special rules provided by the Supreme Headquarters stratagem. For the duration of the turn all Imperial Guard units within 24" of the High Command benefit from this rule.
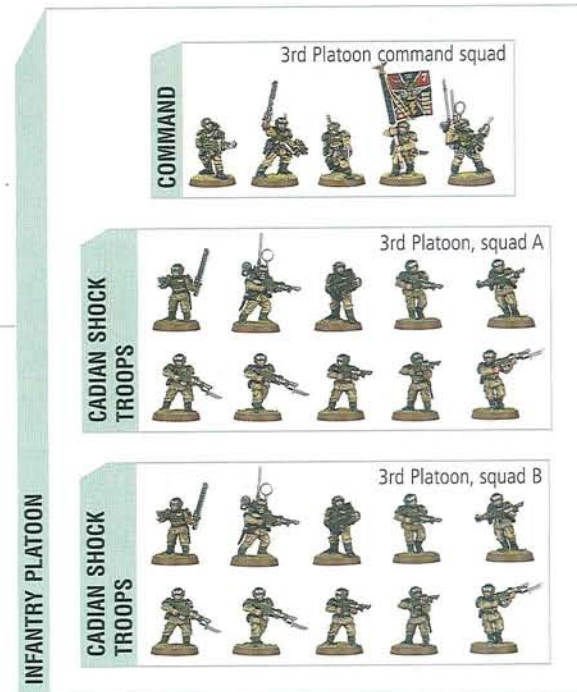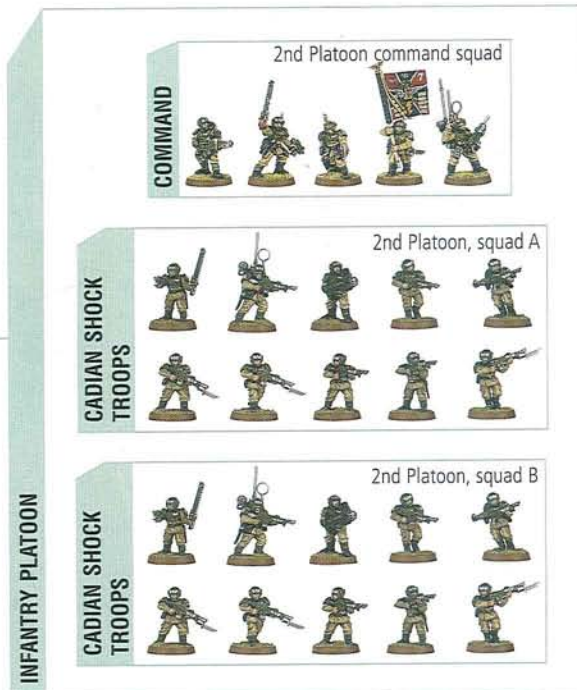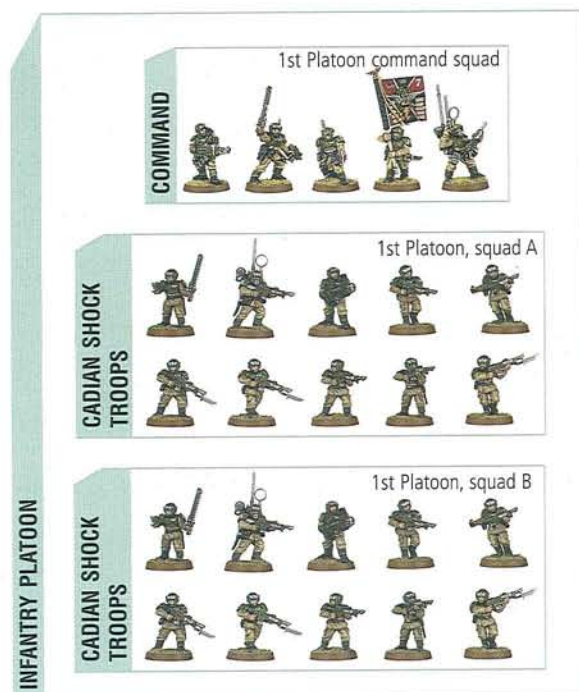
'IMPERIAL SHIELD' INFANTRY COMPANY

POINTS: 150 + MODELS

The fighting formations of the Imperial Guard vary tremendously, from the smallest infantry squad employed to patrol a perimeter all the way up to the large, multi-regiment army groups capable of fighting a war across a whole planetary system. It's this ability to mobilise huge numbers of men that is the great strength of the Imperial Guard. The most common fighting formation deployed to a warzone is the company.

Imperial Shield infantry companies are led by a Captain, a senior officer whose experience of fighting in innumerable campaigns allows them to effectively lead the men under their command into battle against any foe. The Imperial Shield is made up of between three and six platoons, each consisting of up to six Infantry Squads fighting under a junior officer such as a Lieutenant. The advance of the Imperial Shield is preceded by a bombardment from Imperial Guard heavy artillery, often stationed many miles behind the battlelines.

COMMAND PLATOON

COMMAND — Company command squad

SUPPORT SQUAD — Company heavy weapons squad A

SUPPORT SQUAD — Company heavy weapons squad B

INFANTRY PLATOON

COMMAND — 1st Platoon command squad

CADIAN SHOCK TROOPS — 1st Platoon, squad A

CADIAN SHOCK TROOPS — 1st Platoon, squad B

INFANTRY PLATOON

COMMAND — 2nd Platoon command squad

CADIAN SHOCK TROOPS — 2nd Platoon, squad A

CADIAN SHOCK TROOPS — 2nd Platoon, squad B

INFANTRY PLATOON

COMMAND — 3rd Platoon command squad

CADIAN SHOCK TROOPS — 3rd Platoon, squad A

CADIAN SHOCK TROOPS — 3rd Platoon, squad B

FORMATION:

1 Command Platoon.

3-6 Infantry Platoons.

Note: Platoons may select optional support squads and advisors as normal.

SPECIAL RULES:

Fighting Men of the Imperium: In addition to his normal strategic assets, the player gains the following three assets:

On My Coordinates!
Scheduled Bombardment
Defence Lines

'ARMOURED FIST' MECHANISED COMPANY

Armoured Fist mechanised companies are regularly used in offensive operations, especially in seize and control missions against heavily defended targets. Armoured Chimera transports thunder through enemy lines and make speed towards a vital objective. Overrunning enemy positions, the mass of Chimeras disgorge infantry platoons. These brave men must then hold out for reinforcements to arrive, defending their prize as the enemy attempt to regroup and counter-attack.

Armoured Fist companies react to changes in battle plans more rapidly than other formations and have a reputation for getting a job done, no matter the cost. Such formations see almost continuous service, and as a result, tend to have an even higher rate of attrition than more standard Imperial Guard formations, representative of the dangerous nature of their assigned duties. When a mechanised company suffers so many casualties or enough of its Chimera transports have been destroyed that it is no longer a viable fighting force, the remnants are typically attached to less mobile infantry formations to provide support.
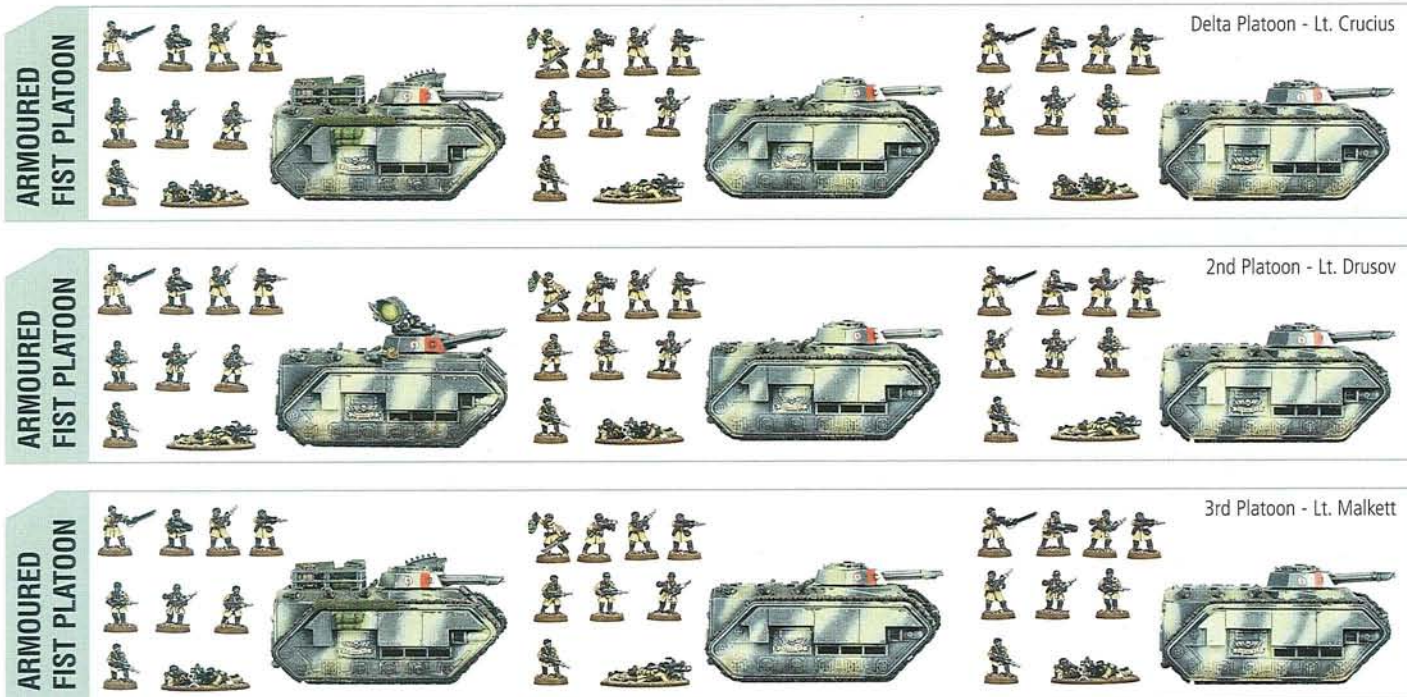
POINTS:

You may field a single mechanised platoon at a cost of 25 points plus the cost of the models, or a complete mechanised company at a cost of 50 points plus the cost of the models.

9th Company
150th Armageddon
Steel Legion

COMMAND CHIMERA
Command Squad - Major Kurov
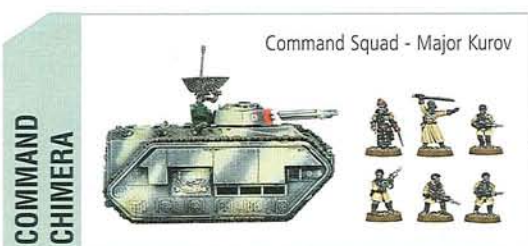
'The Ash Waste Barons' – the 9th Company of the 150th Armageddon Steel Legion (Mechanised Infantry). Under the command of Major Kurov, a veteran officer of some 132 battles, the company has fought on many fronts, most notably the protracted fight against the Orks along the Tartarus Defence Line.

ARMOURED FIST PLATOON
Delta Platoon - Lt. Crucius

ARMOURED FIST PLATOON
2nd Platoon - Lt. Drusov

ARMOURED FIST PLATOON
3rd Platoon - Lt. Malkett

'ARMOURED FIST' MECHANISED PLATOON

FORMATION:
3 Imperial Guard Armoured Fist squads. One Chimera must be designated as the platoon command tank.

MECHANISED PLATOON SPECIAL RULES:
Strike Force: All tanks in the squadron must be deployed within 6" of the platoon command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the platoon command tank.

Objective Sighted: Whilst the platoon command tank is still mobile, any tank in the platoon within 6" of it (including the command tank itself) may treat all non-dangerous terrain as roads.

'ARMOURED FIST' MECHANISED COMPANY

FORMATION:
3 Mechanised Platoons (see opposite) and 1 Command Squad (from Codex Imperial Guard) mounted in a Chimera.

MECHANISED COMPANY SPECIAL RULES:
Strike Force: All tanks in the company must be deployed within 24" of the Command squad's Chimera, or, if coming on from reserve, they must enter the table within 24" of the point entered by the company command vehicle.
Secure the Objective: The Command squad's Chimera benefits from the 'Objective Sighted' rule given opposite. All squads in the company, including the Command squad, have the Hold at All Costs strategic asset, as long as they are within 24" of the Command squad.

HELLSTORM SQUADRON

Hellhound flamethrower tanks are usually attached to support Imperial Guard infantry formations when the battlefield terrain is particularly dense and enemy troops are dug in and well entrenched.

Hellstorm squadrons are formed when facing an enemy that is wont to overwhelm friendly forces by using vast numbers of enemy infantry such as Orkish hordes or Tyranid swarms. Hellstorm squadrons are inevitably found where the concentration of foes is greatest, tasked with the singular objective of inflicting as much devastation upon enemy troops as possible. In battle, Hellstorm squadrons unleash a raging inferno of destruction, a deadly blaze that reduces all to smoke and ash. A Hellstorm squadron is neither a subtle nor a discriminating tool; large swathes of tightly packed troops are blanketed in burning promethium and many enemies retreat at the sight of several inferno cannons rather than attempting to face such a firestorm.

Hellstorm squadrons are generally greeted with a measure of apprehension by allied Imperial Guard formations. Hellhound tank crews have a well-deserved reputation for pyromania and when Hellstorm squadrons are deployed their over-zealous nature often results in significant loss of Imperial life. Hellhound crews have little regard for so called "friendly-fire" incidents, however, claiming that the footslogging troops simply "can't stand the heat!" In the eyes of the Imperial Guard high command, the undeniable value of Hellstorm squadrons usually outweighs the concerns of platoon commanders.

6th Squadron, HQ Company,
Mordant 22nd Armoured
Assault Regiment

HELLHOUND COMMAND VEHICLE
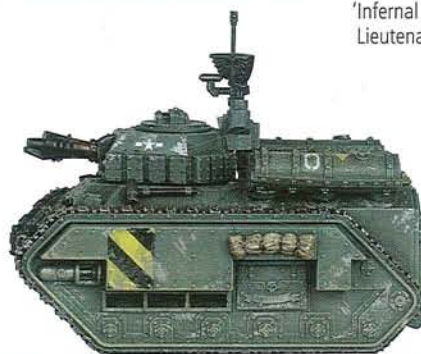
'Infernal Thunder'
Lieutenant Drake

'The Fire Drakes' – When the 1st Mordant Heavy Planetary Assault Corps conducted Operation Black Comet against the rebel Grand Army of Excalculax, the Fire Drakes led the first wave. The squadron lost its number 2 vehicle during the intense fighting, and this was later replaced with a Graia pattern vehicle shipped in from a nearby Departmento Munitorum mass re-supply facility.

HELLHOUND

'Dragon's Might'

HELLHOUND

'Promethium Fury'

FORMATION:
3+ Hellhounds.
One Hellhound must be designated as the command tank.

> "Get ready to be baptised by fire, heretics!"
>
> Lt Drake

SPECIAL RULES

Combined Fire: If 3 or more Hellhounds fire at the same target using their inferno cannons, they can choose to resolve the attack using a single hellstorm template positioned such that it covers, at least partially, as many members of the target unit as possible and the entire template is within range and line of sight of the command tank. Such is the ferocity of the attack that escaping the blaze unscathed is all but impossible; unsaved wounds suffered inflict instant death, regardless of the target's Toughness. Gargantuan creatures that take unsaved wounds suffer D3 wounds instead.

Strike Force: All units in the Hellstorm Squadron must be deployed within 6" of the command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the command tank.

CATACHAN 'DEATH TRAP' AMBUSH PATROL

POINTS: 150 + MODELS

The Imperial Guard are renowned for fighting warfare on a huge-scale, fielding large infantry formations supported by battle tanks and artillery. Not for them the swift hit-and-run tactics of more mobile armies. To counter such enemy tactics, Imperial Guard Commanders often make use of lightly armed and armoured guerrilla fighters, deploying them into terrain where they can counter the more manoeuvrable enemy forces. Named for a particularly dangerous man-eating plant found in the depths of the Catachan jungles, the Catachan 'Death Trap' Ambush Patrol is one such Imperial Guard formation, excelling in the art of guerrilla warfare.

The Death Trap is a far more offensive formation than a typical Imperial Guard platoon, employing Guardsmen that are veterans of countless guerrilla campaigns, supported by specialist support squads. The Ambush Patrol deploys far ahead of the main Imperial Guard lines, harassing the enemy battlelines, setting ambushes and laying traps for unsuspecting foes. A well-planned assault by the Death Trap can leave an enemy army in disarray, deprived of supplies, reinforcements, and bogged down fighting a war against an unseen enemy.

Squad A - Master Sergeant 'Mac' Luga
CATACHAN HARDENED VETERANS

Squad B - Sergeant Armstrong
CATACHAN HARDENED VETERANS

Squad C - Sergeant 'Bushwhacker' Boulder
CATACHAN HARDENED VETERANS

"The jungle don't fight fair, and neither do we."

Motto of the 222nd Catachan Jungle Fighters
'The Stalking Devils'

Squad D - Gunnery Sergeant 'Gunny' Lorenzo
CATACHAN SUPPORT SQUAD

Squad E - Sergeant Thorn
CATACHAN SUPPORT SQUAD

FORMATION:

3 Hardened Veteran squads.
0-3 Special Weapons Support squads.

SPECIAL RULES:

Strike Force: All models in the Ambush Patrol must be deployed within 6" of another unit from the formation, or, if coming on from reserve, they must enter the table within 6" of the point entered by another unit from the formation.

Ambush Patrol: So long as the Ambush Patrol is on the table, you get a free Ambush strategic asset at the end of each enemy Movement phase.

Guerrilla Warfare: All members of the formation gain the Infiltrate and Move Through Cover special rules.

Traps: At the start of each enemy turn you may nominate a single terrain feature (sized up to 12"x12") within 12" of a unit from this formation. For the duration of that player turn the terrain counts as dangerous terrain.

SPACE MARINES

The Space Marines are living embodiments of the Emperor's will, each a paragon of might who strides into battle armed with weapons of divine wrath. When a whole Chapter of Space Marines goes to war, they become truly unstoppable.

ULTRAMARINES HONOUR GUARD

POINTS: 150 + MODELS

The Ultramarines Honour Guard are the greatest of all the Chapter's veterans. Each has earnt accolades without number and served on the most terrible of battlefields. They are Space Marines to whom no task is insurmountable, warriors who have never tasted defeat. It is said that but one of Macragge's thirty Honour Guards is sufficient to turn a war from disaster to triumph, a proud boast, but one that has been proven on any number of occasions.

Only Marneus Calgar, Chapter Master of the Ultramarines, has the authority to call together his Chapter's Honour Guard, and he does so sparingly. Individually, the Honour Guards are potent warriors who carry the weight and traditions of the Chapter squarely upon their shoulders. Brought together for a single cause, they are nothing less than a portent of desperate times – for what other circumstances could bring such great heroes together in war?

CHAPTER MASTER OF THE ULTRAMARINES — Marneus Calgar
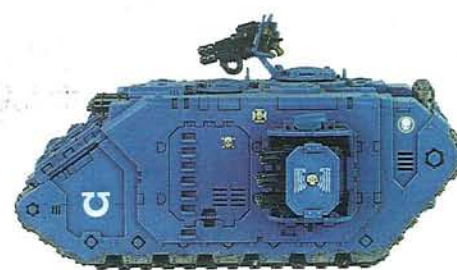
HONOUR GUARD — Squad Tiberian

HONOUR GUARD — Squad Helicose

LAND RAIDER — 'Maximus'

LAND RAIDER — 'Prandium's Revenge'

FORMATION:
1 Marneus Calgar, Chapter Master of the Ultramarines.
2-3 ten-man Honour Guard squads (one unit must carry the Chapter banner).
0-3 Land Raiders (any type).

> "Brothers! In opposing us, the foe has challenged our Chapter, our Primarch and our Emperor. Let us teach them the folly of their actions."
>
> Ancient Helveticus, Ultramarines Honour Guard

SPECIAL RULES:

Strike Force: All units in the strike force must be deployed within 12" of Marneus Calgar or, if coming on from reserve, must enter the table within 12" of Marneus Calgar's point of entry.

Accumulated Wisdom: The Ultramarines Honour Guard allows you to choose two additional strategic assets.

To The Death: All non-vehicle models in the strike force within 6" of Marneus Calgar have the feel no pain special rule. All vehicle models in the strike force within 6" of Marneus Calgar ignore all 'Crew Shaken' and 'Crew Stunned' results.
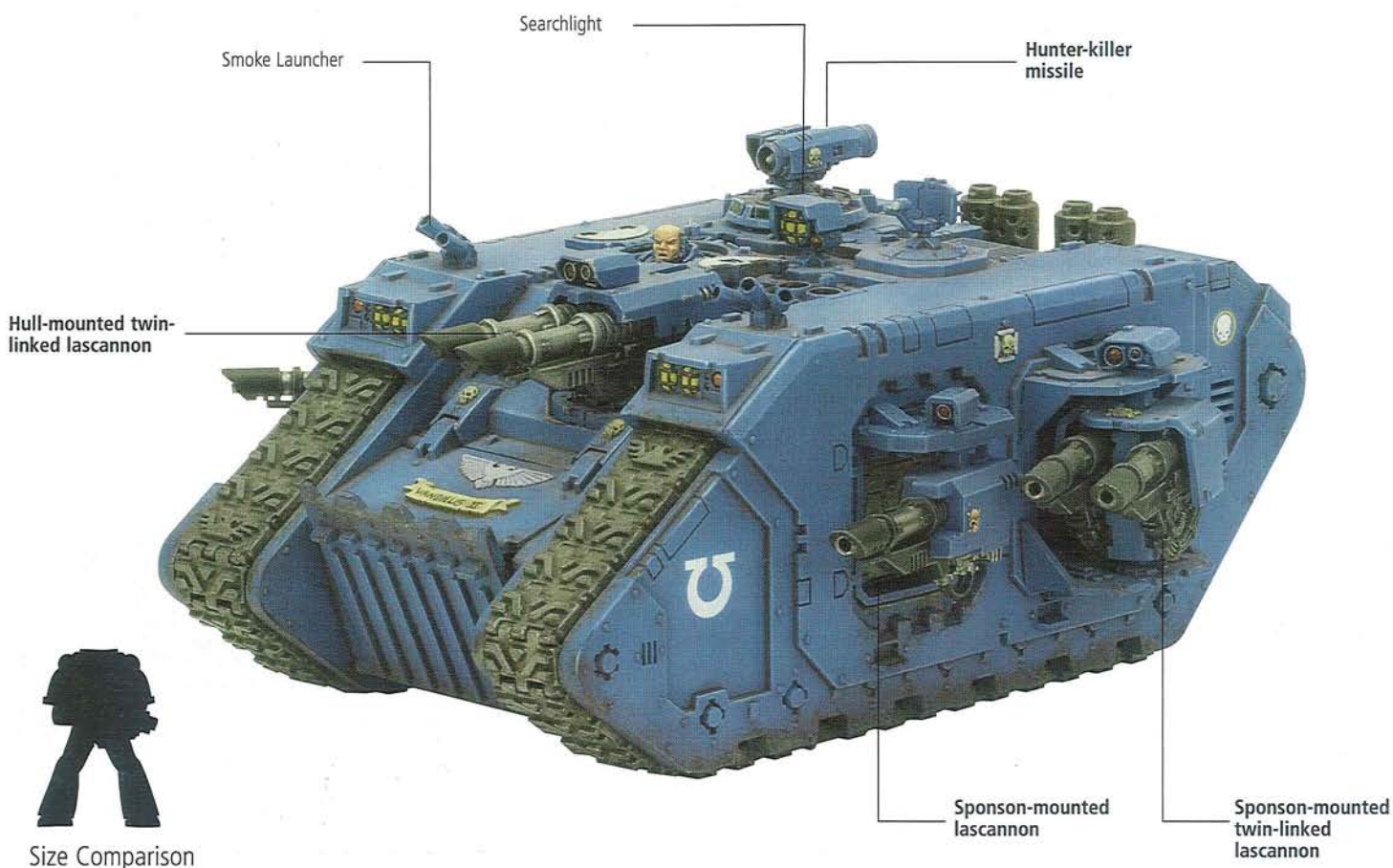
LAND RAIDER TERMINUS ULTRA

The Terminus Ultra pattern Land Raider is the ultimate in Space Marine anti-armour vehicles. Forfeiting its troop carrying capability in order to mount a battery of lascannons, the Terminus Ultra is capable of punching through all manner of defensive shielding and the thickest armour. These venerable machines are deployed from the armoury only in the most dire of circumstances, as the huge power build-up generated when a Terminus Ultra fires can cause irrevocable damage to its systems.

Truly is the Terminus Ultra the Space Marines' surest weapon against enemy war engines. With a single salvo, it can cripple a super-heavy tank, disable a Chaos Titan or destroy an Ork Stompa. Such power must be employed carefully and with wisdom. Though the Terminus Ultra is a durable construct, its super-heavy foes commonly employ weapons that can easily penetrate even its mighty hull. So it is that a Space Marine commander will often craft his strategy to ensure that the Terminus Ultra gets to precisely the correct place at the correct time. Employed wisely, the Terminus Ultra can turn the tide of battle all by itself.

One of the most famous deployments of the Terminus Ultra pattern Land Raider was during the Contqual Purgings. The 'Medusa's Anvil' of the Iron Hands chapter claimed no less than two score of enemy armoured vehicles and three confirmed titan class kills in a single engagement.

"There is no such thing as an obscene amount of firepower."

Sergeant Antaro Chronus, The Spear of Macragge

Searchlight

Smoke Launcher

Hunter-killer missile

Hull-mounted twin-linked lascannon

Sponson-mounted lascannon

Sponson-mounted twin-linked lascannon

Size Comparison

UNIT: 1 Land Raider Terminus Ultra.

TYPE: Tank

WEAPONS AND EQUIPMENT:
- Two sponson-mounted twin-linked lascannons
- Two sponson-mounted lascannons
- One hull mounted twin-linked lascannon
- Smoke launchers
- Searchlight
- May have a hunter-killer missile for +10 points

WEAPON	RANGE	STR	AP	SPECIAL
Lascannon	48"	9	2	Heavy 1

		ARMOUR	
BS	FRONT	SIDE	REAR
4	14	14	14

SPECIAL RULES:
Power of the Machine Spirit: (see Codex: Space Marines)

Power Overload: If you roll four or more 1s to hit with the Terminus Ultra (before re-rolls for its twin-linked weapons) in a single Shooting phase, the tank has suffered a potentially catastrophic power surge. The Terminus Ultra suffers a single penetrating hit after its shooting has been resolved.

SKYHAMMER ORBITAL STRIKE FORCE

Drop Pod assaults are the ultimate weapon of terror and surprise, launched from an orbiting starship and aimed right at the heart of the foe. Scarcely have the smouldering hulls come to rest when their hatches blow clear, and the occupants disembark to wreak havoc on wrong-footed and disoriented enemies. Unlike conventional landing craft, Drop Pods are too swift for air-defence networks to engage – once launched, they are as inevitable as death itself.
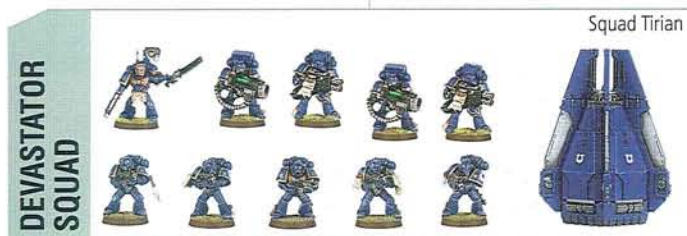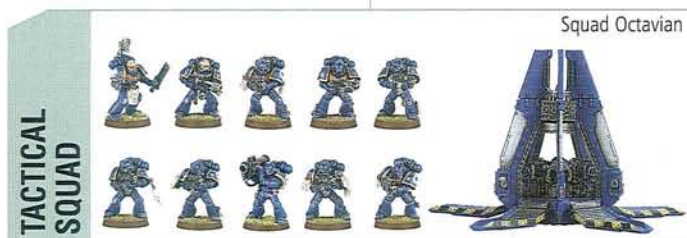
The number of Drop Pods deployed depends on the composition of the Space Marine task force and, to an extent, the nature of the engagement. At company-level engagements, a three-squad 'Skyhammer' assault is the most common configuration. Able to deploy between fifteen and thirty Space Marines, Skyhammer Strike Elements are more than capable of eliminating a section of ground defences, decapitating the enemy command or securing a landing zone for a follow-up assault by Thunderhawk Gunships and other conventional landers.

Needless to say, should a whole company – or Chapter – be committed to a Skyhammer assault, then the foe is in for a very rough time of it indeed.

POINTS:
You may field a single Skyhammer Orbital Strike Element at a cost of 50 points plus the cost of the models, or a complete Skyhammer Orbital Strike Force at a cost of 100 points plus the cost of the models.

Squad Vandar

TACTICAL SQUAD

Squad Octavian

TACTICAL SQUAD

Squad Sicarius

COMMAND SQUAD

Squad Tirian

DEVASTATOR SQUAD

SKYHAMMER ORBITAL STRIKE ELEMENT	SKYHAMMER ORBITAL STRIKE ELEMENT	SKYHAMMER ORBITAL STRIKE ELEMENT
PRIMUS	SECUNDUS	TERTIUS

SKYHAMMER ORBITAL STRIKE ELEMENT

FORMATION:
2 Tactical squads
One unit chosen from the following:
Assault squad
Devastator squad
All units must be in Drop Pods. One Drop Pod must be designated as the command pod.

ELEMENT SPECIAL RULES:
Coordinated Assault: When the element arrives, determine the deep strike arrival point of the command pod first. The other Drop Pods in the element must deep strike within 6" of the command pod, but do not scatter.

SKYHAMMER ORBITAL STRIKE FORCE

FORMATION:
1 Captain and 1 Command squad in Drop Pod
3 Skyhammer Orbital Strike Elements

ELEMENT SPECIAL RULES:
Strike Force: All Drop Pods in the strike force must arrive within 24" of the Captain's Drop Pod, but do not scatter.

Strategic Assets: A player's army containing a Skyhammer Orbital Strike Force automatically has the Careful Planning and Sever the Head, Slay the Body strategic assets.

DEATHKNELL ORBITAL STRIKE FORCE

POINTS: 100 + MODELS

The concept of the Deathknell Orbital Strike Force was first pioneered by Iron Hands Chapter Master Ferran Valor during the Forgan Conquests. Faced with nigh-impenetrable air defences and considerable ground-based resistance, Valor knew that conventional tactics would prove ineffective unless a hole could be made in the air-defence network. Thus, he ordered the modification of a cyclonic torpedo, exchanging the planet-busting payload for a heavily-shielded locator beacon. With an ear-splitting roar that could be heard half a continent away, the Deathknell torpedo crashed home amidst Forgan's planetary command centre.

Valor used the beacon to unleash a fearfully precise orbital bombardment that within seconds reduced the command centre's structures to rubble. Only then did Valor launch his assault. Terminator squads materialised amongst the wreckage, and Dreadnoughts deployed from Drop Pods – all guided to the target by the beacon. With assault cannon and heavy flamer they scoured the shattered complex of defenders, before training their guns on the last surviving air-defence emplacements. Moments later, with a landing zone secured, Thunderhawks began to deploy the rest of the Chapter. Forgan fell less than forty-eight hours later.

TERMINATOR SQUAD — Squad Adaman	**DREADNOUGHT** — Brother Ultracius
TERMINATOR SQUAD — Squad Kastellus	**TERMINATOR SQUAD** — Squad Orpheon
TERMINATOR SQUAD — Squad Valoran	**TERMINATOR SQUAD** — Squad Vandius

FORMATION:
5+ Terminator squads.
1+ Dreadnoughts (of any type – note that a Drop Pod transport must be bought for each Dreadnought in the formation).

SPECIAL RULES:
Deathknell Assault: The Deathknell Orbital Strike Force always starts the game in strategic reserve. When it arrives from reserve, it always deploys using the following method:

1) Place a counter or other suitable marker (the teleport homer in the Space Marine Terminators box set is ideal for this) anywhere on the board and roll for it as per deep strike – the final position is the impact location of the Deathknell missile. If the beacon is lost in the deep strike, the remaining units will have to deep strike as normal, otherwise proceed with the Deathknell assault.

2) Once the Deathknell marker has been placed, an orbital bombardment immediately occurs at that location. The Apocalypse barrage template is centred on the Deathknell marker, although the orbital bombardment is otherwise identical to the strategic asset of the same name.

3) Once the orbital bombardment has been resolved, the strike force's units immediately arrive. They must be placed within 12" of the Deathknell marker and will not scatter – the beacon guides them in safely.
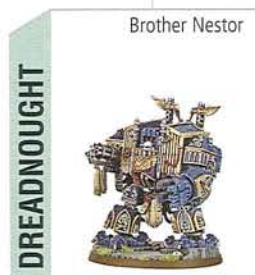
SPACE MARINE 1ST COMPANY

To fight against the Space Marines is a task both dangerous and grim. Even the youngest and most inexperienced Battle Brothers are heroes, strong of arm and pure of purpose. Yet even amongst this elite of the elite, there are those so mighty as to defy comprehension, warriors by whose will is victory torn from the sullen hands of defeat, and by whose unshirking valour is the impossible made possible. These are the Battle Brothers of the 1st Company, the blood-steeped veterans of the Chapter, and the pinnacle of Mankind's martial prowess.

It is rare for the 1st Company to fight as one. Its squads are normally divided between the various taskforces that perform the Chapter's bloody duties. However, sometimes the goal is so important, the mission so critical, that the 1st Company is reassembled under its Captain. The Company banner is unfurled, consecrated wargear is brought forth from the Chapter's vaults and battle-songs given voice. Thus is one of the galaxy's most feared warrior-brotherhoods made ready for war. Have pity for any who stand in their way.

Squad Raptonius — VANGUARD VETERAN SQUAD

Captain Agemman — CAPTAIN

Squad Solanan — VANGUARD VETERAN SQUAD

Squad Taxamander — VANGUARD VETERAN SQUAD

Squad Dolour — STERNGUARD VETERAN SQUAD

Squad Loronius — VANGUARD VETERAN SQUAD

Squad Helion — STERNGUARD VETERAN SQUAD

Squad Valour — STERNGUARD VETERAN SQUAD

Squad Coronan — STERNGUARD VETERAN SQUAD

Squad Diamander — TERMINATOR SQUAD

Brother Nestor — DREADNOUGHT

Squad Rassius — TERMINATOR SQUAD

FORMATION:
1 Captain.
0-1 Chaplain.
0-1 Command squad (must be upgraded to contain the Company standard).
0-3 Venerable Dreadnoughts.
10 ten-man units chosen from the following list:
Terminator squad.
Assault Terminator squad.
Veteran squad.
Vanguard Veteran squad.
Sternguard Veteran squad.

SPECIAL RULES:
First to the Fray: If the 1st Company are held in reserve, they do not count towards the limit of units you may bring on each turn. However, the 1st Company must always arrive from reserve in Turn 1 – they cannot be held back to later turns (see Strategic Assets below).

Strategic Assets: A player's army containing a Space Marine 1st Company automatically has the Heroic Stand, Hold at All Costs and Careful Planning strategic assets.
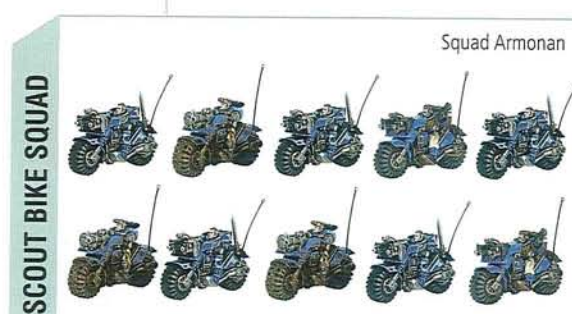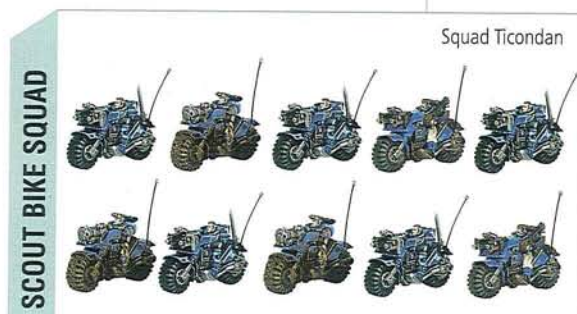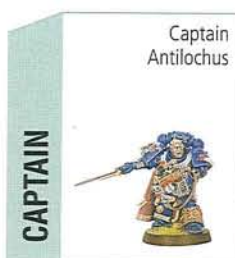
SPACE MARINE SCOUT COMPANY

POINTS: 200 + MODELS

A Space Marine Chapter's Scout Company may be the most inexperienced of its battle formations, but it is nonetheless a crucial part of the Chapter. In addition to the Scout Company's essential role in moulding raw initiates into hardened Space Marines, it provides a wealth of infiltration, recon and disruption experience. These skills, when properly applied, can make all the difference between a grimly fought campaign, and a quickly successful one.

As with the Chapter's 1st Company, the Scout Company is rarely deployed as one unit. By splitting off its squads to different battlezones and rotating them from taskforce to taskforce, the initiates swiftly gain the varied combat experience that will be their lot as a fully trained Space Marine. On those rare occasions when the Scout Company does fight together, it completely changes the nature of the battle. The luckless foe comes to a battlefield the Space Marines have already reconnoitred, mined and fortified. Worse yet, the enemy must always keep one eye to the flanks for opportunistic assaults by Scout outrunners, whose disruption attacks are amongst the most practiced in the galaxy.

SCOUT SQUAD — Squad Leandus

CAPTAIN — Captain Antilochus

SCOUT SQUAD — Squad Aremacus

SCOUT SQUAD — Squad Lycurgan

SCOUT SQUAD — Squad Aristydian

SCOUT SQUAD — Squad Peleus

SCOUT SQUAD — Squad Aeneus

SCOUT SQUAD — Squad Leto

SCOUT SQUAD — Squad Tyruss

SCOUT BIKE SQUAD — Squad Ticondan

SCOUT BIKE SQUAD — Squad Armonan

FORMATION:
1 Space Marine Captain.
0–10 Land Speeder Storms.
10 ten-man units chosen from the following list:
Scout squad.
Scout Bike squad.

SPECIAL RULES:
Strategic Assets: A player's army containing a Space Marine Scout Company automatically has the Ambush, Recon and Flank March strategic assets.

DEATHWING REDEMPTION FORCE

POINTS: 180 + MODELS

In the eyes of the Dark Angels, the only way that they can rid themselves totally of their secret shame and restore their honour and trust in the Emperor's eyes is if all the Fallen Dark Angels are found and made to repent, or slain. However, since the Fallen were cast to all corners of space and time, this is no simple task. Furthermore, the Dark Angels cannot commit all their efforts towards this task, for they will be called upon for many different missions in the service of the Imperium. Regardless of any ongoing campaigns though, the search for the Fallen is a constant quest that the Dark Angels can never relinquish.

The Dark Angels will often hunt the Fallen even whilst engaged in their normal duties. Should the Inner Circle gain solid intelligence that an enemy the Chapter is fighting is a member of the Fallen or has been in contact with them in any way, a Deathwing Redemption Force will be dispatched to bring the target into custody, or to recover his body. Some whispered rumours even suggest that the Inner Circle manipulates the Chapter's deployment in order to bring them face-to-face with such foes.

Force Nathaniel –
First wave, Assault on the Ebon Fortress (mission parameters undisclosed)

MASTER — Master Nathaniel

DEATHWING TERMINATORS — Squad Tahariel

DEATHWING TERMINATORS — Squad Tabbris

DEATHWING TERMINATORS — Squad Satarrel

FORMATION:
Belial Master of the Deathwing, or Interrogator-Chaplain in Terminator Armour, or Librarian in Terminator armour.
3+ Deathwing Terminator squads.

SPECIAL RULES:

Hunt the Fallen: The Inner Circle believes that one member of the enemy army is a Fallen, or has come into contact with one and may have information that could lead to one of the Chapter's arch-enemies. Before deployment, you must ask your opponent to list his independent characters, and then you must choose one of them as the individual being hunted. However, if you have any team mates, they are not to be trusted (they may even be Fallen themselves) so you may not tell them which enemy model you have chosen until it is killed. If you do, the mission will be called off and the Deathwing Redemption Force immediately removed from play.

The target model must be killed during the game, and when it is, you should place a marker to indicate the position of the remains. This marker is a Vital Objective (see strategic assets in the Apocalypse rulebook).

The only units that can claim this Vital Objective are those of the Deathwing Redemption Force, who all count as scoring units in relation to it. No other models may do so.

Deep Striking Force: The formation always deploys using the Deathwing Assault special rule (the formation counts as a single unit for the purposes of strategic reserves). When the formation arrives, the Master is deployed first, using the rules for deep strike. All of the Deathwing Terminator Squads in the formation are then placed within 6" of the Master as per deep strike, but will not scatter.

"What great deeds we perform this day must go unheralded; those of us who fall must go unlamented. No cenotaph may record our names or our deeds, for our secrets must be taken to our graves, or theirs"

Grand Master Armaita at the Kalkathrax Termination

ORKS

Violent and bloodthirsty, the greenskinned hordes infest the galaxy from end to end. The Orks are constantly at war, howling deafening battlecries as they tear their enemies apart with crude but effective weaponry.

GOFF KLAWSTOMPA

POINTS: 450

A Klawstompa is a gigantic, bull-headed, fire-breathing monstrosity built of little more than oily metal and malevolent intent. Extremely popular with the Goff clan, the Klawstompa hurtles towards enemy Titans and super-heavy tanks in great ground-eating strides, its piston-driven arms waving wildly as it closes in. It slams into its prey with terrific force, the air filling with the screams of tortured metal as the roaring effigy's chainblades and industrial shears tear the foe apart.

Bull Horns

Piston-driven 'Big Klaw' rigs

Famous Klawstompas:
Klawkilla
Goffhead
Da Meanator
Bighoof

Ghazghkull himself, after seeing the carnage wreaked by his nemesis Commissar Yarrick in his legendary Baneblade "The Fortress of Arrogance", commissioned the building of the Klawstompa "Da Krusha". This very Stompa played a pivotal role in the destruction of the Adeptus Titanicus god-machines defending Hive Inferno, and has been the inspiration for countless of other Klawstompas variants since that terrible day.

Shouty Bitz

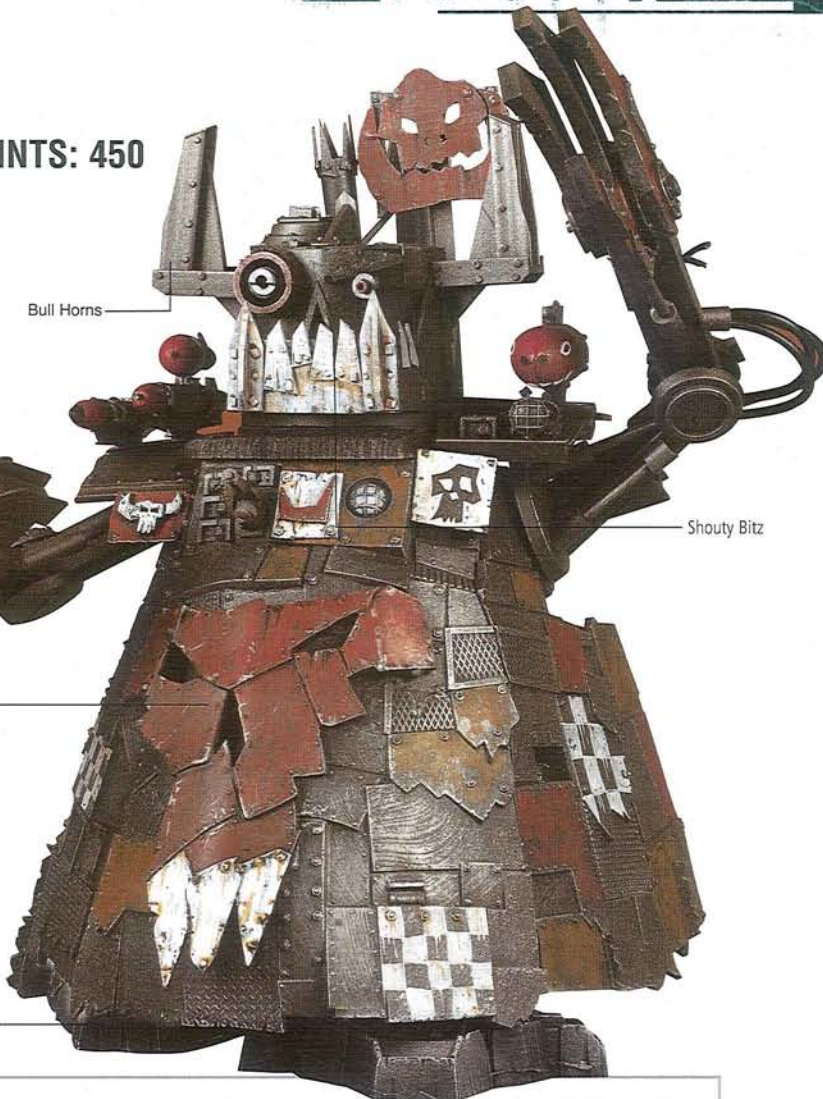Glyph Plate

Stompin' Feet

Size Komparison

UNIT: 1 Klawstompa.

TYPE: Super-heavy walker

STRUCTURE POINTS: 4

TRANSPORT: The Klawstompa has a transport capacity of 30.

ACCESS POINTS: One rear hatch.

FIRE POINTS: The Klawstompa has three fire points in its hull.

WEAPONS AND EQUIPMENT:
Two Titan close combat weapons (extra Attacks included in profile) and the following weapons that can be fired in its front arc:

- Flamebelcha
- Twin-linked big shoota
- Two big shootas
- Three supa-rokkits

It also has a rear-mounted big shoota that can only fire in a 180-degree fire arc to the Stompa's rear.

WEAPON	RANGE	STR	AP	SPECIAL
Supa-Rokkit*	Unlimited	8	3	Heavy 1, One-shot
Flamebelcha**	Hellstorm Template	6	3	Assault 1
Big Shoota	36"	5	5	Assault 3

*A supa-rokkit is a Grot-guided weapon that hits on a result of 2+. It can only be fired once per game.
** To fire the Flamebelcha place the Hellstorm template so that the narrow end is within 12" of the Klawstompa's head and the large end is no closer to the head than the narrow end. The Flamebelcha is then treated like any other template weapon.

	ARMOUR				
WS	BS	S	FRONT	SIDE	REAR	I	A
4	2	10	13	13	12	1	7

SPECIAL RULES:

Effigy: The Stompa is a roaring, smoke-belching personification of the warrior god Gork (or possibly Mork) that hums with pure Orkiness. All Ork mobs within 12" gain the fearless special rule.

Supercharger: Goff Meks frequently supercharge their Klawstompas, rerouting systems that would normally be used to operate heavy weapons into fuelling a thunderous charge. A Klawstompa may assault 12" instead of the usual 6" assault move allowed to super-heavy walkers.

Klawfrenzy: A Klawstompa in close combat is a terrifying sight, strong enough to rip enemy super heavy-vehicles to pieces or even to pick up an enemy vehicle and hurl it across the battlefield. It has the following special abilities:

• A Klawstompa is specifically built to rip other vehicles to pieces. The Klawstompa gains a +2 bonus on all rolls on the Vehicle Damage table, the Super-heavy Damage table and the Catastrophic Damage table. This includes the usual +1 bonus for using a Titan close combat weapon.

• If a Klawstompa destroys a vehicle in the Assault phase, it may immediately throw the wreck exactly as if it were using a lifta-droppa (see page 131 of the Apocalypse rulebook).

• When making a 'Stomp' attack against an enemy unit, a Klawstompa can reroll its 'to hit' rolls.
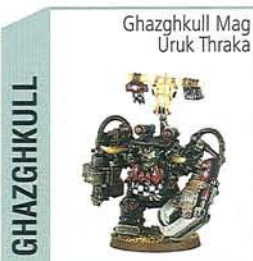
GHAZGHKULL'S BULLY BOYZ

The hard core of Warlord Ghazghkull Thraka's planet-conquering horde is a great mob of the largest and meanest Orks in the galaxy. Known and feared across Orkdom as the Bully Boyz, this beer-swilling gang of violent headcases have fought alongside Ghazghkull since he was a simple Goff footsoldier on his home planet of Urk.

Ghazghkull trusts the Urkish lads as much as he trusts anyone. Each Bully Boyz mob is led by a Warboss, who serves as one of Ghazghkull's lieutenants within his horde. So large are Ghazghkull's Waaaghs! that these lesser Warbosses are usually spread out in positions of command across the entire Orkish armada. This 'Old Boyz network' is key to Ghazghkull's success when coordinating truly huge campaigns. After all, what better way to bring into line a conniving Blood Axe or Death

Skull Warboss than to send an even bigger Boss and his veteran mates to keep a beady eye on proceedings?

Occasionally, when the Waaagh! is in full flow and everyone is busily getting stuck in, Ghazghkull will reform the Bully Boyz around him for old time's sake. Such a concentration of high-calibre Orkishness amounts to an unstoppable force upon the battlefield, something that Ghazghkull and his Bully Boyz know full well.

They take great pains to locate and engage the elite of the enemy's forces, for if there is anything that can be said about the Bully Boyz it is that they are arrogant in the extreme. After all, once the Bully Boyz have made up their mind to kill something, there are very few ways to stop them.

Ghazghkull Mag Uruk Thraka — GHAZGHKULL

Urkberk's Iron Krew — MEGANOBZ

Dagtoof's Fungus Beer Drinkas — NOBZ

Deffnob's Ladz — NOBZ

Burkrag's Bull Killas — NOBZ

FORMATION:
Ghazghkull Thraka.

3+ units of Ork Nobz. Each unit must contain at least 5 models and be joined by a Warboss. No Orks in the Bully Boyz formation may ride Warbikes as Ghazghkull feels "it ain't da way ta go ter battle".

1+ unit of Meganobz.

> "Ghazghkull. His name alone strikes fear into the hearts of men across the breadth of the Imperium. But Ghazghkull is far from our only concern..."
>
> Lord Militant Reuen, The Green Menace, Vol XXVII

SPECIAL RULES:

Strike Force: All units in Ghazghkull's Bully Boyz must be deployed within 12" of Ghazghkull or, if coming on from reserve, they must enter the table within 12" of the point entered by the big Ork himself.

Insane Bravery: Even when it would be tactically advisable to withdraw, such as being faced with an enemy Titan at close range, Ghazghkull and his lads will never back down. All units in the Bully Boyz formation are treated as fearless.

Rok 'em Boyz: Ghazghkull and his Bully Boyz are invariably supported by a fleet of Ork spacecraft in close orbit. At a prearranged signal, Ghazghkull can order his flagship to launch captured asteroids into the enemy army using its incredibly powerful repulsor beam. This is a hopelessly inaccurate attack but it inevitably causes extreme damage, much to the amusement of the Bully Boyz.

Ghazghkull has a bonus Rok 'em Boyz Strategic asset, but instead of utilising D3 templates, it always utilises the maximum of three.

DEFFKOPTA CHOPPA SKWADRON

Deffkoptas are crudely built, one-Ork flying machines that make a hell of a lot of noise, spit out a constant stream of bullets and frequently kill the owner within a week of ownership. They are without doubt the fastest and most dangerous way to get an Ork to the front line.

Sometimes, when the Waaagh! reaches its height, Deffkopta pilots from several clans or tribes group together into a Deffkopta Choppa Skwadron, ready for the Big Race into battle. The first Deffkopta pilot to 'get his blades wet' is held in high esteem by his peers, or at least sworn at and called a cheatin' git. Being the first Ork to splatter blood all over the place carries much prestige with "da fast crowd".

The first Choppa Skwadron was pioneered during Ghazghkull's second invasion of Armageddon. The Season of Fire forced a temporary stalemate upon the Orks and the human defenders of Armageddon, for great rivers of lava flowed from the mountains and temperatures reached unbearable heights. After such a world-consuming war many combatants were glad of this forced respite, but not the Orks. Every Warbiker in the Screechin' Death Speed Freeks who could afford it paid a Mek to convert his bike into a Deffkopta. Before the week was out battle had been rejoined, with a massive Choppa Skwadron soaring over the rivers of lava to attack with big shootas, rokkits, crudely-made bombs and the brutal blades of the Deffkoptas themselves.

DEFFKOPTA BIG CHOPPA SKWADRON
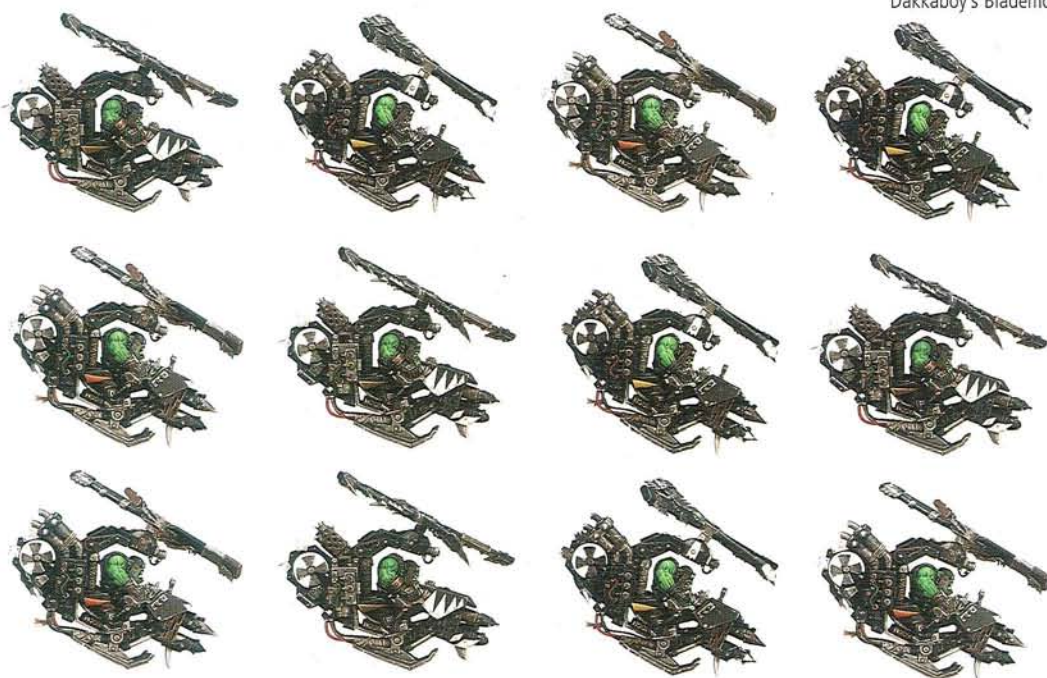
Dakkaboy's Blademob

Famous Deffkopta Choppa Skwadrons:

Ruzgut's Blitzers
Da Choppin' Menace
Defflord's Buzkoptas
Whirrgub's Magnifical Flyin' Machines
Da Noise of Deff

DEFFKOPTA CHOPPA SKWADRON

FORMATION:
A Deffkopta Choppa Skwadron consists of a single unit of 6+ Deffkoptas.

SPECIAL RULES:
Whirrin' Deff: Though they would normally shy away from damaging their beloved Deffkoptas unless necessary, when large groups of Deffkopta pilots gather they can't help but show off by flying at an angle and driving the blades of their 'koptas into the enemy, usually causing limbs to fly in all directions. Instead of making his normal close combat attacks, a Deffkopta pilot may opt to make D6+1 attacks at Strength 6 (no bonuses for charging). Any Deffkopta that rolls a 1 when making this Whirrin' Deff attack is removed from play at the end of the combat round as he and his vehicle crash and burn spectacularly in a tangle of blades and severed green limbs.

Floor it Boyz: Deffkoptas can attain breakneck speeds in a very short space of time. A Deffkopta formation may opt to make a Strategic Redeployment move once per game. Because of the manoeuvrability of the Deffkopta, this move may pass within 12" of enemy units.

DEFFKOPTA BIG CHOPPA SKWADRON

FORMATION:
A Deffkopta Big Choppa Skwadron consists of a single unit of 12+ Deffkoptas.

SPECIAL RULES:
Whirrin' Deff, Floor it Boyz: see opposite.
Bommz Away: A Big Choppa Skwadron will often equip their Deffkoptas with extra bommz, dropping them in a hail of high explosives upon enemy formations. Once per game, when the Big Choppa Skwadron opts to use its 'Floor it Boyz' move, you may resolve the following attack on a unit that the Skwadron has passed over in the Movement phase of that turn. This will not 'use up' any Bigbommz the unit is equipped with.

	STR	AP	TYPE
Bommz Away	4	5	Apocalyptic Barrage X

(X is the number of Deffkoptas in the unit)

LOOTA WRECKIN' KREW

POINTS: 50 + MODELS

When there's a really big battle about to take place, the light-fingered Orks known as Lootas often gather together into Wreckin' Krews. The Wreckin' Krews know that unless they get to the prize scrap first they will lose out on some first class gubbins, so they hijack the fastest vehicles they can find, kit them out with the tools of their trade and zoom off in a white-knuckle ride across the battlefield. That way they can get on with some good honest stealing even before the last enemy corpse hits the ground.

Lootas, especially those of the Death Skull clan, will quite happily steal away everything from nuts and bolts to still-twitching cybernetics and super-heavy vehicles. The favourite targets of the Wreckin' Krews, however, are the vehicles of the enemy. They treat the wreck of an enemy vehicle as the most precious prize of all, after the sensation of blowing it up in the first place, of course.

The heart of a Wreckin' Krew is comprised of several ramshackle vehicles crammed to capacity with Lootas, Meks and any attendant Grots. The Lootas often strap their deffguns to the sides of these Trukks, firing off great streams of bullets (or even the occasional battle cannon shell from previous mechanical acquisitions) in the direction of any enemy vehicle that catches their greedy eyes. After all, as the Lootas say, 'to loot summink properly, you have ta kill it a bit first'.

The Trukks and wagons in the Wreckin' Krew will close in on the target vehicle like a pack of wolves upon an ailing beast, opening fire at point blank range as the other Lootas swing spiked wrecking balls into the vulnerable parts of the unfortunate target. Once the victim vehicle is well and truly disabled and the crew inside cut to shreds, then the fun can really begin.

Da Grabbaz

Da Lootin' Plunderers

Da Wheelstealers

FORMATION:
3+ Trukks.
Each Trukk must carry at least 4 Lootas and one Mek or Big Mek.
0+ Looted Wagon.

Wreckin' Krews and Tankbustas are great rivals. The Tankbustas believe that Wreckin' Krews are treading on their turf, and the Wreckin' Krews maintain that the Tankbustas waste good stuff by blowin' it up when it could easily be salvaged, rebuilt, and used again by the Orks.

SPECIAL RULES:

Strike Force: All units in a Wreckin' Krew must be deployed within 6" of each other or, if coming on from reserve, they must enter the table within 6" of the point entered by the first Trukk or Loota squad.

Oops, sorry mate: Wreckin' Krews like to open fire with their deffguns even when their vehicles are roaring along at speed. Up to half the Lootas riding in a Wreckin' Krew vehicle may fire their deffguns, provided their vehicle is open-topped and has moved no further than 12" that turn. If a natural '1' is rolled on the D3 to determine how many shots the Lootas get that turn, one of the Lootas has been cut to pieces by indiscriminate shooting and is removed as a casualty after the shooting is resolved.

Expert Wreckas: Each vehicle in the Wreckin' Krew formation has the wreckin' ball upgrade free of charge. So practiced are the Wreckin' Krews at using these unsubtle weapons that these wreckin' balls hit their targets on the roll of a 3+ instead of the usual 4+.

Loot 'em Ladz: Enemy super-heavy vehicle wrecks are treated as extra objectives that can only be claimed by Wreckin' Krews. The presence of enemy units can deny the claim of such an objective as per the usual rules for objectives.

DA GREEN TIDE

A single Ork is a formidable adversary, muscular and violent with a resilient physiology and an unquenchable lust for war. A single Ork is rarely encountered, however, for when Orks go to battle they do so in countless thousands. This is when the Orks are at their most dangerous, when they are part of a great Waaagh! 'Uge mobz of Ork Boyz gather, and for every Ork gunned down, three step forward to take its place. Their numbers are so vast that they resemble a green ocean. Wave after wave of Ork Boyz come crashing down on enemy positions, quite literally a green tide that rises up and sweeps away all before it.

Any Orks in the vicinity of such a stampede get caught up in the violent charge. Some have no choice and must join the rush or else get crushed, but more often than not the Boyz find themselves tagging along by instinct. Something about so many Orks charging towards the enemy triggers a howling, blood-seeking urge in the Ork psyche – after all, wherever they're going, so many Boyz can't be wrong! Even Orks that do run away quickly turn back and are once again swallowed up by the horde. In this way the ranks of the horde swell as the charge gathers momentum, overwhelming any resistance that dares oppose the might of the greenskins.

Warboss Gitstomp

Gitstomp's Ladz

FORMATION:

A single unit consisting of a Warboss leading a 'Uge mob.

A 'Uge mob is identical to a normal Ork Boyz mob and has all the same options with the exception that the unit numbers at least 100 models. There is no maximum size this unit may reach. The Warboss may not leave this unit. The entire formation goes to battle on foot and as such may not ride in any troop transports. The Warboss may not take a Warbike.

Note that the 'Uge Mob counts as a Troops choice for the purposes of being a scoring unit.

An adjutant directed the General's gaze to the south, where the Orks were said to be mustering after planetfall. Adjusting the focus of his magnoculars, Titus gave a gasp of disbelief. There were the Orks. The shapes of a dozen Gargants jutted up from the undulating ash wastes, a swarm of similar vehicles surrounding them. But it was not this that had given Titus such a shock. For miles in every direction around the Gargants, the ash desert was green; a sea of Orks so massive that the mind refused to acknowledge the possibility. Titus examined his forces once more, his heart in his throat.

"Emperor's mercy," he whispered to himself, "I pray I have enough men to face that!"

SPECIAL RULES:

Stampede: Nothing can stand in the way of so many stomping Orks. The formation has the move through cover rule to represent the momentum the Boyz have barrelling through terrain. In addition, the sheer number of Orks whips the Boyz into a constant state of bloodlust. The formation may call upon the Waaagh! each and every turn. If the rest of the army also calls upon the Waaagh! then Da Green Tide may roll two dice and pick the highest when determining the extra distance moved.

Follow Me Ladz!: Nearby mobs tend to be caught up and swept along when such a large horde of Orks stampedes across the battlefield. Any Ork Boyz mob that falls back within 48" of the Warboss is removed and immediately placed in the unit led by the Warboss (or if by some miracle ALL his Boyz have been shot up, they form a unit which he then leads). The models are placed such that they are in unit coherency and are no closer to the enemy than the Warboss. There is no limit to the size this unit may reach.
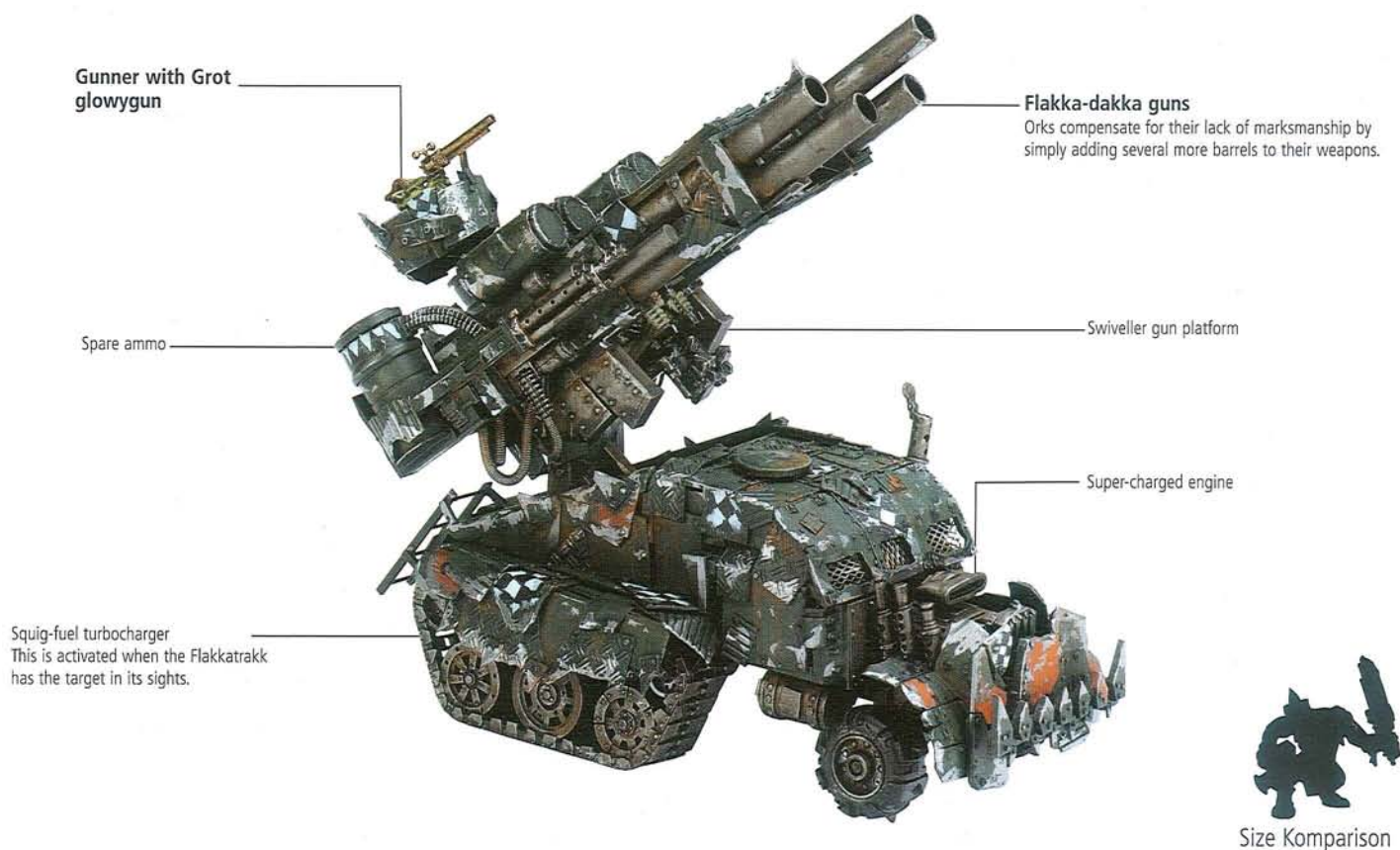
ORK FLAKKATRAKK

The Ork Flakkatrakk was pioneered by 'Bodgejob' Grimgutz, an Ork Mek who was sick of the local Flyboyz buzzing his workshop in their Fighta-bommas and making him bang his head on whatever vehicle he was labouring underneath at the time. The original Flakkatrakk was a simple machinery of destruction, thrown together over the course of an afternoon by the simple expedient of nailing a giant multi-barrelled gun to the back of Bodgejob's fastest speedsta.

Having little success in shooting down the offending aircraft in the past, Bodgejob knew that a static gunnery platform just wouldn't cut it – his targets were too fast and his gunnery skills roughly equivalent to those of a one-legged Grox. His plan was to career after the strafing aircraft at top speed, giving him a few more precious seconds in which to try and blow them out of the skies. Bodgejob's first few outings proved little more than a waste of ammunition. However,

when he enlisted his sharp-eyed Grot assistant Bugbitz to fire some of the 'glowy bullitz' used by the local Flash Gitz from a small Grot-sized gunner rig, it was not long before Bodgejob got his eye in. The deserts around the eccentric Mek's workshop soon became strewn with flaming Fighta-bomma wrecks.

Needless to say, the spectacle of the maddened Mek tearing around at top speed as he lit up the skies with explosions was highly entertaining to the Ork Boyz whooping encouragement on the sidelines. When Bodgejob finally enjoyed some success, news of his invention became widespread amongst many Meks and would-be Warlords. Decades later, Flakkatrakks are deployed whenever the forces of the Orks are beset by enemy aircraft, the ramshackle vehicles filling the skies with an ear-shattering series of explosions as they stitch trails of destruction across the skies.

Gunner with Grot glowygun

Flakka-dakka guns
Orks compensate for their lack of marksmanship by simply adding several more barrels to their weapons.

Spare ammo

Swiveller gun platform

Super-charged engine

Squig-fuel turbocharger
This is activated when the Flakkatrakk has the target in its sights.

Size Komparison

UNIT: 1 Flakkatrakk.

TYPE: Fast, Open-topped

		ARMOUR	
BS	FRONT	SIDE	REAR
2	11	11	10

OPTIONS:

A Flakkatrakk may have the following upgrades at the points listed:

Grot glowygun	+15 points
Red paint job	+5 points
Grot riggers	+5 points
Armour plates	+5 points
Wreckin' ball	+5 points
Reinforced ram	+5 points

WEAPONS AND EQUIPMENT:
- Flakka-dakka guns

WEAPON	RANGE	STR	AP	SPECIAL
Flakka-dakka guns	48"	7	4	Assault 4, AA mount
Grot glowygun	48"	4	5	Assault 2, AA mount, co-axial

SPECIAL RULES:

Go go go!: When a Flakkatrakk has an enemy aircraft in its sights, the driver will floor the accelerator and engage the squig-fuel injectors in an attempt to keep up with the target aircraft's strafing run. A Flakkatrakk can move flat out and still fire its flakka-dakka guns, provided their target is a flyer.

ORK PULSA ROKKIT

A Pulsa Rokkit is far more than a mere incendiary device. It contains a large and unstable force field generator that teeters on the brink of contradictory physics; should its low-grade force field be disrupted, it will collapse with unpredictable but usually devastating results. The Orks like to encourage such a potentially lethal disruption by wiring the force field into a missile and firing the whole contraption at the enemy.

The resultant impact drives the potent force field inside into a state of collapse, sending out great waves of suppressing force that can grind an enemy face first into the dirt. The force-pulses emitted by

the largest Pulsa Rokkits can crush an enemy as effectively as if the Ork Gods themselves have squashed the foe flat with their hoary green feet.

As with all Ork inventions, the Pulsa Rokkit varies greatly in design and implementation. Every Big Mek swears by his own design and "konstructin", although even then they seldom build two the same. Some are little more than field generator spheres with wings and rokkits strapped to them, others are building-sized labours of love. Whatever their size, Pulsa Rokkits all force the foe to the ground, giving da Boyz all the time they need to reach the enemy lines.

Pulsa Rokkit 'Foot of Gork'
Asgrax Devastation

Guiding grindrails

This is a fixed Rokkit firing platform, although there have been a few reports of Meks experimentin' with trakked platforms that can move Pulsa Rokkits about on a battlefield.

When the Pulsa Rokkit known as 'Da Big Red Fist' was launched at the Imperial forces invading Gogrok Island, the pulses it emitted forced an entire company of Ultramarines into the dirt of the archipelago's airstrip. The island eventually fell apart under the terrible forces acting upon it, sending the Ultramarines into the polluted depths.

After the Rokkit is fired, you can either remove the launching platform or treat it as a wrecked vehicle.

Pulsa Rokkit

Stabilizin' fin

Size Komparison

Toolshed

UNIT: 1 Ork Pulsa Rokkit.

TYPE: Super-heavy

STRUCTURE POINTS: 2

	ARMOUR	
FRONT	SIDE	REAR
12	12	12

WEAPONS AND EQUIPMENT:
- Pulsa Rokkit (one shot)

OPTIONS: The Pulsa Rokkit can be upgraded to a Big Pulsa Rokkit at a cost of +50 points. Big Pulsa Rokkits add +1 to their rolls on the Pulsa Rokkit chart and have an additional Structure Point. The Pulsa Rokkit can have a Grot pilot at +30 points. A Grot pilot enables you to re-roll the scatter dice to determine where the Pulsa Rokkit lands.

The Pulsa Rokkit can be upgraded to have a Besta Force Field at the cost of +75 points. A Pulsa Rokkit with this upgrade has the same effect as a Force Field Generator strategic asset until it is launched.

SPECIAL RULES:
Unknown Quantity: The Rokkit is an ordnance barrage with a range of 120" that deviates 4D6" on a miss. Place the Rokkit itself on the point of impact, or otherwise use a marker. When it has landed, and again at the beginning of each of your turns, roll on the chart below:

D6	RESULT	
1	Fzzzcrack	The Pulsa Rokkit sends out a short sharp pulse of force. All units within 2D6" must take a Pinning test.
2-3	Thrrrummm	The ground itself trembles and shakes. All units with a model within 3D6" of the Pulsa Rokkit must take a Pinning test and have their WS and BS reduced to 1 until the beginning of the next Ork turn.
4-6	Wohhhm	The Pulsa Rokkit thrums and shakes, sending out waves of suppressive energy. All units within 4D6" must automatically go to ground, if able to, and take 3D6 S4 hits. Vehicles take D3 glancing hits instead .

One-shot wonder: Pulsa Rokkits cannot move and can be fired once per battle, after which they count as destroyed. Until then, they ignore all damage results except 'Structural Damage' and 'Chain Reaction'.

ELDAR

Elegant yet powerful, the Eldar race once ruled the stars. Despite their faded grandeur, the skill and sophistication of the Eldar warhosts is such that their warriors and seers still shape the destiny of the galaxy.
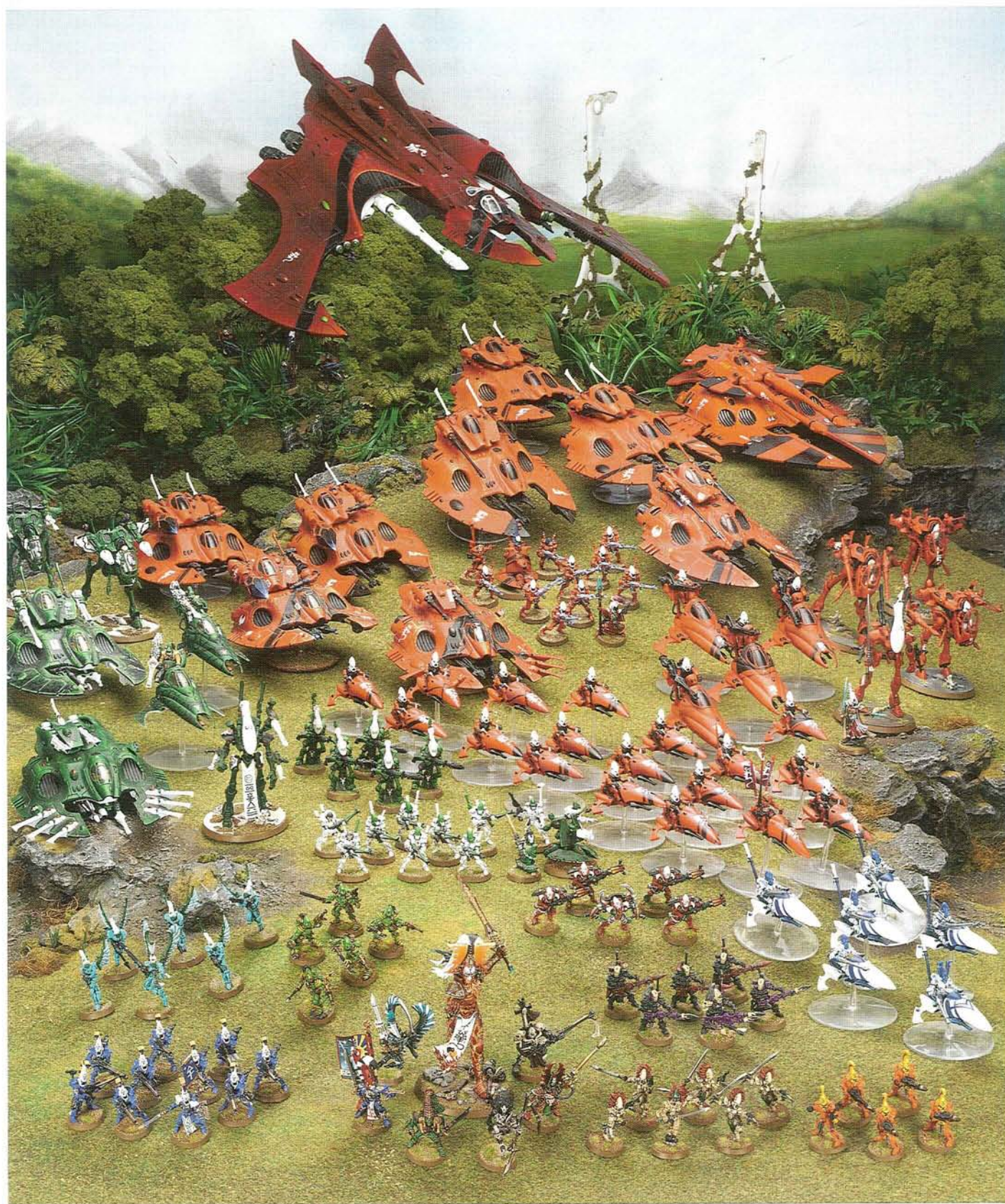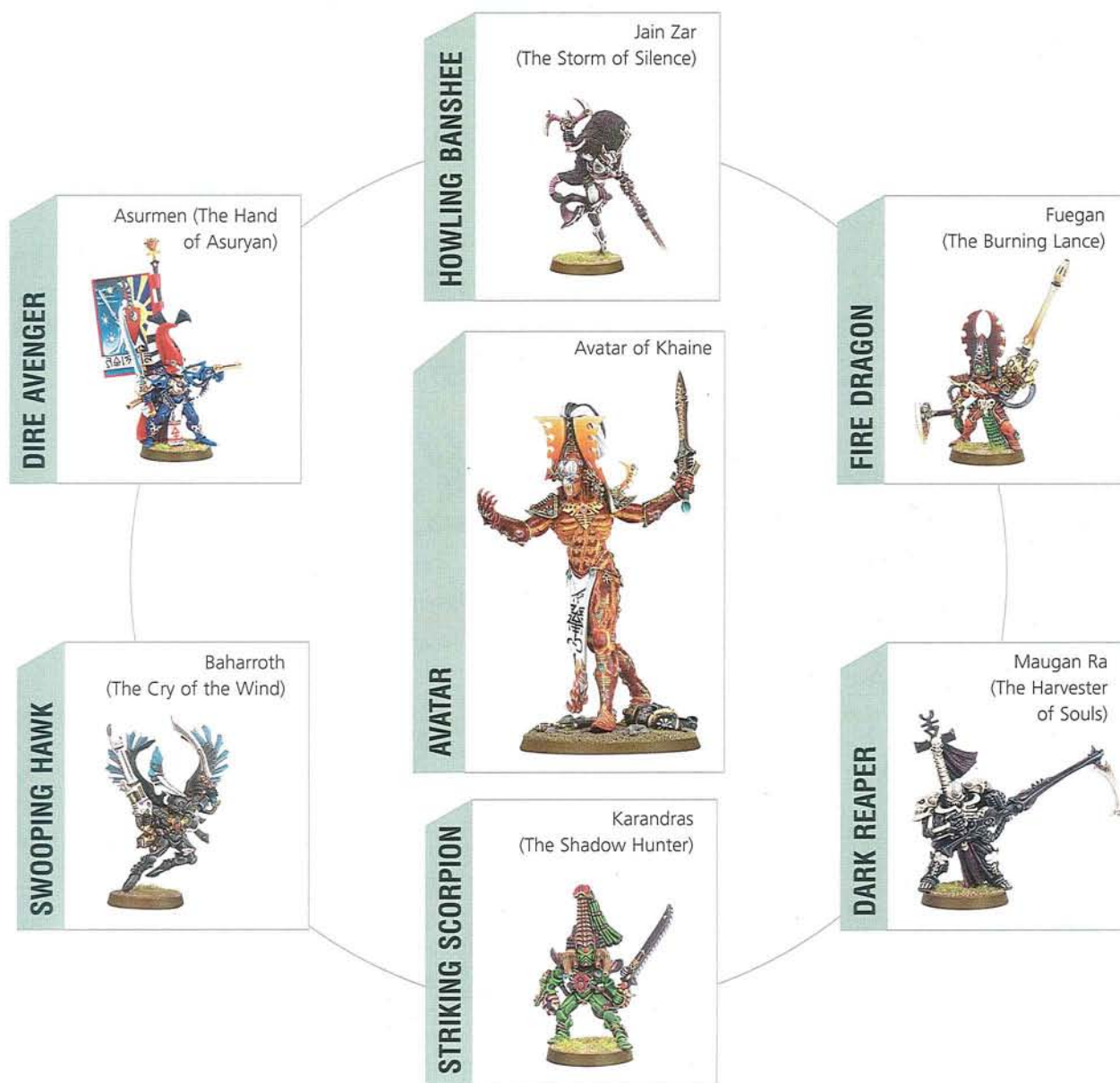
THE PHOENIX COURT OF KHAINE

POINTS: 150 + MODELS

It is a terrible and rare ritual that awakens an Avatar of Kaela Mensha Khaine, and it comes at the cost of an invaluable Eldar life. However, there is a different way of summoning forth the power of the Eldar God of War – the formation of the Phoenix Court. This is an event so rare that many amongst the Eldar believe it to be no more than myth. It requires the mightiest of the Phoenix Lords to be present in the dark heart of a Craftworld, surrounding the Avatar

and laying their arcane weapons over one of the spirit stones embedded in its armour. With an eldritch spell, each of the Phoenix Lords infuses the living statue with the energy of one of the Exarch souls forming their own consciousness. Fuelled by such mighty essence, the Avatar is roused with powers that dwarf those of all but the greatest Daemons of Chaos, ready to stride into battle at the head of his Phoenix Court.

HOWLING BANSHEE — Jain Zar (The Storm of Silence)

DIRE AVENGER — Asurmen (The Hand of Asuryan)

FIRE DRAGON — Fuegan (The Burning Lance)

AVATAR — Avatar of Khaine

SWOOPING HAWK — Baharroth (The Cry of the Wind)

DARK REAPER — Maugan Ra (The Harvester of Souls)

STRIKING SCORPION — Karandras (The Shadow Hunter)

FORMATION:
1 Eldar Avatar and the 6 Eldar Phoenix Lords.

> "Khaine is here, with us, today!
>
> He storms through the field of battle and at his side are the living embodiment of his Aspects.
>
> None can stand before us now!"
>
> Autarch Ez'ke'reel of Biel-tan

SPECIAL RULES:

Strike Force: All models in the Phoenix Court must be deployed within 6" of the Avatar, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Avatar.

The Fury of Khaine: Fuelled by the bright souls of Exarchs, the Avatar's powers are greatly increased for the duration of the battle. The Avatar has the eternal warrior special rule and it cannot be wounded by any melta, plasma or flame weapons. In addition, the range of both his Inspiring special rule and his Wailing Doom are increased to 24". Finally, it gains a number of additional Attacks equal to the number of Phoenix Lords within 6".

BAHARROTH'S TEMPEST

POINTS: 100 + MODELS

The Swooping Hawks are masters of flight, able to soar upon the wind with graceful wings before descending upon their prey. The Phoenix Lord Baharroth is the first and most skilled of the winged Aspect Warriors. His name has become synonymous with deliverance and he has turned the tide of many a battle.

The legendary Phoenix Lords are mighty warriors who have fought for countless millennia. They tend to appear in times of great need and it is rare, but not unheard of, for Phoenix Lords to emerge leading a group of elite warriors, chosen from across the Craftworlds. They are amongst the most skilled students of their Aspect. When selecting warriors to form his Tempest, Baharroth chooses only the fastest and most agile, for their appointed task, the manoeuvre known as the Bahurkan – the hawk strike – requires speed above all else.

Whilst vastly superior to the flyers of other races, it is difficult for the graceful aircraft of the Eldar to retain air superiority in the face of overwhelming numbers. Baharroth has delivered the Eldar from aerial assaults on countless worlds. With a piercing cry, he and his Tempest leap into the sky, streaking towards the Phoenix Lord's chosen prey, becoming little more than silvered blurs to human eyes. The Swooping Hawk's haywire grenades are fitted with small gravitic motors turning them into effective, if short-range, aerial mines. Baharroth and his companions dart in front of incoming aircraft leaving a cluster of such mines in their wake, all the while dodging incoming fire and avoiding the whirring turbines of the enemy vehicle. With their deadly payload attached to an aircraft's fuselage, the Swooping Hawks gracefully peel away, leaving the doomed aircraft to its fate.

**Khapharoth
(The Shimmering Wind)**
The Flight of Starless Skies

SWOOPING HAWKS

Baharroth
(The Cry of the Wind)

Amethikan (The Taloned Death)

SWOOPING HAWKS

Valbath'lari (Harbingers of Justice)

SWOOPING HAWKS

Edruth Falimeth (The Long Flight of Hawks)

FORMATION:
Baharroth leading a squad of Swooping Hawks.
2+ squads of Swooping Hawk Aspect Warriors.
Each Swooping Hawk squad must be led by an Exarch with both the Skyleap and Intercept Exarch powers.

SPECIAL RULES:
Strike Force: All units in the Tempest must be deployed within 6" of Baharroth or, if coming on from reserve, they must enter the table within 6" of the point entered by Baharroth. When the formation arrives, Baharroth is deployed first, using the rules for deep strike. All of the remaining Swooping Hawk squads in the formation are then placed within 6" of Baharroth as per deep strike, but will not scatter.

Disciples: All members of the Tempest are fearless and have the hit and run special rule as long as they are within 6" of Baharroth.

Hawk Strike: If, at the beginning of your turn, all units in the Tempest are within 6" of Baharroth, the entire formation can choose to intercept any one flyer within 48". Move the models into base contact with the flyer. Any model wishing to strike the flyer must first pass an Initiative test; if the test is failed they have been hit by the speeding vehicle and suffer a wound with no armour save allowed. Any model that passes the test may attempt to attach haywire grenades to the flyer exactly as if assaulting a skimmer moving at maximum speed. At the end of the Assault phase the Tempest remains in place. The Tempest may not fire their weapons or use their grenade packs in the same turn they use the Hawk Strike ability.

THE SUNSTORM

The Fire Prism is a lethal and graceful predator in its own right. When the fury of its prism cannon is focused through others of its kind, it becomes a devastating weapon with the power to unleash a localised solar flare. It is said that should a Sunstorm Squadron be of sufficient size, they could scar the surface of a distant moon with their firepower, and those who have witnessed them in action well believe it.

Sunstorm Squadrons take their name from the legendary Sunstorm called down by the father of all Eldar gods, Asuryan. The Eldar tell of a great conflict between Asuryan and Kaelis Ra, the Destroyer of

Worlds. Such was the power of these immortal beings that neither foe could gain supremacy over the other. The Father of the Eldar was sorely pressed, however, for it was his children that were suffering as the battle raged across the void. In desperation, Asuryan rearranged the suns themselves so that their constellations spelt a time of ill omen for Kaelis Ra. With the speed of thought, Asuryan then harnessed the power of the outraged stars, and with a mighty barrage of solar flares he dealt Kaelis Ra a mortal blow that all but destroyed him. It is this act that the Sunstorm Squadrons call upon when they open fire.

FIRE PRISM COMMAND VEHICLE

Lauria'h (The Soul of the Sun)

The diamond-hard substance at the heart of each prism cannon is formed from psychotropic crystal. Each is a shard that has been retrieved from the Dome of Crystal Seers, and some Eldar say that they are the physical manifestations of revelation. The crystals are encouraged to grow under the auspices of the Spiritseers, who meditate on the nature of light and how it can bring death as well as life. When these crystals reach a certain size they begin to hum with the potential to cause harm, each harbouring a reservoir of malevolent energy that is amplified a hundredfold by the technologies of the prism cannon.

FIRE PRISM

Kiliaq (The Flare of the Present)

FIRE PRISM

Alenthrasis (The Retribution of the Morning)

FIRE PRISM

Thrensis (The Nova's Wrath)

FIRE PRISM

Ghi'loquis (Truth Revealed in Death)

FORMATION:
3-6 Fire Prisms.
One Fire Prism must be designated as the command tank.

SPECIAL RULES
Strike Force: All tanks in the squadron must be deployed within 12" of the command tank or, if coming on from reserve, they must enter the table within 12" of the point entered by the command tank.

The Sunstorm: Up to three Fire Prisms can combine their firepower as described in Codex: Eldar. Additional Fire Prisms can add their prism cannons to those of their comrades to produce a truly devastating blast. On the following chart, use the appropriate profile for the number of Fire Prisms in the Sunstorm Squadron. Remember that all contributing Fire Prisms must have line of sight to the firing Prism and that the firing Fire Prism's shot counts as twin-linked.

NO. FIRING	RANGE	STR	AP	SPECIAL
3 (focused)	60"	10	1	Heavy 1, Blast
3 (dispersed)	60"	7	2	Heavy 1, Large Blast
4 (focused)	72"	D	1	Heavy 1, Large Blast
4 (dispersed)	72"	8	1	Heavy 1, 7" Blast
5 (focused)	84"	D	1	Heavy 1, 7" Blast, Pinning
5 (dispersed)	84"	9	1	Apocalyptic Barrage 5, Pinning
6 (focused)	Unlimited	D	1	Heavy 1, 10" Blast, Pinning
6 (dispersed)	Unlimited	10	1	Apocalyptic Barrage 6, Pinning

SHARD OF THE VOID WEAVER

Warp Spider Aspect Warriors are amongst the most aggressive of all Aspect Warriors. They risk their very souls using their Warp jump generators to ambush enemy targets. Attacking with their ritual death spinners, the Warp Spiders slay their prey with constricting and slicing threads of monofilament wire.

Rare and enigmatic, it is unusual for more than a handful of Warp Spider Aspect Warriors to appear at the same time and only in the most dire of times do enough shrines come together to form a collective known mysteriously as a Shard. All Warp Spiders individually mimic the tiny creatures that protect a Craftworld's infinity circuit, but a Shard can collectively attack the enemy in a manner similar to an immune system repelling a massive infection; surrounding and isolating

a single point of contamination, cleansing it and then moving on to fight the next foreign body. The Warp Spiders attack in unison, materialising from the hated void and descending upon their foes, encircling them and blanketing them in a web of destruction, destroying them utterly before engaging their Warp jump generators to eradicate yet more targets.

When a Shard is formed, one amongst their number assumes the mantle of Void Weaver. It is a temporary title, none outside the Aspect's Exarchs know of its true meaning or significance. It is the Void Weaver's role to construct the doom of his enemies by coordinating the Shard's attacks. He is the architect of ambushes and a designer of traps; the spider in the middle of the web.

Bethkan Maugetath (Harvest of the Void Weaver)

WARP SPIDERS

Shia'karkam (Unseen Doom)
Alaitoc Craftworld
The Battle of a Thousand Strands

Mier'Ath (Twilight's Blade)

WARP SPIDERS

Methanquis (Wraith Strike)

WARP SPIDERS

FORMATION:
3+ squads of Warp Spider Aspect Warriors.
Each Warp Spider squad must be led by an Exarch with both the Surprise Assault and Withdraw Exarch powers. A single Exarch must be designated as the Void Weaver.

SPECIAL RULES:
Strike Force: All units in the Shard must be deployed within 12" of the Void Weaver or, if coming on from reserve, they must enter the table within 12" of the point entered by the Void Weaver. When the formation arrives by deep strike, the Void Weaver is deployed first, using the rules for deep strike. All of the remaining Warp Spider squads in the formation are then placed within 12" of the Void Weaver as per deep strike, but will not scatter.

Void Leap: At the beginning of their Movement phase, the Shard of the Void Weaver may use their Warp jump generators to leap across the battlefield and launch an attack. The entire formation is removed from the table and immediately re-enters using the deep strike rules. If any Warp

Spider squads scatter whilst using the Void Leap ability and the distance rolled is a double, remove one of the squad members as a casualty. Any enemy units that were engaged in close combat with one or more squads in the Warp Spider formation may make an immediate consolidation move provided they are not in base contact with another opponent.

Web of Destruction: Instead of firing normally the squads forming a Shard may combine their fire to create a web of monofilament death that indiscriminately blankets their foes. To do this, place the Massive Blast marker such that its centre is within 12" of the Void Weaver. All models hit take a single Strength 6 AP – hit for each Warp Spider unit that has at least one model within 12" of the centre of the template.

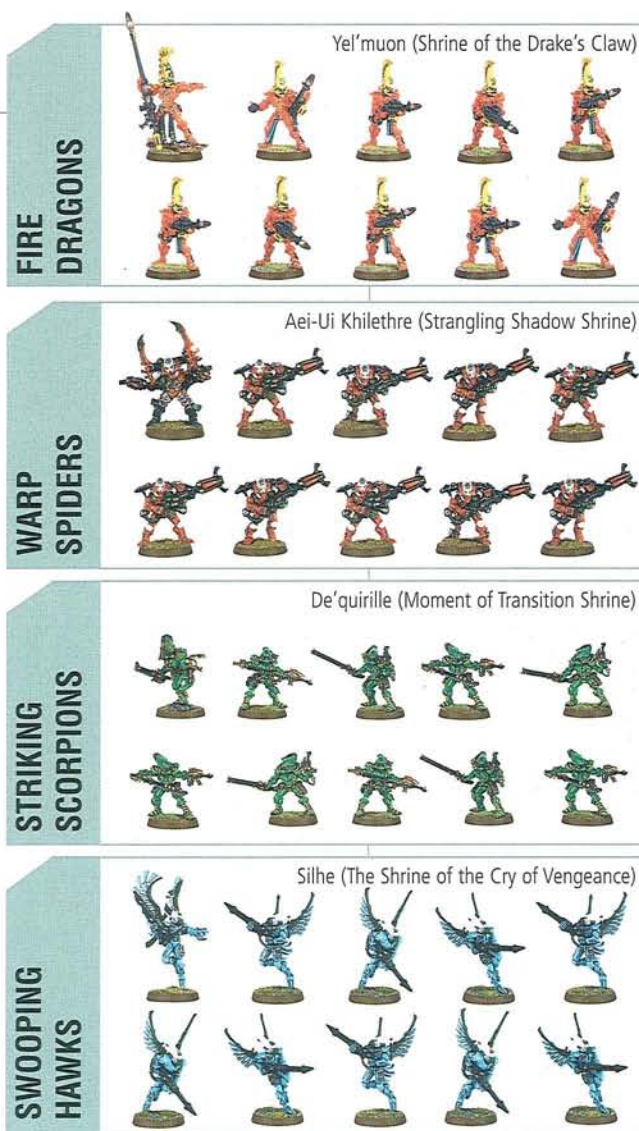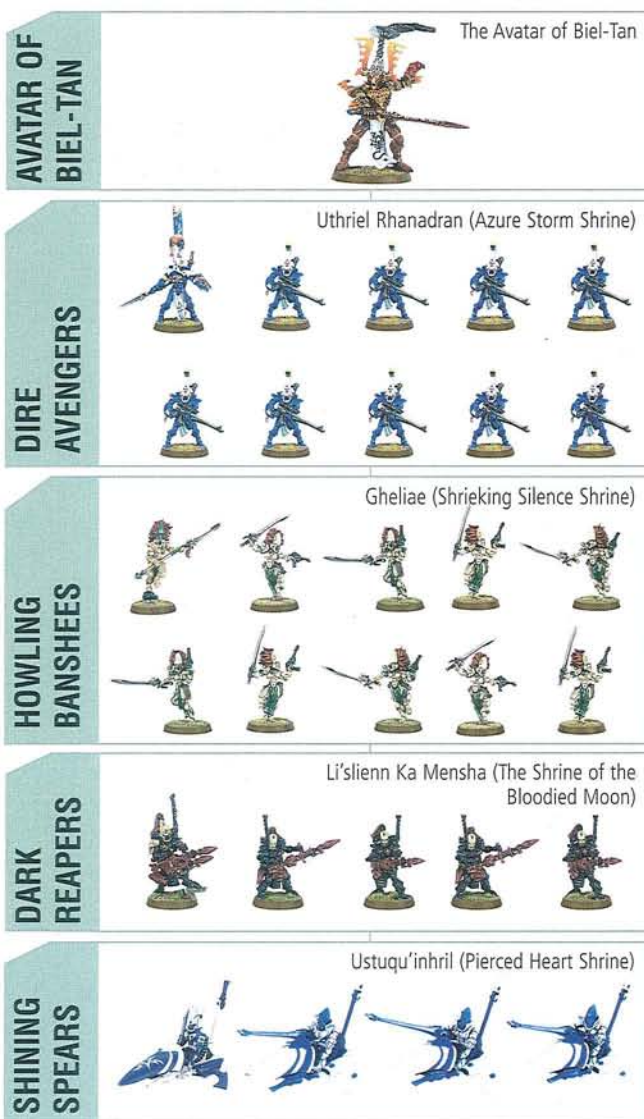# THE GREAT COURT OF THE YOUNG KING

POINTS: 150 + MODELS

Upon the xenophobic and hostile Craftworld of Biel-Tan, savage blood rituals are still observed. The ritual which occurs on the eve of each war is the bloodiest and most terrifying of all. The Aspect Warriors offer up one of their number to become the Young King, a ceremonial position that culminates in the celebrant's death. This is no mortal end, however, as the Young King is consumed utterly by the raging heat of the Craftworld's Avatar. There he becomes one with the wrath of his people, transforming into an immortal manifestation of Khaine, the Eldar God of War.

The Avatar of Biel-Tan is attended by a team of Exarchs, high priests of war who have given their souls to the arts of destruction. These

mysterious and violent figures march forth at the side of the Avatar, revelling in the presence of their god.

On occasions of great moment, the massed ranks of the Aspect Warriors will form an honour guard for their immortal leader. A squad from each of the Aspects of Khaine forms around their Exarch, transforming the Court of the Young King from an elite group of Exarchs to an entire strike force of dedicated and specialised warriors. Each of these units excels at a certain form of war, and when their skills are combined it is almost as if Khaine himself is with them. There is no foe that cannot be destroyed utterly by the Great Court and the towering Avatar at its heart.

AVATAR OF BIEL-TAN — The Avatar of Biel-Tan

DIRE AVENGERS — Uthriel Rhanadran (Azure Storm Shrine)

HOWLING BANSHEES — Gheliae (Shrieking Silence Shrine)

DARK REAPERS — Li'slienn Ka Mensha (The Shrine of the Bloodied Moon)

SHINING SPEARS — Ustuqu'inhril (Pierced Heart Shrine)

FIRE DRAGONS — Yel'muon (Shrine of the Drake's Claw)

WARP SPIDERS — Aei-Ui Khilethre (Strangling Shadow Shrine)

STRIKING SCORPIONS — De'quirille (Moment of Transition Shrine)

SWOOPING HAWKS — Silhe (The Shrine of the Cry of Vengeance)

FORMATION:
1 Avatar.
1 unit of Dire Avengers with Exarch.
1 unit of Howling Banshees with Exarch.
1 unit of Dark Reapers with Exarch.
1 unit of Shining Spears with Exarch.
1 unit of Fire Dragons with Exarch.
1 unit of Warp Spiders with Exarch.
1 unit of Striking Scorpions with Exarch.
1 unit of Swooping Hawks with Exarch.

SPECIAL RULES
Strike Force: All units in the Great Court of the Young King must be deployed with a model within 12" of the Avatar or, if coming on from Reserve, they must enter the table within 12" of the point entered by the Avatar.

The Favour of Khaine: Each of the Aspects practices a facet of Khaine's puissant skill, bound together and focused by the presence of the Avatar. As long as they are within 12" of the Avatar, all models in the Great Court have the furious charge special rule and all of their weapons count as twin-linked.

TYRANIDS

The Tyranid race comes from the cold, dark void. Though it is composed of a thousand billion warrior-organisms or more, the Great Devourer is united in a single deadly purpose – to destroy and consume all other forms of life.

GENESTEALER INFESTATION

POINTS: 250 + MODELS

The first wave of a Tyranid invasion is not characterised by the sheer brute force of a full-scale Hive Fleet attack. Instead, vanguard organisms infiltrate potential prey planets, gathering information on enemy defences and other concentrations of biomass. Tyranid initial forces are characterised by the presence of brood upon brood of Genestealers, vicious aliens that are perfectly adapted to skulk and crawl amongst the dark and forgotten warrens of civilisation.

Should a world prove rich in prey, the Genestealers will breed, multiplying in number until they have become a legion of warrior-beasts under the command of the first Genestealer to make planetfall. When the Genestealer Infestation reaches critical

proportions their psychic signature will become potent enough to attract a tendril of their parent Hive Fleet, which will slowly, implacably close with the planet harbouring the malignancy.

As the doom of the prey planet draws near, Lictors – assassin-beasts that use feeder tendrils to steal from the brains of their victims – will be seeded across the planet to gather more information about its population centres. Then, just as the Hive Fleets reach orbit and the main invasion is about to be launched, the Genestealer Infestation will rise up as one, attacking the command centres of the enemy resistance and spreading terror and confusion across the prey world. The crippling fear spread by a Genestealer Infestation can break enemy morale before the war has even begun.

BROODLORD

GENESTEALER BROOD

GENESTEALER BROOD

LICTOR BROOD

GENESTEALER BROOD

FORMATION:
1+ Broodlord.
3+ Genestealer Broods.
3+ Lictors.

> "There's nothing down there, Adjutant Hellis. Return to your comm-servitor. We have a war to win."
>
> Last words of Colonel Trax, 212th Vitrian Dragoons

SPECIAL RULES:

Secret Deployment: Genestealer Infestations thrive in the tunnels, mines and sewer systems of their prey worlds, rising up as one when the signal is sent by the Hive Mind. All models in a Genestealer Infestation are always held in strategic reserve and enter play by Secret Deployment, not just the Lictors (see the Lictor entry in Codex Tyranids). Any unit that cannot enter play by Secret Deployment because there is not enough terrain on the table must instead enter play by deep strike. In this case its chosen entry point must be within 12" of another model from the Genestealer Infestation.

Every Man For Himself: When a Genestealer Infestation attacks, comm-links are garbled with panicked messages and vox-casters broadcast little more then the screams of the dying. On the turn a Genestealer Infestation enters play, no non-Tyranid model in the enemy army may benefit from another model's Leadership (i.e. use the lowest Ld in the unit for all of its Ld tests).
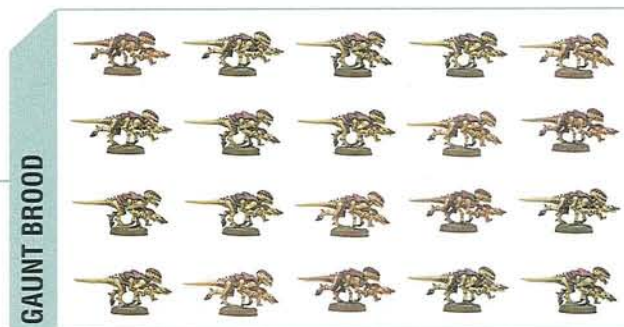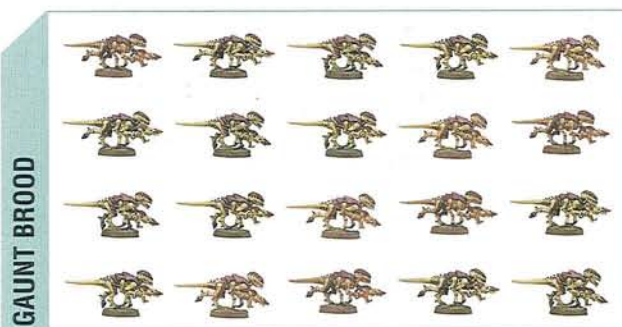
KRAKEN TENDRIL SWARM

Hive Fleet Kraken has taken a far more insidious rout than the interstellar juggernaut known as Hive Fleet Behemoth. Instead of invading en masse in one particular location, Hive Fleet Kraken penetrated the Imperium with a great mass of splinter fleets that stretched across the eastern frontier of the galaxy. Each splinter fleet was comprised of scores of individual bio-ships, and each bio-ship played host to armies without number. These armies were comprised of distinct invasion forces that could function independently, circumventing Imperial blockades and attacking from unexpected angles. Even upon the field of battle the swarms of Hive Fleet Kraken were able to split up into the individual forces known as Tendril Swarms, detachments of Tyranid warrior-beasts that probed and tested the enemy defences as the battle raged around them. When a Tendril Swarm locates a weak point in the enemy line it will suddenly push through in a great surging tentacle of Tyranid biomass formed from

hundreds of constituent warrior-beasts, a tendril that curls and winds around the enemy front line until all are surrounded and cut off from reinforcements. No defensive line was secure, and those who dared to stand against Hive Fleet Kraken learned to expect the unexpected.

A Tendril Swarm is typically composed of large broods of Gaunts coordinated by Synapse Creatures such as Zoanthropes and Tyranid Warriors. These component organisms are common enough that, should one Tendril Swarm be destroyed whilst testing the enemy defences, another will quickly take its place. Each Tendril Swarm is autonomous with a strong connection to the Hive Mind. It is this preternatural prescience that allows the Tendril Swarms to speedily exploit any gaps and to surround and isolate their prey with such sinister ease, strangling concentrations of enemy resistance like the constricting tendril of a giant abyssal terror.

FORMATION:
3+ Gaunt Broods. Each Gaunt Brood must be at least 20 models strong.
1+ Warrior Broods.
1+ Gargoyle Broods.

> "Fear the tendrils of the Kraken! They will punish the weak! They will throttle the life from Iyanden and leave our broken husks to drift in the void!"
>
> U'litielle the Eyeless, Seer of Iyanden

SPECIAL RULES:
Strike Force: All units in the Tendril Swarm must enter play within 6" of a Tendril Swarm Tyranid Warrior Brood or, if coming on from reserve, they must enter the table within 6" of the point entered by a Tendril Swarm Tyranid Warrior Brood.

The Tendril Constricts: Tendril Swarms have an uncanny ability to locate a weak point in the enemy line and push through in a great surge to surround the foe. A Tendril Swarm has the Strategic Redeployment asset. However, when using this asset no part of the move may take place within 3" of an enemy model (instead of the usual 12" restriction on Strategic Redeployment moves). This allows the Tyranid player to take advantage of even a small break in the enemy line, surrounding him and potentially grabbing an objective or two into the bargain!

BEHEMOTH CRUSHER BROOD

The infamous 'Crusher' Broods of Hive Fleet Behemoth were legendary for one thing above all – sheer brute force. Each Crusher Brood consists of several heavily armoured Carnifexes that attack in the manner of a living battering ram, often reinforced by the might of the lumbering bio-fortresses known as Scythed Heirodules.

A Crusher Brood contains only the most heavily evolved of Carnifexes. Their metre-thick carapaces are proof against almost all small-arms fire, and their exoskeletons are reinforced with striations of bonded chitin. They have great pincer-like claws with which to rip apart fortifications and tear open battle tanks in their path, and often have bony, club-like tails for smashing aside any prey creatures agile enough to avoid their grasp. Worse still, when a Crusher Carnifex's nervous system reaches a certain level of activity, the symbiotes in its blood introduce a great flood of bio-chemicals that drive it into a frenzy of destruction.

Hive Fleet Behemoth achieved what the strategos of the Imperium had considered impossible, smashing through the outer fortifications of Ultramar and penetrating far enough to assail Macragge itself. The sledgehammer blow of Behemoth came without precedent or warning. Were it not for the Hive Fleet's constant deployment of absolute force, as epitomised by the Behemoth Crusher Broods, they would have been repulsed by the Space Marines of the Ultramarines Chapter in relatively short order. Though the unerring accuracy of the Ultramarines Devastator companies eventually felled the Crusher Carnifexes tearing down Macragge's fortresses, Crusher Broods still have a fearsome reputation; not just with the Ultramarines but amongst all Adeptus Astartes Chapters operating within the Ultima Segmentum.

CARNIFEX   **CARNIFEX**   **CARNIFEX**

HIERODULE   **HIERODULE**

FORMATION:

3+ Carnifexes. These must have at least the Extended Carapace, Crushing Claws and Bonded Exoskeleton biomorphs.

0+ Stonecrusher Carnifexes (see Imperial Armour Apocalypse).

0-2 Scythed Hierodules (see Imperial Armour Apocalypse).

> 'Those things... we threw everything we had at them, but it just seemed to make them angrier. When they reached the Fist of Hera – our pride, our hope – they grabbed onto her hull and just ripped her to pieces. The fuel tank detonation didn't finish 'em either. They just kept coming, out of the flames. They came out of the flames...'
>
> The Court Martial of Sergeant Riddix

SPECIAL RULES:

Strike Force: Crusher Brood models must be deployed within 6" of another model from the Crusher Brood or, if coming on from reserve, they must enter the table within 6" of another model from the Crusher Brood.

'Crusher' Carnifexes: Unlike normal Carnifexes, any Carnifex in a Crusher Brood may have two sets of Crushing Claws, giving it 2D6 Attacks. This can be further increased by charge bonuses, tail weapons and so forth.

Hyperactive Assault: All Carnifexes in the formation have the fleet universal special rule.

EYE OF THE HIVE

When a Tyranid invasion is in full swing, it is the warrior-beasts known as Synapse Creatures that control it upon the battlefield. The Hive Tyrants at its head storm into the fray, psychically directing the swarms of lesser Tyranids around them whilst mysterious Zoanthropes level blasts of psychic energy at the foe. A more insidious threat lies within the heart of the swarm, however. The Hive Mind itself observes the battle with cold and alien detachment through the glittering black eyes of its Tyranid Warrior broods, for though a Hive Tyrant can be brought low with a single devastating blast, formations of Tyranid Warriors are far more difficult to kill. It is the Hive Mind that is the real threat, for the Hive is a continually evolving super-predator, immortal and unstoppable.

In battle, the Tyranid Warriors acting as the eyes of the Hive Mind are able to assess the strengths of the enemy and relay information to the Tyranids around them and the bio-ships above them in low orbit. The bio-ships then breed new strains of Tyranids to counter these strengths, whilst the earthbound warrior-beasts adapt their attack patterns to capitalise upon enemy weaknesses. Battlefield reports of large Tyranid Warrior formations have reported that the smaller Tyranids around them attack with far greater fervour, stabbing, biting and slashing even when the spark of life has long fled from their black and depthless eyes.

WARRIOR BROOD

WARRIOR BROOD

WARRIOR BROOD

FORMATION:
3+ Tyranid Warrior Broods numbering at least 5 models each.

SPECIAL RULES:
Strike Force: All units in the Eye of the Hive must be deployed within 6" of another unit from the same formation, or, if coming on from reserve, they must enter the table within 6" of another unit from the same formation.

Alien Evolution: If any models from the Eye of the Hive survive a game of Apocalypse, then the controlling player gets a bonus strategic asset in the next game of Apocalypse he plays against at least one of the same opponents. For instance, Jake the Tyranid player makes sure that his Eye of the Hive formation is still above half strength at the end of his Apocalypse game with Lucas the Eldar player. Next time Jake plays a game with his Tyranids against Lucas' Eldar, even if it is as part of a multi-player game, he gets a bonus strategic asset. These bonus assets are not cumulative.

Synaptic Mastery: The gestalt psychic presence of a score of Tyranid Warriors is far greater than that of even the most highly evolved Hive Tyrant. During the Tyranid Shooting phase, the Eye of the Hive can employ the following psychic power in addition to using its normal Synapse Creature powers. They must pass a Psychic test in order to use this power.

Conduit: All Tyranid units within 12" of a Tyranid from the Eye of the Hive formation gain the preferred enemy special rule against all their opponents and are under the effects of the Catalyst psychic power until the beginning of the next Tyranid turn.

LIVING FORTRESS

POINTS: 100 + MODELS

The Living Fortress is a rippling mass of rock-hard chitin and serrated claws that advances unstoppably towards the front line. Tyrant Guard are bred specifically to soak up enemy firepower, so that the Hive Tyrants they escort to battle can advance in relative safety. In a Living Fortress, even the Hive Tyrants themselves have specially reinforced chitin plates. When incoming ordnance is detected by the Tyrants' preternaturally sharp senses, these leader-beasts send out a pulse of thought. The Living Fortress then swiftly locks its chitin plates together and hunkers down, becoming a fortress of foot-thick carapace with its few vulnerable areas hidden away inside. Likened by many Imperial commanders to a walking bunker, a Living Fortress is such a resilient threat that nothing short of a direct hit from a Titan primary weapon or a Vortex grenade can dispose of it for good.

Living Fortresses are produced in response to heavy enemy firepower, as Titans and super-heavy tanks can take a great toll on the Tyranid synapse network. A Living Fortress can weather the firepower of a Baneblade and keep coming, their own heavy weaponry neutralising enemy armour so the rest of the swarm can close in for the cull.

> "The fact that these creatures are developing new tactics is obvious, that they are evolving new species is irrefutable. That we don't know how they do it is terrifying."
>
> Ignatious Soulve, Imperil Xeno Bio-Expert

FORMATION:

A single unit consisting of 2+ Hive Tyrants and 5+ Tyrant Guard. The Hive Tyrants must have the Enhanced Senses and Extended Carapace biomorphs.

SPECIAL RULES:

Slow and Purposeful: A Living Fortress moves forward implacably but slowly, laying down a hail of bio-electric ammunition and monitoring incoming fire the better to shield against it. A Living Fortress has the slow and purposeful special rule.

Feel No Pain: A Living Fortress, though comparatively slow, is specially adapted to shrug off the most punishing volleys of fire. It has the feel no pain universal special rule.

Fortress of Chitin: When a Living Fortress opts to go to ground, as well as enjoying an improved cover save, their armour save is also bolstered by 1. This means that models in a Living Fortress will have an armour save of 2+ when going to ground.

TYRANID DATASHEETS   41

THE TAU EMPIRE

The Tau are a dynamic race who constantly strive to expand their empire. Those who do not share their vision soon feel the wrath of their Hunter Cadres, masters of technology whose sheer firepower is second to none.

FARSTRIKE BATTLESUIT FORCE

POINTS: 100 + MODELS

The Tau way of war is, in many respects, very different from that of the Imperium. The starkest difference is to be found in their willingness to make strategic withdrawals, giving ground to the enemy when holding it will prove too costly.

Despite this doctrine, the Fire Caste acknowledges that sacrifices must be made for the Greater Good. A 'Farstrike' Battlesuit Force, also known to the Tau as a Mission Denial Force, is a group of battlesuit pilots that have volunteered for a mission they may have little hope of surviving. The morning of the battle, the warriors go before an Ethereal and make a solemn promise that they will not withdraw until ordered to do so. The simple ceremony seals the pilots into a warrior brotherhood, unbreakable even unto death.

The operations that a Farstrike Battlesuit Force may be dispatched on commonly involve the capturing of a key enemy position prior to the main force of the Tau army breaking through the enemy's lines. The Tau do not hold ground simply for the sake of it, so the objective will be one of vital importance to their strategic aims. Often the target will be one the Tau need to keep intact. Perhaps the Tau wish to capture an important individual to force the capitulation of a recalcitrant alien race. Or perhaps they wish to leave a world's infrastructure intact where the enemy may choose to demolish key sites as they retreat. The deployment of a Mission Denial Force ensures the Tau have the element of surprise. Even though it may cost the Fire Caste the lives of the Farstrike Battlesuit Force's members, the ends are justified in the furtherance of the Greater Good.

The Heroes of Sarkeln
Every warrior in the force holds equal rank. Each team is named after a seasonal cycle of the Tau homeworld.

Crisis Team Ka'sa

Crisis Team Mon'la

Crisis Team El'ranon

Broadside Team Ran'ui

CRISIS TEAM

CRISIS TEAM

CRISIS TEAM

BROADSIDE TEAM

FORMATION:
2-4 Crisis Teams.
0-2 Broadside Teams.

SPECIAL RULES:

Mission Critical Deployment: After the battlefield has been set up and deployment zones chosen, but before either side has deployed, secretly nominate an objective marker as the force's target. This must not be in the Tau deployment zone. At the same time, secretly nominate one of your player turns for the force to arrive in. The entire force will arrive on the turn nominated, deep striking as if arriving from reserve. Each unit must arrive within 18" of the nominated objective.

Failure is not an Option: Every unit from the force within 6" of the nominated objective benefit from the fearless special rule.

FIRE WARRIOR COUNTER-STRIKE

POINTS: 100 + MODELS

When fighting at the Cadre or Battle level, it is standard Fire Caste doctrine to maintain a fast-moving reserve. These groups commonly hold back from the front line while the bulk of the fighting is taking place, only being committed when their deployment will tip the balance of battle in the favour of the Tau. At that moment, the reserve force will make its move, closing in and securing objectives the enemy thought safe.

The formation of these so-called 'counter-strikes' was first proposed by the Fire Caste's pre-eminent warrior-scholar, Commander Puretide,

during the Imperium's attack on the city of Gal'bryn on the Dal'yth Sept World. As the Imperium broke out from its landing zones, Puretide identified a need to secure key positions fast, in order to slow down the Imperial forces' rapid advance. Puretide found that where he could take key positions in front of the Imperium's route of march, he could divert his enemies' efforts and gain the strategic upper hand. And so the Counter-Strikes came into being and have been utilised ever since, wherever the Fire Caste needs to take control of a critical objective before enemy troops can reach it.

DEVILFISH — Team 77/1 - Primary Response Coordination

DEVILFISH — Team 77/2 - Close Support

DEVILFISH — Team 77/3 - Immediate Reserve

FORMATION:
2-4 Fire Warrior Teams in Devilfish transports.
One Devilfish must be designated as the command tank.

> "Repeat your transmission, lieutenant! Do you report your objective secure or not? Lieutenant? Damn it..."
>
> Unidentified captain to a (unbeknownst to him) recently deceased lieutenant at the Dal'yth Counter Attack

SPECIAL RULES:
Tactical Surge: As long as they are within 12" of the command tank, vehicles in the formation count as Fast vehicles (this includes the command tank itself).

Strike Force: All models in the Counter-Strike must be deployed within 12" of the command tank, or, if coming on from reserve, they must enter the table within 12" of the point entered by the command tank. In addition, all infantry models must be mounted in a transport when they are deployed.

SKYSWEEP MISSILE DEFENCE WING

All Tau Hunter Cadres maintain a pool of Sky Ray Missile Defence Gunships. These are employed primarily in an anti-tank role, but they are also highly proficient as an anti-aircraft weapons system. When fighting larger scale engagements, many Fire Caste commanders call upon a 'Skysweep' Missile Defence Wing to provide dominance of the air over the battlefield.

The Missile Defence Wing consists of a Devilfish acting as a command vehicle, and a number of Sky Ray Missile Defence Gunships. The

Devilfish carries a suite of sophisticated command and control systems, with which its operator can monitor the airspace above the battlefield and bring the weapons under his command to bear. With a single command, the operator can lock on to an enemy fighter, select how many weapons will be fired at it, launch those missiles and issue an advisory warning to friendly forces. Even the preternaturally agile fighters of the Eldar are hard pressed to penetrate the airspace of a Tau army protected by a Skysweep Missile Defence Wing.

Engagement coordination and target acquisition

DEVILFISH

Primary engagement

SKYRAY

Ancillary and supplemental engagement

SKYRAY

Reserve engagement

SKYRAY

FORMATION:
2-4 Sky Ray Missile Defence Gunships. The networked markerlights on each Gunship are fitted on an anti-aircraft mount.
1 Devilfish Transport.
The Devilfish is designated as the command tank. The vehicle is equipped with a networked markerlight on an anti-aircraft mount.

SPECIAL RULES:
Command Override: While the command tank is in play, any number of seeker missiles in the formation may be fired together against a single enemy flyer per turn. Use of Command Override must be declared before any unit in the formation fires, along with how many seeker missiles each Sky Ray will expend. No further missiles may be fired that turn. The command tank must hit the flyer with its networked markerlight. If it hits, then all seeker missiles declared are fired as per the normal rules. If it misses, all declared seeker missile shots are wasted.

Area Networked Markerlights: Seeker missiles from the Missile Defence Wing's tanks may be fired using networked markerlight hits from any vehicle in the formation.

Early Warning: While the command tank is in play, roll a D6 every time an enemy flyer comes onto the table. On a roll of 2+ the command tank detects the flyer and warns friendly units. All models receive a 4+ cover save against the flyer's shooting in its next Shooting phase.

Strike Force: All Sky Rays in the Skysweep Missile Defence Wing must be deployed within 6" of the command Devilfish or, if coming on from reserve, they must enter the table within 6" of the point entered by the command tank.

FIRESTREAM PIRANHA WING

The Tau military makes use of a number of fast, agile skimmers. Amongst the fastest is the Piranha, a light vehicle deployed in small squadrons and used to scout ahead of Hunter Cadres and engage enemy reconnaissance units. When a number of Hunter Cadres fight together, they make use of a higher-level scouting force consisting of a number of Piranha squadrons. These so-called 'Firestream' Wings are often called Piranha Swarms by Imperial troops. They are responsible not only for scouting terrain ahead of a multi-cadre force, but also disrupting enemy forces.

The primary function of a Firestream Piranha Wing is to hunt down and eliminate isolated enemy forces. The Piranhas are often fitted with seeker missiles, and their chin-mounted burst cannon can be replaced with fusion guns. This makes them exceptionally lethal armour hunters, especially when homing in on markerlight targets acquired by other units. For this reason, the wing often includes a Tetra Scout Speeder Team, the Tetra being equipped with markerlights and crewed by Pathfinders expert in their use.

The Firestream Wing's secondary function is to disrupt the deployment of enemy forces. They achieve this by way of a highly complex communications array mounted upon the wing's command vehicle. This array gathers sensor data from all of the Piranhas in the wing, and decrypts any communications it identifies. The orders contained in the signal are altered, the encryption re-applied, and the signal reconstructed, before being transmitted onwards to the intended recipient. Should the signal prove impossible to replicate, the system is capable of jamming almost any type of communication it can detect.

The re-transmitted signal is intended to disrupt enemy orders, changing dispositions without the enemy command being aware of the subterfuge. Enemy units find themselves deployed kilometres out of line, and either ambushed or unable to take part in the battle. Soon, the entire enemy army is in disarray, allowing the wing and following Tau units to engage the enemy entirely on their own terms. The Tau have become so adept at this process that they can analyse or jam almost any signal, and succeed in disrupting even entirely alien forces.

FORMATION:
1 Piranha designated as the command vehicle.
3+ Piranha Light Skimmer Teams.
0-1 Tetra Scout Speeder Team (see Imperial Armour 3).

SPECIAL RULES

Disruption: Firestream Wings are charged with drawing away the foe's reserves, ensuring enemy reinforcements never even reach the battlefield. The Command Piranha counts as having the Disruptor Beacon strategic asset.

Advanced Scouts: The Firestream Wing may make a Strategic Redeployment as per the strategic asset in their first turn.

Strike Force: All Sky Rays in the Skysweep Missile Defence Wing must be deployed within 6" of the command Devilfish or, if coming on from reserve, they must enter the table within 6" of the point entered by the command tank.

NIGHTHUNTER STEALTH GROUP

Nighthunter Stealth Groups, sometimes referred to as 'Optimised Stealth Groups', are formations of Stealth Teams used to infiltrate far behind enemy lines. Once the main Tau force engages the enemy, the Nighthunter Stealth Group reveals itself. It then sets about sowing confusion and fear behind the enemy's lines, destroying ammo dumps, *cutting off communications and even engaging enemy troops too busy holding off the main force to notice the stealth group's approach. Caught between the Nighthunter Stealth Group and the main Tau army, the enemy is faced with a stark choice – surrender or be cut down in the deadly crossfire!*

STEALTH COMMAND

Command and Control Team

Optimised Stealth Group 233/ZDF (independent)
Note the members of the Command and Control Team have chosen to wear XV15 Stealth Armour, while the line units wear the newer XV25 model. The XV15, though older and more lightly equipped, has a smaller silhouette and superior signature shrouding, making it popular amongst experienced warriors undertaking especially close-in covert operations.

STEALTH TEAM

Primary Encounter Team

STEALTH TEAM

Encounter Support Team

STEALTH TEAM

Secondary Encounter Team

STEALTH TEAM

Perimeter Securement Team

FORMATION:
3-5 Stealth Teams.
1 Stealth Team must be designated as the command team.

SPECIAL RULES:
Stealth Deployment: The stealth group is not deployed at the start of the battle and is not placed in strategic reserve. At the beginning of the first Tau Movement phase, nominate a point on the table more than 18" from an enemy model, and place the command team with at least one model on this point. The rest of the stealth group is then placed within 12" of the command team.

On the turn the stealth group arrives, all of its shooting attacks ignore cover saves.

THE DEFEAT OF WAAAGH! SKARKILL

The first deployment of a Nighthunter Stealth Group was during the bitter fighting against Waaagh! Skarkill. The Orks had captured an Imperial mining world, and were using human colonists as slave workers. The planet's rich deposits of iron ore were to be used in the construction of a brand new Stompa Mob. The Tau found themselves hard pressed to meet the Orks head on in open battle. Instead, they attacked the valuable mines, forcing the Greenskins onto the defensive. In doing so, the Tau gained the initiative.

In battle after battle, the Tau deployed their new stealth groups. Each group was inserted deep behind Ork lines or within the very mine complexes themselves, using their stealth field generators to remain concealed. Then the Hunter Cadres would assault the Orks head on, and the stealth groups would open fire on the Orks from the rear, negating the benefit of any cover they had taken amongst the minehead buildings. In all, the Nighthunter Stealth Groups were deployed on twenty-four separate occasions. Though eight groups were lost to Ork counter attacks, Waaagh! Skarkill was defeated thanks to their efforts.

Skarkill's beloved Stompa Mob was, thankfully for the Tau Empire, never built.

NECRONS

A terrible evil is awakening across the galaxy. Tomb worlds come alive as legions of dread Necron warrior-constructs stir from their aeons-long slumber, intent upon exterminating or enslaving all mortal life for their own arcane purposes.

DOOMSDAY PHALANX

POINTS: 150 + MODELS

To date, there are no confirmed records of Necrons fielding super-heavy vehicles comparable with the Imperial Baneblade or Eldar Scorpion. Instead, the Necrons seem to favour deployment of specialised Monolith formations whose combined might is very much greater than the sum of their parts. Such is the case with the Doomsday Phalanx.

First sighted during the Damnos Incident, but since reported in many other conflicts, the Doomsday Phalanx holds at its core a heavily modified Monolith protected by an energy field of unknown design and capable of focusing awesome destructive energies. Worse still, a 'Doomsday Monolith' is inevitably accompanied by several lesser constructions, whose eldritch power it can siphon towards its own cataclysmic ends.

DOOMSDAY MONOLITH

MONOLITH

MONOLITH

FORMATION:
3+ Monoliths.
One Monolith must be designated as the Doomsday Monolith.

> "We are not creatures of flesh and emotion, but of circuit and reason.
>
> We are the machine, and the machine will not be denied."
>
> Necron Lord, designation 'Herald of Dismay'
> Damnos Incident

SPECIAL RULES:

Gauss Obliterator: The Doomsday Monolith may discharge its power matrix as a gauss obliterator. It may not use its portal in the same turn in which it does this.

Phase Shift Generator: The Doomsday Monolith has a 4+ cover save.

Energy Grid: Any of the Phalanx Monoliths within 12" of the Doomsday Monolith may forgo using its power matrix in favour of focusing its energy into the Doomsday Monolith. Declare how many Monoliths in the formation will do this at the start of your Shooting phase. For each Monolith that chooses to act in this fashion, the number of shots fired by the Doomsday Monolith's gauss obliterator is increased by one for that turn. These extra shots may be fired at different targets.

WEAPON	RANGE	STR	AP	SPECIAL
Gauss Obliterator	72"	9	3	Ordnance 1, 7" blast, Gauss

RESURRECTION WAR CELL

POINTS: 200 + MODELS (not including summoned models)

Necron tombs seldom awaken of their own accord. They would lie dormant forever if not for the interfering delvings of other races, tectonic disturbances or the actions of the Resurrection War Cells and the mysterious Necron Lords designated 'Harbingers of Awakening'.

Once itself arisen from slumber, a Harbinger of Awakening has but one goal – to journey the stars in search of tombs not yet risen and return them to life. Buried within the Harbinger's artificial cortex are all the encryptions and algorithms needed to make contact with a slumbering tomb and bring it to ghastly life once again.

Within hours of the Resurrection War Cell's arrival on the planet, maintenance Scarabs and Tomb Spyders spur into ghastly activity, nursing the somnolent tomb to new wakefulness. Often a tomb world will have become infested by other races; colonised, or perhaps warred over, by living creatures that remain ignorant of the Necrons slumbering beneath their feet. The arrival of a Harbinger of Awakening and his Immortal bodyguard spells nothing less than disaster for such a world. Faced with alien incursion, the Harbinger directs every Spyder and Scarab within the tomb to drive the living from the area, that the great awakening may begin in earnest and unopposed.

NECRON LORD — Harbinger of Awakening

IMMORTAL SQUAD (×5)

FORMATION:
1 Necron Lord (Harbinger of Awakening).
3-5 ten-strong Immortal squads

SPECIAL RULES:
Strike Force: All models in the Resurrection War Cell must be deployed within 6" of the Necron Lord or, if coming on from reserve, must enter the table within 6" of the point entered by the Necron Lord.

Awaken Tomb: Reaching out to the dormant tomb complex below, the Necron Lord takes command of its guardians and summons them to the fight. The Necron Lord may use this ability in the Movement phase. Roll a D6 and consult the following table to determine what has been awakened:

D6 roll	Guardians awakened
1	Nothing!
2	D3 Scarab Swarms
3	D6 Scarab Swarms
4	1 Tomb Spyder
5	1 Tomb Spyder and D6 Scarab Swarms
6	D3 Tomb Spyders and 2D6 Scarab Swarms

The awakened models form a single unit that immediately arrives anywhere on the board following the rules for deep strike. Note that the controlling player must have the models for the awakened guardians – any guardians rolled for that cannot be represented are lost.

In addition to his normal strategic assets, the Necron player also receives the Reconstruction Scarabs strategic asset.

> "The Necrons are a fallen race consumed by the technology that once did their bidding. We must take care that in opposing them we do not succumb to the same damnation."
>
> Tech-Priest Arcan Davo
> Meditations, Volume XVII

STORMCALLER WAR CELL

A Necron assault is often heralded by unnatural and violent storms that cast an impenetrable pall of darkness and disrupt communications for many leagues. At the heart of each tempest is a Harbinger of the Storm, a Necron Lord by whose ancient malice are the howling winds and eldritch lightning directed. Where the Harbinger of the Storm walks, comm-nets fail, locater beacons fall silent and teleport homers cease to function. Discord and panic spread throughout the enemy army, as orders fail to arrive and reinforcements are delayed.

At the slightest gesture from the Harbinger of the Storm, lightning arcs across the sky, shattering war engines and slaughtering infantry with malign precision. Only by destroying the Harbinger can the forces at his command be stilled, but to do so is no simple feat. Dozens of phase shifting Wraiths prowl the billowing storm, drinking in its energy and waiting for foolhardy mortal creatures to stray close.

"Pray that night is upon us, for if this twilight is the work of the Necrons, we are all dead men."

Lieutenant Krakos, 13th Mordian Light prior to the Bloodmoon Massacres

Harbinger of the Storm

NECRON LORD

'Maelstrom Alphex'
Necron Stormcaller War Cell

ref: Bloodmoon Massacres
Threxus Incursion
Destruction of Bellicas

WRAITH SQUAD

WRAITH SQUAD

WRAITH SQUAD

WRAITH SQUAD

FORMATION:
1 Necron Lord (Harbinger of the Storm).
3-6 three-strong Wraith squads.

SPECIAL RULES:

Strike Force: All models in the Stormcaller War Cell must be deployed within 6" of the Necron Lord or, if coming on from reserve, must enter the table within 6" of the point entered by the Necron Lord.

Phase Disruption: Teleport Homers, Chaos Icons and other similar pieces of wargear do not function within 24" of the Necron Lord. Any unit attempting to deep strike within 24" of the Necron Lord will suffer a deep strike mishap on the roll of a 4+ – see the mission special rules section of the Warhammer 40,000 rulebook for details.

Ethereal Tempest: Wraith units from the Stormcaller War Cell have their invulnerable save increased to 2+ whilst they are within 12" of the Necron Lord.

Call Lightning: The Necron Lord may Call Lightning in the Shooting phase instead of firing a weapon. This is a shooting attack with the following profile:

RANGE	STR	AP	SPECIAL
24"	7	–	Apocalypse Barrage 2, Rending

CHAOS SPACE MARINES

The Chaos Space Marines are corrupt warriors consumed by bitterness and spite. These renegades want nothing more than to ravage and despoil the worlds of their loyalist kin.
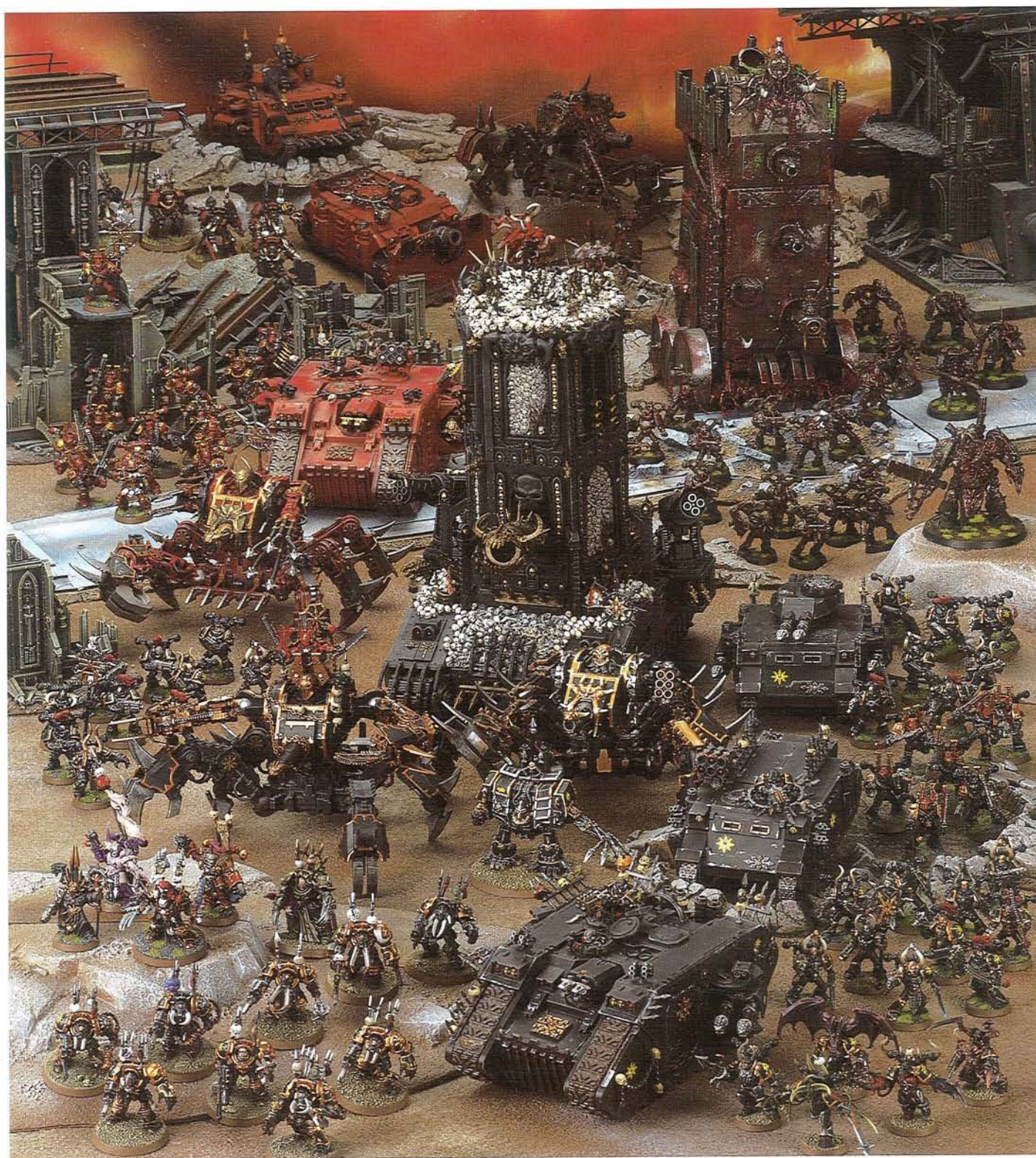
KHORNE TOWER OF SKULLS

POINTS: 700

Hammered out of arcane brass and iron at the foot of the Blood God's throne and infused with the essence of countless damned souls, each Tower of Skulls is the equivalent of a small and terrible army in its own right. There are 64 Towers of Skulls, each one named for an aspect of Khorne's beloved bloodletting. Legend tells that they roam the great arid wastes before the Blood God's citadel, unleashing their bellowing cannons to reap enemy and ally alike in Khorne's unholy name.

It takes slaughter on a truly cataclysmic scale to draw a Tower of Skulls forth into the mortal world. To Khorne's worshippers, a Tower of Skulls' arrival is tangible proof of the Blood God's favour. To everyone else, it is a sign that an already terrible battle is about to descend into carnage on an unimaginable scale. Only by felling the Tower of Skulls can the foe hope to claim victory, yet this is no simple task. Each soul claimed by the Tower of Skulls infuses it with unholy power, allowing it to reknit even the most catastrophic damage.

Tower of Skulls tentatively identified as 'Lord of Murder'. Presence reported at a dozen major warzones in the galactic southwest, including Chirea, Starkis V and the Forsaikos asteroid belt.

Skulls of the worthy

Skullreaper cannon

Doomfire cannon

Blood Gargoyles

Balemaw Cannon

Skulls of the unworthy

Skullshredder

Size Comparison

Brazier of Eternal Damnation

UNIT: 1 Tower of Skulls.		ARMOUR			WEAPON	RANGE	STR	AP	SPECIAL
	BS	**FRONT**	**SIDE**	**REAR**	Balemaw cannon	60"	9	3	Ordnance 1, 10" blast, Primary Weapon
TYPE: Super-heavy tank	4	14	13	12					
					Skullreaper cannon	36"	6	3	Heavy 6
STRUCTURE POINTS: 3					Doomfire cannon	24"	4	4	Heavy 2, Large Blast
					Skullshredder	24"	4	4	Heavy 5
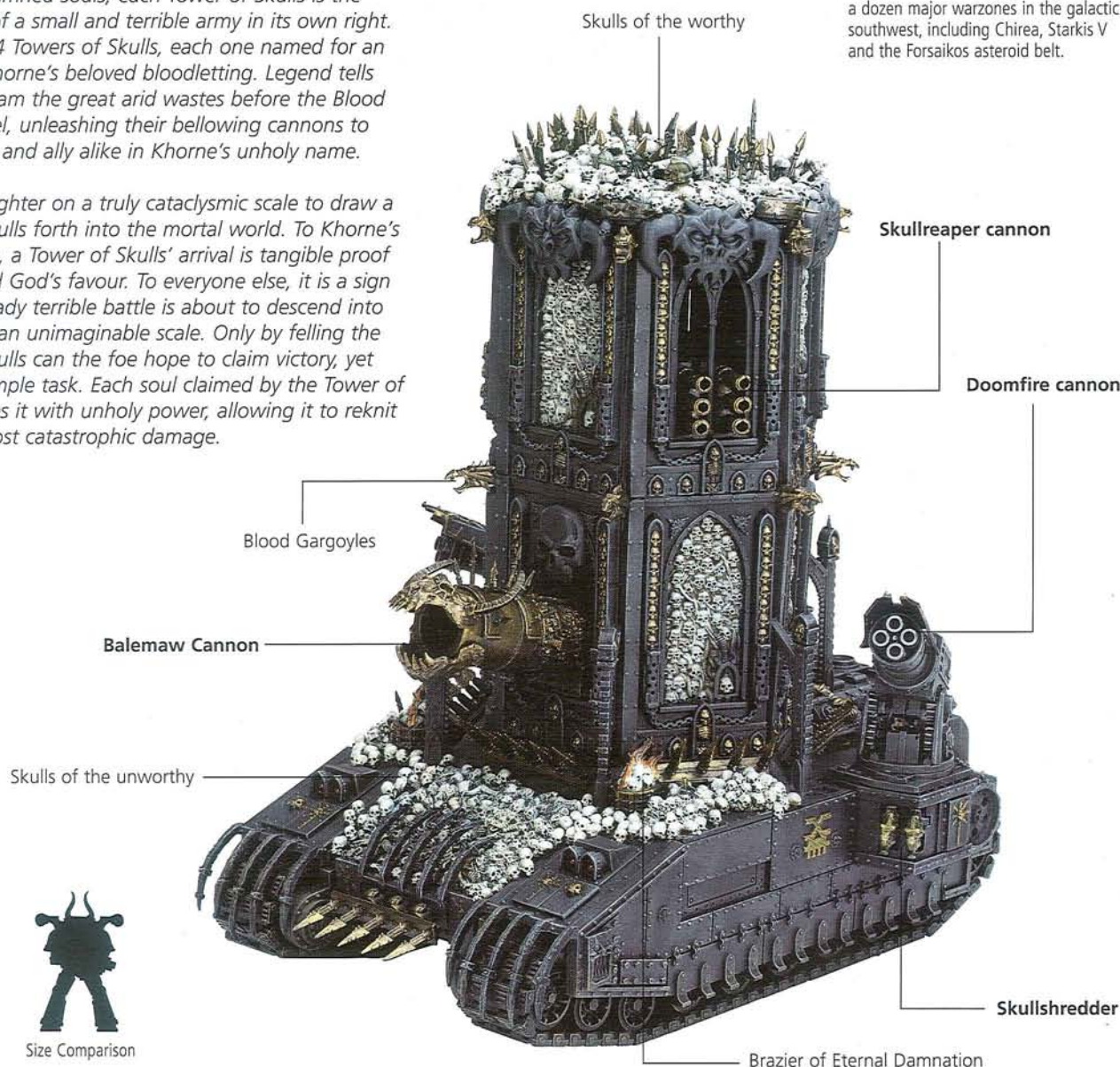
WEAPONS AND EQUIPMENT:
- 1 hull-mounted Balemaw cannon
- 2 hull-mounted Skullreaper cannons
- 2 sponsons, each with one Doomfire cannon and 1 twin-linked Skullshredder

SPECIAL RULES:

Reknit Form: If the Tower of Skulls inflicts more than twenty-five wounds in a single Shooting phase, it immediately recovers one Structure Point lost earlier in the game. Naturally, wounds caused by the Tower of Skulls exploding do not count!

Daemonic Possession: The Tower of Skulls ignores all 'Driver Stunned' and 'Gun Crew Shaken' results.

Runes of the Blood God: Any psyker that targets a Tower of Skulls with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass the Psychic test.

Doomsday Reactor: The Tower of Skulls receives a +2 modifier when rolling on the Catastrophic Damage table.

NURGLE PLAGUE TOWER

The followers of Nurgle revel in the destruction of the universe and the continual ruination that is part of existence. Nurgle himself plans for the time when the universe dies, and he sends his armies of followers out to hasten his ultimate victory.

Overseen by Nurgle's acolytes, thousands of corrupted slaves toil to build the awesome machines of destruction that will spread the plague of Nurgle to a hundred worlds. When a grotesque Plague Tower is complete, the Chaos acolytes sacrifice the slaves, their bound souls driving the daemonic engine onward with their raw emotion.

The Plague Tower is a huge construction of rotten or petrified timbers and rusting metal that leaves a trail of death and contamination in its wake. Though it may look gnarled and rotten, the Plague Tower is a most hardy foe for its layered armour allows it to endure all but the heaviest enemy fire. Diseased followers of Nurgle lurk impatiently within the tower, ready to spring into frenzied assault once the festering drawbridges have been dropped. Such an onslaught is often led by a Greater Daemon of Nurgle – a Great Unclean One – whose massive, maggot-ridden bulk is barely constrained within this twisted engine of war.

Plague Mortar

Icons of Nurgle

Demolisher cannons

Petrified timber

Concealed drawbridges

Pus cannon

Mangled corpses

Size Comparison

Nurgling lairs
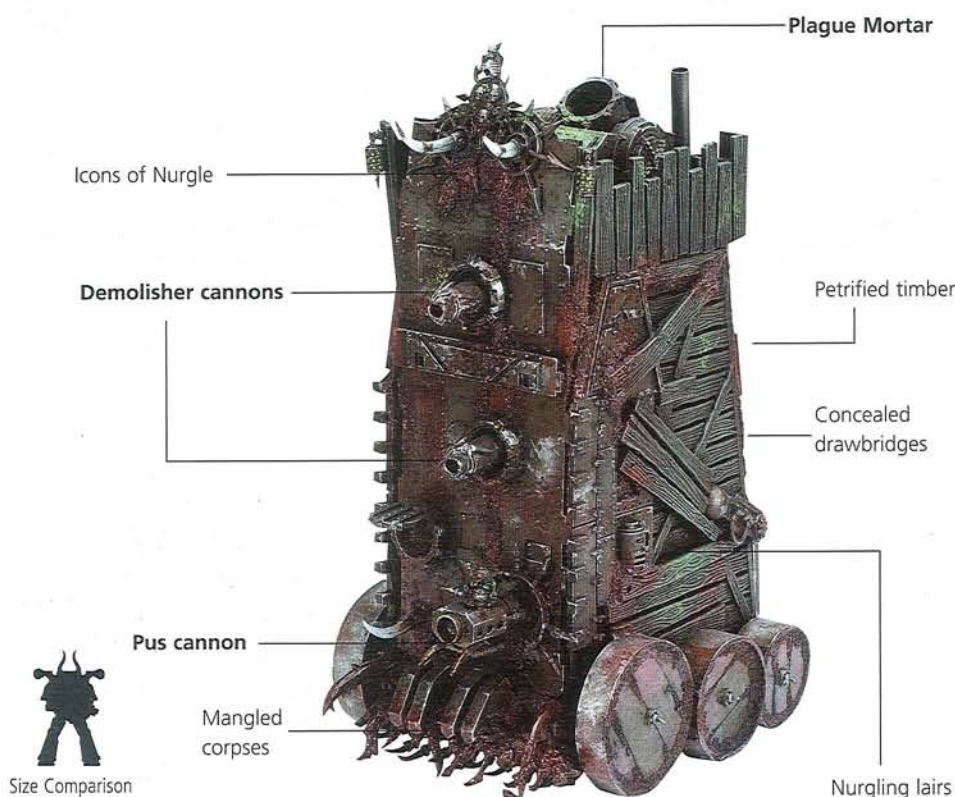
"There are many upon this battlefield who have not yet felt Father Nurgle's generous benedictions.
Pray that our towers will bring us into the enemy ranks, so that we may share our blessings with them!"

Putrecessus
Demagogue of the Plague

After the disasterous Thraxa campaigns, Imperial doctrine insists upon the execution of any troops that survive short-range combat with a Plague Tower, lest the inevitable contamination spread throughout the entire army.

UNIT: 1 Nurgle Plague Tower.

TYPE: Super-heavy vehicle

STRUCTURE POINTS: 6

		ARMOUR		
BS	FRONT	SIDE	REAR	
3	14	13	12	

TRANSPORT: The Plague Tower has a transport capacity of 30.

ACCESS POINTS: The Plague Tower is cunningly designed to allow troops to disembark quickly and easily. Any number of units can embark or disembark to the front, side or rear.

FIRE POINTS: The Plague Tower has ten fire points in its hull.

WEAPONS AND EQUIPMENT:
- 1 Plague Mortar
- 2 Demolisher Cannons
- 1 Pus Cannon

WEAPON	RANGE	STR	AP	SPECIAL
Pus Cannon*	Hellstorm	7	3	Heavy 1, Primary Weapon
Demolisher Cannon	24"	10	2	Ordnance 1, 5" Blast, Primary Weapon
Plague Mortar**	24-72"	7	3	Ordnance 1, Barrage 7" Blast, Primary Weapon

* To fire the pus cannon, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The pus cannon is then treated like any other template weapon.

** No cover saves are allowed against wounds inflicted by the plague mortar.

SPECIAL RULES:

Nurgling Infestation: Any unit assaulting the Plague Tower will be attacked by Nurglings. The enemy units suffers 3D6 Strength 3 hits at Initiative 3 (even if the Plague Tower is destroyed in the assault).

Explosion of Filth: When the Plague Tower is destroyed, tanks of pus stored inside will rupture and spray their contents over anyone close by. If the Plague Tower suffers a Wrecked result on the Catastrophic Damage table, then models within 2D6" are hit, in exactly the same way as an 'explosion' result. All Nurgle-aligned models (those with the Mark of Nurgle, Nurgle Daemons, and so on) are immune to the effects of an Explosion of Filth.

LORDS OF THE BLACK CRUSADE

POINTS: 250 + MODELS

Thirteen times in ten-thousand years has Abaddon the Despoiler led his Black Crusade from the forsaken depths of the Eye of Terror. When these Black Crusades – thankfully rare, even in these dark times – spill from the Warp, the worlds of the Imperium quake in fear. More so than any other servant of Chaos, Abaddon, Warmaster of the Black Legion, has brought death and destruction to Mankind time and time again, marching to war at the head of a crusade tens of thousands

strong. At his side stand his lieutenants, the Chosen of Abaddon, and nowhere in the galaxy can a more feared and merciless collection of tyrants be found, ever eager to put entire worlds to the sword in the name of Chaos. They bear an assortment of titles, reflecting their role in the Black Crusade or honouring particular acts of cruelty for which they are infamous. Their numbers are ever-changing, for Abaddon has little tolerance for failure amongst those who serve him.

Abaddon's Inner Circle
The Androca Cataclysm
c777.M41

ABADDON THE DESPOILER

The Lord Ravager leads the invasion fleets of the Black Crusade. It is he who first makes landfall on the surface of a world.

The Lord Deceiver is a powerful Chaos Sorcerer, whose visions of the Warp lead the Black Crusade from system to system.

The Lord Corruptor is tasked with instilling fear and hatred amongst the Chaos Space Marines of the Black Legion. His trophy rack is adorned with the skulls of failed servants.

It falls to the Lord Purgator to ensure that every man, woman or child left alive is dragged in chains into the hold of the Legion's ships, and that no edifice remains undedicated to the Dark Gods.

Lord Ravager	Lord Deceiver	Lord Corruptor	Lord Purgator
CHAOS LORD	CHAOS SORCERER	CHAOS LORD	CHAOS LORD
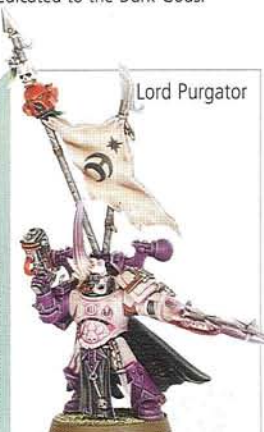
CHAOS TERMINATOR SQUAD — The Bringers of Despair

FORMATION:
Abaddon the Despoiler
Lord Ravager
Lord Deceiver
Lord Corruptor
Lord Purgator
(each of the Lords uses the rules for a Chaos Lord or a Chaos Sorcerer)
1 squad of Chosen Chaos Space Marines or Chaos Terminators

> "Each of Abaddon's chosen have might enough to crush armies, conquer worlds and shake the very foundations of the stars. And yet every time we slay one of their number another warlord of equal strength takes his place. What hope is there in opposing such foes?"
>
> The Betrayer of Kaldonia

SPECIAL RULES:
The Eye of Horus: In battle, the Lords of the Black Crusade fight as a single unit. Each individual Lord provides a specific strategic asset, which can be used once per game, provided the Lord is on the table. If Abaddon or the Lord is dead (or they are in strategic reserve), the strategic asset is not available.

Lord Corruptor – Hold at All Costs
Lord Deceiver – Careful Planning
Lord Ravager – Indiscriminate Bombardment
Lord Purgator – Corrupt and Despoil

The Eye Opens: The Lords of the Black Crusade can call down a devastating orbital strike from the Warmaster's mighty ship, the Planet Killer. So long as Abaddon is on the table at the start of the Shooting phase, the Planet Killer may fire. This counts as an orbital bombardment with the following profile: Apocalyptic Barrage (D3), S8, AP3, Pinning.

THE HOUNDS OF HURON

The Hounds of Huron are the harbingers of Lord Blackheart's dark fury. They use their speed to hunt down prey, lashing out with roaring chainswords and slashing with scythed blades. Biker squads are ideally suited to hit and run raids, the destruction of isolated targets, or the tracking and execution of fleeing enemies. Large squadrons of Chaos Bikers provide a violent thunderbolt of destructive force, although they tend only to group together under the command of a particularly powerful Chaos Lord. It takes an individual who can promise to deliver the renegades an even greater bounty to temporally gain their allegiance. Huron's Huntmasters are men such as this, imposing figures in the Red Corsairs who answer only to Lord Blackheart himself.

The Huntmasters muster their pack of followers shortly before a major engagement is to occur. The pack's aim is to outflank the enemy battle-line and strike at its vulnerable side. At the Huntmaster's call the Hounds gun their growling engines and launch a lightning attack that presses deep behind enemy lines. They are opportunistic and resourceful hunters and excel at seizing objectives, destroying artillery emplacements and eliminating enemy generals. By striking from an unexpected angle and with merciless force, the Hounds of Huron set their foes reeling in terror and confusion, leaving them utterly at the mercy of the Blackheart and the Red Corsairs. Truly the Huntmasters are Huron's chosen agents, his favoured heralds of terror.

'Galvaron's Red Hunt'
The Dentor Aftermath atrocity

CHAOS LORD — Huntmaster Galvaron
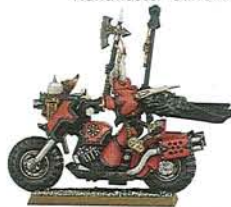
There are no more than four Huntmasters at any one time; all are bitter rivals vying for glory in the eyes of their master. The rewards for obedience are great, the punishment for treachery fatal. It is amongst the Hounds' tasks to hunt down renegades that once flocked to the Red Corsairs' banner and have since put their own agenda above that of Huron's.

CHAOS BIKER SQUAD — Squadron Cerberex

CHAOS BIKER SQUAD — Squadron Canis

CHAOS BIKER SQUAD — Squadron Hellhunt

FORMATION:

1 Chaos Space Marine Lord on bike.
3+ Chaos Space Marine Biker Squadrons. Each squad must consist of at least five Chaos Space Marine Bikers.

SPECIAL RULES:

Strike Force: All units in the formation must be deployed within 6" of the Chaos Biker Lord or, if coming on from reserve, they must enter the table within 6" of the point entered by the Chaos Biker Lord.

Sideswipe: The Hounds of Huron use their speed to outflank the enemy and strike at its most vulnerable point. The formation has the Flank March strategic asset.

Lightning Strike: When the Hounds of Huron sight their prey, they gun their throttles and accelerate to reckless speeds, striking their foes with the force of a thunderbolt. Once per game the Chaos Biker Lord, and all other units in the formation with at least one model within 6" of the Lord, may assault even if they have Turbo-boosted during that turn. Any Biker doing so must make a Dangerous Terrain test when assaulting.

DOOMBRINGER ANNIHILATION FORCE

POINTS: 200 + MODELS

The Lords of Chaos are renowned for the sheer scale of destruction they visit upon those that have earned their wrath. When a Chaos Lord wishes to bring about the doom of a bitter foe, he unleashes a maelstrom of carnage so intense that it leaves the opposing commanders reeling. Orbiting spacecraft rain barrage after barrage on the area. Every Chaos trooper in the vicinity is ordered to target the *defenders. Finally, a large contingent of murderous Chaos Terminators teleports right into the midst of the firestorm to eliminate any of the foe that by some miracle have survived thus far. If a squad of Chaos Terminators is consumed by the deadly energies raging around them, this is a small price to pay for proving the absolute supremacy of the warlord and claiming the ruins in the name of the Dark Gods.*

CHAOS TERMINATOR LORD — Lord Vrexis

CHAOS TERMINATOR SQUAD — The Soulfeasters

CHAOS TERMINATOR SQUAD — The Goremasters

CHAOS TERMINATOR SQUAD — The Slaughtermen

Annihilation Forces are frequently used for purposes that are tactically unsound, instead fulfiling a Chaos Lord's personal whim or desire for vengeance. During his attack on the world of Palltech IX, Lord Harkresh the Soulless became obsessed with destroying a small shrine that lay many miles from the invasion route. The priests of the shrine had been broadcasting messages of defiance against the renegades to the populace, and although the advance was proceeding well, Harkresh insisted that they be silenced. He diverted a large portion of his force to assault the shrine, initiated a ferocious bombardment and himself led thirty Chaos Terminators in a teleport attack into the central compound. The shrine had housed only ten poorly armed priests and their attendants.

FORMATION:
0-1 Chaos Lord equipped with Terminator armour.
3+ Chaos Terminator squads.

SPECIAL RULES:

Target Objective: In addition to your normal strategic assets, your army gains the Scheduled Bombardment and Precision Strike assets. All three bombardments must be centred on a single objective in the enemy's deployment zone. The Precision Strike must be used on an enemy unit within 6" of that same objective.

Strike Force: The Annihilation Force cannot be deployed at the start of the game. They must be left in strategic reserve and deployed by deep strike, arriving within 12" of the target objective designated above (although they may scatter further away).

SLAUGHTERFIEND BLOODPACK

It was Akraghar, Berzerker Champion of the World Eaters, who first harnessed a Defiler and bound it to his savage will. During the war for Eclipsion Prime, Akraghar leapt from the flames of a burning hivespire onto the legendary Defiler known as Slaughterfiend and forced the Daemon within to submit to his will. He rode the Daemon-machine through the shattered hive like a dark knight upon a hellish stallion, descending upon his foes in a vengeful maelstrom of fire and blade.

To this day, the most reckless Chaos Space Marine Berzerkers will attempt to capture a Defiler and ride their own Slaughterfiend to war. Should they prove strong enough, a Berzerker Champion will climb atop the turret of one of the Defilers that stalk to war alongside them. If the Berzerker can ride out the Defiler's attempts to dislodge him, he

will wrap the rune-etched links around the throat of the daemonic beast, binding it to his will. From that moment on the Defiler is transformed into a Slaughterfiend – a maddened fusion of Daemon and machine imbued with the rage of Khorne himself.

In battle, the Slaughterfiend storms forward with ground-shattering strides, the Champion atop its hull shouting praise to the Blood God. Nearby Berzerkers also clamber onto the body of the Slaughterfiend, driving their chain-axes into its metal hide so they can be carried even faster towards the enemy. When the Slaughterfiend reaches the foe it flies into a frenzy of violence, its master lays about himself with chainsword and axe, whilst the Khorne Berzerkers leap into the midst of the foe, eager to slay in the name of their god.

'The Soulflayers'
The Fall of Quintus
871.M41

SLAUGHTERFIEND

Gorestorm

"The Bloodpack has arrived. Now our foes shall learn the true meaning of slaughter."

Kernax Voldorius
Strikemaster of the Alpha Legion

SLAUGHTERFIEND

Executioner

SLAUGHTERFIEND

Ragelord

FORMATION:
3+ Slaughterfiends (Defilers with four close combat weapons).

TYPE: Walker

WEAPONS AND EQUIPMENT
- Four Dreadnought close combat weapons (Attacks included in profile)
- Battle cannon
- Daemonic Possession

SPECIAL RULES
Fleet, Furious Charge

Strike Force: All models in a Slaughterfiend pack must be deployed within 6" of another Slaughterfiend or, if coming on from reserve, they must enter the table within 6" of another Slaughterfiend.

Blood Ride: A squad of Khorne Berzerkers that starts its Shooting phase within 2" of a Slaughterfiend may, instead of shooting or running, clamber onto it, hanging on to the Daemon Engine with chainaxes and hooks. The squad is moved the same distance as the Slaughterfiend's run move (see below), remaining within 2" of the Slaughterfiend. The Khorne

	WS	BS	S	FRONT	SIDE	REAR	I	A
Slaughterfiend	5	3	6	12	12	10	4	7

The Slaughterfiend has a single statline to represent its attacks – the Berzerker Champion rider may not be attacked independently and is treated as part of the walker itself.

Berzerkers may then assault as if they too had the fleet rule. Note that the Khorne Berzerkers are not considered to have boarded a transport – they merely hang on temporarily and then jump off again when the 'fleet' movement is over.

Slaughterthirst: The Slaughterfiends have little interest in killing the foe from a distance, sacrificing firepower for speed. Such is their bloodthirst that they roll 2D6 for any run move they make. However, if a double is rolled and a Khorne Berzerker squad is using the Blood Ride rule, then one member of the squad is caught and gored to death by the rampaging Slaughterfiend. Remove the unfortunate Berzerker from play.

CULT OF DESTRUCTION

Obliterators are rare and mysterious warriors, their origins shrouded in mystery, unknown to even the most learned Tech-Priests of Mars. What is known is that their presence on the battlefield bodes ill for their enemies. In the most apocalyptic of conflicts, when the Chaos Legions are fighting particularly entrenched foes or faced with an especially stubborn enemy, they call on one of the most devastating forces in the Chaos Space Marine arsenal – the highly dreaded Obliterator Cult of Destruction.

Bristling with Warp-powered weapons and myriad daemonic armaments, a Cult of Destruction can level a hab-block or wipe out an entire regiment of infantry in the time it takes a platoon of Guardsmen to deploy. A Cult of Destruction is nothing if not single-minded in its objective. Acting as one, the Obliterators painstakingly destroy every available target until the battlefield is reduced to a smouldering wasteland, every building reduced to rubble and every living creature slain.

OBLITERATOR SQUAD

Heralds of Oblivion

OBLITERATOR SQUAD

Knights of Entropy

OBLITERATOR SQUAD

Bringers of Annihilation

'Lords of Destruction'
Toran VI Massacres
934.M41

"My brothers! The enemy believe themselves safe within their fortress, but we shall disabuse them of such foolish notions.

Send for the Obliterators."

Lord Sathash the Golden
Warlord of Syrannax

FORMATION:
3+ Obliterator units each containing 3 Obliterators.

SPECIAL RULES:
Strike Force: Each unit in the Cult of Destruction must be deployed within 6" of another unit in the cult. If coming on from reserve, they must enter the table within 6" of the point entered by another unit from the cult. If deep striking, they must arrive within 6" of another unit from the Cult of Destruction.

Engines of Destruction: So long as at least six models from the formation fire at the same target, you may resolve the shots as a single attack with the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Las-destructor	48"*	D	AP1	Heavy 1
Hellflame	Hellstorm	4	AP3**	Assault 1
Warpblast	48"	5***	AP5	Apocalyptic Blast, Heavy 1

*For every three additional Obliterators firing (after the first six), increase the range by 24"

** For every three additional Obliterators firing (after the first six), decrease the AP by 1 (to a maximum of AP1).

***For every three additional Obliterators firing (after the first six), increase the Strength by 1 (to a maximum of 10).

Orgy of Devastation: Obliterators are single-minded in their pursuit of destruction. If any unit in the cult wants to do anything in the Shooting phase other than shoot (such as running or simply not shooting), roll a D6 for the unit. If they roll a 4+ they may act as they wish. Otherwise they must fire their weapons at the nearest available target.

CHAOS DAEMONS

Birthed from the darkest nightmares of mortals, the Chaos Daemons are the scourge and bane of the material universe. These hellish creatures pour through wounds in the fabric of reality to slaughter and destroy the worlds of man.

TETRAGON OF DARKNESS

POINTS: 200 + MODELS

It is in the rare circumstances when the Four Powers of Chaos set aside their differences, cease their eternal strife and join their terrible powers, that they are at their most dangerous. In a coordinated assault on reality, their great will can tear a breach in the barrier between the worlds. This breach is held open by one of the mightiest Daemons of each of the Four, each of whom

acts as a focal point of this four-sided arcane shape – a Tetragon of Darkness. Within this area, the raw energies of the Warp spill through, a roiling and billowing cloud of pure non-reality instantly spreading over the battlefield, sustaining the daemonic servants of the Four, and swathing the battle in a terrifying and unnatural night.

BLOODTHIRSTER — Ra'rak the Merciless

KEEPER OF SECRETS — Makazari the Swift

GREAT UNCLEAN ONE — Faeccus the Foul

LORD OF CHANGE — U'zhul'as the Duplicitous

BLOODLETTERS — The Blood Swords

DAEMONETTES — Death's Sisters

PLAGUEBEARERS — Rotbags

PINK HORRORS — The Light of Change
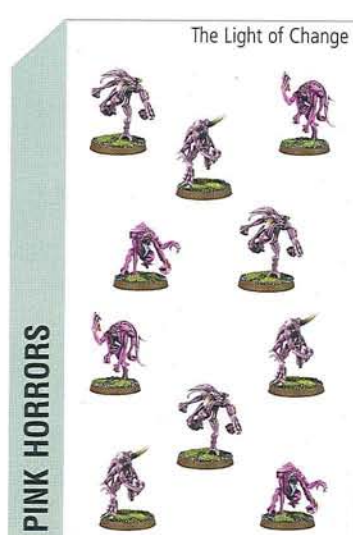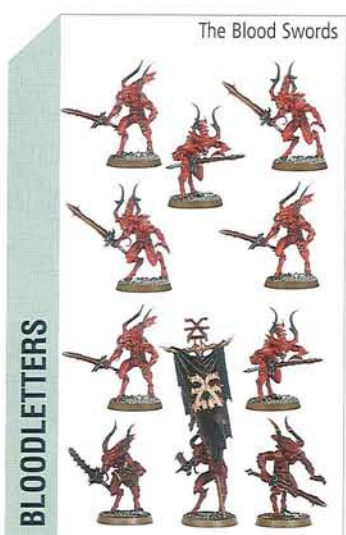
FORMATION:

1 Bloodthirster and 1 unit of Bloodletters.
1 Keeper of Secrets and 1 unit of Daemonettes.
1 Great Unclean One and 1 unit of Plaguebearers.
1 Lord of Change and 1 unit of Pink Horrors.

> "You must slay one of the four great beasts.
> Only then will the Darkness retreat
> and our warriors triumph."
>
> Farseer K'amb'ron.

SPECIAL RULES:

The Four Have Come: All of the units in this formation count as a single unit when dividing your Daemon force into two groups during deployment for the purposes of Daemonic Assault. When the formation arrives, the four Greater Daemons are deployed first, using the rules for deep strike. Place them one at a time, no further than 24" from another of the four that has already entered by deep strike, and then roll for scatter as normal. All the Lesser Daemons units in the formation are then placed within the Tetragon of Darkness (see below) as per deep strike, but will not scatter!

Dark Tetragon: After the four Greater Daemons have been deployed, they act as a focus for the dark energies of the Warp. As long as all four Greater Daemons are on the table, trace an imaginary line between the bases of the four Greater Daemons models. This imaginary perimeter is the Tetragon of Darkness, which has the following effects on every unit that is at least partially inside it (including the four Greater Daemons), friend and foe:
- Daemon units deep striking inside the Tetragon do not scatter, as long as the Tetragon was in place at the beginning of the turn.
- Daemon units inside the Tetragon re-roll failed invulnerable saves.
- All units inside the Tetragon are subject to the night fighting rules in the Warhammer 40,000 rulebook, both when they shoot and when they are shot at.

HOST OF THE DAEMON FORGE

POINTS: 200 + MODELS

When the Forge of Souls sends forth its Soul Grinders in great Forge Hosts, a few of its minions are made into Keepers of the Forge. These chosen Soul Grinders are gifted with powerful psychosonic devices, similar to the warhorns carried by their daemonic brethren. The cacophonic blare of these supernatural instruments allows the Keepers to act as a focus, guiding the other Soul Grinders in the host through the currents of the Warp as they break into reality.

The guidance provided by the Keeper of the Forge makes the transition between the Immaterium and reality considerably easier. In turn, this allows the Host of the Daemon Forge to jump on their enemies in the very same that moment they appear out of the ether. The speed and ferocity of such attacks inevitably takes the enemy by surprise, delivering a host of unstoppable daemonic killing machines into the very heart of their foe.

The Fall of Drexis

The size of the incursion on the Imperial planet of Drexis was vastly underestimated – what was thought to be a minor incident turned into the inferno that wholly consumed the planet. Only when a Forge Host of Soulgrinders suddenly materialised in the midst of the great forum and slaughtered the entire governmental assembly did the potential scale of the disaster become apparent. The arrival of the hellish daemon-machines tore asunder the veil between the immaterium and reality. A colossal daemonic host followed in the Soulgrinders' wake, and all of Drexis was buried in terror and flames.

KEEPER OF THE FORGE

Dzax'rak the Unstoppable

The Forge Host of Dzax'rak
Encountered during the final throes of the fall of Drexis

SOULGRINDER

Krzaa' Ukk, Iron Fury of the Void

SOULGRINDER

It Which Must Not Be Named

SOULGRINDER

Pzzxx' kk, Horror of the Underspiral

FORMATION:
3-9 Soul Grinders.

One Soul Grinder must be designated as the Keeper of the Forge. The Keeper of the Forge has the Instrument of Chaos Daemonic Gift (the cost is included).

"Just as Sergeant Pravnaski swore that things couldn't get any worse, the wailing skies split apart and the four Daemon-engines descended on us. Commissar Bone executed the next man to make a flippant remark."

Guardsman Chjeski, Valhallan XXXVth

SPECIAL RULES:
Daemonic Strike Force: When the Host of the Daemon Forge becomes available, first deep strike the Keeper of the Forge as normal, then simply deploy all the other Soul Grinders in the formation within 6" of the Keeper of the Forge (do not roll for scatter).

Forge On!: Driven inexorably forward by the mighty will of the Keeper of the Forge, all Soul Grinders in the Host of the Daemon Forge, except for the Keeper itself, are allowed to assault in the Assault phase of the turn they enter the game.

SKULLTAKER'S COHORT OF BLOOD

POINTS: 1775

Khorne himself has ordered mighty Skulltaker, his greatest Champion, to personally select and lead a detachment of Bloodletters to act as his guard - the Cohort of Blood. Divided into eight maniples of eight warriors, these hand-picked Daemons are chosen from the champions of the thousands of Bloodletter units that form the legions of Khorne.

Naturally more powerful than a normal Bloodletter, they are pitted against each other in the great arenas of the Blood God's realm. The few that survive this trial may then join one of the most fearsome of fighting forces ever to take to the field in the Immaterium and the mortal universe alike.

BLOODLETTERS — Maniple I – Tearers

BLOODLETTERS — Maniple VIII – Gougers

BLOODLETTERS — Maniple VII – Renders

BLOODLETTERS — Maniple II – Slicers

SKULLTAKER

BLOODLETTERS — Maniple VI – Carvers

BLOODLETTERS — Maniple III – Dicers

BLOODLETTERS — Maniple IV – Shredders

BLOODLETTERS — Maniple V – Rippers
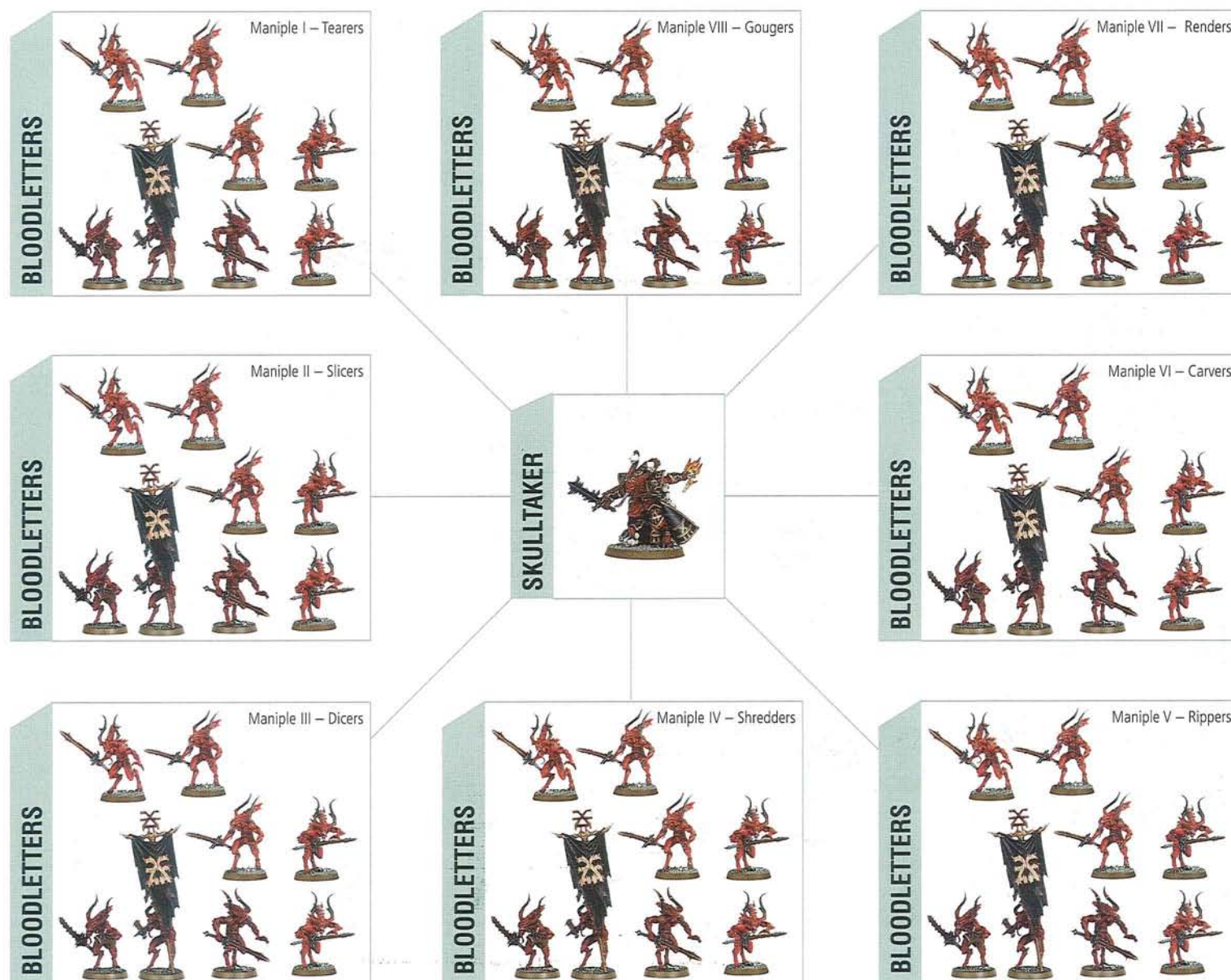
FORMATION:
Skulltaker, Champion of Khorne (on foot).
8 units of 8 Bloodletters of Khorne (each with Chaos Icon and Instrument of Chaos).

"Skulls for the Skull Throne!"

Battle-cry of the Cohort of Blood

SPECIAL RULES:

Advance by Maniples: All of the units in this formation count as a single unit when dividing your Daemon force into two groups during deployment for the purposes of Daemonic Assault. When the formation arrives, Skulltaker is deployed first, using the rules for deep strike. All of the Bloodletters units in the formation are then placed within 8" of Skulltaker as per deep strike, but will not scatter!

Skulls for the Skull-Throne!: As long as their unit is within 12" of Skulltaker, every Bloodletter in this formation has both the Unholy Might and Fury of Khorne Daemonic Gifts, and, whenever rolling a six on its roll to wound against a non-vehicle model, it inflicts Instant Death on the victim, regardless of its Toughness (chop!). In addition, as long as Skulltaker is on the table, the player can employ the Blood Thirst of Khorne strategic asset (centred on Skulltaker), once per game.

THE GREAT PROMENADE OF EXQUISITE EXCESS

POINTS: 150 + MODELS

To Slaanesh, war is art. To one of his mysterious servant, the bizarre Masque, war is a stage. When the capricious Dark Prince is in the mood for entertainment on a grand scale, he summons the Masque and surrounds her with a troupe of enraptured Daemonettes. It is a great honour amongst the servants of the Lord of Excess to be selected for this role, and there is always great bloodshed among the Heralds as they contend with all of their might for the position of leading dancers. Slaanesh fuels this rivalry with all his craft, as there is little he enjoys more than the sweet taste of bitter hatred and sour jealousy.

Once the selection is over, the dancers are sent into the mortal realm. Their arrival is accompanied by a great cacophony of sounds and light that blind the enemy and can force even the most dour of warriors into a frenzied bouts of cavorting and frolicking. This throws the enemy battleline into disarray, and has a disastrous effect on the morale and pride of enemies that lack a sense of humour. At other times the sensory overload can leave enemies heaving and convulsing, unable to control their limbs or motions. It is all a glorious dance to the Dark Prince and his minions.

The Swirling Death

The Masque is particularly loathed by the Eldar but has led her troupe in many exploits, including:

The Battle of Medrengard
The Slaughter on Ithilia
The destruction of the Gothic class Cruiser, the Duke of Macharia

Belial IV
Known to the Eldar as Harai Eth Daharai
(The Battle of Shattered Souls)

THE MASQUE OF SLAANESH — The Masque of Slaanesh

HERALD OF SLAANESH — The Divine Enticement

HERALD OF SLAANESH — The Weaver of Dreams

HERALD OF SLAANESH — The Madame of Excess

DAEMONETTES — Handmaidens of Paramountcy

DAEMONETTES — Harbingers of Seduction

DAEMONETTES — Enthralling Courtesans

FORMATION:
The Masque of Slaanesh.
3-6 units of Daemonettes of Slaanesh.
Each unit must be led by a Herald of Slaanesh (on foot).

"The players are come, the stage is set – let the arcane dance begin!
There shall be voyeurs and artistes, supplicants and sacrifices;
a role for everyone and everything. But alas, no survivors."

the Masque of Slaanesh

SPECIAL RULES:

Grand Entrance: All of the units in this formation count as a single unit when dividing your Daemon force into two groups during deployment for the purposes of Daemonic Assault. When the formation arrives, the Masque is deployed first, using the rules for deep strike. All of the Daemonettes units in the formation are then placed within 6" of the Masque as per deep strike, but will not scatter!

Arcane Dance!: In addition to his normal strategic assets, the player gains the following assets:

- Grand Pavane of Slaanesh (must be centred on the Masque).
- Strategic Redeployment (only affects units in this formation).

KARANAK'S HUNT

Khorne's anger is eternal, and those that cross the Blood God suffer his wrath, whether in their mortal existence or in the afterlife. Cowards that flee from battle, commanders that show mercy, assassins that miss their mark, all draw the enraged glare of the Lord of Battles. Some of these Khorne simply curses, as only a Chaos God can curse. They suffer misfortune in battle, perhaps suffering horrific, crippling wounds, yet denied the peace of death. Ignominy and defeat stalk their lives and they are doomed to be forever haunted by their miserable failures.

There are some for whom destruction in life is not enough, and it is upon these that Khorne sets Karanak. The three-headed Flesh Hound stalks its prey across time and space, tracking them across star systems and aeons. As the Hound of Khorne closes in for the kill, his howling draws other Flesh Hounds, who gather at Karanak's call to feast on those that would protect Khorne's despised foes. The huge pack tears through the fabric of reality and pounces, shredding those in their path before Karanak drags its victim's soul back to Khorne's throne room.

Hounds of Karanak — FLESH HOUNDS

The Fangs of Vengeance — FLESH HOUNDS

Bloodhowlers — FLESH HOUNDS

Doomtearers — FLESH HOUNDS
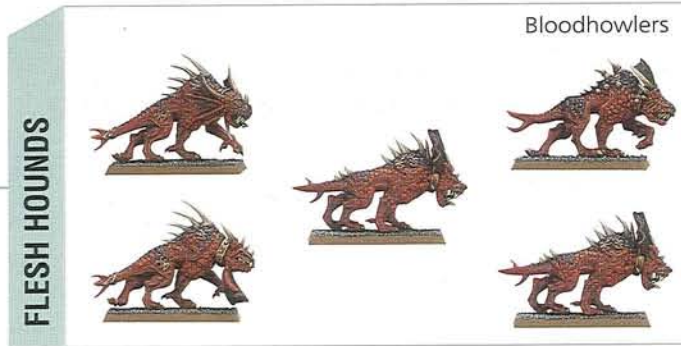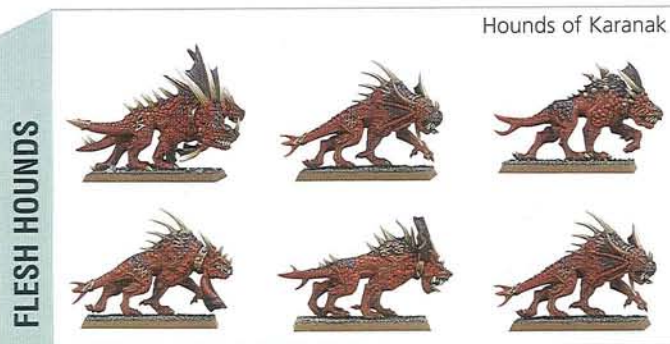
The scale of Karanak's Hunt fluctuates in line with Khorne's position in the Great Game of the Chaos Gods. Whilst Khorne stands pre-eminent, the Bringer of Vengeance rarely travels with fewer than fifty lesser Flesh Hounds. Conversely, when Khorne is supplanted, Karanak's Hunt may number little more than a dozen beasts. Not that this is of any consolation to Karanak's victims – the Hound of Vengeance is never denied his chosen prey.
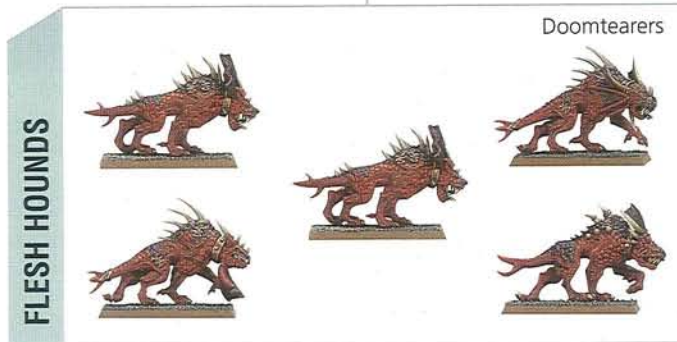
Hunt configuration sighted during Contqual purgings of 812.M41

ref: disappearance of Iron Hands Captain Aldan Ferrox

FORMATION:
1 Flesh Hound unit led by Karanak.
3-7 units of Flesh Hounds.

> "Colonel Sheirmann complained bitterly about the growling, but we never heard it. Not until those things came for him at Absolution Ford. They appeared all around us, snarling, prowling back and forth. Then they attacked, dragging away the Colonel's bloodied body back to their lair."
>
> Lieutenant Barrikosh, Vostroyan VII "Ironfists"

SPECIAL RULES:
The Infernal Pack: All of the units in this formation count as a single unit when dividing your Daemon force into two groups during deployment for the purposes of Daemonic Assault. When the Hunt arrives, Karanak and his unit are deployed using the rules for deep strike, anywhere within 18" of their prey. After Karanak's unit is deployed, all other units in the formation are placed within 6" of Karanak as per deep strike, but will not scatter!

The Prey: Before deployment, one opposing player chosen by the Daemons' player must list all of the independent characters in his army. The Daemons' player then publicly announces which one of these characters Karanak's Hunt is seeking. All models in Karanak's Hunt re-roll failed rolls to hit and to wound against the model chosen as prey (and any unit he has joined).

STRATEGIC ASSETS

"Myriad are the ways of war..."

On the pages that follow you will find literally dozens of new Strategic Assets to use in your Apocalypse battles, increasing the number of cunning tricks and strategic ploys you can call upon to confuse and befuddle your opponents!

As you read through the new assets, you will see that most are specific to a certain army or race. These represent tactics and strategies that only that race would or could use, and you will find that they help to reinforce the character of the different armies found in the Warhammer 40,000 galaxy in your games of Apocalypse.

For example, while there is nothing intrinsically wrong when an Ork player decides to take the Careful Planning asset, it is much more satisfying and characterful if they take 'Da Big Waaagh!' or 'Rok 'Em Boyz' instead.

The army specific assets are also a useful tool for players that are thinking of running a story-based game of Apocalypse, and some can easily provide the inspiration for a game all on their own. For example, a battle could be based on an attack on a Chaos Altar asset, or the terrain for a game could be themed around the use of the Tyranid World Digestion asset.

These guidelines aside, the new strategic assets are chosen at the same time and in (more or less) the same manner as those found in the Apocalypse rulebook.

The only new rule is that army specific assets may only be chosen by a player that has at least one unit of the appropriate type in his army. So, for example, a player couldn't take the Space Marine's Heroic Stand asset if there were no Space Marines in his army.

Note that you are free to mix and match the strategic assets given here with those from the main Apocalypse book in any way you wish.

UNIVERSAL ASSETS

REPLACEMENTS
You have been carefully mustering troops so that you can replace losses suffered by your front line battle formations.

When Revealed: At the start of one of your side's turns.

Effect: Roll a D6. On a roll of 4 or more you may take one of your units that has been completely destroyed, and add it to your strategic reserves. On a roll of 1, 2 or 3 there is no effect, but you can roll again for the same unit next turn. This asset can only be used to replace a single unit, so you must choose wisely!

HAMMER BLOW
An orbiting spacecraft unleashes a deadly lance strike against a super-heavy vehicle. However, at such great range, it is hard for the spacecraft to differentiate between friendly and enemy super-heavy vehicles.

When Revealed: In any one of your side's Shooting phases.

Effect: Randomly select one super-heavy vehicle on the table (friend or foe!), including super-heavy flyers. The target suffers D3 hits from a Destroyer weapon.

TROPHY KILL
Proof of a hated enemy's death can make all the difference in the ongoing war.

When Revealed: Before the beginning of the first turn.

Effect: The opposition must reveal which of their independent characters has the highest points value. If this model is slain, leave it on the board or place a suitable marker – it is now an additional objective.

THE IMPERIUM

DISENGAGE AND RE-ARM
With an air-base in close proximity to the battlefield, your aircraft can disengage to replenish their supply of ordnance.

When Revealed: During the Movement phase of one or more of your player turns.

Effect: Instead of making a normal move, any of your flyers may be removed from the table to re-arm. In the following turn's Movement phase, roll a dice for each model that is 'at the air-base'. On a 4+ it may re-enter the battle, with any one-shot weapons that had been used up now replenished. If this roll is failed, the aircraft remains off the table, but you may roll again next turn.

HOLY WAR
The Sisters of Battle march inexorably towards the enemies of the Emperor, songs of purity and vengeance upon their lips as they unleash a storm of firepower from their consecrated weapons.

When Revealed: Before the beginning of the first turn.

Effect: For the entire game, every model with the Adepta Sororitas special rule that starts its player turn in no-man's-land or the enemy deployment zone has the rage and relentless universal special rules for that turn.

GENERAL STAFF
Imperial armies are commanded by a General Staff who are adept at commanding mixed battle groups. They ensure that each of the army's constituent parts is resolute in striving towards a single, common goal.

When Revealed: At the start of the battle, after both sides have deployed.

Effect: All Imperial units in the player's army roll three dice when taking a Leadership test, and can choose which two to use to see if the test is passed or failed. Note that you may choose to use this ability to have a unit fail a test – this represents the General Staff ordering the unit to fall back.

IMPERIAL GUARD

DEFENCE LINE

The Departmento Munitorum utilises the Pioneer Corps to build mile upon mile of defence line, to be manned by the stalwart Imperial Guard.

When Revealed: During deployment.

Effect: As part of your deployment, you may place up to 36" of fortified defence line anywhere in your deployment zone. These need not be continuous. These provide a 3+ cover save.

STRONGHOLDS

The bunkers and bastions of the Imperial Guard are nigh impregnable, and always defended to the very last man.

When Revealed: During deployment

Effect: As part of your deployment, you may place up to three buildings in your deployment zone or in no-man's-land. The strongholds have an Armour value of 14 on all sides and a capacity of ten models. Other features such as firing points and access points will depend upon the models you have available, and these should be made clear to your opponent.

ON MY COORDINATES!

The Tactica Imperialis states that an officer commanding a position that is about to be overrun should call down an ad hoc artillery strike, with his own coordinates as the target point. The officer will earn the highest decoration as reward for the number of enemy killed in the strike. Most are awarded posthumously.

When Revealed: In the Shooting phase of one or more of your player turns.

Effect: Choose one model in your army equipped with a vox or master-vox. This model must make a Leadership test and if it is passed, an Orbital Barrage is fired directly on his position. The barrage follows the normal rules for that asset (see page 189 of the main Apocalypse book) except that the template must be centred on the vox-carrying model.

Further barrages may be called down in this way, up to once per turn.

TANK RIDERS

Many Imperial Guard footsloggers are taught that the fastest way to the front is often on the back of a passing tank. Though sometimes risky, it's often better than running.

When Revealed: In the Movement phase.

Effect: Whenever an Imperial Guard tank moves, one Imperial Guard infantry unit within 2" of it may move the same distance, ending their move within 2" of it. This is dangerous so close to the front line, so roll a D6 for each unit of tank riders. On a 1, one model is removed as a casualty as the trooper slips beneath the tank or is caught by a stray round aimed at the vehicle he was riding.

The unit can shoot or run in the Shooting phase as if they had moved normally, and may even assault in the following Assault phase.

> "We will win this war. It may take a hundred years, but we will win this war; that I promise you."
>
> General Slythe-Malberic, the Bane of Nexus Prime

SPACE MARINES

HEROIC STAND

Though the lightning assault is the Space Marines' favoured method of war, they are no less fearsome when on the defence, and will hold their ground until the end of the galaxy.

When Revealed: Before beginning the first turn.

Effect: Nominate an objective. All friendly Space Marine units have the fearless and counter-attack special rules as long as they are within 6" of an objective.

CRUSADE BANNER

Some chapters are fortunate enough to hold a banner carried in the Great Crusade. Though ragged and fragile, such banners instill incredible devotion in those who look upon them.

When Revealed: Before deployment.

Effect: One standard bearer is nominated as the bearer of the Crusade Banner. Every friendly Space Marine unit within 24" of the banner becomes fearless. However, if the bearer of the Crusade Banner should be killed, all friendly Space Marine units within 24" must take a Morale check.

LEGION RELIC

A very small number of Chapters hold weapons believed to have once been carried by a Primarch. To bear such a weapon in battle is a great honour, and a great responsibility.

When Revealed: Before deployment.

Effect: One independent character is nominated as the bearer of the Legion Relic. The relic is a power weapon that doubles the bearer's base Attacks and strikes at Strength 10. Should the bearer be killed, the Space Marine side counts as scoring one less objective than it actually did at the end of the game.

> "We attack without warning, mercy or hesitation. Let the enemies of mankind know that we will purge every last one of them, and let them shake with fear."
>
> Commander Pugilis, Iron Knights Chapter

ORKS

DA BIG WAAAGH!

Several days of preliminary battle before the Big Fight have worked the Orks up into a frenzy of destructive enthusiasm.

When revealed: In the Shooting phase of one of your turns.

Effect: Any Waaagh! moves made this turn are doubled as the Orks plunge recklessly forward into battle. Go get 'em ladz!

EFFIGY OF GORK (OR POSSIBLY MORK)

Be it a totem pole, a grotesque idol, or a big pile of lucky dung, this effigy of the Ork gods fills nearby Orks with great warrior pride.

When revealed: During deployment. Note that this asset must be represented with a suitable model.

Effect: If an Ork unit within 36" of the Effigy ever rolls a double 1 for any Morale test, their aura of defiant Orkishness in the air is magnified tenfold. The Ork army gains a bonus Waaagh! that it must use in the following Ork turn.

MEK WORKSHOP

The local Mek fraternity can't believe their luck – the big fight is right on their doorstep!

When revealed: During deployment. Note that this asset must be represented with a suitable model.

Effect: Any damaged Ork vehicle within 12" of the Mek Workshop is treated as being in base contact with a Mek. Furthermore, any Mek model within 12" of the Mek Workshop rolls two dice when making a Repair roll and picks the highest result.

Note that a Mek Workshop asset can be any size, provided it is represented by an appropriate piece of scenery.

ROK 'EM BOYZ

At a barked command from the Warboss, orbiting Ork ships use their repulsor beams to launch space debris into the swirling battle below.

When revealed: In the Shooting phase of one of your turns.

Effect: Place D3 10" blast markers anywhere on the board. Determine the point of impact for each blast marker, but only roll one D6 for Scatter. The marker scatters a number of feet (not inches!) equal to the result of the D6 roll. If a hit is rolled, the marker scatters in the direction indicated by the small arrow, but it only scatters D6-1 feet. If the scatter takes the marker off the table, the shot is ignored. Of course, if a hit is rolled and the D6 result is a 1, the meteor has miraculously landed on its intended target. Good shot!

Any model hit by one of these markers takes a destroyer hit.

> "We got big stuff too, ya stupid humies. You're gonna get stomped flat, and then we're gonna eat yer corpses, hur hur!"
> Warlord Killjaw of the Rokka Boyz

TAU EMPIRE

DARKSTAR WARHEAD

The neutron pulses from this warhead destroy biological matter whilst leaving materiél unharmed. It is an ideal weapon for use when a planet's resources are of great use to the Greater Good, but the population will not submit.

When Revealed: In the Shooting phase of one of your turns.

Effect: Place a marker at the point you wish the warhead to land, scatter it as per the deep strike rules, and then place the 10" blast template centred on it. Roll a D6 for every non-vehicle unit hit. On a 1 there is no effect and the warhead has shorted out – the marker is removed. On a 2 there is no effect. On a roll of 3-4 the unit suffers D6 wounds, and on a 5-6 it suffers D6 wounds with no armour or cover saves allowed.

Units with the Necron special rule are unaffected.

Once deployed, the Darkstar warhead is used at the beginning of every subsequent Shooting phase, centred on the same marker, until a 1 is rolled.

ICEFIRE WARHEAD

The Icefire warhead is deployed from an orbiting Tau vessel, landing in the midst of the enemy and disabling his technology with crippling electromagnetic pulses.

When Revealed: In the Shooting phase of one of your turns.

Effect: Place a marker at the point you wish the warhead to land, scatter it as per the deep strike rules, and then place the 10" Blast template centred on it. Roll a D6 for every vehicle hit. On a 1 there is no effect and the warhead has shorted out – the marker is removed. On a 2 there is no effect. On a roll of 3-4 the vehicle takes a glancing hit, and on a 5-6 it takes a penetrating hit.

Any unit with the Necron special rule hit by the template must take a Pinning test.

Once deployed, the warhead is used at the beginning of every subsequent Shooting phase, centred on the same marker, until a 1 is rolled.

REMOTE DRONE NETWORK

Above the battlefield circle scores of remote drones, each feeding targeting information to the Tau forces below.

When Revealed: In your Shooting phase.

Effect: Every Shooting phase, nominate a point anywhere on the table. Then place a markerlight counter on every enemy unit within 24" of this point.

> "United, our will is greater than any other force. We shall inherit the stars, even if we must first cleanse them in blood."
> Attributed to Commander O'Shovah

ELDAR

WAYGATE

Waygates are made of psycho-sensitive wraithbone. They act as conduits for Eldar seers, allowing the psykers to focus their powers without fear of attack from the predators of the Warp.

When revealed: During deployment. Note that this asset must be represented with a suitable model.

Effect: Eldar Psykers from the army of the player that chose this asset receive the following benefits as long as they are within 18" of the waygate. They automatically pass all Psychic tests. If they use a psychic power that causes hits with a given Strength value, then the Strength is increased by D6 (to a maximum of 10).

> "The sooner you admit to your inevitable defeat and leave this world, the sooner the killing will cease."
>
> Warlock Ularic

PHANTASM

Your enemies deploy, only to find they face nothing more than thin-air and shimmering lights. Your holographic decoys vanish, leaving the foe confounded and his flanks exposed.

When Revealed: If deploying first, reveal this after your opponent has deployed, but before your first turn has begun.

If deploying second, reveal this during your opponent's first Shooting phase.

Effect: Before deployment begins, secretly select up to 3 of your units, writing down that they are using this asset.

If deploying first, remove these units from the table before your first turn begins. You can redeploy each of the units elsewhere within your deployment zone or place them in strategic reserve.

If deploying second, if any enemy fire hits one of these units, you must remove it immediately and place it into strategic reserve. The shots have no effect on this unit and the firing unit may not target another unit – all its remaining firepower is wasted for that turn shooting at phantoms. Any of the selected units that have not come under fire at the end of your opponent's Shooting phase are also placed in strategic reserve.

ELDRITCH TEMPEST

Orbiting in their sleek starships, groups of Eldar seers can combine their psychic powers to unleash a cataclysmic storm of energy on a planet's surface, tearing enemy troops and battle tanks asunder.

When Used: In the Shooting phase of one (and only one!) of your player turns.

Effect: Place the Apocalyptic Barrage template anywhere on the board. The Eldritch Tempest has the following profile: Apocalyptic Barrage (6), S6, AP3, Pinning. The Eldritch Tempest always hits the side armour of vehicles and has an armour penetration of 2D6 + 6. After all damage has been resolved, any vehicles (but not super-heavy vehicles) that were under the template are turned to face a random direction determined using a scatter dice. The player that chose this strategic asset may chose the facing if a 'hit' is rolled.

TYRANIDS

THEY'RE ALL AROUND US!

The vanguard of the Hive Fleet – Lictors, Raveners and Genestealers – lurk all around, ready to pick off enemy who venture too close.

When Revealed: At the start of an enemy Movement phase.

Effect: For the rest of the game, treat all area terrain as dangerous terrain for models that are not Tyranid.

SPORE CHIMNEYS

In the early stages of a Tyranid invasion, great clouds of microscopic spores are released into a planet's atmosphere from spore chimneys, causing the air itself to thicken into a choking fog.

When Revealed: Before deployment.

Effect: The player that chose this asset is allowed to place up to three spore chimneys anywhere in their deployment zone or no-man's land. Any shooting from or at a unit within 12" of a spore chimney must test for spotting distance, as though effected by the night fight special rules.

WORLD DIGESTION

The Tyranid invasion has reached its final stage as the world itself begins to turn against its inhabitants. Great lakes of digestive acid open up in the ground, ravenous plant-life sprouts and the very earth is infested with Tyranid organisms.

When Revealed: Before deployment.

Effect: The player that chose this asset is allowed to place up to six of the following obstacles anywhere in their deployment area or in no-man's land. None of these obstacles may be larger than 6" in diameter. You may choose a variety of obstacles, so long as the total number does not exceed six.

- **Digestion Pool:** The digestion pool is impassable terrain to all infantry, and inflicts a glancing hit to any vehicle crossing it on the roll of a 4+.

- **Ravenous Plant Life:** The area of ravenous plant life counts as dangerous terrain to non-Tyranid models. In addition, any non-Tyranid model moving to within 6" of the area must take a dangerous terrain test.

- **Swarm Tunnels:** Genestealers, Termagants, Hormagaunts and Ripper Swarms held in strategic reserve may enter the table from a swarm tunnel following the same rules as the Tunnels asset on page 188 of the main Apocalypse rulebook.

> "Even if every last bolt and las-round on this thrice-cursed planet found its mark, still there would be more Tyranids left to fight."
>
> Sergeant Crex, Ultramar Defence Force

CHAOS DAEMONS

BLOOD THIRST OF KHORNE

Filled with an insane desire to spill blood, even the most disciplined of warriors forget all of their training and charge forward like frothing maniacs.

When Revealed: At the beginning of one of the enemy Shooting phases.

Effect: Pick one Herald of Khorne or Bloodthirster in your army. When this stratagem is employed, roll 2D6 and multiply the result by three to determine the range of effect of the Blood Thirst (measured from the chosen model).

Every enemy unit, except for vehicles, within this range cannot shoot and must run towards the closest enemy unit. Then, if close enough, must then assault it (as if it had the fleet rule) in the ensuing Assault phase.

PLAGUESTORM

Enemies fall like flies, as their bodies succumb to the grisly visitation of the Father of Contagion.

When Revealed: During one of your Shooting phases.

Effect: Pick one Herald of Nurgle or Great Unclean One in your army. That Daemon cannot do anything during that phase, other than invoke the touch of the Plaguefather upon any one model it can see (friend or foe, but not a vehicle). If the chosen model is found to be within 24", it suffers a number of wounds equal to 2D6 minus its Toughness value, with no armour or cover saves allowed. If the

model dies, you must pick another model within 7" of the original victim and do the same. This continues until a model survives the contagion or there are no more models within 7" of the last victim. Plaguestorm has no effect on vehicles.

MIRAGE OF TZEENTCH

Swayed by the Great Liar, the enemy warriors open fire against their comrades, realising only later their horrifying mistake.

When Revealed: At the beginning of one of the enemy Shooting phases.

Effect: Pick one Herald of Tzeentch or Lord of Change in your army and select one enemy unit visible to the Daemon. If the chosen unit is found to be within 24" of the Daemon, you control that unit as if it was yours during that Shooting phase (yes, you can make a Titan fire against models on its own side!). Its control reverts to the owner at the beginning of the following Assault phase.

GRAND PAVANE OF SLAANESH

None can resist the lure of the Lord of Excess's transcendent music.

When Revealed: At the beginning of one of your Shooting phases.

Effect: Pick one Herald of Slaanesh or Keeper of Secrets in your army. That model cannot do anything else that Shooting phase, but will act as a conduit for the energies of the Grand Pavane of

Slaanesh. When this stratagem is employed, roll 2D6 and multiply the result by four to determine what the range of effect of the Grand Pavane is (measured from the chosen model).

Every enemy unit within this range is automatically affected as per the Pavane of Slaanesh Daemonic gift (no need to roll to hit).

MAJOR POSSESSION

No hero is immune to the corrupting promises of the Enemy Within.

When Revealed: When one of your Greater Daemons becomes available from strategic reserve.

Effect: When arriving from reserve, the Daemon can do so by possessing a model on the table, friend or foe! Roll a dice.

On a result of 3+, the opponents must pick one of their independent characters and replace it with the Greater Daemon. If the model was engaged in combat, place the Greater Daemon as close as possible to the position of the chosen model, but 1" away from enemy models.

On a result of 2 or less, however, you must choose an independent character on your side to be possessed and replaced by the Greater Daemon (such are the treacherous ways of Chaos!).

The Daemon can do nothing in that Movement phase, but may otherwise act as normal that turn (yes, it can assault!).

NECRONS

SUBVERT MACHINE

There is no technology in the galaxy that the Necrons cannot twist to their own ends. No defence that can forever thwart their influence.

When Revealed: During one of your Shooting phases.

Effect: Nominate one enemy vehicle or super-heavy vehicle within 24" of a Necron Lord. You may immediately fire one of that vehicle's weapons as if the vehicle were under your control. Once the shot has been resolved, the subverted vehicle suffers D3 glancing hits that ignore any power fields or void shields it may have.

CANNIBALISE TECHNOLOGY

Necrons reclaim any and all materiel that can be transfigured into useful forms. Given the proper tools and programming, some Necron squads can effect substantial repairs amid the fury of battle.

When Revealed: When a Necron unit destroys a vehicle or super-heavy vehicle in an assault (one use only).

Effect: Roll a D6 for each Necron unit involved in the assault, adding +2 if the destroyed vehicle was super-heavy. On a score of 4 or more, the unit is immediately returned to full strength – place the 'resurrected' models anywhere within unit coherency.

RECONSTRUCTION SCARABS

Billions of nano-Scarabs swarm across the battlefield. The chittering mass flows over disabled Necrons, reknitting and repairing their sundered forms.

When Revealed: At the start of one of your player turns, when making self-repair rolls.

Effect: Each turn you may pick a single Necron unit. This unit will pass its 'We'll Be Back' rolls on a 2+ and count as being in range of a Resurrection Orb.

CHAOS SPACE MARINES

CHAOS ALTAR

Unholy rituals have been performed to secure blasphemous pacts and gain the favours of the Dark Gods.

When revealed: During deployment. Note that this asset must be represented with a suitable model.

Effect: All friendly units within 12" of the Altar increase their invulnerable saves by +1, to a maximum of 2+. So a model with a 5+ save would have a 4+ save, a model with a 4+ save would have a 3+ save, and so on. Models that do not have an invulnerable save receive a 6+ invulnerable save.

CORRUPT AND DESPOIL

The bitter Chaos Renegades have fought their way to their objective not to capture it, but to defile and destroy it. Either a coating of virulent pus, inscribed runes that burn the soul, explosive melta-charges or some other method has rendered the location strategically useless to either side.

When Revealed: During the Assault phase of one of your player turns.

Effect: If a Chaos Space Marine unit is in contact with an objective during the Assault phase, and not fighting in combat, they may despoil the objective. That objective no longer counts for either side.

INDISCRIMINATE BOMBARDMENT

The over-masters that command the great gun batteries on board orbiting Chaos battle cruisers care little for accurate targeting or the lives of 'friendly' troops on the ground.

When Revealed: During one of your Shooting phases.

Effect: The Chaos player makes an Orbital Bombardment, following the normal rules for that asset (see page 189 of the main Apocalypse book). Then the opposing side makes an Orbital Bombardment, targeting it where they wish (representing the inaccurate firing). Lastly, the Chaos player makes one more Orbital Bombardment.

DAEMON SHELL

A cabal of Sorcerers has laboured for a thousand years culminating in a dark ritual that has bound a powerful daemonic entity within the confines a single bolt-shell. This cursed ammunition round writhes and screams with barely contained wrath. Upon the Daemon's release, the full power of the Warp is unleashed and the target is utterly annihilated.

When Revealed: When used.

Effect: Secretly note down which of your models carries the Daemon shell. The round may only be fired from a bolt-pistol, bolter, combi-weapon or heavy bolter, and may only be fired once per game. A vehicle may not fire the Daemon shell. On the turn the round is used replace the weapon's profile with the following: Range: 24", Strength: D, AP: 2, Assault 1, 7" Blast, Gets Hot!*

*If a 1 to hit is rolled when firing the Daemon shell, the wards around the cursed ammunition crack and the weapon inflicts a destroyer hit on the firer.

DARK ELDAR

LORDS OF TWILIGHT

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

When revealed: At the beginning of one of the enemy Shooting phases.

Effect: The entire battlefield is treated as being under the night fight conditions for the duration of that Shooting phase. Roll only once for spotting distance – all units use this as their maximum range.

STRIKE OF THE SERPENT

At a signal from their Archon, the Dark Eldar abandon all restraint and inject themselves with deadly combat drugs, charging madly forward at incredible speed.

When revealed: At the beginning of one of your Movement phases.

Effect: For this turn, all Dark Eldar units in the army may run 3D6" instead of the normal 1D6" in the Shooting phase. However, such is the strain on their systems, that any unit rolling a triple on this run move also suffers a wound, with no armour or cover save allowed.

WEBWAY ASSAULT

The fabric of the material universe is torn open at the whim of the Dark Eldar, allowing their strike forces to emerge from the labyrinth dimension.

When revealed: At the beginning of one of your Movement phases.

Effect: Deploy up to three webway gate markers anywhere on the battlefield, using the rules for deep strike, except that any gate that scatters into enemy models or off the board is removed from play. Dark Eldar units entering play from strategic reserve (including in this same turn) may move on from these markers instead of the board edge. Furthermore, Dark Eldar infantry models may 'embark' upon a webway portal as if it were a vehicle and immediately 'disembark' from a different portal elsewhere on the board. Models using webway gates may not assault that turn.

> "We own this night, just as we own the fear that runs in your veins.
> You may think your numbers protect you, but we shall feast upon your souls before the dawn!"
>
> Kiliarq Tongueblade of the Lacerated Eye

BEYOND THE APOCALYPSE

The mission presented in the Apocalypse book was designed to make playing big games as easy as possible – but, as Jervis points out, that's really only the beginning...

Jervis: The Apocalypse rulebook details a new type of mission that is called, rather unimaginatively, the Apocalypse Mission. This mission provides all the practical rules for preparing a battlefield, selecting strategic assets, deploying armies, placing objectives, and so on. But Apocalypse isn't necessarily geared towards practical missions. To show off the "make it up yourself" possibilities we included some example battles in the Apocalypse book as well, all with a variety of home-grown narratives plus corresponding rules and set-ups. The purpose of this chapter is to provide something that falls halfway between these two approaches, by presenting a number of battle themes and special rules that can easily be added to the Apocalypse Mission. Our aim is to allow players to easily expand the scope and depth of their Apocalypse games, and at the same time to make it more straightforward for players to fight out interesting story-telling battles based on the background and stories of Warhammer 40,000. Part of the fun of playing Apocalypse is that it gives the

chance to explore the deep history of the 41st Millennium, and this in turn gives players a fantastic opportunity to create some really interesting battles.

The rules that follow should therefore be seen as something of a smorgasbord from which you can mix and match to create the ideal game. As with so many things about Apocalypse, the best way to decide which rules to use is to sit down and talk with your fellow players. If you can't reach a consensus you'll have to use the standard rules but, to be honest, if this happens then someone really isn't playing the game in the right spirit!

Now, of course, if there is one player that is organising the game – and in my experience the lion's-share of the work always seems to fall to one dedicated individual – then they will get the final say on what rules are used. However, there is little point in inflicting a set of rules on a group of players that don't want to use them, so even the most dictatorial of game organisers will find it helpful to talk

through which special rules they plan to use and why. You'll find that a little bit of explanation is usually more than enough to get everybody onside and looking forward to the battle.

In closing, I should say that there is another reason for including these mission ideas in this book, and that is so they can serve as both an example and an inspiration for players that want to come up with their own rules. As already mentioned, the short 'battle reports' we included in the Apocalypse rulebook are there to show how we went about theming our Apocalypse battles and we did this precisely because we consider this to be a really important part of the hobby. Apocalypse is all about liberating players so they can explore the hobby the way that they want to. So, if you see a rule here, and it seems like it's almost perfect for your next Apocalypse battle, well then don't be shy, get in there and change it so that it's absolutely perfect!

APOCALYPSE AND THE NEW EDITION OF WARHAMMER 40,000

With the latest version of Warhammer 40,000 there are several rules changes that will immediately enhance your games of Apocalypse. The ability to run is a big help to your footslogging troops on a large table. Blast weapons also get a boost, so as long as you target a high concentration of enemy troops, you're bound to hit something!

The biggest change that affects games of Apocalypse is what counts as a scoring unit – something that has changed in the new edition of Warhammer 40,000. Only Troops choices count as scoring units now, which means that only they may control an objective, although any unit may contest it. This new ruling plays fantastically, but doesn't sit perfectly with the wording in the Apocalypse book, which states that only scoring units may contest an objective. This was intended to keep things like immobilised vehicles from contesting objectives, but now it means that objectives may not be contested by elite Terminators or even Warhound Titans. It is possible to play in this manner, but it wasn't the intent we were after. So what to do?

Well, there is no single right answer, the only really important thing is that everybody knows which method you are using from the start.

AS WRITTEN IN THE NEW WARHAMMER 40,000 RULEBOOK
The first option is simply to use the system used for standard missions in the new edition. This means only Troops choices count as scoring units but any unit may contest an objective.

ANY MODELS CAN CONTROL OBJECTIVES
Another option is to say that everything counts as a scoring unit, unless it is below half strength, is falling back, is an immobilised vehicle, or is an independent character – this is essentially the system used at the time Apocalypse was published.

MAKE UP YOUR OWN CUSTOM RULES
Apocalypse games are perfect for creating your own scenarios and there are countless ways you could determine scoring units. As an example, the battle report in this book uses 'any unit not below half strength and not immobilised that ends the game in a certain zone of the battlefield'. Other missions might count models that escape off a certain board end, or alter how close models must be to control or contest an objective. The most important thing is to decide before the game starts to avoid any last minute confusion.

STORY-BASED OBJECTIVES

In the Apocalypse Mission, victory is decided by which side controls the objective markers. Some players make their own lovingly-modelled objectives, but most of us will just use coins, specially marked dice or counters from the counter set. The objective markers represent key strategic locales or vital equipment – basically some victory condition worth the sacrifice of entire armies to capture. Here at the Design Studio our first Apocalypse games were all of this straightforward nature. However, players quickly began inventing background explanations for the objectives as well as corresponding special rules. What if the objective was to slay an enemy special character? Or capture the Mek-faktory that was making Stompas, Deff Dreads, and Killa Kanz? The games that followed were even more memorable – two of them even ended up as the battle reports we fought in the Apocalypse book (Exterminatus and Slaughter at the Kan Factory).

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

TROOP LIMITATIONS

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

The most common type of limitation used in Apocalypse is to limit allies to those that one can imagine might logically fight on the same side. To this end we've included the 'Allies Matrix' on page 198 of the Apocalypse rulebook. All you have to do is to cross-reference two armies to see if they are trusted allies, distrust one another, or hate one another. In general, it's considered to be acceptable to have allies that distrust one another in the same army, but there should be a really good reason for armies that hate one another to fight on the same side.

Sometimes you may want to limit access to certain troop types, special characters and even armies in order to fit in with the theme for a game. As an example, the Battle of Cold Steel Ridge from the Apocalypse book was limited to Space Marines, Imperial Guard and Tyranids. What's more, we limited the Space Marines to using models painted in Ultramarine colours, and they were only allowed to take Ultramarine special characters. The most extreme version of this is when one player works out an 'order of battle' for a game, and only the listed models may be used.

A similar but much simpler idea was used in a game that I saw recently, where the players had said that only infantry models could be taken – a very clever idea that immediately made for a really different game, and one that looked very impressive to boot when all of the infantry models were laid out!

CUMULATIVE VICTORY POINTS

Victory in the Apocalypse Mission is determined by seeing which side has captured the most objectives at the end of the battle. This method usually works very well, especially the first few times that a group plays Apocalypse. However, amongst experienced players it can lead to something of a 'last turn land grab', where the objectives are ignored for most of the game, and then everyone goes all-out to capture them on the final turn.

A simple change that stops this happening is to keep a tally of how many objectives each side controls at the end of each of their turns. At the end of the battle the side with the highest score is the winner. So, if one side controlled 3 objectives at the end of their first turn, and only 2 at the end of their second, then their cumulative tally would be 3+2 = 5 points. If they held 4 objectives at the end of their third turn then their tally would be 5+4 = 9, and so on. Note that each side checks how many objectives they control at the end of their own turns; nothing is scored for objectives held at the end of the opponent's turn.

An alternative to this method is to say that the points scored for an objective are equal to the turn number. So on Turn One objectives are worth 1 point each, on Turn Two they are worth 2 points each, and so on. This makes capturing objectives later in the game more valuable, and usually means that a side that builds up a large lead early on in the battle can still be reeled back in by their opponents.

PERSONAL OBJECTIVES & SECRET ORDERS

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

Personal objectives are determined by the players themselves at the start of the battle, and can be any one of the following three things:

- Hold the most objectives in the opposing side's deployment area.

- Kill the special character in the opposing army worth the most points

- Destroy the legendary unit in the opposing army worth the most points

Each player writes down their choice on a piece of paper, and keeps it secret until the end of the game. The personal objectives are then revealed, and the player that has done best in each team becomes their side's champion. If several players have achieved their objectives, then destroying a legendary unit beats anything else, and killing a special character beats capturing an objective.

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

THE UMPIRED GAME

Perhaps the ultimate form of Apocalypse is an umpired game. In an umpired game, the organiser forgoes the pleasure of taking part in the battle directly, and instead helps devise and adjudicate the game. At its simplest level this involves organising a game as described in the Apocalypse book, and then chivvying the players along to ensure the game moves at a brisk pace and sorting out any rule questions (I know, hard as it is to believe, some players actually ask questions about our beautifully written rules!).

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

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

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

MULTI-TABLE GAMES

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

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

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

And that, in a nutshell, is how a multi-table game works. However, in my experience, most players love to add their own touches, and so it's rare for a battle to be played with just these bare bone rules. For a start, you'll almost certainly want to theme the different tables so they represent different types of battlefield,

The Battle of Elithanar
This game was fought over two tables that were linked by webway portals – ingenious devices that allowed troops and vehicles to instantly travel between any other webway on either table.

Broken webway portals, like these, can still be used but may operate randomly or even be dangerously unreliable.

A webway portal

each with its own special rules and terrain. For example, one table might represent a large hive city, another ash wastes, and a third an arctic ice plain. Making the tables as different and varied as possible will give the players an interesting set of choices right from the start, as they will need to allocate tabletop commanders to the different battlefields based on how well their army will perform in each type of terrain; an army with a lot of assault troops will do well on the city table, while an army with a lot of armoured vehicles will do better in the ash wastes.

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

But linked tables don't necessarily have to include a physical link, but could instead be connected by game play. One table could represent a vast siege cannon that can drop massive amounts of firepower

from a great distance away, while the other table could be "the front" where the shelling is taking a devastating toll. One team of players is trying to weather the bombardment, while their allies attempt to silence the big guns. The other team is trying to shell their foe into oblivion, while communicating with the front lines to ensure their titanic barrages are on target as much as possible.

SUPREME COMMANDERS

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

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

The supreme commanders can also be put in charge of a number of reserve units, which they can allocate out to players as and when they wish. When a player is given access to one of these units they add it to their own strategic reserves and can bring it on when needed. Aircraft, Titans and super-heavy vehicles are all excellent choices for such reserve units, and once again the field commanders are advised to lobby strongly in order to get the units they need.

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

IT'S ALL ABOUT HAVING FUN

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

The webway portals count as objectives, but they prove devilishly tricky to hold as enemy troops can "pop up" and attempt to claim or contest.

The army that controls the most webway portals at the end of the game may claim glorious victory.

Nurgle Plague Tower
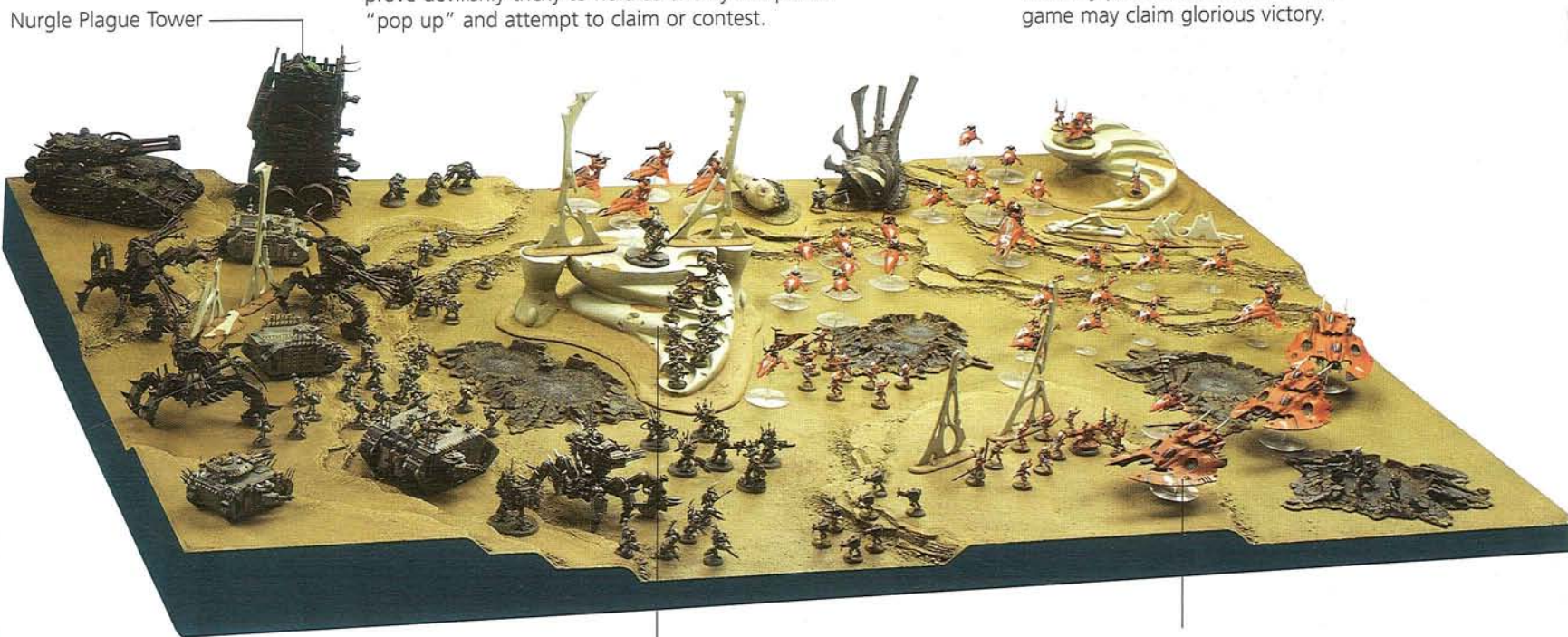
The large webway portal in the middle of this desert table counts as two objectives.

An Eldar Cloudstrike Squadron swoops in to deliver supporting fire.

AT THE GATES OF BLOODSPIRE HIVE

Linked tables, an orbiting spaceship, and an-all out Ork attack to capture a vital Imperial hive – this is going to be big!

The best way to demonstrate a multi-table, story-driven Apocalypse game is to show one. At least, that's how Jeremy Vetock and Dave Andrews got away with it. These two hobby veterans wrote the scenario and built the terrain (well, Dave did most of the building) for a colossal battle that they had been talking about for ages. This game features not just a massive slugfest with 12,000 points per side, but also a second connected battlefield in the form of an Ork spaceship blasting down deadly barrages from orbit.

805.M41: Warlord Gorklaw's Ork invasion of Jorun's World bore all the portents of the start of a steamrolling juggernaut capable of tearing across multiple star systems. Unlike common Ork uprisings the tribes retained cohesion and conquered the surrounding backwater planets, before smashing aside the research stations and

watch posts that ringed the Vidar system. Even more remarkably, the Orks developed the know-wotz to launch into warp space, their ramshackle fleet eager to search for richer pickings. Neighbouring Ultramar had monitored the sector for many years and such an upheaval was exactly what they feared. An Ork invasion was building momentum, gaining numbers and weapons as they plundered the ruins of overrun planets. Though not yet at critical mass, Warlord Gorklaw's green crusade had all the hallmarks of a growing Waaagh! of titanic proportions.

And so it was that warnings were broadcast and relayed across vast distances. With powers augmented by arcane machineries, psykers of the Adeptus Astra Telepathica picked out the signals from across the dark gulf of space. But for all that, it was too late. The Planetary Governor of Jorun's World had barely received the ominous message when they also received more substantial

evidence of looming catastrophe. An Ork fleet of hitherto unseen size had materialised within the system.

One by one, communications were lost with the outlying fleets and the orbital fortresses. Within days the alarm klaxons blared across the hives of Jorun's World, and the first Roks burned contrails through the lower atmosphere. The northern continent reported ground opposition of an incredible size and multiple landings were underway in the east. The counter attack from the Imperial Navy fleet stationed at the nearby spaceport of Balthazar Seven was driven off. The situation got worse by the hour.

Then, when all hope had failed, word came to high command. Pull back and regroup – the majority of Jorun's World was already lost but its key factorum hives and munitions must not fuel the Waaagh!. Help was on its way. A last battleline must be formed.

Pictured below – the game after both sides have deployed but before Turn 1 had started.

The Komm Tower helped direct barrages from the orbiting Ork spacecraft.

Da Green Tide followed the Klawstompa to smash into the front lines.

The Speed Freek plan was to redeploy once the defensive walls were breached.

A minefield was secretly placed around the Imperial Bastion.

THE MENACE FROM ABOVE

The idea of a second gaming table that affects the first is not a new one, but when that table takes the awe-inspiring shape of an orbiting Ork spaceship it acquires a distinctly 41st Millennium feel. It is easy to imagine the brutal snub-nosed spacecraft prowling above the planet like some primeval predatory beast, pausing to unleash salvos of fire from its massive batteries. With the Imperial Navy driven off and planet-bound Defence Lasers knocked out or overrun, the defenders of Jorun's World began to lose hope.

On the planet surface the Imperial Guard rallied around their last strongholds. The beleaguered defenders attracted the attention of the Ork craft, which closed in to join the kill. Barrages rained down, leaving meteoric trails, the very atmosphere burning as the sun was lost behind a pall of oily smoke.

And then the Ultramarines arrived. The most renowned of Space Marine Chapters, the Ultramarines had blunted thousands of would-be Waaaghs! in their glorious history.

They knew the Ork Warlord must be isolated and destroyed to halt the growing momentum. It was easy to drive off all of the Ork craft save one ship whose powerful force field resisted all incoming fire. Even now the modified Bommbeast-class vessel was pulverising Bloodspire Hive in support of its Warlord.

Although crude of shape and design, da Firefang bore an impressive array of firepower, but it was da Firefang's "kustomised bitz" – a protective force field and a wickedly effective traktor beam that demanded a swift boarding action from the Space Marines. To halt the Waaagh! the Space Marines would have to use Thunderhawk deployment and teleportation to land on the ship and destroy it.
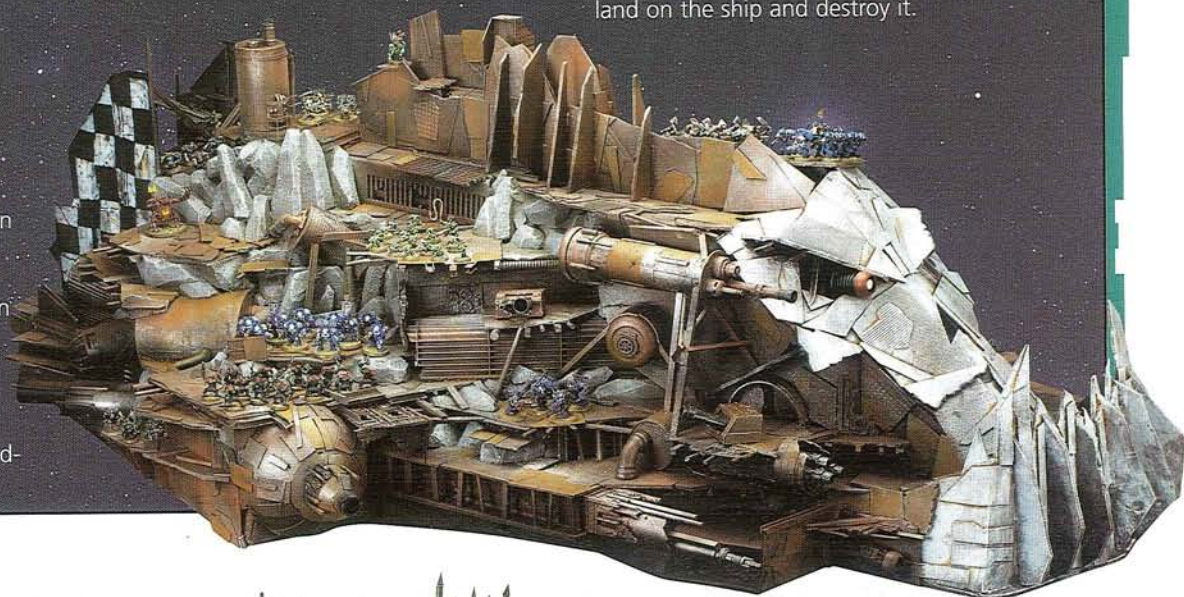
> If the Ultramarines' risky landing couldn't stop the massive gun batteries of da Firefang from shooting, the defenders of Bloodspire Hive would be pulverised

> 2,000 points of Ultramarines with a Thunderhawk had to fight their way across the Ork spaceship (da Firefang) through roughly 2,000 points of Orks to destroy key objectives, such as the main gun batteries (da Big-Bomm Batteries), the fire control centre (da Shooty Kontrol), and the command deck (da Kontrol Tower).

> The area between the barrier and the outer walls of the hive was the defensive perimeter. Whichever side ended the game with more units on the inside of this zone would be declared the ultimate victor.

> The Imperial Guard had minefields, bunkers, and a defensive wall, but what they really placed their faith in was the might of a Steel Fury Baneblade company and a supporting Warhound Titan.

> With their backs against the wall, the defenders of Bloodspire Hive must hold at all costs against the Ork invasion. Should the greenskins burst through the defensive perimeter and claim the many factorums then truly Waaagh! Gorklaw would gain the raw materials needed to fuel the Orkish crusade to greater heights of galaxy-wide brutality. Although the Imperial players knew they had reinforcements, they were so outnumbered after deployment that they feared quick (and embarrassing) annihilation.

THE SCENARIO – IT'S ALL ABOUT THE STORY

The Ground Battle

The goal for the Orks was to capture the hive – clearly to enslave (or eat) the population and to turn every bit of machinery into more Orkified Teknology (i.e. gunz and space ships). The goal for the Imperium was to protect the vital factorum hive, denying the Orks material to fuel their conquests.

Step one was to determine how best to represent capturing a hive? We toyed with building a massive city complex, but that amount of terrain would compromise our urge to see droves of tanks, Stompas and infantry mixing it up. So we decided to keep it simple – the control of the hive would go to the army that had the most units inside the defensive perimeter. In this way we could use some city terrain as backdrop, but not get bogged down by lots of buildings. The defensive perimeter also made sense in story terms – a sort of last ditch protective gunline for the Imperial Guard to man.

We wanted an outermost bastion for the Imperial Guard to hold and a reason for them to fear losing it. So it was decided that underneath the ferrocrete Bastion ran a mag-line straight into the hive. The Ork players were unaware of this secret entrance, but we told the Imperial commanders that the greenskins would discover the transit line if they overran the bunker. Clearly the idea of Orks transporting mobs behind their lines was a sobering thought to the Imperial players.

So, if the Imperial Guard got free defensive lines and bunkers, what did the Orks get?

The Battle In Space

Supporting the Ork land invasion was da Firefang, a great hulk of iron and asteroid that now hung in low orbit, firing its massive batteries and using its lethal traktor beam to clear the way for da Boyz attacking Bloodspire Hive. The Ork players in the main battle would get free barrages to direct at the start of each of their turns, so long as the key locations of the spaceship were still in Ork control.

A strike force of Space Marines was assembled to take the fight to the Ork ship, aiming to take out its main gun batteries, fire control centre and the command deck.

- The spaceship gun batteries provide the mainstay of the firepower bombarding the hapless Guardsmen below.

- The fire control centre works with da Komm Tower on the ground to coordinate the shots. Losing control of this means the shots from the spaceship batteries will scatter.

- The command deck holds the controls to the powerful force bubble, which protects da Firefang from the Imperial Navy.

> "Wotter yer mean we only got four Stompas? We had lots of 'em! Roight – we need ammo and scrap, an I know just where ta get 'em."
>
> Warlord Gorklaw

With a powerful thrum, the traktor beam locked onto one of the hive's massive spires. Big Mek Cog 'ead Magog yanked a lever and the thrum was replaced by a whirring groan as the generators strained past any sensible limits. Down on the planet a mile-wide section of tower shuddered, as a main spire twisted to free itself from its mighty housings. Beams, sensory vanes, and chunks of masonry tore themselves free and were whisked skywards.

Cog 'ead Magog swivelled in his chair and shouted into the end of a metal tube that he suspected ended in the generator room. "I need more power you snivlin' Grot-fondlers." His request was interrupted as the ship was rocked by an explosion.

"Uh-oh, we got company Boss," squeaked a Grot pointing to a grainy zoom-screen. The unmistakable shape of a Thunderhawk was closing quickly on the Ork vessel.

"Fire up da breathin' bubble and get da Boyz topsides," bellowed Cog'ead into a tube he thought led to the Kontrol Tower. "And where's my gun?"

MISSION SPECIAL RULES

Victory Conditions: The winner would be determined by the number of units inside the defensive perimeter at the end of the game. We decided on units – not "scoring units", so a Titan counted as one, just like a squad of Boyz. Also units had to be half strength or better and vehicles had to be mobile.

Game Length: A time limit was set, but all agreed that each team should have an even number of turns. The two gaming tables were not synchronised as, even with the intricacies of movement aboard da Firefang, the smaller game (a mere 2,000 points each!) would go more quickly through game turns.

Linked Tables: At the start of each Ork Turn on the ground battle the Ork players could call in fire from the orbiting spaceship.

Main Gun Batteries: Each battery was Heavy 2, Strength 8, AP3 and used the Apocalyptic Blast marker.

Placing Templates: If the Fire Control Centre (Shooty Kontrol) onboard the ship was in Ork hands and da Komm Tower on the ground was still operational, the templates hit automatically. If one of the two was out of action there was a chance of scattering, if both were out the templates would scatter in feet, not inches!

The Traktor Beam: This ingenious Ork device was like the infamous lifta-droppa, only longer-ranged and more powerful. To fire the traktor beam the Ork players picked a single vehicle (or larger) sized target that was not a flyer or protected by a force field of any kind and rolled as follows:

Vehicle sized target: Roll a scatter dice. If a hit is rolled, the traktor has locked on and the target is lifted straight up off the planet and into orbit. The model is removed from the table. If an arrow is rolled, place a marker

4D6" in the direction shown. The Ork player may pick up and 'throw' any vehicle within 12" of this marker. The target vehicle is automatically destroyed and models under the dropped wreck take a Strength 8, AP3 hit. Vehicles are always considered to be hit on their side armour.

Super-heavy sized vehicles: A super-heavy vehicle can only be lifted on a roll of 4+. Treat exactly the same as a normal vehicle, except that when dropped the super-heavy is not automatically destroyed but instead takes D3 Structure Points of damage.

Special Reinforcements: The Imperial players could choose one (not both) of their Imperial Shield Infantry Companies and use it as reinforcements. When a full squad's worth of models (10) were slain they could be assembled in reserves. On a roll of 4+ the

models could be brought back from the hive.

Tunnel: The Imperials had a single tunnel exit that they could place, from which reserves could enter.

Umpire Stuff: Because we had an umpire for the game, strategic assets and mission special rules were not discussed between opposing sides. This means the Imperial players knew they were getting shelled from orbit, but didn't know the exact rules or firepower. The Orks knew they needed to guard their Komm Tower to ensure more accurate fire from da Firefang, but the Imperial Guard players had no idea what this unusual looking device was doing. The Imperial Bastion held a quick deploying secret that the Orks could exploit – if only they knew. This lack of knowledge may be disconcerting for some players, but in small doses most gamers find the unknown aspects add to the excitement of the battle.

THE IMPERIUM

"We've been tasked with holding this hive from Ork hands for as long as possible and that's just what I intend to do. Form up and prepare the battle line. May the Emperor help us."

Colonel Kane

The following Imperial army formed the ground force that was assigned to keep the Orks at bay from the vulnerable Bloodspire Hive on Jorun's World. We've also listed any legendary formations that we used too.

Colonel Kane
Colonel Kenrick
1 Commissar
1 Techpriest Enginseer
4 Sanctioned Psykers
2 Fire Support Squads
2 Anti-tank Support Squads
2 Mortar Support Squads
1 Special Weapon Support Squad
150 Imperial Guardsmen
10 Hardened Veterans
7 Chimeras
20 Conscripts
7 Ogryns
20 Stormtroopers
3 Hellhounds
10 Sentinels
10 Leman Russ Battle Tanks
3 Rapier Cannons
3 Basilisks
3 Heavy Weapons platoons

Apocalypse units
1 Warhound Titan
1 Steel Fury Baneblade Company
1 Hellhammer
2 Imperial Shield
Infantry Companies
1 Emperor's Fist Tank Company
1 Armoured Fist
Mechanised Company

1 Emperor's Wrath Artillery Battery
1 Hellstorm Squad
1 Hydra Flak-Tank
1 Emperor's Talons Recon Troop
1 Valkyrie
2 Thunderbolt Fighters

Strategic Assets
The following assets were chosen by the Imperial Guard players (or given as a bonus by the umpire):

Minefields & Obstacles
Special Reinforcements (see previous page)
On My Coordinates
Scheduled Bombardment
Shield Generator
Tunnel (see previous page)

12,000 points total

SPACE MARINE ASSAULT FORCE
Space Marine Captain
Command Squad
Space Marine Chaplain
10 Tactical Space Marines
10 Tactical Space Marines
5 Terminators

5 Terminators
1 Dreadnought
1 Techmarine
5 Vanguard Veterans
10 Assault Marines

Special Rules
The Thunderhawk was allowed one turn of firing as it dropped off its allotment of troops.

2,000 points total

WAAAGH! GORKLAW

"My boot is on da throat of dis world – now we got nuffin' left to do but krush da humies. Tell da Meks ta start buildin' more ships – we'll be ready ta leave dis rock soon!"

Warlord Gorklaw

Ork Warlord Gorklaw
Mad Dok Grotsnik
3 Big Meks
Weirdboy
Painboy

6 Warbosses
160 Boyz
30 'Ard Boyz
40 Grots
44 Nobz
20 Burnas
20 Tankbustas
35 Lootas
20 Kommandos
30 Stormboyz
9 Warbuggies
5 Skorchas
15 Warbikers
15 Deffkoptas
1 Battlewagon
3 Deff Dreads
9 Killa Kans
3 Zzap Gunz
1 Looted Wagon

Apocalypse units
2 Stompas
1 Big Mek Stompa
1 Klawstompa
1 Green Tide
1 Skullhamma
2 Fighta Bommas
1 Flakkatrakk

1 Wreckin' Krew
1 Big Choppa Skwadron
1 Shokk Attack Battery
1 Dred Mob

Strategic Assets
In addition to the strategic assets associated with the Apocalypse Datasheets, the following assets were chosen by the Ork players:

Strategic Redeployment
Big Waaagh!

12,000 points total

DA BOYZ ON DA FIREFANG
Big Mek Cog 'ead Magog
12 Boyz with Nob
12 Boyz with Nob
12 Boyz with Nob
16 Grots with Slaver
17 Meganobz
10 Stormboyz with Nob
2 Deff Dreads
3 Killa Kans

Special Rules
7 dekkgunz (gun turrets): Each one is Heavy 2, Strength 8, AP 3 and has an Armour Value of 11 all around. Dekkgunz are allowed a free round of shooting at models that deep strike onto the board via jump packs.

2,000 points total

LET THE BATTLE BEGIN...

The Ork chanting reached a crescendo and then fell ominously silent. Now the Guardsmen lining the perimeter wall could hear the clanking tracks, the grinding engines, and the steady ground shaking tread of oncoming Stompas. With an almighty warcry the Orks emerged out of the dust clouds that had accompanied them across the ash wastes. Angry flickers of red and orange blossomed all around as shells thundered down. The battle for Bloodspire Hive had begun.

They are coming...

The battle opened with accurate barrages from da Firefang in orbit. Guardsmen begin to die more quickly than models could be removed from the gaming table. Deciding to test the ship's traktor beam on something small, the Ork players guffawed as the command Hellhound was plucked off the battlefield and sent spiralling upwards into orbit. The greenskins surged forward, closing the distance between themselves and the defensive perimeter. The hidden minefields around the

Imperial Bastion took a toll as the Grots were too far away to provide their usual clearing service. After moving well over 300 infantry models, Phil Kelly and Steve May grabbed fistfuls of dice and went down their battle line firing! With no threat from the skies, the multi-barrelled Flakkatrakk stitched a line of explosions across the towering Warhound, taking down its void shields. Although the now vulnerable Titan survived the best the Skullhamma could dish out, a Stompa's Deth Kannon immobilised the Imperial giant before it had a chance to move! In the Assault phase the Klawstompa lurched towards one of the bunkers and ripped it apart, utterly destroying the heavy weapons team within.

Return fire!

Surviving the enemy's first round of fire in an Apocalypse game can test even the most sporting of players. Andy Hoare and Andrew Kenrick had patiently removed model after model during the Ork round, and so when their turn finally arrived, revenge was on their minds! Producing a map detailing where their Scheduled

Bombardments would land, the two Andys began delivering some pummelling of their own. Right after the devastating barrage, the three Baneblades opened up. In a single round of combined fire they turned one of the Stompas into a smoking wreck and seriously damaged another.

Although immobilised, the Warhound Titan could still fire its guns and it begin to smash apart the oncoming Dred Mob. The Guardsmen along the walls concentrated fire on the Stormboyz, hoping to break them before they could leap the barrier. Half of their numbers were killed, but the rokkit-packed Boyz didn't fail their Morale test. Alarmed at the Klawstompa's proximity, the Hellhammer succeeded in immobilising the metal monstrosity and preventing some of its weaponry from firing next turn, including the formidable flamebelcha. By the time the last Guardsman's lasgun fired, 61 Orks were slain, along with five Killa Kanz, and a handful of Deffkoptas and Warbuggies. There were now gaping great holes in the oncoming Ork lines.

A tide of greenskins was backed up by a veritable mountain of iron and firepower. The Orks were coming and it seemed like nothing could stop them.

Phil Kelly: One of my favourite moments of the game occurred when the Klawstompa attacked the bunker. It was priceless, as if the giant war machine was leaning in and laughing as it scooped up the humies inside!

THE WALL IS BREACHED...

Shouting over from the orbiting spaceship table, Dave Andrews informed his Ork counterparts that once again the ship's full gun batteries could be directed onto the planet below. This was greeted enthusiastically by Phil and Steve, but they were warned it was likely to be less potent by the time the next Ork turn rolled around – the Space Marines were advancing steadily. Once again the skies of Jorun's World were torn apart with mighty bombardments from above. Along with many Guardsmen, the barrier across the roadway was smashed and replaced with a crater. The traktor beam lacked the power to pick up and hurl one of the Baneblades.

With the barrier and accompanying infantry literally blown away, the Ork Boyz heaved towards the opening. By getting a 6 on their Rokkit Pack roll the remaining Stormboyz easily leapt the defensive walls and were well inside the perimeter, poised to rip into the Guardsmen like wolves amongst sheep. At the top of the gaming table the Nobz and

supporting Boyz mobs led by Warlord Gorklaw had cleared the minefield and were ready to assault the Bastion. From out of the clouds a Fighta-Bommer swooped over the clustered Imperial troops guarding the perimeter barrier. Kommandos moved in from reserve, taking up positions in the Imperial city.

The Ork Shooting phase started with the Shokk Attack Guns rolling a double-6 to destroy the Hydra Flak-tank in a vile storm of daemonic Warp ichor. Even in a very large game with lots of big units and exciting events, the Shokk Attack Gun battery opening a portal to the Warp is game-stopping. The Orks lamented not targeting something larger as that shot would've destroyed anything on the table. The Big Choppa Skwadron, which had used its Strategic Redeployment in turn one to race behind the Hellhammer guarding the perimeter's entrance, now opened fire. 12 twin-linked rokkits corkscrewed into the rear armour of the super-heavy tank but they

could only deal out one Structure Point of damage. The Ork lack of success against the Imperial super-heavies continued as all the Stompas brought their big gunz to bear against the undamaged Baneblades. The massed Stompas failed to make any impact whatsoever on the opposing wall of steel.

Not surprisingly, the Orks fared better in the Assault phase. The Deffkopta with the buzzsaw inflicted another Structure Point of damage to the Hellhammer and the Stormboyz chopped through a squad of Guardsmen with ease. The mighty Warlord Gorklaw himself cleared all resistance surrounding the Bastion.

A pause for lunch
And like that, the morning was over and a lunch break beckoned. The Orks had broken through and overrun half of the perimeter and seemed likely to discover the secret under the Bastion soon. The Imperial Guard were on their heels and facing crushing defeat.

GAME PLANS

Robin Cruddace (Ultramarines player): Da Firefang can lay down a torrent of fire on my allies so I'll need to go after the ship's gunz first. I'll have my Thunderhawk target the biggest threat to my forces as it flies in and hopefully I'll annihilate at least one squad. My Terminators and Assault squads will have to take out the second big gun by deep striking next to it on the other side of the ship. My Command squad is equipped to take on anything so I'm going to depend on them to lead the way. Ideally, both forces will finish destroying their assigned batteries and meet up top to take out the Ork Kontrol Tower.

Dave Andrews (Ork Player): My plan is simply to defend the big gunz at all costs. I will try to delay the inevitable by sacrificing units for time. Also I'm hoping that some good Reinforcement rolls will help me out!

Robin lets da Firefang's Orks have it.

The game began with Robin choosing where to deploy. He was allowed to put the Thunderhawk "anywhere it could fit", which was actually pretty limiting. The Ork dekkgunz blasted two Structure Points off the Thunderhawk as it swooped next to the hulking Orkcraft. The assault ramp opened and out came two Tactical squads, a Command squad, and a Dreadnought. The only firing came from the departing Thunderhawk. The turbo-laser destructor evaporated an impressive seven Meganobz, while the rest of the guns took out half of the Nobz mob, a dekkgun, and a few Boyz. The Command squad used meltabombs to make short work of the nearest dekkgun.

Dave manoeuvred the Orks to counter the main attack and threw the nearest Boyz into an assault. Two Space Marines fell, but at the cost of another seven Orks.

More help arrives

In Turn 2 Robin rolled to see if his reserves turned up. Neither Terminator squads appeared, but the Assault squads leapt into the fray. The Chaplain-led squad scattered, but luckily remained on the ship! Allowed to fire the dekkgunz at the incoming squads, Dave proved Ballistic Skill 2 is devastating if you can be lucky! Six Space Marines were blown apart, including four out of five of the dangerous (and new) Vanguard Assault squad.

Ork Shooting phase two had lots of dice, but not many hits. Dave did roll a Gets Hot! with Cog 'ead's kustom mega-blasta, which was amusing, but not helpful. Dave gambled, throwing the Stormboyz and a Killa Kan into unsupported assaults. Both Ork units did some damage before being destroyed, allowing the Space Marines to advance. A Deff Dread in combat with Robin's Command squad was immobilised. In total six Space Marines died in the turn, but at a high cost. Luckily on the big table the Orks had just got off their second turn barrages, but it wasn't looking like there would be many more, as one of the main guns (Big-Bomm Batteries) and the Fire Control Centre were under threat!

Terminators on target

To start Turn 3 both Terminator squads teleported down on the opposite side of the ship to threaten the other main gun. The Chaplain-led Assault squad made a mighty leap to join them on the other side of the ship where they could combat the Meganobz. The Command squad failed to take out the Deff Dread again, which in turn snipped a Marine in half. The combat squad blew up a main gun just in time for lunch!

Ork reinforcements

Dave started Turn 3 by rolling for reinforcements – more Boyz emerged to hold the last working main gun. An amazing amount of firepower was brought against the Terminators but to no avail except for Cog 'ead's mega-blasta, which melted one! The Meganobz and Assault Marines continued to decimate each other in close combat. The Captain blew up the Deff Dread and the resulting explosion slew six of the Boyz.

DA FIREFANG REINFORCEMENT CHART

At the start of each Ork turn, Dave was allowed to roll 2D6 on the Reinforcement chart. If he chose not to roll, he could add +1 for each turn he abstained. All entry points are randomised.

2	No more reinforcements may be rolled
3	Nothing happens at all
4-5	D6 Grots appear
6-7	D6 Ork Boyz appear
8	2D6 Ork Boyz appear
9	2D6 Boyz with a Nob armed with a power klaw
10	3D6 Boyz, one with a rokkit launcha and a Nob armed with a power klaw appear
11	D3 Killa Kanz and a Deff Dread appear
12	Dred Kap'n Scabeye (Ork Warlord of fierce disposition) appears with 2D6 Nobz.

DESTROYING OBJECTIVES

Any squad that was within 3" of an objective and not in combat or within 3" of an enemy could plant melta-charges. These successfully detonate in the Shooting phase on a D6 roll of 2+, destroying the objective.

The Assault squad started here but jumped to the other side.
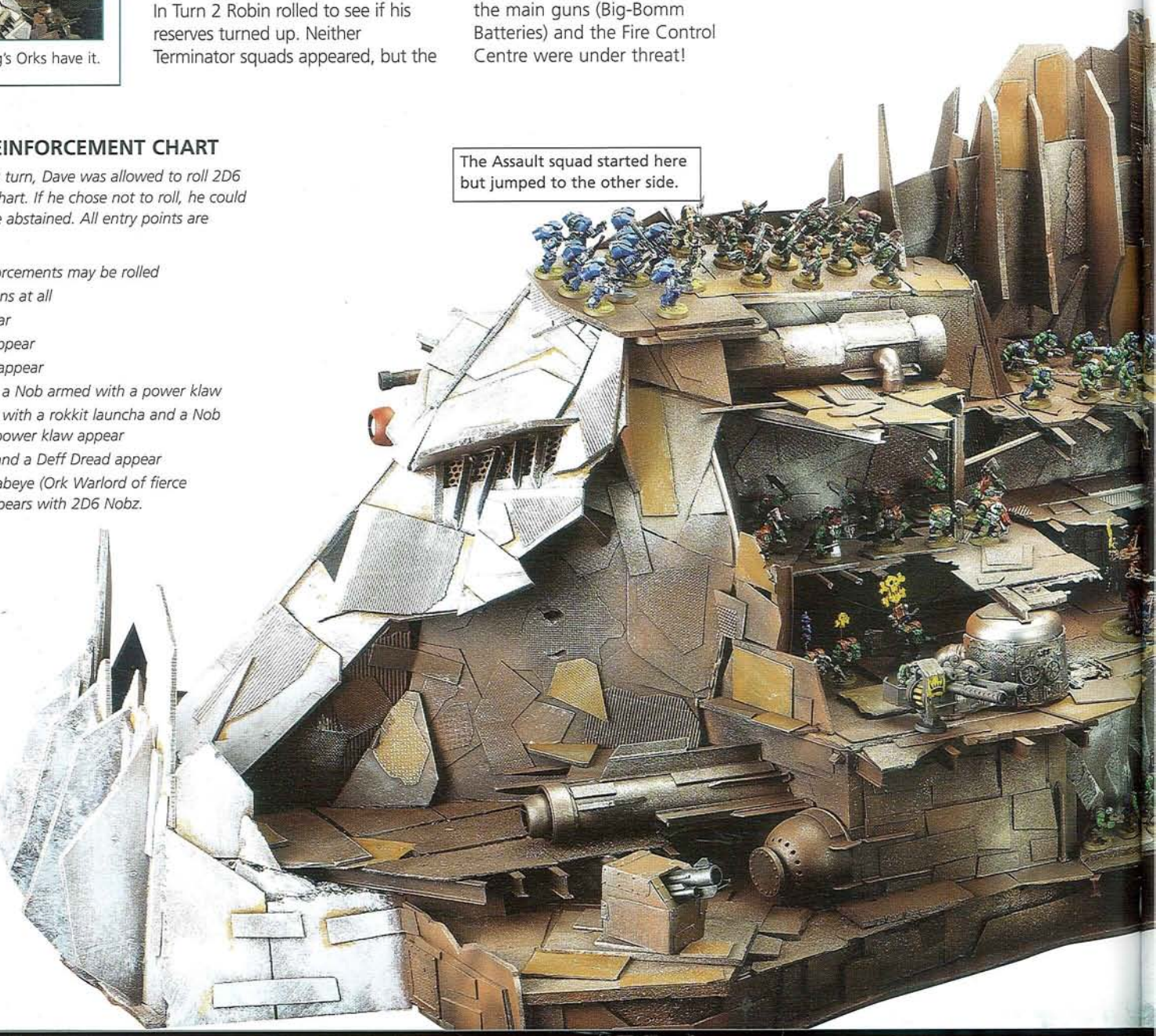
Superhuman efforts

The turns were getting faster as neither side had as much to move. Robin's Command squad blasted and fought its way into sole possession of the fire control centre, although two of its number fell to a Nob's power klaw. The Terminators laid waste to all about them and destroyed the second gun in Space Marine Turn 5. The Grots failed to do anything and then ran – presumably disappearing down vents and hatches. With the Assault squad destroyed, the Chaplain avenged them by slaying the last Meganob and advancing towards the command deck to shut down the force field. Dave's last hope, a unit of Meganobz, guarded the Kontrol Tower, although they momentarily abandoned their post to assault the oncoming Space Marine Dreadnought, easily destroying it with their power klaws. Momentarily buoyed, Dave remembered to make his Reinforcement roll.

But then he promptly rolled a 4, meaning he could bring on D6 Grots. Adding insult to injury he rolled a one – just what he needed to save the day!

The final push

While the Meganobz on the starboard side held their own, crushing a Tactical squad and the Techmarine, nothing could slow down Robin's Terminators on the port side. A Killa Kan was immobilised and then destroyed along with all the defenders in the area. Reinforcements appeared, but too few and too far away to help. The Chaplain used his jump pack to power to the top, where he slew Big Mek Cog 'ead in close combat. It was over – the Terminators gained the top of da Kontrol Tower and set melta-charges. In moments there would be no force field left. Of over 50 Space Marines that had boarded the ship, only 13 were left when the Thunderhawk came to pick them up for redeployment.
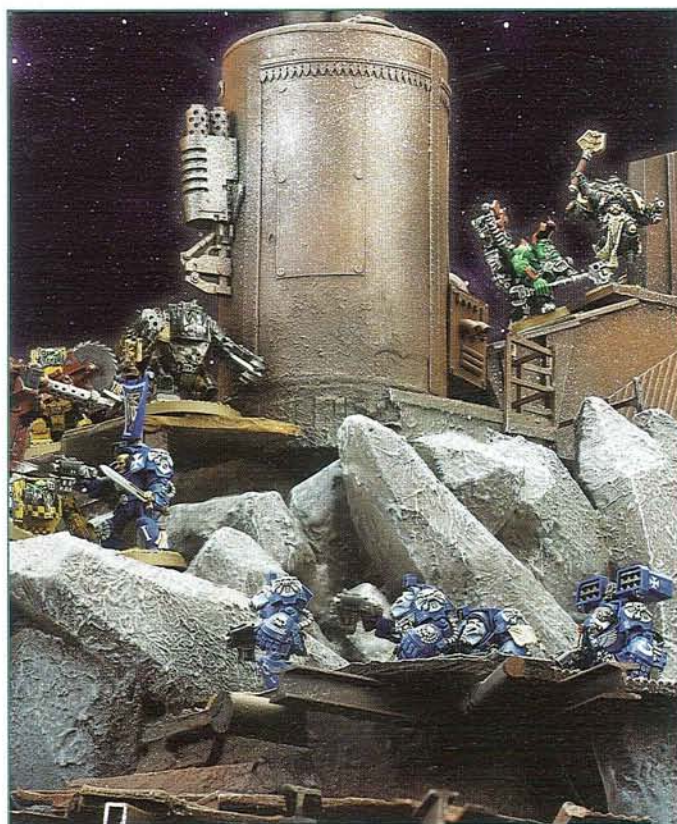
Da Kontrol Tower – by destroying this the Ork force field would go down and leave da Firefang vulnerable to the more powerful Space Marine Battle Barges.

Movement – to represent the difficulties of moving on a ramshakle Ork spaceship (even with its atmospheric bubble!) we counted the whole ship as difficult terrain but it was always possible to move upwards, even if ladders or stairs were not available. Models with jump packs (or rokkit packs) could move as normal and did not suffer from the difficult terrain.
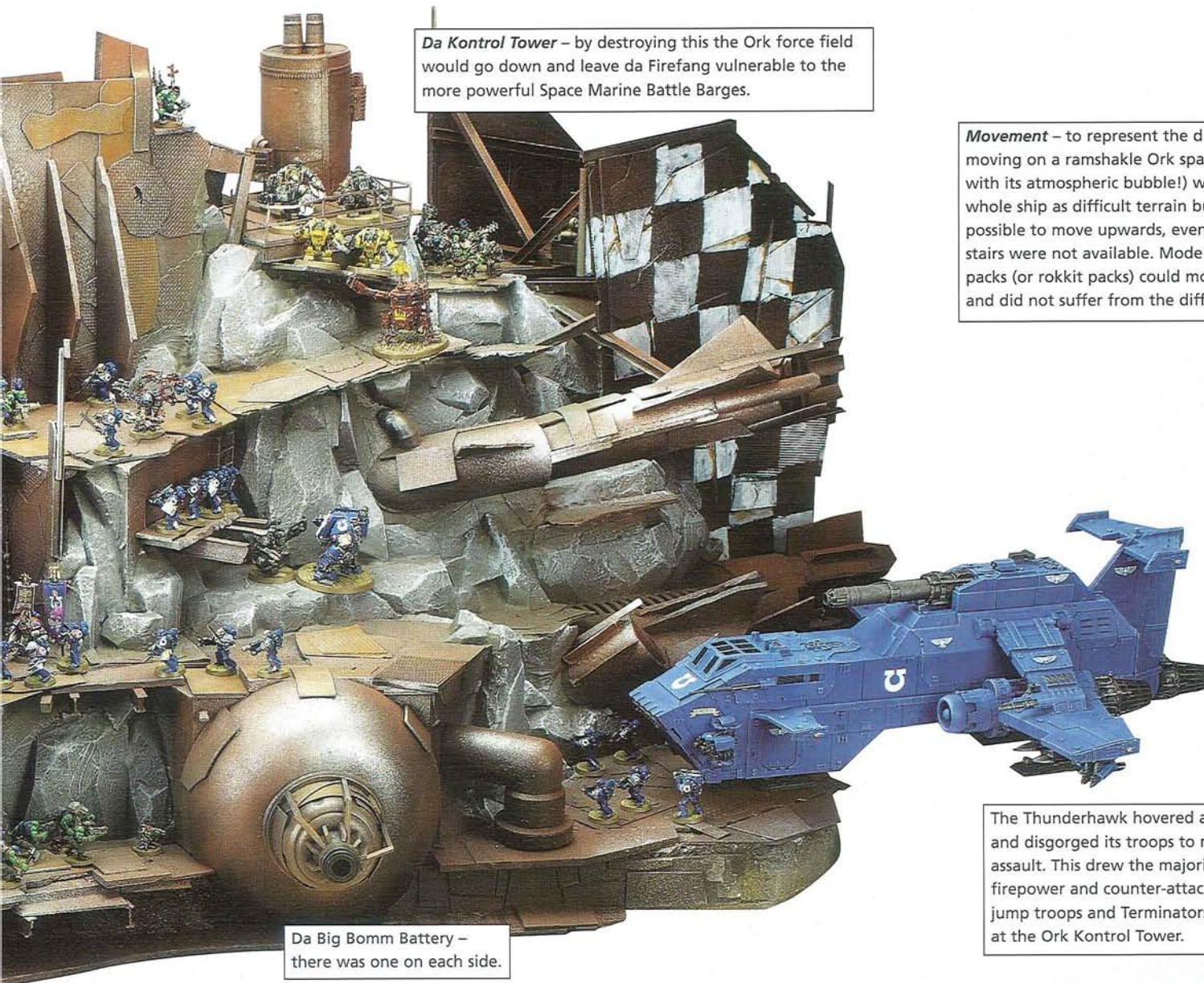
Da Big Bomm Battery – there was one on each side.

The Thunderhawk hovered at this point and disgorged its troops to make the main assault. This drew the majority of the Ork firepower and counter-attacks, allowing the jump troops and Terminators an easier run at the Ork Kontrol Tower.

THE END IS NIGH...

Their second turn brought immediate hope to the Imperial side. After another devastating Scheduled Bombardment, the reserves trundled in. An Emperor's Fist tank company and a supporting Emperor's Talon Recon troop came on to bolster the overrun perimeter. Two Thunderbolt Fighters dropped out of the clouds and began blasting the oncoming Speed Freeks, a portion of which turned tail and fled. The Hellhammer, although reduced to one last Structure Point, unleashed devastating blasts into the onrushing Orks. After the Leman Russ company added their own not inconsiderable weight of fire, the once strong mass of over 150 Orks was now reduced to a mere 15 models. "Our Green Tide is just a green trickle" joked Phil (laughing at disaster and disregarding losses as only true Orky Warlords can!).

A cunnin' plan

By the Ork's third turn the spacecraft was down to just one Big-Bomm Battery and the traktor beam. Da Firefang's Command Centre was in Space Marine hands, but aiming never really mattered all that much to greenskins, so they blasted away. Luck was with them as the barrage landed, killing yet more Guardsmen. Although the traktor beam deviated, it's hard to miss a line up of three Baneblades. One of the mighty Imperial machines was whisked off the battlefield, the first Imperial super-heavy to be destroyed in the game.

The Orks had hoped to Strategically Redeploy all their models into the perimeter this turn, but the sudden appearance of ten Leman Russ tanks put an end to that for two reasons. First off, models that Strategically Redeploy cannot move within 12" of an enemy so the Leman Russ tanks physically sealed off part of the defensive perimeter. More importantly, models cannot shoot or assault in the turn in which they redeploy, so the Ork commanders wisely deduced that they would be blasted to smithereens by ten battle cannons should they

attempt to move up this turn. Instead the Ork players decided to get cunning.

Saving their strategic asset, Phil and Steve set about a new plan – to clear the way for a game-winning Strategic Redeployment next turn. The Skullhamma and Big Mek Stompa targeted the lead Leman Russ and by the end of the shooting (and lifta-dropping) four tanks were destroyed. Add in the remaining Deffkoptas finally taking out the Hellhammer and some fierce choppa work from the Stormboyz and the Orks had cleared their own wedge into the defensive perimeter. As the wedge was more than 12" from any enemy, if the Orks could hold this bulge for the next turn, they could redeploy everything they had straight through the busted gates and into the defensive perimeter.

Elsewhere Warlord Gorklaw himself wrecked the Imperial Bastion, turning it into a ruin and the Big Mek Stompa charged into combat with the immobilised but resolute Warhound Titan.

By turns three and four almost all of the fighting was occurring near or inside the defensive perimeter.

Ogryns attack out of the drainage pipe.

Andy's Scheduled Bombardment lands on the Orks overrunning the Bastion!

The Ultramarines make a dramatic entrance in Turn 3.

In the last turns the defensive perimeter was rife with bombardments, blast markers, and brutal assaults from both sides.
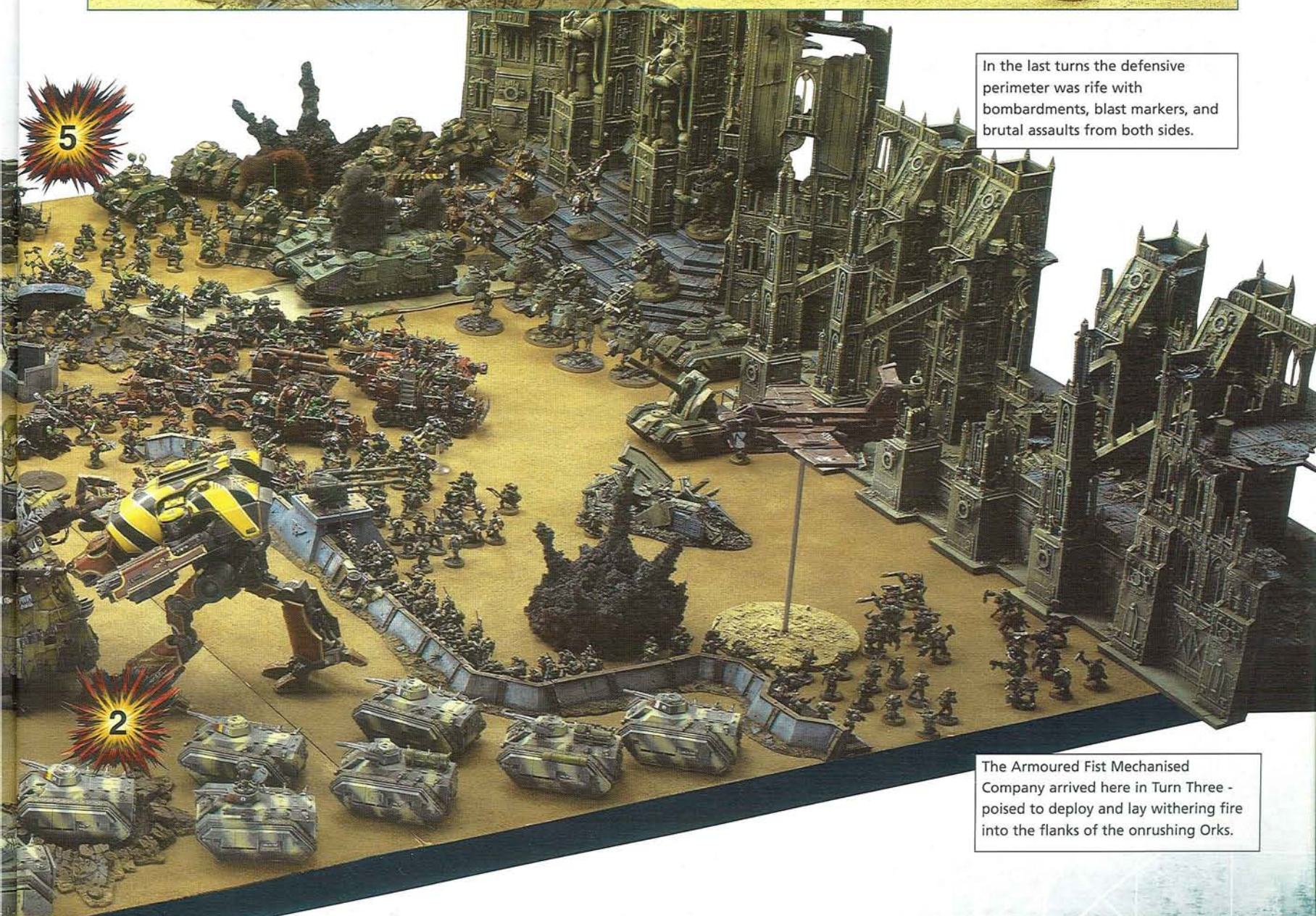
The Armoured Fist Mechanised Company arrived here in Turn Three - poised to deploy and lay withering fire into the flanks of the onrushing Orks.

LIKE A BOLT FROM ABOVE

The Imperial turn started just like all their others, with a devastating Scheduled Bombardment, but this time it fell on the Orks that had just destroyed the Bastion! But this turn shells weren't the only thing that dropped out of the skies for the Imperial side – the Ultramarines joined the fray.

Although Robin only had 13 models ("the dirty baker's dozen" he claimed), they were Space Marines and they were in a Thunderhawk. Incredibly, the gunship's turbo-laser destructor took out the previously untouched Skullhamma in one shot. Throw in the two squads of Terminators destroying two Wartrakks and 10 Tankbustas and you have a pretty dramatic entrance. While Robin celebrated his success, both Imperial players calmly pointed out that they appreciated the Space Marine's sudden appearance, but they had been fighting and dying on the ground battle for over 5 hours now. "We do the hard work and the Marines show up and steal our glory" was mumbled by the two Andys more than once.

The Armoured Fist Mechanised Company turned up to try to stem what was sure to be a last surge from the Orks. The remaining Sentinels and Leman Russ battle tanks reduced the Deffkoptas to just one (down from 15) and fired a volley on the Wreckin' Krew's Trukks, smashing all of them asunder. The spotlight close combat was the Warhound Titan versus the Stompa, but alas, it was misses all around.

The Ork gambit

For the first time in the game the Ork turn started without a thunderous barrage of killy death from above. Even without their orbiting support, both Phil and Steve were confident. Their offensive spike into the Imperial perimeter remained and now it was time to take advantage. Using their last strategic asset, the Orks redeployed a swathe of Wartraks, Warbikes, Trukks, and assorted hangers-on through (or over) the wall. Although the redeployed models couldn't shoot or assault, they now provided the superior

numbers – if they could hold on, the greenskins would win! To best ensure their advantage, the Ork players blasted away with everything that could still shoot. Although much reduced in firepower, the carnage the Orks inflicted was still impressive. In the Assault phase a Deff Dread finally reached a Baneblade and used its power klaws to tear open and destroy the super-heavy, but elsewhere the dice deserted the Ork forces. The Kommandos and Stormboyz suffered humiliating defeats from the defenders within the perimeter. Warlord Gorklaw smashed into the ruin-that-was-once-a-Bastion and ripped apart the last squad in the ruins. Using their consolidation move (and the umpire's decision), Gorklaw and his surviving Nobz found the mag-line and could use it to enter the rear of the defensive perimeter next turn. Despite attracting the largest crowd, the Big Mek Stompa and the Warhound Titan once again failed to do any damage to each other. The Orks hoped their last-ditch efforts would be enough.

The players orbit high above the planet.

AND THEN IT WENT NUCLEAR

This was clearly going to be the last turn and to all involved it was obvious that with a good round an Imperial victory could be achieved, but if the dice went amiss, then all would be lost. A perfect place to be after a full day of intense gaming action.

Blast 'em, blast 'em all

The Orks could only groan as Andy Hoare produced his Scheduled Bombardment map (again) and placed the template over the densely packed Ork bulge into the perimeter. This devastation was followed by Andy's chipper announcement of "On my Coordinates", a new strategic asset that he had written. This would allow a truly desperate Imperial commander to call down a bombardment on himself – a desperate act that needed only a Leadership test to be enacted. But it was the Orks who cheered as Andy's dice came up too high, the commander was either too confident to risk the extra shelling or his nerve had failed altogether. And so using new strategic assets was just like using newly painted miniatures - they always seem

fated to under-achieve in their first glorious debut battle!

A Thunderhawk and Valkyrie screamed across the skies and strafed the greenskins. The last remaining Baneblade fired into the seething mass and destroyed eighteen Boyz and four Warbikes in a single shot, before chalking up a few more with its heavy bolter. An entire platoon of lasgun fire was directed at Mad Dok Grotsnik, who almost survived the ordeal...almost!

And then it happened...

The Orks had taken a beating but after nailing their tests at the end of the Shooting phase, there were still a great number of the greenskins left. Not a hopeful sign for the Imperials who truly had given it all they had.

But then, finally, after three rounds of disappointment, both the Big Mek Stompa and the Warhound Titan caused penetrating hits to each other. The Warhound did a Structure Point of damage to the clanking Ork monstrosity, but Steve's rolls against the Warhound

Titan were nothing but sixes. This meant a Reactor Meltdown with an impressive 6D6" radius – everything in that region would suffer a Destroyer hit.

As the battle of the heavy-weights was taking place barely beyond the defensive perimeter, the massive blast radius was going to effect the outcome. Steve rolled 24", basically a two foot zone of death that stretched deep into both the Ork and the Imperial Guard battle lines. By the time the smoke had cleared, 18 Orks and 15 'Ard Boyz were slain, two Skorchas were blown to bits, while three more Orky vehicles were immobilised (and wouldn't count for the final victory conditions). On the Imperial side, 15 Guardsmen, two Chimeras, three Space Marines, and the Thunderhawk all disappeared in the fiery blast! Cataclysm and ruin, shock waves and doom! Every player instantly started figuring out which of the surviving models was in which squad so they could determine who would emerge from the ruins and proclaim victory. Win or lose, though, to a man we all agreed: "What a way to end a game."

Fil Dunn's Apocalypse army includes a trio of Defilers, a Plague Tower and even a custom-made Nurgle Baneblade. Observant players will notice that Fil uses lots of Plaguebearer models – he can either use these as Summoned Daemons or even as a Chaos Daemons army in its own right, giving him plenty of tactical options.

WARHAMMER 40,000

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