

WARHAMMER
40,000

APOCALYPSE DATASLATE



CENTURION

SIEGEBREAKER

COHORT

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INTRODUCTION



DATASLATES & DATASHEETS

Dataslates contain collections of one or more datasheets. Each datasheet lists its Faction (the codex it is considered part of), and will present either an Army List Entry (the rules and point values for a single model, vehicle or unit) or a Formation (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTION

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Faction above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The army list entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the datasheet itself.

ALLIED FORMATIONS

Formations do not count as your army's Allied Detachment, even if they are made up of units from a different codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook do apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

FORMATION SPECIAL RULES

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

FORMATION POINTS VALUES

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

APOCALYPSE FORMATIONS

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of Warhammer 40,000: Apocalypse.



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CHARACTER BACKGROUND





CENTURION SIEGEBREAKER COHORTS

'Build your walls high, heretics. Cover behind the greatest fortifications you can find. It matters not. When my Siegebreakers come for you, you will be dragged screaming to your destiny, no matter how safe you believe yourselves to be.'

- Captain Garadon, Imperial Fists 3rd Company

AN EMPIRE ENTRENCHED

If one military strategy is typical of the Imperium's endeavours, it would be that of grinding attrition. It is common practice for uncouthed millions of Imperial Guard to be hurled into every major war zone, their endless echelons of tanks hammering the enemy lines over the course of months, years, or even decades. At times when such costly sieges need to be brought to a decisive end, however, the Imperial artillery will fall ominously silent. It is then that the close-range melta weapons and siege drills of the Adeptus Astartes are brought to the fore to break the enemy's defences wide open.

The variety of fortifications that protect Mankind's domain is endless. They range from humble stone keeps and castles to the metropolises of the hive worlds and the indomitable fortress monasteries of the Space Marines. Though the forces of the Imperium use every defensible construction they can to tip the scales of battle in their favour, there are those times when they are the besiegers, rather than the besieged. Traitors and heretics have been known to subvert the righteous fortresses of the Imperium to their own ends, and it is no accident that the Adeptus Astartes has the might to make the most redoubtable of strongholds an irrelevance. When Humanity wishes to bring utter ruination to entrenched enemies, there are none

more suited for the task than the feared Centurion Siegebreakers.

THE TOOLS OF THE SIEGEBREAKER

Centurion warsuits are ancient and powerful relics housing temperamental war spirits, each an exoskeleton worn over the power armour of a Space Marine. These warsuits afford not only a greater level of protection to the wearer, but also a set of weapon systems that lend him destructive power rivalling that of a Dreadnought.

A Centurion Assault squad eschews the long-range weaponry of their Devastator counterparts, optimising their weapon loadout for close quarters destruction. Under each of the warsuit's forearms are mounted siege drills, box-bodied demolition tools that were originally devised for mining but have since been adapted into weapons. Their grinding, tripartite maws are able to chew a wide hole in the densest rockcrete and even, when the weight of the Centurion is braced against them, gnaw away adamantium. When their captains require a larger breach to be shorn, perhaps so that Dreadnoughts or even tanks can penetrate the enemy's defences, brute force is augmented by battlefield data-theft. Upon approach to the target, the Centurion sergeant will use his omniscope to pick out a weakness or even the resonant frequency of the section of wall he is to destroy. His men will then use their drills in concert, shaking a swathe of their target to the ground. Needless to say, once the Centurions have forced their way inside, any living creature that is caught by their siege drills' breacher jaws is quickly ground to an unrecognisable pulp.

The buildings used by the Imperium's foes are often well defended, but those that witness a Siegebreaker Cohort forcing a breach are usually ill inclined to charge them. Because of this, Assault Centurions bear a variety of auxiliary weapons. At a single pulse of thought, the Ironclad assault launchers that stud the breastplates of a Centurion's warsuit can hurl small anti-personnel grenades into the ranks of the foe. This buys a few vital moments for the Centurions to close in and begin the killing in earnest. Flamers or meltas attached to the sides of each siege drill fulfil a similar function, setting alight or even vaporising those attempting to repel the Centurions' onslaught. In war zones where particularly heavy resistance is expected, warsuits may be equipped with hurricane bolters. Foes that rush to secure a breach against such warriors are greeted by a storm of mass-reactive bolter shells.

Most Chapter Masters of the Adeptus Astartes will ensure success by seconding an Ironclad Dreadnought to their Siegebreaker Cohort. The seismic hammers and chainfists of these indomitable walkers are even more destructive than the drills used by their Centurion brethren. An Ironclad Dreadnought can carve through the outer walls of a hive should it need to, its thickened sarcophagus and piston-driven limbs propelling it through a hail of falling rubble that would bury a lesser warrior alive.

A DEADLY CARGO

The pure concentration of force offered by a Siegebreaker Cohort is of extreme value to the Chapter Masters of the Adeptus Astartes. Their premature deployment can invite disaster. Because of this, it is rare for a Siegebreaker Cohort to reach the front line under their own steam – those that do usually have to carve their way through a swathe of foes to reach their target, and may find themselves bogged down in battles not of their choosing.

A common method of ensuring the Assault Centurions reach their intended destination is the assignation of a Land Raider transport. There is a pleasing symmetry to the heaviest infantry in the Adeptus Astartes being taken into battle by their heaviest tank. Due to its capacious transport hold, the Land Raider Crusader is the pattern most frequently assigned to such duties. Hurricane bolter arrays lay down a vicious pattern of suppressive fire as it grinds towards the gates of the foe, enemy missiles and las-beams blasting its hull to negligible effect.

An even more efficient method of transport for a Siegebreaker Cohort is the Stormraven Gunship. Not only is the Stormraven far faster and more agile than the Crusader, but its rear section has mag-clamps able to carry the Ironclad Dreadnought that accompanies each Siegebreaker Cohort. However, these gunships bear less in the way of armour than the Crusader, so they are frequently escorted by Stormtalon Gunships to ensure they can deliver their exceptional cargo intact. Once the Stormraven touches down in the shadow of the enemy's walls, its jaws hinge open and the Centurion passengers storm out, their siege drills powered up and ready to mete out untold destruction.

'Hur hur hur, them humies, eh Grabbit? Every time they make a big fort, us Orks come down in a big mob and nab it off 'em. Then we get ta use their own gunz against 'em, wot a larf! And they gotta try and get through their own walls

wiv their puny little arms and stoopid little... Oi, shut up a minnit ladz... Grabbit, what's that noise?

- 'Thumbz' Zagdakka, seconds before the Last Massacre of Gyrosmund



MILLENNIA OF BLOOD AND DUST

It has been several millennia since the Centurion STC was rediscovered by the Adeptus Mechanicus. Since their subsequent deployment countless besiegement operations have been brought to their bloody conclusion by Siegebreaker Cohorts, some of which are so notable they have entered the annals of Imperial history.

931.M38 HELL'S LAST DUKE

The space hulk Hell's Last Duke ploughs into the surface of Berequel Tertia, causing an extinction-level event. Many of the world's most valuable dignitaries save themselves by taking to underground bunkers as the conglomerate nightmare of the space hulk burns through the atmosphere. Though they believe themselves to have escaped the worst of the disaster, the dignitaries soon learn otherwise when the renegade Space Marines of the Purge emerge from the heart of the hulk and begin to hunt them down. The Space Marines of the Fire Lords Chapter receive the distress call and divert their crusade to make planetfall upon Berequel. Their Siegebreaker Cohorts bore holes into the rockcrete of the hulk, leading a massed assault right into the dark chamber that serves as its bridge. A close-quarters battle breaks out, and though the Fire Lords lose several of their Centurions in the process, the grisly death of the Chaos Space Marine Lord Doluthec ensures warband is left leaderless and eventually defeated.

756.M39 A KINETIC PUZZLE

Big Mek Rokgrabba invades the industrial world of Euthanatos. His asteroid fortresses disgorge so many Orks that the planet's defenders are swiftly overwhelmed. Rokgrabba, something of a force field 'ekspert', reinforces the primary industrial complex of Thansus with a giant hemispherical energy shield. As the year winds on and the Imperial Guard counter-attack gathers force, even the heavy artillery of the Brimlock Dragoons proves unable to penetrate Rokgrabba's invention. The situation grows increasingly desperate as the Big Mek turns Thansus' assembly lines to the creation of Killa Kans, Deff Dreads and Stompas.

At their wits' end, the Dragoons petition for aid from nearby Medusa. The Iron Hands of Clan Kaargul respond in force. Their Iron Fathers analyse the vid-feeds of the war thus far, observing that although artillery fire and even speeding vehicles are repelled by Rokgrabba's wall of force, individual warriors are able to stride through the shield at will. A Siegebreaker Cohort is deployed, walking under heavy fire through the city's outskirts to the heart of the industrial complex. As predicted, they pass through the hemisphere shield as if it were no more hindrance than a light breeze – though the field repels objects with a high kinetic energy, it allows those with a slow, deliberate pace to pass straight through. The Iron Hands follow the Siegebreaker Cohort's lead, walking through the Ork defences and bringing the greenskins to battle en masse. The power source of the energy shield is captured and destroyed in short order, and Euthanatos is reclaimed within the week.

793.M40 THE VENGEANCE OF THE DEAD

During one of the terrifying events the Dark Eldar call their Carnivals of Pain, a Coven of Haemonculi unleashes a carefully coded bio-toxin upon the hive world of Orbulac. The toxin dissolves human flesh whilst leaving Eldar intact, and the Haemonculi take to the spires of Hive Primus with high-powered scrying devices in order to appreciate the grotesquerie they have brought into being. The Salamanders hear of the vile fate that has befallen Orbulac and

send in a Strike Cruiser to cut out the cancer that has taken root in the armoured eyries of the hive. Stormraven Gunships deliver a Siegebreaker Cohort to the upper levels, each warrior's rebreather replaced by internal air sources. One by one, the warsuited battle-brothers suffer wounds during the resultant fighting, their power armour split or dissolved by the arcane weapons of the Haemonculi. As the flesh-eating toxin worms its way into their flesh, the Salamanders die fighting. Though the warsuits, and even the power armour inside are empty of anything but noisome liquids, the angered machine spirits that lurk in each warsuit fight on. The last two operative warsuits bore holes into the Haemonculi's lair and slowly fall dormant, but not before emptying their ammunition caches and shredding the macabre scientists in a storm of explosive bolts.

565.M41 SPACE STATION GHOULD

The Ultramarines loose their Siegebreaker Cohort upon the pirate-infested Space Station Gould. Determined to keep the element of surprise, the Centurions boost out from the airlocks of the Guilliman's Oath to carve their way through the space station's dense plasteel hull. The resultant decompression kills nine tenths of the pirate base's inhabitants, and the Centurion warsuits eradicate the rest with pitiless efficiency.

746.M41 STRIFE IN THE DARKNESS

The underground tunnels of Calth are infested with Tyranid burrower-organisms after the attack of Hive Fleet Behemoth. The Ultramarines, fearing that the snake-bodied terrors could remain a blight for decades to come, mobilise several Siegebreaker Cohorts and send them to war deep underground. Using omniscopes to detect the vibrations made by the Tyranid burrow-beasts, the Centurion Sergeants and their men use siege drills to carve their way into the Tyranid tunnels just as the burrowing creatures pass by. A series of ugly and claustrophobic battles erupt under the planet's crust, as

often fought in total darkness as in the wan light of the Centurion Sergeants' omniscope arrays. Though it takes the best part of two years before the Centurions are returned to normal service, the burrower-beasts are believed to be eradicated.



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RULES



WARHAMMER 40,000: APOCALYPSE DATASHEET

CENTURION SIEGEBREAKER COHORT

'Break the metal and burn the flesh.'

- Motto of Clan Kaargul's Siegebreaker Cohort, emblazoned
upon the scrollwork of the Land Raider Crusader *Gauntlet*
Eternal



2+ Centurion Assault Squads

1+ Ironclad Dreadnought

FORMATION RESTRICTIONS

All Centurion Sergeants in the formation must be equipped with omniscopes.

SPECIAL RULES

Demolition Specialists:

As long as at least one Centurion Sergeant from this formation is still alive, all

Centurion Assault Squads in this formation re-roll failed Armour Penetration rolls against buildings (both with shooting attacks and in close combat), and can choose to re-roll glancing hits in an attempt to instead get a penetrating hit – but the second result must be kept.

Seismic Devastation:

If a building suffers a Partial Collapse, Structural Collapse, Total Collapse, or Detonation! result on the Building Damage table from the close combat attacks of any unit in this formation, any unit occupying the building suffers an additional D6 Strength 6 AP- hits with the Ignores Cover special rule.

ELITES

| IRONCLAD DREADNOUGHT | | | | | | | | | | 135 point |
|--|----|----|---|----|----|----|---|---|----|---------------------|
| <div> <div></div> <div>Armour</div> <div></div> </div> | | | | | | | | | | |
| Profile | WS | BS | S | F | S | R | I | A | HP | Unit Type |
| Ironclad Dreadnought | 4 | 4 | 6 | 13 | 13 | 10 | 4 | 2 | 3 | Vehicle (Walker) |

Unit Composition: 1 Ironclad Dreadnought

Wargear: Power fist with built-in storm bolter, seismic hammer with built-in meltagun, extra armour, searchlight, smoke launchers

Special Rules: Move Through Cover

Options:

- May replace its storm bolter with a heavy flamer *10 pts*

- May replace its meltagun with a heavy flamer *free*
- May replace its power fist and storm bolter with a hurricane bolter *free*
- May replace its seismic hammer with a chainfist *free*
- May take up to two hunter-killer missiles *10 pts each*
- May take Ironclad assault launchers *10 pts*
- The unit may select a Drop Pod as a Dedicated Transport.

ELITES

| CENTURION ASSAULT SQUAD | | | | | | | | | | 190 point |
|-------------------------|----|----|---|---|---|---|---|----|----|-------------------------|
| Profile | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| Centurion | 4 | 4 | 5 | 5 | 2 | 4 | 1 | 8 | 2+ | Infantry |
| Centurion Sergeant | 4 | 4 | 5 | 5 | 2 | 4 | 2 | 9 | 2+ | Infantry (Character) |

Unit Composition: 2 Centurions, 1 Centurion Sergeant

Wargear: Twin-linked flamer, ironclad assault launchers, two siege drills

Special Rules: And They Shall Know No Fear, Chapter Tactics, Decimator Protocols, Move Through Cover, Slow and Purposeful, Very Bulky

Options:

- May include up to three additional Centurions *60 pts/model*
- Any model may replace his ironclad assault launchers with a hurricane bolter

free

- Any model may replace his twin-linked flamer with a twin-linked meltagun *5 pts/model*
- The Centurion Sergeant may take an omniscopes *10 pts*
- The unit may select a Land Raider of any type as a Dedicated Transport.



GLOSSARY

WEAPONS

CHAINFIST

| Range | S | AP | Type |
|-------|----|----|---|
| - | x2 | 2 | Melee, Armourbane, Specialist Weapon, Unwieldy |

FLAMER

| Range | S | AP | Type |
|----------|---|----|-----------|
| Template | 4 | 5 | Assault 1 |

HEAVY FLAMER

| Range | S | AP | Type |
|----------|---|----|-----------|
| Template | 5 | 4 | Assault 1 |

HUNTER-KILLER MISSILE

A hunter-killer missile is an additional weapon, fired using the vehicle's Ballistic Skill.

| Range | S | AP | Type |
|-----------|---|----|-----------------------|
| Unlimited | 8 | 3 | Heavy 1, One use only |

HURRICANE BOLTER

A hurricane bolter consists of three twin-linked boltguns fired as a single weapon.

BOLTGUN

| Range | S | AP | Type |
|--------------|----------|-----------|-------------|
| 24" | 4 | 5 | Rapid Fire |

MELTAGUN

| Range | S | AP | Type |
|--------------|----------|-----------|---------------------|
| 12" | 8 | 1 | Assault 1, Melta |

POWER FIST

| Range | S | AP | Type |
|--------------|----------|-----------|---------------------------------------|
| - | x2 | 2 | Melee, Specialist Weapon, Unwieldy |

SEISMIC HAMMER

| Range | S | AP | Type |
|-------|----|----|--|
| - | x2 | 1 | Melee, Concussive, Specialist Weapon, Unwieldy |

SIEGE DRILLS

| Range | S | AP | Type |
|-------|---|----|---|
| - | 9 | 2 | Melee, Armourbane, Specialist Weapon |

STORM BOLTER

| Range | S | AP | Type |
|-------|---|----|-----------|
| 24" | 4 | 5 | Assault 2 |

WARGEAR

EXTRA ARMOUR

Vehicles equipped with extra armour count Crew Stunned results from the Vehicle Damage table as a Crew Shaken result instead.

IRONCLAD ASSAULT LAUNCHERS

A model with ironclad assault launchers does not suffer the penalty to its Initiative for charging enemies through difficult terrain. Furthermore, enemies charging a model with ironclad assault launchers do not gain bonus Attacks from charging unless the model was already locked in combat from a previous turn.

OMNISCOPE

A model with an omniscope has the Night Vision and Split Fire special rules.

SEARCHLIGHT

Searchlights are used when the Night Fighting rules are in effect. If a vehicle has a searchlight, it can, after firing all of its weapons, choose to illuminate its target with the searchlight. If it does so, it also illuminates itself. You may find it helpful to place coins, or other suitable counters, next to the units as reminders, and next to a vehicle to show it has used its searchlights this turn.

Illumination lasts until the end of the following turn. Illuminated units gain no benefit from the Night Fighting special rule.

SMOKE LAUNCHERS

Once per game, instead of shooting or moving Flat Out (or running in the case of Walkers), a vehicle with smoke launchers can trigger them. Place some cotton wool or some other appropriate counter next to the vehicle to show it is obscured. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but counts as obscured in the next enemy Shooting phase, receiving a 5+ cover save.

After the enemy's Shooting phase, the smoke disperses with no further effect.

Note that a vehicle may still use smoke launchers even if its crew are shaken or stunned or it does not have any shooting weapons.

RULES

AND THEY SHALL KNOW NO FEAR

A unit that contains at least one model with this special rule automatically passes tests to Regroup. The unit can move, shoot (or Run) and declare charges normally in the turn in which it Regroups (in addition to the 3" Regroup move). If a unit containing one or more models with this special rule is caught by a Sweeping Advance, they are not destroyed, but remain locked in combat instead. Additionally, a unit that contains at least one model with this special rule is immune to Fear.

ARMOURBANE

If a model has this special rule, or is attacking with a Melee weapon that has this special rule, it rolls 2D6 for armour penetration in close combat. Similarly, if a model makes a shooting attack with a weapon that has this special rule, it rolls 2D6 for armour penetration. In either case, this special rule has no effect against non-vehicle models.

ASSAULT

A model shooting an Assault weapon shoots the number of times indicated on its profile – whether or not the bearer has moved. A model carrying an Assault weapon can fire it in the Shooting phase and still charge into close combat in the Assault phase.

CHAPTER TACTICS

The rules for Chapter Tactics can be found in *Codex: Space Marines*.

CHARACTER

Characters are dynamic units with many special abilities on the battlefield. The rules for characters can be found on pages 63-65 of the *Warhammer 40,000* rulebook.

CONCUSSIVE

A model that suffers one or more unsaved Wounds from a weapon with this special rule is reduced to Initiative 1 until the end of the following Assault phase.

DECIMATOR PROTOCOLS

Centurions can fire up to two weapons in each Shooting phase. These weapons must still fire at the same target.

DEMOLITION SPECIALISTS

As long as at least one Centurion Sergeant from this formation is still alive, all Centurion Assault Squads in this formation re-roll failed Armour Penetration rolls against buildings (both with shooting attacks and in close combat), and can choose to re-roll glancing hits in an attempt to instead get a penetrating hit – but the second result must be kept.

HEAVY

When shooting, a model with a Heavy weapon shoots the number of times indicated. If a model carrying a Heavy weapon moved in the preceding Movement phase, he can fire it in the Shooting phase but only as Snap Shots. Remember that weapons with the Blast special rule cannot fire Snap Shots. Models that shoot with Heavy weapons in the Shooting phase cannot charge in the ensuing Assault phase.

INFANTRY

As the bulk of the rules are concerned with Infantry, they have no additional rules to present here.

IGNORES COVER

Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

MELEE

Weapons with the Melee type can only be used in close combat.

MELTA

Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules (pg 70 of *Warhammer 40,000* rulebook) for more details on armour penetration.

MOVE THROUGH COVER

A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain. In most circumstances, this will mean that the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests. The Move Through Cover special rule has no effect on charge range rolls or Impact tests (page 95 of the *Warhammer 40,000* rulebook).

NIGHT VISION

A unit that contains at least one model with this special rule ignores the effects of Night Fighting.

ONE USE ONLY

A weapon that is noted as being one use only can only be fired once per game – use it carefully!

RAPID FIRE

A model armed with a Rapid Fire weapon can fire two shots at a target up to half the weapon's maximum range away. Alternatively, it can instead fire one shot at a target over half the weapon's range away, up to the weapon's maximum range.

If a unit shooting Rapid Fire weapons is found to be partially within half range of the target, the firing models within half range fire two shots, while those further away fire one.

Models that shoot with Rapid Fire weapons in the Shooting phase cannot charge in the ensuing Assault phase.

SEISMIC DEVASTATION

If a building suffers a Partial Collapse, Structural Collapse, Total Collapse, or Detonation! result on the Building Damage table from the close combat attacks of any unit in this formation, any unit occupying the building suffers an additional D6 Strength 6 AP- hits with the Ignores Cover special rule.

SLOW AND PURPOSEFUL

A unit that contains at least one model with this special rule cannot Run, Turboboost, move Flat Out, perform Sweeping Advances or fire Overwatch. They can, however, shoot with Heavy, Salvo and Ordnance weapons, counting as stationary even if they moved in the previous Movement phase. They are also allowed to charge in the same turn they fire Heavy, Ordnance, Rapid Fire or Salvo weapons.

SPLIT FIRE

When a unit that contains at least one model with this special rule shoots, one model in the unit can shoot at a different target to the rest of his unit. To do so, the unit must first take a Leadership test. If the test is failed, the unit shoots as normal. If the test is passed, choose one model in the unit and immediately make a shooting attack with it.

Once this shooting attack has been resolved, resolve the shooting attacks made by the rest of the unit. These must be at a different target and may not be a unit forced to disembark from any Transport that has been Wrecked or suffered an Explodes! result due to the Split Firing unit's initial shooting attack.

SPECIALIST WEAPON

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless both weapons have the Specialist Weapon rule.

TEMPLATE

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model and the rest of the template covers as many models in the target unit as possible, without touching any other

friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against vehicles, the template must be placed to cover as much of the vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour facing is hit (see page 73 of the *Warhammer 40,000* rulebook). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover special rule. Wounds inflicted by Template weapons are allocated following the normal rules.

Template weapons cannot fire Snap Shots.

MULTIPLE TEMPLATES

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many hits are scored by each template. Resolve these, and the rest of the unit's shots, as normal.

TEMPLATE WEAPONS & FOCUS FIRE

If a unit chooses to Focus Fire at an enemy, any Template weapons in that unit ignore the targeting and Wound allocation restrictions from Focus Fire. The template is placed, and their hits are resolved, as if the unit is not focusing its fire.

TWIN-LINKED

A weapon with the Twin-linked special rule counts as a single weapon of that type, but to represent the fusillade of fire, you must re-roll the dice To Hit if you miss. Twin-linked weapons don't get more shots than normal ones, but they give you a better chance of hitting with them.

TWIN-LINKED BLAST WEAPONS

If the scatter dice does not roll a Hit, you can choose to re-roll the dice with a Twin-linked Blast or Large Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the scatter dice.

TWIN-LINKED TEMPLATE WEAPONS

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound and armour penetration rolls.

UNWIELDY

A model attacking with this weapon does so at Initiative step 1, unless it is a Monstrous Creature or a Walker. If it does so, it will also Pile In at Initiative step 1.

VEHICLE

Rules for vehicles are found in the Vehicles chapter of the *Warhammer 40,000* rulebook.

VERY BULKY

Very Bulky models count as three models for the purposes of Transport Capacity.

WALKER

Walkers are described on page 84 of the *Warhammer 40,000* rulebook.

WALL OF DEATH

Template weapons can fire Overwatch, even though they cannot fire Snap Shots. Instead, if a Template weapons fires Overwatch, it automatically inflicts D3 hits on the charging unit, resolved at its normal Strength and AP value. Don't worry about comparing the length of the template with the distance to the enemy. If the charge is successful, it doesn't matter anyway. If the charge failed, we can assume that the enemy ran into range of the Template weapon and were driven back.



**APOCALYPSE
DATASLATE**

CENTURION

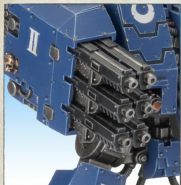
SIEGEBREAKER

COHORT

SHOWCASE



Assault Centurions with siege drills



Ironclad Dreadnought with hurricane bolter and chainfist



This Ironclad Dreadnought is armed with a power fist and seismic hammer.

APOCALYPSE DATASLATE

CENTURION

SIEGEBREAKER

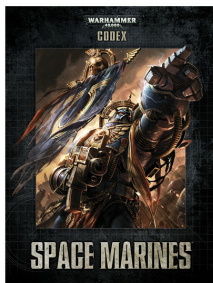
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